

STAR QUEST™

UNIVERSAL RULES



By: Matt deMille
Role-Playing Game Rulebook

NEW DIMENSION
GAMES

For Lucas and Spielberg,
true adventurers . . .

Starquest Adventures

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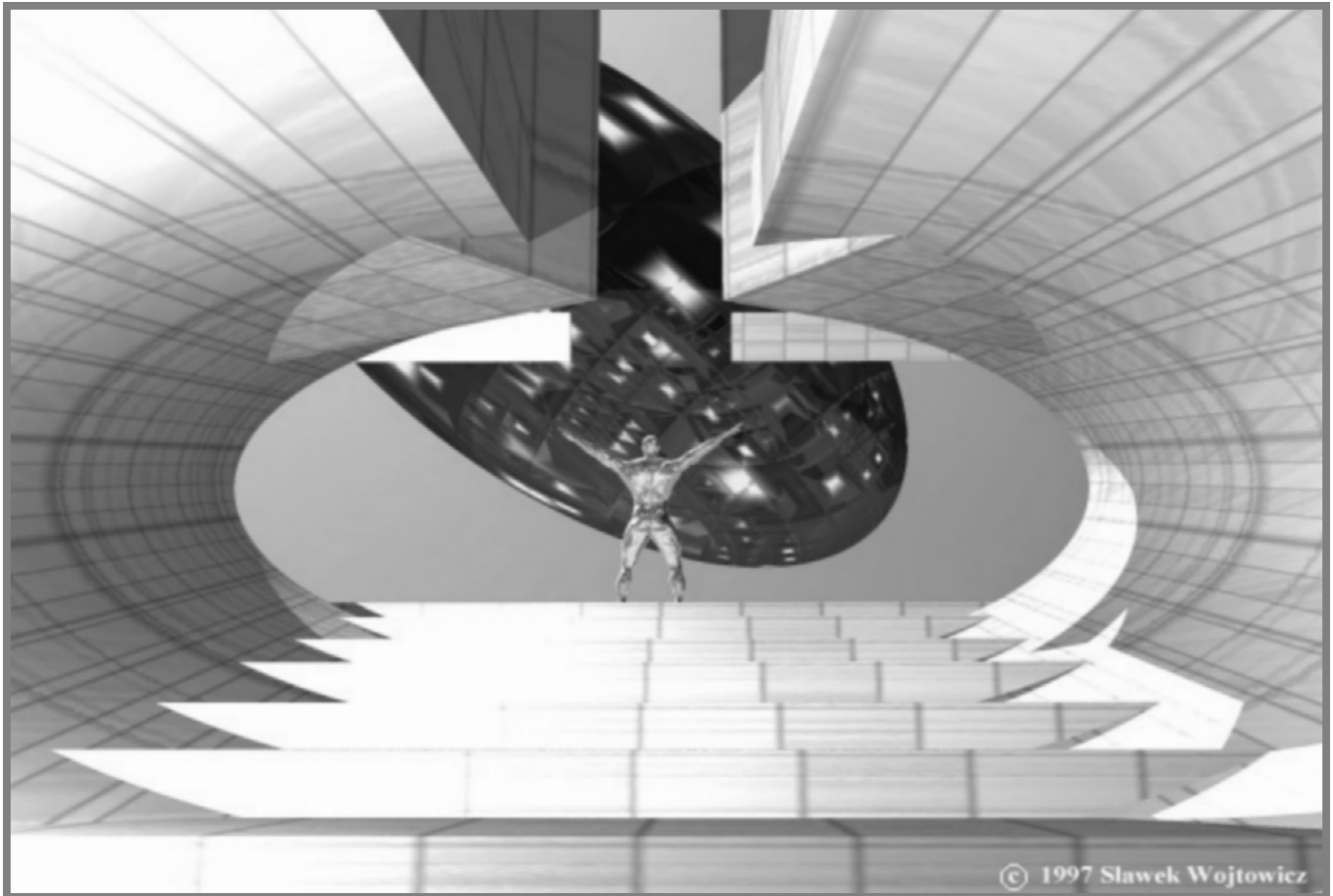
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- T3) 30000 Ways To Die

STARQUEST RULEBOOK



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SECRET 42

Game over man, we just saw a weather balloon, and so if it bleeds we can kill it, billions and billions of times, so don't worry I've got an angle . . . the force will be with you always, green?

FOREWORD

Starquest has been taking shape longer than any other game I've ever made, really, though it is also the last to be finished. I grew up with *Star Wars*, *Star Blazers* and other influences before I found medieval pirate fantasy. One might say that the latter were exercises in making the former, as the proverbial 'final frontier', space indeed, was a game I didn't want to make until I could do it properly. It's the most trying of all genres, for a game at least, as there is so much to consider, and every genre I've explored so far was an essay in its development. For twenty years ideas were tried and tested, and all was in readiness, but I still lacked one central component; a theme, indeed a heart.

I wanted to make a game that 'did it all', rather than focusing on one mythology or subgenre, like every other space or sci-fi game tends to do. After all, what hasn't been done already? How would any game I made be anything other than just another number among the masses? The answer eluded me for years, until, ironically, I came full circle to how *Fantasia* began, as I asked myself not what hasn't been done yet, but what hasn't been done right at all. Between movies, games and the literature, it seemed everyone was trying too hard to be some great piece of science-fiction, rather than the space opera, whimsical adventure and pure fantasy for the future which is what we already know we love so much.

Therefore, I set out to make a game that **feels** right, that feels "That's how all these other games should have been." The answer, of course, was right in front of me all these years, to make a game that was not unique in its mythology, but unique in its concept, in that it had **no** mythology, that it was indeed universal and could be applied to any other mythos or subgenre.

Starquest has finally come together after over twenty years of conception, providing an archetypical space fantasy role-playing game, allowing us to take off into the vast reaches of our greatest dreams...

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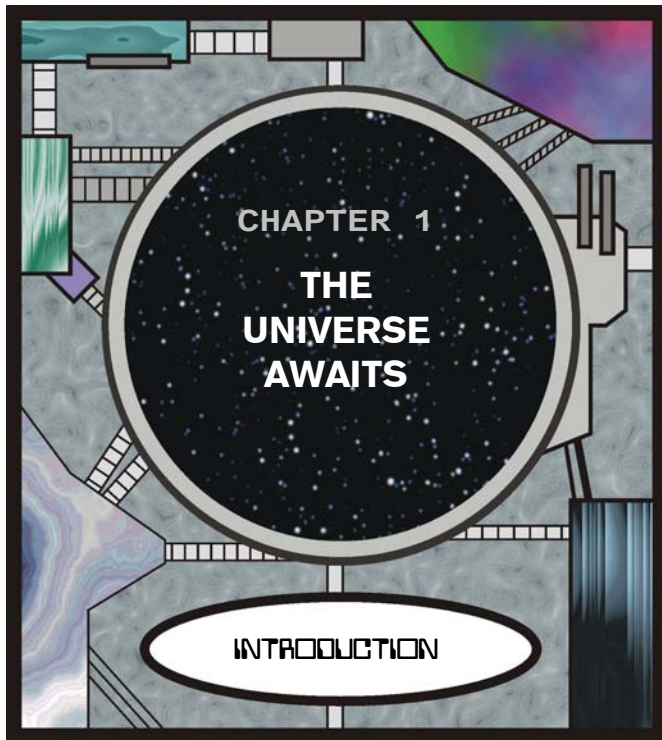
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CHAPTER 1

WELCOME TO THE UNIVERSE THAT IS TRULY ENDLESS WITH POSSIBILITIES OF ADVENTURE



GENRE NOTE: This is a game of space fantasy, not science-fiction. They are two distinctly different types of games—the galactic setting alone does not make a genre. For example, the classic film trilogy *Star Wars*, the impetus for this entire game, is itself not science-fiction, as it orbits around themes of The Force, of friendship, faith and heroism, not technical mumbo-jumbo. One could argue that the historical epic *Braveheart* is fantasy simply because it is set in medieval times, but again this isn't the case. *Star Trek* is a science-fiction due to its focus of exploration, but *Lord of the Rings* remains, for all of its themes similar to those of *Star Wars*, none-the-less fantasy for the world it takes us to. These distinctions are not always easy to make, to define a genre, but this must be clear if one is to enjoy this game to its maximum potential. Indeed, play this as space fantasy, an interstellar opera, a classic myth set amongst the stars, and you will enjoy yourself so much more.

PRONOUN NOTE: The male pronouns ('he', 'him', 'his') are used throughout this book and all products associated with it. Centuries of use have made these pronouns neutral and their use provides for clear and concise text. Nothing else does.

ABOUT THIS BOOK: Within these pages are all the numbers, statistics and rule procedures that are universal to Starquest, the basics around which all Characters, creatures and stories are built. The rules in this book dictate the game's proportions. The numbers balance the events of the adventure, leaving the imagination of the participants to explain why the numbers of the dice fall where they do. A rule system can only account for so much. As it is, these rules are streamlined, keeping in themselves a careful balance of maintaining enough detail while at the same time not being too cumbersome—if one cannot keep all the rules at a comfortable level of consideration, there are simply too many rules, and players will end up spending more time calculating and considering rules rather than truly playing and enjoying the game.

ABOUT THIS GAME: What is a role-playing game anyway? That will be described in detail later. For now, the question is 'what makes a role-playing game?' And the answer to that is many books, and many supplemental materials, especially dice and paper. Once you have the materials to play, then all you need is your imagination.

Required materials: When sitting down to play, it is essential that you have the following:

A desire to dream and imagine adventure!
Six dice (4, 6, 8, 10, 12 and 20 sided)
This rulebook
Blank paper
Writing utensils



Suggested accessories: Aside of the above, the following is a list of suggested playing aids.

Prepared adventure material
Record Sheets
Graph paper
Calculator
Extra dice
Secluded game room
Snacks and drinks
Miniatures
Background music
A lot of time to play...



THE UNIVERSE AWAITS

WELCOME TO THE UNIVERSE THAT IS TRULY ENDLESS WITH POSSIBILITIES OF ADVENTURE

ABBREVIATIONS: Throughout these rules many terms are abbreviated. Their common abbreviations are summarized below. These abbreviations apply throughout all Starquest products.

TABLE #1: ABBREVIATIONS

Common term	Abbreviation
Role-playing game	RPG
Game Master	GM
Player Character	PC
Non Player Character	NPC
Combat (Ability)	CBT
Physique (Ability)	PHY
Movement (Ability)	MVM
Genetics (Ability)	GEN
Presence (Ability)	PRE
Intelligence (Ability)	INT
Intuition (Ability)	ITN
Psyche (Ability)	PSY
Personality (Ability)	PER
Unique (Ability)	UQE
Health Points	HP
Defense Score	DS
Damage	DMG
Encumbrance	E
Capacity	C
Movement Rate	M
Antimatter cube	AMC
Ballistic clip	BC
Concentrated proton cube	CPC
Dark matter clip	DMC
Fossil fuel quotion	FFQ
Parabattery	PB
Refined power crystal	RPC
Standard antimatter unit	SAU
Standard energy clip	SEC
Xanthian crystal sphere	XCS
Character Class	CL
Occupation	OCC
Organization	ORG
Trademark	TMK
Universal Points	UP
Experience Points	XP
Story Points	SP
Roll of the 4-sided dice	D4
Roll of the 6-sided dice	D6
Roll of the 8-sided dice	D8
Roll of the 10-sided dice	D10
Roll of the 12-sided dice	D12
Roll of the 20-sided dice	D20
Roll of the percentile dice	D100



UNIVERSAL RULES: In the free world of role-playing games, there are countless ‘ifs’, ‘buts’ and uncertainties, which can often cause confusion. But Starquest is light-years away from our primitive problems like language barriers. For that reason, misunderstandings about the game and the rules that apply to it are explained below *for all*...

Good rolls: Given the complex nature of RPG rules, various rule systems are devised for various rolling purposes. However, this often leaves Players wondering if it is better to roll high or low. In Starquest, a universal rule is that ‘higher on the dice is always better for whomever is rolling’.

Extreme rolls: Given the many modifiers applicable to dice rolls, Players are often given false hope or unfair denials about whether their extremely high or low rolls count. In Starquest, a universal rule is ‘the natural roll of 1 always fails and the natural roll of the dice’s maximum always succeeds’, save where it is specifically stated otherwise.

Overlooked rules: One rule that must be considered now and not later is that no other rules can be either—if a rule is overlooked, the proportions or consequences must be accepted and players must imagine however they can the ‘why’. For once a ruling is made, the game cannot be reversed to correct it. The better way to play is at a casual pace, so rules are not overlooked in the first place.

CHAPTER 1

WELCOME TO THE UNIVERSE THAT IS TRULY ENDLESS WITH POSSIBILITIES OF ADVENTURE

For Players . . .

Acceptance: In such a diverse universe as a role-playing game, so vivid in play and so heavily reliant on discretion with rules, very often do times arise when rules and ‘what is fair’ are in debate, simply because an RPG does not try to recreate reality, but is only a drama play, and more often than not, when there is unrest with the rules, it is because people expect more of them than they should. It is better to simply accept what happens, and remember, the dice are impartial, and things could have gone either way. If every detail about ‘reality’ was allowed to be argued in a role-playing adventure, the very vivid nature of the game could allow anyone to argue until the ends of time, and thus, the game would go nowhere. Use your skill, hope for the best, and accept wherever things happen to end up. That’s all any of us can do.

Enthusiasm: Role-playing is not just a game, but a shared fantasy, and thus, far more than any mere ‘game’, Players are encouraged to show enthusiasm, to ‘go the extra mile’ so-to-speak in order to make the fantasy better. What kind of fantasy the game offers is precious and personal, but relies on the actions of others to create it. When Players show a lack of interest, it’s devastating to the private fantasies ongoing in the thoughts and dreams of others present. It takes extra effort on the part of the Players to bring things to life, indeed to not let their passive ‘activity’ drag down their thoughts as well. And everyone contributes to the game differently—it is not so much ‘what’ someone does to add to the fantasy, but that they do something at all. So, for the common good of your game group, put forth your creative enthusiasm to help enrich the fantasy of the role-playing adventure.

Responsibility: The rules in the Player’s Section have been set aside for the Players because they so closely concern their Characters, and little else. Thusly, if a rule is within those pages, it is the responsibility of the Players, not the Game Master, to remember it, calculate it, and consider it during game play.

For Game Masters . . .

Be fair!: This is the most important rule of all. For in a shared fantasy so desperately clinging to the proportions of mere game rules, surrounded by the hopes and dreams of imaginative players, the Game Master truly wields ultimate power, beyond imagination. Indeed, the Game Master must remain neutral, for regardless of his own preferences and visions for the fantasy, his will and the reality for the Players’ Characters is all but inseparable—only the dignity to remain fair keeps them apart, to live and die by the rules (both of this book and the storyline he has prepared), as the GM makes fair decisions based not on his own fancies but what makes the best gaming experience for all involved. In a game that relies so heavily on discretion, where rules and rolls are easily replaced by mere judgment, a Game Master’s power is easily abused. It must not be so. Indeed, that is one rule that the Game Master cannot defy.

Keep secrets: Inevitably, through time, Players will try their hand at being Game Master, or perhaps sneak a peak at his pages, or simply through trial and error come to know these secrets therein, and eventually every statistic will be known to them. But then, any game, no matter how fun, is traded in time, and people move on. But the Game Master should, in order to preserve the excitement of adventure for his Players, do whatever he can to prevent prying eyes into his Book, to sustain the element of surprise and surprises yet to come as long as he may.

Responsibility: The rules in the Game Master’s Section have been set aside for the Game Master because they so closely concern the secrets he reveals to the Players and their Characters as they merit them, through bravery, valor, cunning, quick wit and sheer luck. Thusly, if a rule is within those pages, it is the responsibility of the Game Master, not the Players, to remember it, calculate it, and consider it during game play. Indeed, it is even considered by some a taboo for Players to so much as read anything within the Game Master’s Book, though this is inevitable and thus no issue.

THE UNIVERSE AWAITS

WELCOME TO THE UNIVERSE THAT IS TRULY ENDLESS WITH POSSIBILITIES OF ADVENTURE

INSPIRATION: Each and every role-playing game is based upon some sort of literature, printed or unprinted, published or unpublished, filmed, or dreamed. Indeed, each fantasy is inspired somehow, somewhere. As for Starquest, this 'space fantasy' has been with me since the beginning, serving as the basis of my earliest dreams, igniting the fires of my imagination to blast into hyperspace, finding the realms of the medieval and piratical. And now, the circle is complete as all the dreams have come back to build this whole—this game, this genre, this dream. So now are those fantasies that have helped shape Starquest honored, and explained as to their power that is within my own heart.

These fantasies, be they books, games or films, have had in part, great or small, a hand in developing this work. So in addition to tribute are these inspirations mentioned in order to provide for the newcomer to Starquest perhaps some 'suggested reading', or 'suggested playing or viewing'.

These sources of inspiration are detailed in their order of influence, and thus closeness to the overall themes, mythology and feel of Starquest.

Star Wars: These classic films which redefined the way films were made and how we looked at space no longer as a scientific frontier, but as an infinite realm of adventure, appealing to the human spirit above all else, certainly captivated me with a most certain force, one which surrounded me, penetrated me, and bound my life together.

Star Frontiers: This RPG from the early 1980's is a classic that was never given the production effort it deserved, and has for the longest time been like a derelict ship, lost and forgotten but none-the-less found time and again by game explorers, myself one of them, and it has been a life-support system for my own idea of a space game.

Star Blazers: The first cartoon I really watched, at a very young age no less, a modern-day 'serial' of sorts and early anime, it's partially responsible for my disdain for sugar-coated shows and politically correct war cartoons where nobody dies, heavily influential on my fledgling imagination, and most definitely the basis for many of my approaches to space fantasy and fiction in general.

Space Ace: This arcade laser disc game not only gave me a completely different lens through which to view space fiction, but made it seem easy, thus boosting my confidence along with energizing my young imagination.

The Fifth Element: A modern-day classic, this film was overlooked by most, but remains a wild romp and delightful adventure which captures the tone of adventures in space at their best, and will either be copied by or inspire the work of many writers and gamers for a long time to come, myself included.

Aliens: The classic space horror and its sequel are both films which provided me a conceptual motion picture for the gritty, darker side of each and every planet, moon and mystical location that I will find in the vastness of my own universe.

Predator: The original 1980's film is unique in its execution of a cliché, one which was my favorite film for years and continues to inspire my work in unforeseen and unpredictable ways, its influence on me indeed like the Predator itself, for I never see it coming.

Other inspirations: Starquest has been inspired by many other works of fiction, credited below. They include a long list of movies, games, books and other legends of our day and age.

The Terminator Trilogy

Transformers

The Black Hole

The Running Man

Total Recall

Galaxy Quest

Men In Black

Men In Black II

Heavy Metal

Heavy Metal 2000

Blade Runner

Dr. Who

Galaxy Express 999

Armageddon

Pigs In Space

Spaceballs

T.R.O.O.P.S.

CHAPTER 1

WELCOME TO THE UNIVERSE THAT IS TRULY ENDLESS WITH POSSIBILITIES OF ADVENTURE

ROLE-PLAYING: A role-playing game is like a stage play, one that is unrehearsed, and with no audience save for the participants themselves. Role-playing games are far more advanced than classic board and card games, because the entire adventure takes place in the collective imagination of all who participate. Thus, it is more than just a game—it's a group storytelling session, one that combines classic games and improvisational theater shared by all. Indeed, it is an experience. Before any rules are explained, it shall be told just how to have that experience.

To play is the thing: A role-playing game requires no gameboard, for all its action takes place inside the players' imaginations. Each player is like an actor, playing the role of a fictitious character, just like on the stage, in an ongoing performance that is both interactive and unrehearsed. The 'rules' of the game only impose realistic, fair proportions of uncertain things, such as battles. And while much of the game revolves around numbers, the dice and the rules, the true game is the interaction between all the players; the psychology, the narrative, the dialogue, and most of all the performances, be they dramatic, comedic or even inspirational. Indeed, as one famous, fictional character is often quoted, "The Play is the thing."

Really any role-playing game, because of the proportions of its basic rules alone involves a great deal of time, commitment, and intelligence, but more than that, its need for drama demands mature players who can overcome and rise above all of its inherent 'stage fright', who are willing to put forth a great amount of themselves, and have a versatile enough mind to play effectively in all this game's varying situations. A 'good move' in a role-playing game is not necessarily the best tactic, nor the most logical course of action, for the rules and numbers already account for the intelligence and cunning of the characters, but the 'best moves' are those that are memorable ones, for indeed, the only true rewards and honors that the Players can take with them is the experience of playing—the thrill, the memories, the fun!

As the time-honored proverb goes, "You get out of it what you put into it". Indeed, the more enthusiastically an RPG is played, the more vivid

becomes the fantasy story each of the players are participating in. And so, unlike other games where the players compete against one other, in a role-playing game all of the participants are encouraged to work together, their individual additions working to create a common, self-perpetuating story that everybody appreciates and enjoys.

Winning and losing: One thing that must be made very clear is that role-playing games have no definitive end where someone can be declared a 'winner'. Instead, a role-playing game goes on indefinitely. An adventure can end, but the same characters simply go on to another adventure. Even a character's death is not the end, for a Player can just make up a new character, to rejoin the game at the next opportunity the GM provides.

Role-playing games can have a wide range of outcomes as well, which are mostly shades of gray. For example, the Characters may escape from a derelict space ship, but will have failed to find the secret plans on board. Some would argue that they 'failed', while others would say that surviving the alien infested ship is a victory in itself.

In a role-playing game, nobody definitively 'wins' or 'loses'. Such labels can only be applied to the experience of the game itself. As in life, one 'wins' if he enjoys himself. It's that simple. On the other hand, if someone was a 'poor sport', or 'tried to win' in any conventional manner, he may be considered the ultimate loser.



THE UNIVERSE AWAITS

WELCOME TO THE UNIVERSE THAT IS TRULY ENDLESS WITH POSSIBILITIES OF ADVENTURE

The participants: At the beginning of the game, one player must be decided upon to become the 'Game Master', or GM. This player then becomes unlike any of the others, for it is he that will be responsible for creating the atmosphere and story around the rest of the Players. The one who is chosen to be the GM should be qualified for this role beyond question. For while there can be any amount of Players, all of varying ability, the GM is alone, and needs to be a 'cut above the rest' so-to-speak, for the game is only as good as the GM makes it (or allows it to be). Listed below, in their order of importance, are the qualifications of he whom should be the Game Master.

TABLE #2: TITLE OF GAME MASTER

Priority	The Player is the...
1	Fairest with the rules
2	One with the greatest imagination
3	One with the most time to prepare games
4	Most experienced role-player
5	Most learned in sci-fi films and stories

As for the other Players, they are all going to fall into the same capacity as each other, that of a 'Player'. While the GM is also a player in this game, the term 'Player' is reserved for the others. For these 'Players' will assume fictitious roles to play, indeed to participate in the adventure that the GM creates for them.

Each 'Player' will create a 'Character', a persona he will adopt while playing the game, much like an actor adopts a role on stage. This character, this 'alter ego' if you will, is a player in the fantasy story, a part the Player indeed plays with all the imagination and intelligence he has. Through his Character, a Player will experience the trials, terrors and rewards of the interactive story that is the role-playing game.

The group of Players hence becomes a party of Characters, all operating in the same story, as if they were all on stage together, with the GM as their director, always busy watching them, calling for changes in scenery, and even offering advice from time-to-time. Unlike most games, everybody works together in every sense to create an exciting story, where the only competitors are to be found in the laws of chance and one's own inner fears.



Game reality: This game and its adventures may just appear as a lot of paper and ink, to us, but to the people actually in that galaxy far, far away, it is much more real. Indeed, it **is** real.

So must the players themselves believe. They must place themselves in that 'game reality' if they are to have any enjoyment at all—one can read about a dogfight amongst star fighters, but if the person cannot imagine himself inside one of those cockpits, then it's not going to ever be anything more than mere words.

As we players sit around the game table, laughing and eating, the Characters in the game's reality are having quite an adventure indeed! We must join them, at least in our imagination, if we are to truly share that experience.

Moreover, game reality defines the difference between players and their fantasy characters. Truly, just because a Player may know something, it does not mean that his Character does. Remember that in a role-playing game, 'to play is the thing', not 'to win'. Keeping focus on game reality is the only way to keep the game balanced, fair and fun.

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THE BASICS: Role-playing games are extremely advanced and complex for a table game. Therefore the basics of this game's structure are (re)explained throughout the following pages.

The dice: It is important to remember that this is a role-playing game, not a roll-playing game. The dice are indeed heavily involved, but they have limited uses, and not the most important ones at that. The dice are overshadowed by the interactive story that a role-playing game is. Still, the dice are used in many ways, and those unfamiliar with a role-playing game may find these rolling methods confusing at first.

A *normal roll* calls for one dice to be rolled. Many modifiers may be applied to such a roll.

A *percentile roll* calls for two ten-sided dice to be rolled (or one dice twice). Before rolling, the Player must declare which of the dice will read the 'tens' column. Usually, this is the larger or the darker colored of the two dice. If a Player has only one dice, then, as a rule, the first dice rolled is always the tens column. Whatever the case, once rolled, the dice will then read a number between 01 and 99. If a '00' is rolled, it does not mean 0, but 100. In some cases, when an actual percentage is called for, the percentage 'chance' given is the difference the dice must roll with 101 for success. For example, if something is listed as having a 25% chance of occurring, the dice must read '76' or higher for the roll to succeed.

A *total roll* is when a number of dice are rolled and simply added together. For example, a range of 3-30 would call for a single 10-sided dice to be rolled three times and then its rolls added together. Similarly, some rolls may call for odd ranges, such as 4-13. Know that all such ranges given within these rules are attainable by the dice provided. Furthering the above example, one could roll a single 10-sided dice and add 3 to the result to attain that odd range.

Rounds, Turns and time: Unlike most conventional table games, a role-playing game does not revolve around set turns or rounds. Instead, the one who is the Game Master simply narrates the adventure at his own pace, and whenever he is not (speaking) then the Players can speak up as they will, their

personal initiative and their volume proportional to how active their own Character is. However, there are moments when time is critical, such as in a fight, and at such times the game does become organized into Rounds and Turns. As a rule, one 'Round' is one full sweep around the game table, wherein each Player gets one 'Turn'. Note that Rounds and Turns reflect events, not necessarily measurable lengths of time.

GAME CAMPAIGNS: Role-playing games can be played in two ways. The first is a simple 'one-shot adventure'. However, in a role-playing game, Characters can live on to have many adventures. When the same Character goes on to have more than one adventure, then the game becomes a 'Campaign'. Game Campaigns can go on forever, so long as the Characters continue to survive and the GM continues to develop a plot around them.

The goal of a Campaign: Be the Campaign simple or complex, short or carried out over years, a successful Campaign is one that focuses on the Player Characters, gives them a chance to develop, indeed gives them a stage and a story within which to develop, bring their fantasies to life, and triumph through. Indeed, a Campaign that helps shape Characters as memorable as real people is a triumph in itself.

The same Character(s) having their adventures is the basic skeleton of a Campaign. A Campaign can have many, many adventures, and added to them various levels and depth of story the Game Master may develop for the Player Characters, turning the game from a simple, serial adventure, into the saga of the Characters' lives.

Campaigns become self-perpetuating. For as the same Characters continue to have adventures, accomplish feats, find treasures and make sacrifices, then questions, relationships, and trials will create themselves. Much of the story detail comes out of nowhere. But that is the beauty of role-playing.

Time range: So much of role-playing games and most especially their storytelling aspect rely on discretion, of budgeting and balancing time and rules. It is so easy to want to act out every little detail of each Character's life, but like any good

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story, a certain pace must be established in order to keep the game interesting. This is a game after all, not a movie, and so establishing that pace is done numerically.

Provided on Table 3 is the Experience Level a Character should achieve after an approximate amount of time at the table. This is based on how difficult the game is, how much time between rolls and rules should be filled in with storytelling, and altogether just how fast (or slow) someone should come closer to 10th Level.

If the game is noticeably distant from the proportions of Table 3, then it is not properly paced, and should either slow down a little, adding a little more story depth, or pick up its pace and not be so bogged down in detail.

TABLE #3: CAMPAIGN LEVEL RANGES

Experience Level	Total hours of play
1	10
2	25
3	50
4	75
5	100
6	125
7	150
8	200
9	250

Ending a Campaign: As a rule, a Campaign ends when the entire party is destroyed or retires. But so long as one Character carries on the story, the Campaign goes on with him. Moreover, so long as one Player wishes to keep going in a Campaign, the Campaign will continue on.

When a Campaign ends, and everyone makes new Characters, at the Game Master's option alone, the entire fantasy setting may 'reset', as though the last Campaign never took place.

In any event, when a Campaign ends, so are all things attached and attributed to it, including Player Characters, Non Player Characters, and all of the things they have achieved or changed within the fantasy setting—the Players will always have the stories, the memories and the fun, but the game begins anew. The only thing that a Player keeps from a Campaign is his Story Points.

STORY POINTS: As Starquest is just as much an interactive story as it is a game, those whose imaginative efforts enhance the story are rewarded in a way that transcends all other rules and rolls. They are rewarded with Story Points!

What are Story Points?: Ask yourself, in a good story, indeed a story you enjoy, is it always the strongest, largest, and most menacing characters that are left standing in the end? In a **good** story, it's the most **memorable** characters that are the ones who go on, be they great or small. Strategy, good moves and knowing the black-and-white rules can only perpetuate one's survival (and story) so long. Furthermore, it should not be that the lucky alone enjoy themselves while good performances are lost to mere chance.

Story Points bind the game together, as they offer assurance that the more one role-plays, the better off he will be, until such a point comes when luck is surpassed, and memorizing the rules seems insignificant.

Story Points are a special reward system used periodically throughout play in direct proportion to how much one offers to the game in terms of storytelling. These Points have a great influence on rolls and rules alike.

Only Player Characters: It is important to know and to remember that only Player Characters can earn and use Story Points. For they are the protagonists in the story, and as powerful as NPCs may be statistically, they are not 'the story'. NPCs can only benefit from whatever Story Points the Players choose to spend on their behalf.

Earning Story Points: Story Points are awarded only in Campaigned games, or (if your game is one-adventure-after-another) they are used to create new Characters for the next adventure. They are awarded periodically throughout each adventure. Whenever the party has finished an Encounter marked with an '*', the GM will pause the game to consider the performance of all Players since the last such Encounter. Each Player will receive 0-4 Story Points, depending on their performance. How many one should receive is the opinion of the GM alone. Table 4 provides suggested awards.

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TABLE #4: EARNING STORY POINTS

Points	Performance
3	Added scenes that complimented the plot
2	Never broke character
2	Played in costume
1	Described dice rolls well and often
1	Often referred to Players by Character name
1	Respected all rules to the gameroom

Adding scenes is normally the task of the Game Master, for usually it is the storyteller who sets the stage. However, he just cannot know the depth of each Player's soul, and when someone shares it, offering simple scenes that express their emotions, it adds a great deal to the story. Simple scenes such as bartering in the spaceport cantina about the cost of passage to a star system, passing out in an air-car by testing a new motion sickness remedy, or perhaps just bantering about love while gearing up for a battle—such seemingly trivial little details, non-profit endeavors and distractions give greater life to the Characters that are at the heart of the story. Any Player whose contributions are memorable, or even made elements of the plot clearer or more appealing to others should be rewarded with 3 Story Points.

Never breaking character is wonderful in a role-playing fantasy. Not that 'having fun' is a bad thing, but the true fun in a fantasy is to feel being in another place. Players open up their hearts and dreams with great trust when they develop their Characters and offer their ideas. It's a chance to believe their dreams, indeed live them. But those dreams are fragile and the image easily shattered, like a hologram transmission in an asteroid field. Silliness makes light of the fantasy and destroys it instantly. And while there is little that can be done to mature people, one can be encouraged to avoid being dumb. For when one is of a more mature mind, not only does he allow others to enhance the story, but if he is not detracting from the story he must be adding to it. Indeed, those who do not break character by faltering into silliness should be rewarded with 2 Story Points.

Playing in costume adds a great deal of atmosphere for others, but more than that, being in costume truly enhances one's overall performance, as they feel more like their Character. So, for both

the direct and indirect enhancement of the game, those who play in a costume befitting the setting should be rewarded with 2 Story Points.

Describing dice rolls adds a great deal of excitement to the game. While the random nature of dice disallows for a truly structured story, at the same time it actually helps create storylines. But the details they add to an existing story aren't recognized unless people make an effort with them. If a Player's performance is memorable for the colorful descriptions he adds to dice rolls, indeed explaining why they fell as they did, he should be rewarded with 1 Story Point.



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Naming Characters rather than the Players at the game table helps bring the story to life more easily than anything else. If one calls the other Players by their Character's names, or he speaks of himself in 'third person' rather than saying "I do this . . ." or speaks of his Character, such as to say "Starkiller will try to . . ." he adds to the story. If one refers to the others by their Character names, or refers to his own Character and his actions in third person more often than not, he should be rewarded with 1 Story Point.

Respecting rules is a common courtesy, but role-playing games easily take so much time, and become so involving, that people understandably lose focus on the world around them. It takes an extra effort to keep in mind respect for the rules of one's gaming area. He who considers one's standards should be rewarded with 1 Story Point.

Using Story Points: So, just how do Story Points affect the game? How do these Points ensure that the performer succeeds where the one who knows the rules best does not? How can luck itself be surpassed in a game of dice? Story Points are, at a Player's option, applied to various aspects of the game, including the modification of dice rolls, thus taking luck out of the equation and replacing it with earned drama.

Modifying dice rolls is the most common use of Story Points. After a dice falls, a Player may apply Story Points to it to change its result one way or the other. One can modify any roll he himself or the GM rolls—one cannot alter the rolls of another Player. When a roll is changed, it is changed by 1 on the dice for every 1 Story Point spent. Note that this changes the dice roll, not add a bonus, therefore, no matter how many Story Points are spent, a dice cannot be pushed beyond its natural range. Also note that in the case of Critical rolls, a Critical 'Hit' must be lowered to a miss entirely or else it will remain Critical (the reverse is true with a Critical failure). And, Story Points can only be applied to the **last** dice that is rolled—once a new dice falls, any previous roll can never be altered by Story Points.

Saving one's life is a use of Story Points that could be accurately defined as 'hero power'. For even as Players enjoy sitting around a table and imagining their Characters' great adventures, the Characters themselves within the 'game reality' are almost always dealing with far more difficult and involving challenges than rules and rolls. Truly, the Characters are far more aware of the world in which they are adventuring, and may very well not do something as oversights as a Player may think is best. So, if a Player's Character dies, he can immediately spend 5 Story Points to have somehow avoided his fate. However, these points must be spent at that very moment—once any other Turn is taken, it is too late. An alternative is to spend 3 Story Points in advance, so that the next time one makes a **decision** which will certainly destroy his Character, then the Character himself will have the presence of mind not to make that choice. In this case, the situation must be life or death, nothing less. For example, choosing to attack a robot army all alone is, even though a grim prospect, still an uncertain one. But if there is a detonator fixed to a door that will blow up the ship if removed, that would merit this ruling. In any such instance, the GM informs the Player outright that his choice would have been perilous. The 3 Story Points, long spent, have now served their purpose to save the Character's life. Note that once Story Points are so invested they may not be 'refunded'.

Acquiring greater Characters is perhaps the best overall use of Story Points. Where once the 'toughest' Characters always survive, in Starquest, the toughest only belong to those who have earned their power, not with lucky rolls or even with Experience Points, but who do justice to having great Characters by knowing the setting, by adding to the story, indeed by earning Story Points and using them to create Characters that dice alone cannot. When making a **new** Character, a Player can trade Story Points 1-for-1 into Creation Points to build his new Character with, and so the greater Characters belong to the greater Players.

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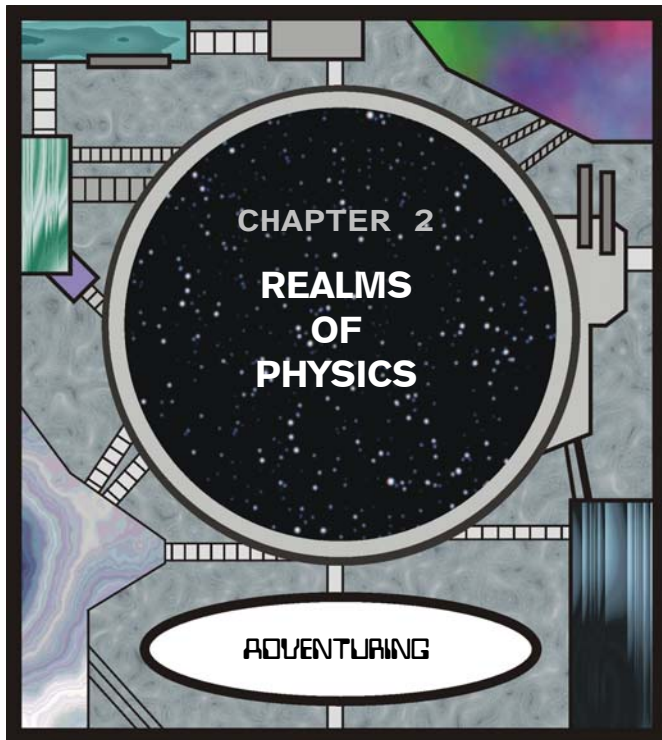
***THE RULE
MENACE***

BOOK 1

THE RULE BOOK

CHAPTER 2

FOR ALL TECHNOLOGY THE UNIVERSE REMAINS AN UNPREDICTABLE AND PERILOUS PLACE



ABILITY CHECKS: In the fictional world of any role-playing game adventure, there are countless challenges that no abstract rule system could ever detail, even if one would want it to—in a game of high adventure and fantastic accomplishments, we long for all things to be engaging yet overcome, perilous but possible, able to be conquered by our dreams and desire alone. Such is it that the most often used rule for passing most challenges is kept abstract, and indeed able to accomplish so much. It is the ‘Ability Check’.

When to make an Ability Check: Whenever there is a challenge, be it physical, mental or spiritual, a Character can attempt to overcome it with an Ability Check. This, a simple dice roll, is the only quick, efficient and fair way to consider all of the variables and details that would affect someone in any endeavor. When someone faces anything that has a chance of failure, an Ability Check is made.

How to make an Ability Check: When an Ability Check is attempted, the GM will decide which of the ten Ability Scores corresponds the closest to the task at hand, and then decides whether the task is ‘casual’, ‘challenging’ or ‘critical’, based on both

common sense and his storytelling. The Player then rolls a single dice and adds the result to his Score, requiring equal to or above 20 in order for him to be successful. Casual Ability Checks use the D20, Challenging Ability Checks the D12, and Critical Ability Checks the D8.

Note that as the maximum on a dice always succeeds, in the matter of an Ability Check, it will succeed even if the total between the dice and the Ability Score is less than 20, and the result of ‘1’ on any dice will fail, regardless of the total.

TABLE #5: SAMPLE ABILITY CHECKS

Accomplishment	Relative Difficulty
Combat	
Accurately count foes in an instant	Casual
Switch weapons in no time at all	Challenging
Move through a field of fire	Critical
Physique	
Force open a door	Casual
Catch a falling body	Challenging
Physically restrain an individual	Critical
Movement	
Swing between buildings	Casual
Dive through a narrow opening	Challenging
Walk a tightrope	Critical
Genetics	
Go through the night without sleep	Casual
Eat spoiled food without ill effects	Challenging
Pass through energy field unharmed	Critical
Presence	
Force someone to remember you	Casual
Cause a crowded room to fall silent	Challenging
Romance someone	Critical
Intelligence	
Recount all the details of a speech	Casual
Awaken when danger approaches	Challenging
Memorize a single page of text	Critical
Intuition	
Hear a nearby call for help	Casual
Recall a forgotten fact or clue	Challenging
Notice a trap just before tripping it	Critical
Psyche	
Sense the presence of an old enemy	Casual
Resist brainwashing	Challenging
Withstand torture	Critical
Personality	
Convince NPCs you should lead	Casual
Tell a believable lie	Challenging
Convince NPCs you are the best	Critical

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Combined Ability Checks: Sometimes Characters will combine their efforts towards a common end. One Character must be selected to actually make the roll, with all others who help giving him a bonus to his roll, based on their collective Ability Scores with the task at hand. The Ability Points of the one who will actually attempt the Check does not factor into the total listed on Table 6. For example, if Xandu Morondu with a 14 Intelligence wanted to crack a military code, normally requiring a Challenging Intelligence Check, his buddies could help him with deciphering, their total Intelligence Points equaling 26, thus giving him +3 to the roll.

TABLE #6: COMBINED ABILITY CHECKS

Collective help	Ability Check bonus
100+	+7
60-99	+6
40-59	+5
30-39	+4
24-29	+3
16-23	+2
1-15	+1



SEARCHING: In the complex and often alien environments of space adventure, there are always countless doors, ducts, screens, snares and other secrets hidden from the sight and other senses of any adventuring party. Their details are endless, and so their finding is simplified with a single roll, called a 'Searching Check'.

Making a Searching Check: Anyone can spend their Turn to make a Searching Check at any time. The Game Master will then roll a D8, keeping the result to himself. This roll is modified by any Skill Level the individual may have pertaining to what (according to the GM's notes) is to be found there. If the total is 8 or greater, the Character has found everything hidden in the immediate area. If the result is less than 8, or there is simply nothing to be found at all, the GM will simply inform the Player (in whatever descriptive way he wishes) that his search turned up nothing.

Searching with skill: A Searching Check is an abstract summary of searching an area—if one specifically looks in a place where something is indeed hidden, no roll is necessary, and he will be successful. For example, if Gelloris Ace was in the ship's engine room, and the GM knew that there was a bomb hidden under the control panel, and the Player of Gelloris stated that he opened up the control panel, then he would automatically find the bomb, without having to roll at all.

Group searching: If multiple Characters wish to combine their Turns to make a Searching Check, their increased numbers will offer a bonus to the single roll made by the GM, as displayed on the following chart. Also listed there is the rounded Experience Point award for each person involved in a successful group search.

TABLE #7 GROUP SEARCHING

Party	Searching bonus	Experience
7+	+3	14
6	+2	17
5	+2	20
4	+2	25
3	+1	33
2	+1	50

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Searching again: If a Searching Check fails, one cannot search that area a second time, because the Character is convinced that there is nothing there to be found.

HIDING: Whether hiding in the cargo bay, in a closet, in a pond or in a crowd, the rule is always the same. In order to allow for an endless variety of senses, skills and cunning, one simply **hides** (assuming there is adequate cover to do so), and he will not be discovered unless anyone looking for him can best him on dice. In this matter, the hiding person rolls a D8, while **all** parties seeking him roll a D6. Tied results are to be re-rolled. If one has any Skill in Hiding, his Skill Level serves as a bonus to his roll.

ENCUMBRANCE: Encumbrance is a statistic to measure how difficult any item of equipment is to carry, be it a weapon, backpack or anything else. Encumbrance considers both the sheer weight of an item as well as how awkward it is to carry, and thus just how much it burdens a person.

Carrying Capacity: Each person has a 'Capacity', which is the maximum Encumbrance he can carry with him at any time. Capacity is determined in Chapter 11.

Modified Movement Rate: One's Base Movement Rate is calculated in Chapter 11. For Encumbrance carried, one's Movement is reduced by -5' for every 10 'burden' that he has (rounded down).

Body Encumbrance: The Player Characters (of all races, be they human, alien or robot) each have a score for their 'Body Encumbrance', which is how much they burden someone carrying them, how much space they take up in a boat, etc. This score is calculated in Chapter 11.

Creature Encumbrance: All monster and other non-humanoid creatures do not use the system that PCs do to determine their Body Encumbrance, as their shapes and sizes are not proportional to humans. Normally, Characters will not be hauling around dead carcasses, but if they do each creature's Body Encumbrance is listed with all its main statistics.

MOVEMENT: Adventurers throughout space will always have to move into all types of terrain and trials, and will either struggle or speed their way through them. Just how well each person may move in different conditions are explained below.

Running: Anyone can always run up to the limit of his Modified Movement Rate in a single Round. However, if he wishes to go faster, he may for a single Turn add 50' to his Movement Rate with a Physique Check; Casual for Fighters, Challenging for Rogues, and Critical for Mystics. This roll also suffers according to the modifiers found below. If this Check fails, the Character must stop to rest (thus gaining no movement that Round), even if the world is falling apart around him.

TABLE #8: RUNNING

Conditions	Modifier
Escaping overwhelming odds	+3
Last surviving party member	+2
Add only 30' total	+1
Every 30 carried burden (rounded down)	-1
Add an additional 20'	-1
Add an additional 50' total	-2
Complex or cluttered area	-3

Jumping: There always seems to be pits, fires, old ladies, wreckage and chasms of doom between the hero and the escaping villains, or between them and anything else they need to reach, usually in a hurry. Whenever someone wishes to make a jump, he must make a Movement Check; Casual for Rogues, Challenging for Fighters, and Critical for Mystics. The following chart lists modifiers to this roll according to the conditions.

TABLE #9: JUMPING

Distance	Modifiers
Up to 10' laterally	+4
Up to 20' laterally	+3
Up to 10' vertically	+2
Up to 20' downwards	+1
Up to 30' laterally	-2
Up to 20' vertically	-3
Up to 40' downwards	-4
Up to 50' downwards	-6

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Climbing: No matter what planet one is on, there is always one thing that is constant, and that is the force of gravity, however strong it may be. If someone tries to climb something, he must decide his speed and thus his care. The Player decides the number of feet he wishes his Character to climb in that Round. If he states nothing it's assumed he's attempting 10'. Every foot **less** than 10 that he is climbing is a bonus to this roll, and every foot **above** 10 he is climbing is a penalty to this roll. He then makes his Movement Check; Casual for Rogues, Challenging for Fighters, and Critical for Mystics. If he fails, he falls. In addition to gravity variables, this roll has other modifiers listed below.

TABLE #10: CLIMBING

Surface	Modifiers
Tree or rope-ladder	+5
Plain rope	+1
Every 20 carried burden (rounded down)	-1
Cliff or rough wall	-1
Upside-down or inclined	-3
Slippery or smooth	-4

Falling: Characters have a wonderful (and to the GM vastly amusing) tendency to fall off of things. Whenever anyone falls, there are only two types of surfaces he can land on—those which are safe to fall on, and those that are not. The following chart displays the distance one can fall onto any surface for it to be considered 'safe'. Every 10' above that is the cumulative -1 penalty to one's Movement Check to land safely (if realistically possible to do so); Casual for Mystics, Challenging for Rogues, and Critical for Fighters. Should one fail to land safely or softly, he will suffer D10 Damage for every total 10' fallen (including the 'safe zone'), multiplied by the surface factor listed below.

TABLE #11: FALLING

Surface	Safety range	Damage modifier
Water	30'	x2
Tents or awning	30'	x1
Foliage or trees	20'	x1
Machinery	10'	x2
Solid surface	10'	x2
Earth or stone	0'	x3

Swimming: Sometimes Characters will need to get wet, whether to approach something, escape, search or get where they're going. Whenever someone has to swim, it is assumed he knows how, and so he can move 30' in a single Turn. If he wishes to go further or faster, he can add distance by making a Movement Check; Casual for Fighters, Challenging for Mystics, and Critical for Rogues. The difficulty of this Check changes depending on how much faster or further one wishes to swim in a single Turn. And, if this Check fails, he will go under, drowning after 1-6 Rounds unless he makes a Physique Check at the same Class difficulty as listed above, which he can attempt each Round.

TABLE #12: SWIMMING

Distance	Modifiers
Only 20' total	+4
Only 10' total	+2
Every 10 carried burden (rounded down)	-1
Additional 10'	-1
Additional 15'	-2
Additional 20'	-4

Stealth: Sometimes, Characters are forced to sneak about for various reasons. When they do, success is measured by making a 'Stealth Check'. This is a Movement Check in order to get from 'Point A' to 'Point B' without being noticed by whoever may take offense at his presence; Casual for Rogues, Challenging for Mystics, and Critical for Fighters. The difficulty is further dependent on the overall conditions one is trying to get through, as displayed on the following chart. If this Check fails, the Character was in some way undeniably noticed by who (or what) he was trying to avoid.

TABLE #13: STEALTH

Circumstances	Modifiers
Heavy darkness or shadows	+4
Cluttered area	+2
Evading overwhelming odds	+1
Battle is going on nearby	+1
Interiors or closely clustered buildings	-1
Guards are expecting to see an intruder	-1
Excessive guards or lights nearby	-2
Great distance to cross	-3

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REACTIONS: Some dialogue is encouraged to be role-played out, though most conversations will be summarized with a simple roll, using the dice of the highest value equal to the speaking individual's Personality Score (rounded down). For example, Tazer Jack with 8 Personality would use the D8, while Alice the Electric Avenger with a Personality of 14 would use the D12. Note that a natural roll of a dice's maximum does not necessarily get a 'friendly' reaction or even anything good, though a natural '1' will always get hostility.

TABLE #14: REACTIONS

Roll	General reaction
10+	Friendly; helpful or opportunistic
7-9	Indifferent; unmoved or otherwise normal
5-6	Weary; disloyal or desiring to leave
1-4	Hostility

Friendly: This reaction garners all the willingness and ability to help that the listener has to offer.

Indifferent: Those indifferent of a speaker are undecided about him and will react 'normally' with all further reactions based upon their own nature.

Weary: Those weary of a speaker simply want to be troubled no more by him and will take what action they must short of shedding blood to do so.

Hostile: This reaction results in an immediate Initiative Roll to begin battle normally.

TOXINS: There are as many different types of toxins in the universe as there are aliens who have blood to spill and grudges to hold, so all poisons, diseases and other nasty biological issues are kept within the parameters of a few simple rules.

Poisons: For anyone to apply poison, the intended victim must either be unaware (such as being asleep, the poison put into his drink, etc.) so the poisoner must make a Stealth Check to apply it, or the intended victim must be struck, in which case the poisoner must make an Attack Roll to apply it (such as with a tainted knife). In any event, once a poison is applied, the victim makes a Genetics Check to resist it, the difficulty dependent on the poison's Potency. This Check will gain a +1 bonus per Vaccination one has. If he fails, he will lose 1 Health per Potency of the poison at regular time intervals, rolled when the poison is contracted on Table 15. Whenever a poison is cured, the victims begins healing normally from whatever state he is in. All poisons cost 100 credits per Potency to be created and cured alike.

TABLE #15: POISONS

Potency	Resistance Check	Poison's speed
6	Critical	Every Round
5	Critical	Every 1-4 Rounds
4	Challenging	Every hour
3	Challenging	Every 1-6 hours
2	Casual	Every day
1	Casual	Every 1-8 days

REALMS OF PHYSICS

FOR ALL TECHNOLOGY THE UNIVERSE REMAINS AN UNPREDICTABLE AND PERILOUS PLACE

Infections: Any illness, disease, virus or other kind of biological attack is considered an 'Infection'. Whenever anyone is exposed to one, the individual must make an Infection Check to resist contracting it into his system. This is a Genetics Check, its difficulty depending on the rarity of the infection (the more commonly known, the more likely there have been over-the-counter cures and vaccinations developed)—one commonly known would be only a Casual Check to avoid, but a potent one perhaps a Challenging Check, and any alien virus a Critical Check—yet this is solely the discretion of the GM. If the Adventure has specifics about the virus, that is indeed what one will suffer, but if an Infection does not have specifics, one roll on the following chart will provide them. All viral grenades use this chart to determine their effects. Any Infection can be reversed by getting 'surgery', at a random cost of 1000 to 4000 credits.

TABLE #16: INFECTIONS

Roll	Effects
17-20	Vomits uncontrollably and so loses 1-8 Turns
15-16	Hair falls out or skin changes color
14	Loses reproductive abilities
13	Struck blind
9-12	Permanent loss of 1 Genetics Point
6-8	Permanent loss of 1-4 Health Points
3-5	Skin melts for 2-24 (2D12) Damage
1-2	Loses 1-6 Creation Points worth of Features (Player's choice for the breakdown)

Vaccinations: There are always new vaccines being developed, and people regularly add them to their system. Every time someone gets a vaccination, he gets a Vaccination Point. One's total Vaccination Points give him a bonus to all Genetics Checks, and all rolls made for him personally on Table 16, according to the following chart.

TABLE #17: VACCINATIONS

Points	Genetics Checks	Rolls on Table 16
60+	+5	+9
38-59	+4	+7
23-37	+3	+5
8-22	+2	+3
1-7	+1	+1

ROGUE RULES: Below are a few miscellaneous rules which serve the sneakier, craftier and more desperate people who skulk through the universe.

Breaking doors: Some doors may be locked or sealed. In order to break down such a door, one must deliver a single blow of 20 Damage or more. No Attack Roll is required, but if the Damage is less than 20, the Damage ricochets, hitting either the wielder (for all melee weapons) or a random person nearby (for all ranged weapons), though in all cases requiring an 'Attack Roll' none-the-less, but one made with a +8 bonus.

Lockpicking: If one wishes to pick a normal lock or bypass security in some hot-wiring fashion, he may do so if he rolls '6' or better on the D8, but he gets only one attempt per lock.

Picking pockets: Normally, one who engages in the art of pilfering has specific targets, whose prizes in their pockets are detailed by the current Adventure. However, if someone just wishes to get some easy money, and makes a successful Skill Check to do so, the question arises of how much he gets. One roll on the following chart can easily answer that.

TABLE #18: POCKETS PICKED

Roll	What the thief gets
12	Credit card with 1-100 credits still on it
9-11	Key-card to a vehicle nearby of Value 1-8
5-8	Credit card with 1-20 credits still on it
2-4	Lint, string or nothing
1	Something sick which causes an Infection

Drugs: There are always illegal or dangerous things people like, be they yelloweed, deathsticks or some other substance. If one wants these, he must pay a random 100-600 credits, and then roll on the chart below to determine what effect they have.

TABLE #19: DRUGS

Roll	Effect
8	Gain 10-40 Experience Points
6-7	Nullifies Fatigue factor for the day
2-5	Effective wound of 1-6 Damage
1	Automatic Infection rolled on Table 16

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BASICS OF FIGHTING: No matter how far a hero travels, no matter how many friends he makes or pits he jumps, no matter how many clues he is able to find or equipment he is able to acquire, in the end his journey always comes down to a fight.

Initiative: At the beginning of each Round of combat, one dice shall be rolled for each 'side'. In this matter, the Game Master rolls for the party's enemies, and the Players decide among themselves who shall roll their Initiative. If many roll, the GM is encouraged to accept the first dice that falls (that stops rolling). The side with the higher result gets to take Turns that Round—their enemies can do nothing but hope their attackers roll low, and try to win the Initiative next Round.

Initiative is usually rolled on a D8. However, certain types of creatures use different dice. And, for those who always use D8, if they **outnumber** their enemies, they roll on the D10.

If Initiative is a tied result, the benefit of the doubt goes to the Player Character party.

Note that the normal rule of a '1' assuring a failure or the maximum on a dice assuring success does not apply to Initiative Rolls—the total is what is important.

Defense Score: This is a summary of one's overall defensive abilities in battle. One's base Defense Score determined by their Character Class, to be further modified by many factors at any given time. The more commonly employed of all these factors are explained below.

Proficiency with a weapon will increase one's Defense Score equal to his Skill Level.

Parrying temporarily increases one's Defense Score by the total bonus gained thereby.

Encumbrance will reduce one's Defense by -1 for every 20 carried on his person (rounded down).

Wounds will hinder one's Defense Score by -1 for every 5 Damage he currently has (rounded up).

Attack Rolls: Whenever one attempts to hit anyone else, his shots, swings, slashes and all of his other maneuvers are summarized by an 'Attack Roll'. One can make one Attack Roll once each Turn. This is a roll on the D20, modified by many factors. If the total is equal to or greater than the target's Defense Score, the attack, whatever were its methods, was successful and landed a hit. The more commonly employed of all the modifiers to this roll are explained below.

Proficiency with a weapon will increase one's Attack Roll equal to his Skill Level.

Parrying temporarily increases one's next (and only his next) Attack Roll after building its bonus.

Wounds will hinder one's Attack Roll by -1 for every 5 Damage he currently has (rounded up).

Critical Hits: Whenever anyone rolls a natural '20' with an Attack Roll, he not only hits regardless of a foe's Defense Score and all modifiers, and he immediately rolls to determine a Critical effect on the Table appropriate to the type of weapon he is using. If this result is implausible, then the next (numerically) **highest** result is counted. The dice one uses on all of these charts is of the highest number of facets under his Combat Score (rounded down). For example, someone with an 8 Combat Score always uses the D8 on these charts, while someone with a 15 Combat uses the D12.

Note that all Critical Hit results for weapons of 'heavy gear' are considered instant and utter destruction of their target, whether that was the intention of the attacker or not.

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TABLE #20: LASER CRITICAL HITS

Roll	Critical result
10+	Target killed
8-9	Clean shot; avoids all Protection
7	Destroys target's weapon
6	Armor damaged; 1-8 Protection lost
5	Target knocked off nearby height
4	Controls fight; +4 to next Initiative
3	Triple the total Damage done
1-2	Double the total Damage done

TABLE #21: PROJECTILE CRITICAL HITS

Roll	Critical result
11+	Target killed
10	Target killed horribly; all equipment destroyed
7-9	Armor damaged; 1-12 Protection lost
5-6	Target knocked off nearest height
4	Destroys target's weapon
3	Controls fight; +3 to next Initiative
1-2	Double the total Damage done

TABLE #22: ALIEN CRITICAL HITS

Roll	Critical result
8+	Target killed
7	Target utterly destroyed; no traces left
6	Destroys target's weapon
5	Clean shot; avoids all Protection
4	Controls fight; +4 to next Initiative
3	Target knocked off nearby height
1-2	Double the total Damage done

TABLE #23: MELEE CRITICAL HITS

Roll	Critical result
12+	Target killed
9-11	Target knocked unconscious
8	Clean shot; avoids all Protection
5-7	Target knocked off nearest height
4	Controls fight; +4 to next Initiative
1-3	Double the total Damage done

TABLE #24: GRENADE CRITICAL HITS

Roll	Critical result
10+	Maximum possible effect of grenade
6-9	Catches 1-4 additional enemies with effect
2-5	Controls fight; +5 to next Initiative
1	Target knocked off nearby height (no escape)

Critical Misses: If ever anyone rolls a natural '1' with an Attack Roll, regardless of all modifiers, he has horribly missed, and must also roll immediately to determine the grave misfortune of his folly. If the result is implausible then the next (numerically) **lowest** result is counted. The dice one uses on these charts is the highest facets under his Combat Score (rounded down). For example, someone with a 7 Combat Score always uses the D6 on these charts. If ever someone rolls above his range, he suffers no ill effects at all.

TABLE #25: LASER CRITICAL MISSES

Roll	Critical result
4-9	Power unit empty
3	Drops weapon; takes 1 Turn to retrieve
2	Target gets free Turn
1	Hits random friend or ally

TABLE #26: PROJECTILE CRITICAL MISSES

Roll	Critical result
5-10	Recoil; fall over and spend 1 Turn to get up
4	Weapon jammed; requires 1-4 Turns to fix
3	Power unit empty
1-2	Hits random friend or ally

TABLE #27: ALIEN CRITICAL MISSES

Roll	Critical result
4-12	Power unit empty
2-3	Hits random friendly or ally
1	Hits self; half total Damage rounded up

TABLE #28: MELEE CRITICAL MISSES

Roll	Critical result
7	Weapon (or self) flung; 1 Turn to retrieve
5-6	Weapon broken
3-4	Target gets free Turn
2	Hits random friendly or ally
1	Hits self; half total Damage rounded up

TABLE #29: GRENADE CRITICAL MISSES

Roll	Critical result
5-10	Target gets free Turn
3-4	Hits random friendly or ally
1-2	Hits self; half total Damage rounded up

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INJURY AND DEATH: In the chaos of battle, combatants can end up in no end of bad ways. Injury and death come to every hero and villain at some point. The only question is how. Depending on one's Character Class, there are two dice that he will literally live and die by.

TABLE #30: FIGHTING DICE

Character	Damage Variable	Defeat Dice
Fighter	D12	D10
Rogue	D8	D8
Mystic	D6	D12
No Class	D4	D6

Wounds: Whenever someone is hit by anything, he suffers 'Damage'. These Damage Points determine the severity of the wound and are temporarily deducted from one's Health. When delivering a blow, one will do a total amount of Damage equal to the Base Damage of the weapon he is using, increased by his Damage 'Variable' from Table 30. For all NPC creatures, this dice is listed along with their individual statistics in Chapter 21. If he is using no weapon, he has no Base Damage, and so delivers his Variable alone for Damage.

Protection: The value of one's Protection Score is the number of Damage that is reduced from every blow. While Player Characters wear armor to attain their Protection, many creatures have naturally thick hides or other guards. But whatever the case, any blow will always deliver a minimum 1 Damage, regardless of how high one's Protection is.

Fatigue: When somebody is wounded, he suffers a penalty to many rolls until healed, as his wounds tax his strength and ability to focus. Every 5 total Damage one has (rounded up) is the cumulative -1 penalty to his Defense Score, Attack Rolls, Ability Checks, Skill Checks, and Searching Checks.

Healing: All wounds will heal at the rate of 1 Health Point at regular intervals, this time equal to the difference between his Genetics Score and 30 in hours, provided the person isn't wounded further during that time (including through lack of food, traveling, etc). If someone specifically rests for that time and so engages in no activity at all, he will heal an additional 2 Health Points. Also, there are many forms of exotic and strange healing, usually in the form of professional services and unknown powers, which heal one much quicker.

Defeat: If ever a Character or creature is reduced to 0 Health or less, his body is broken, and his fate will depend upon the strength of his spirit. At this point, one rolls on Table 31 to determine what happens to him, perhaps unconsciousness, perhaps brutal death. This roll is made using the 'Defeat' Dice listed for one's Class on Table 30, while all NPC creatures simply perish outright.

TABLE #31: DEFEAT

Roll	The Character's fate
10-12	Will not die this time; does not get wounded and gains 10-1000 Experience Points
8-9	Resolve; does not suffer the blow at all
6-7	Unconscious; until Health returns above 0
5	Slow death; he will die eventually, specifically when he fails his next Ability Check
4	Final fight; finally collapses in 1-4 Rounds
2-3	Dead
1	Obliterated; nothing recognizable left

Pulling Damage: Sometimes a person may wish to do less than his maximum possible Damage, or do damage only to knock his enemy unconscious, not kill him. In any case, one must state before any Attack Roll is made if he is doing this, but not to what degree. After the Damage is rolled he can reduce it, or declare his Healthless opponent not dead and unconscious only.

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TACTICS: This combat system is kept simple and abstract to avoid making the most intense and fast-paced part of the story the slowest, bogged down with details which are just as easily and effectively created with description and storytelling. However, fighting is yet much more than a simple 'hit or miss' scenario, and so are certain situations given special consideration. Unless stated otherwise, each of the following tactics require one's normal Turn during a combat Round.

Brawling: Should someone be caught without any weapon, there is always good old fashioned fists and fury to rely upon. Having no weapon means a Base Damage of 0 and that he rolls on Table 23 for Critical Hits and Table 28 for Critical Misses. However, if the Character is of a Fighter Class, he will gain a bonus to Attack Rolls of this kind; +2 against his own race category (humans, aliens and droids), and +1 against all others.

Range: Most ranged weapons in this very fantastic universe have such range that it is limited only by line-of-sight. Indeed, this is any distance weapon's range unless it is specifically stated otherwise. All melee weapons are limited to but 10'. All thrown weapons use Table 32, which is provided later in this Chapter.

Re-loading: Whenever someone's weapon runs out of power (normally from rolling a Critical Miss or firing a burst), it takes a separate Turn to re-load. One can do this without taking a Turn should he make a Challenging Combat Check. However, if he fails, he re-loads improperly, making that particular power pack forever useless.

Firing a burst: Whenever using either a 'laser' or 'projectile' weapon, one can choose to hold down the trigger and create a large hole in his target. If one wishes to do this, the Player must state he is doing so **before** making his Attack Roll. For doing this adds one dice value to his Damage Variable should he hit. However, regardless of whether he misses or not, if the Attack Roll dice itself read any odd number (7, 13, etc.) then the trigger-happy guy also drained his weapon's power source, be it emptying a clip, burning all his fuel, etc.

Moving: In a single Turn, one can move up to their maximum Modified Movement Rate, but cannot take any other kinds of actions. Moving up to 20' does not take a Turn.

Multiple attacks: Whenever one's group definitively wins an Initiative either by a margin of 4 or by maximizing their dice, he may choose to move so swift as to receive multiple Turns to **attack**. To do this, one must make a Combat Check, Challenging for 2 total attacks, Critical for 3. However, if this Check fails, that particular Character receives **no** attack or Turn of any kind at all that Round.

Switching weapons: Within the fog of war, one has little time to think, much less perform complex actions outside the dance of battle. If one wishes to switch weapons, he must spend a Turn to do so. If one wishes to pass a weapon to another, **both** Characters must spend their Turns in the exchange. However, any weapon exchange can be done without the cost of anyone's Turn if someone makes their Challenging Combat Check.

Parrying: In battle, one is always dodging, evading, rolling with and re-directing blows, hence one's Defense Score. However, if a Character decides to specifically fight the defensive, he may spend his Turn to 'parry', maneuvering into a better position to attack. Each successive Turn which one spends parrying builds a bonus of +2, which adds to his Defense Score until he makes an Attack Roll, and then that bonus applies to the Attack Roll itself. But whether one hits or misses, when next he attacks, his parrying bonus is gone.

Guarding the fallen: When friends and allies are knocked unconscious, one may guard against their enemies taking easy killing blows against them by standing over or near them and forcing any attacks against the fallen against himself. One can guard at any one time up to a number of people equal to his Intuition Score divided by 4 (rounded up).

Taking a blow: A noble sacrifice (and perhaps a bitter one), one may at any time, without the use of a Turn or Initiative, throw themselves in front of another who is hit at that moment. The hit is

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still scored, regardless of the hero's own scores, for he is not fighting, but offering to suffer the Damage (and any Critical effect) instead. However, such a sacrifice horrifies the party and encourages enemies, costing the side who made the sacrifice to suffer a -4 penalty to their next Initiative.

Surprise: In the event of an ambush, each Character must make an Intuition Check to avoid being surprised. The difficulty of this Check is dependent on how cunning the ambush is. It is purely the Game Master's discretion as to whether an ambush is 'Casual', 'Challenging' or 'Critical' to notice. This Intuition Check does not require a Turn to make. After all Checks have been made, those who set the ambush receive a free Initiative to take their Turns towards (only) those who failed their Intuition Check. During this free Round, the attackers will gain a bonus to all their rolls, again proportional to the cunning of the ambush: a Casual ambush merits +1 to rolls the first Round, one Challenging to detect +3, and Critical +5. If Player Characters set an ambush for anyone else, the Game Master is to use their enemies' Defense Scores as their respective Intuition, reflecting their cunning in battle.

Body-shield: One can use any stationary object for crude cover, but bodies are uniquely effective, in that they draw fire towards them specifically, for in the heat of battle it's easy to think them still alive and hostile. Anytime someone's uses a body for cover, it adds +1 to his Defense Score, even if it does also subtract -1 from his own Attack Rolls, as he must prop it up, or work around it, etc.

Dual weapons: Using two weapons at the same time does not constitute multiple attacks. What dual weaponry offers is the 'sweet science' of the martial fight, the individual able to maneuver in deadly combinations that enemies fear to approach. Using two weapons offers one a bonus of +3 (+4 if one is ambidextrous) to their Defense Score, and they can use **either** weapon for their Attack Roll, but as it is easier to make a mistake with two weapons as opposed to one, they will score a Critical Miss on the natural roll of not only '1', but also a natural '2' and '3' as well.



Feigning death: If a Character chooses to lay down and fake being dead, he can easily do so. The real question is whether his enemies will fall for it. In this case, one's enemies must make an Intuition Check versus the faking person's Combat—if their Score is higher, the Check is Casual, if their Score is equal it is Challenging, and if their Score is at all lower it is Critical. If everybody fails, the one who is faking death will get a +4 bonus to his next Initiative against them (no matter how many try this tactic). But, if even one of them is wise to this ploy, **they** get the bonus, but only at +2.

Blind-fighting: There can come times when one must do battle with unseen foes, or is himself blinded, perhaps by darkness, perhaps literally. In any event, being unable to see one's foe penalizes one's Attack Roll by -4.

Dueling: Fine is the art of dueling in any form, with a calm, cool and collected fighter patiently controlling the chaos while ever waiting for the opportune moment to strike. If both a Character and his opponent are using melee weapons, he can choose at any time to begin dueling rather than merely hacking and slashing. This forfeits his Turn to his opponent who can attack at once, but if that attack fails to hit, the Character gets his Turn after all, beginning a back-and-forth duel that does not return to Initiative until somebody lands a blow. In

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addition, each Round that the duel returns to the one who chose to begin it, a cumulative +1 bonus builds for each combatant's Attack Rolls. Once a hit is landed, whether it kills one's opponent or not, both such bonus' are negated.

Changing armor: Normally, one gets in an out of all their armor when time is not a critical issue. However, when time is important, putting on any and all armor takes a number of Rounds equal to the total Protection factor of it all, while taking it off requires only 1 Round per item, regardless of its size and burden, as gravity does the work.

Limited weapon ranges: Many are the weapons that are made to either be fired or by design thrown effectively to strike from a distance. On Table 32 all such weapons are listed. Those that are listed as 'thrown' weapons suffer a penalty of -4 to the Attack Roll when thrown, unless one is Proficient in the weapon type, in which case no such penalty applies at all, and his Skill Level is counted normally beginning from +0. If a weapon is not listed here, such as lasers, then as a rule it has line-of-sight range. Note that the ranges given are a summary of both the physical range possible and effective targeting range, so one can gain a 10% to the range for every -1 he applies to his Attack.

TABLE #32: LIMITED RANGES

Weapon	Manner	Range
Club	Thrown	Physique x 2'
Crossbow	Design	Physique x 20'
Energy net	Thrown	Movement x 1'
Flamethrower	Design	30'-60' (D4+2)
Grenade	Thrown	Physique x 4'
Grenade rifle	Design	100'
Gyrojet rifle	Design	500'
Handgun	Design	300'
Knife	Thrown	Movement x 5'
Machine-gun	Design	1000'
Minigun	Design	2000'
Pulse rifle	Design	400'
Remote disk	Thrown	Intuition x 3'
Sawsword	Thrown	Physique x 1'
Shotgun	Design	150'
Spear	Thrown	Physique x 2'
Staff	Thrown	Physique x 2'
Sword	Thrown	Combat x 1'

Disarming: If a combatant wishes to disarm his opponent of a held weapon, he may do so with a Combat Check. If the target's Defense Score is equal to or less than the attacker's Combat, this is a Challenging Check. If the target's Defense Score is higher than the attacker's Combat, this is a Critical Check.

Fleeing: As a wise old man once said, "There **are** alternatives to fighting." If one wishes to flee from battle, he must make a Combat Check to do so. The challenge of this Check depends on the odds he is fighting—if the Character and his allies at least equal or outnumber their foes, the Check is Challenging, but if one's foes outnumber his own allies, the Check is Critical. If one is successful in finding a way out of the carnage, he can move up to his maximum Modified Movement Rate. If the Check fails however, not only did he not escape, but one of those enemies he was attempting to flee from gets a free Turn to attack him.

Shooting a power source: While 'called shots' are not normally a part of this game (one is assumed to always be taking the best shots available, as he would know them, given his skills and savvy), but one can target something else entirely—an enemy's Power unit, be it in his weapon, or even himself (for robots). If he does, he suffers a base penalty of -5 to his Attack Roll, further modified by the type of Power unit he's aiming for, and where it is located, according to the following chart. If he hits, he damages the Power unit, not the individual wearing it (though this will most often result in not only his but many others' destruction anyway).

TABLE #33: TARGETING POWER UNITS

Power unit	External	Internal
Antimatter cube	+3	-1
Ballistic clip	-1	-2
Concentrated proton cube	+1	-1
Dark matter clip	-1	-1
Fossil fuel quotion	+4	+1
Parabattery	+2	-3
Refined power crystal	+0	-3
Standard antimatter unit	-3	-4
Standard energy clip	-2	-2
Xanthian crystal sphere	+3	+1

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MASS COMBAT: There always have been, and there always will be wars between men, monsters, and machines. When dealing with any armies and their enemies, then the following system for ‘Mass Combat’ is used. As a rule of thumb, the rules for Mass Combat should be used when there are 100 or more total combatants involved.

Calculating mass combat: Whenever war takes place, the GM will begin by dividing all of the combatants into ‘groups’ befitting their stature, as generalized on Table 34. Once all the groups have been established, then they will be further divided into opposing sides. Usually war is between two armies or sides only, though certainly there can be more. Once armies have been established, the battle is ready to begin.

In one Mass Combat Round, every group will make one ‘Attack Roll’ for every 100 strong it is (rounded up). Every Attack Roll must be specified before rolling which select group of enemies it is targeting, and then a D20 roll is made, modified by their ‘Attack’ factor. If the result of the roll is equal to or above their target group’s ‘Defense’, it was a successful attack, resulting in casualties.

Whenever an Attack Roll is successful, 1-100 enemies of the target group will be destroyed. The Attack factor of the offense and the ‘Armor’ factor of the hit are compared. The remainder is either the multiplier or the divider of the D100 damage, depending on whether it is higher or lesser for the attackers. The results of **all** Attacks, from **all** armies, take effect at the **end** of the Round.

For example; if 110 ‘robots’ are fighting 80 ‘xenos’. The robots would receive two rolls on the D20, requiring (after their +3 bonus) 7 or better to successfully attack the xenos. One roll succeeds. Then for Damage they roll 28 on the D100. As their Attack factor of 3 exceeds the Armor factor of the xenos by 2, they would do two times their Damage, equaling 56 xenos killed. Likewise, if the xenos’ attack proved successful against the robots and rolled 30 for damage, their own Attack factor of +2 is equal to the Armor factor of the robots, and so they would have inflicted 30 casualties. If the Robots had been some incredibly strong model with 5 Armor instead, then the xeno Attack would be divided by 2, destroying only 15 instead of 30.



TABLE #34: MASS COMBAT GROUPS

Forces	Attack	Defense	Armor	XP
Animals	+1	10	1	10
Humanoids	+1	11	1	10
Military	+2	12	2	30
Monsters	+3	13	2	40
Parasites	+4	16	3	80
Partisans	+1	15	2	40
Robots	+3	15	2	50
Spirits	+4	18	4	90
Xenos	+3	10	1	20

Player Character involvement: After a Round of Mass Combat has been calculated, the attention focuses on the Player Characters and the important NPCs, who are free to engage in normal combat, selecting their opponents from the wide variety of enemies in the carnage.

A Character’s individual battle with their enemies will last until one or the other is defeated (or in the case of attacking multiple foes, until they are **all** killed or have retreated). Enemies who are defeated in this manner are deducted from the total masses (and while not much of a difference, it is a difference none-the-less).

After a mass battle has finished, any Player Characters who are still standing or conscious at the least will gain Experience Points, equal to the total ‘XP’ award listed on Table 34 for each ‘group’ of corresponding enemy that was involved in the entire battle. Unlike Group Experience which is divided up, this award is given in full to each surviving PC and NPC in the party. For example, if the Characters fought in a desperate war against 350 military infantry and 40 robots, each surviving Character would gain 170 Experience Points.

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VEHICLE BATTLE: Just as much as vehicles are necessary for traversing space, so are they engines of war equally capable of doing battle, for space is a vast and lawless frontier. One must know how to engage in battle, be it ship-to-ship, in dogfights, or in epic battles between entire fleets. All of this shall be explained throughout the following pages. So, here goes nothing . . .

Combat Rounds: Battles between vehicles of any kind, be they dogfighters or interstellar battleships, are divided up into Rounds. In each Round, each individual ship has one Turn. With that Turn, a vehicle may (by order of the Player in command of it) fire upon another vehicle, attempt to flee, or attempt any kind of tactic.

Before each Round begins, the commander of each vehicle (or group of vehicles) must state his intentions for that Round, as that will determine the dice he will use to make his 'Initiative Roll'. If players are fighting against each other and keep changing tactics before rolling, the GM can rule that they all pick their dice in secret, held in a closed fist, and thus all roll at once with no knowledge of the dice being used by the others.

When Initiative is rolled, the group with the highest roll gets to take their Turns for all of their vehicles first. After that, the Players with the lesser rolls get to take Turns for each of their own, in order of rolled priority.

If Initiative Rolls are tied, all of the action happens at once for those tied individuals, and all of their results are totaled when they are all done.

TABLE #35: VEHICLE BATTLE DICE

Action	Dice	Damage	Defense
Common artillery	D12	10-100	5
Retreat	D10	10-40	3
Heavy artillery	D8	100-400	6
Tactics	D6	10-40	4
Primary gun	D6	1000-20000	2

Guns: Whenever a vehicle fires upon another, the Player responsible for the guns on that vehicle will make an 'Attack Roll'. He may choose to use the common artillery, heavy artillery, or the main gun for a single Attack Roll. The dice used to make this roll depends on the type of guns being fired, as determined on Table 35. In the case of common and heavy artillery, a vehicle gets one dice roll for each bulk of artillery they have. For example, that vehicle that had 'common artillery' purchased for it three times would get three rolls whenever it used such guns. If any Attack Roll is equal to or higher than the targeted vehicle's own Defense, based on what they are currently trying to do themselves or have already attempted in the same Round, it hits, and the recipient takes Damage. But if one fails, his Turn is over, even if had more guns to use.

Damage: Whenever a vehicle is hit by the guns of another, he will suffer Damage accordingly, or the Player (or GM) responsible for the recipient's own dice that Round can elect to roll on the following chart, but using the same value of dice that hit him. If a vehicle is hit by personal weapons, no roll is made on this chart.

TABLE #36: VEHICLE BATTLE DAMAGE

Roll	Damage
11-12	1-10% loss of Power
9-10	30-180 (3D6) Body Points destroyed
7-8	3-30% loss of Power
6	-1 to Defense for the rest of the battle
4-5	200-700 (D6+1) Body Points destroyed
2-3	Power unit completely destroyed
1	3 rolls on this chart (cannot be rolled again)

CHAPTER 3

SHOOT FIRST AND ASK QUESTIONS LATER AND ONLY IF THERE IS STILL A NEED TO DO SO

Critical Hits: Whenever anyone rolls the maximum on their Attack Dice, he not only hits regardless of all a target's defenses, but he can choose what the result of the roll is on Table 36, which **nothing** can alter or modify. Note that all personal weapons cannot effect a Critical Hit result against vehicles. Also note that Critical 'Misses' do not occur in battles between vehicles, as vehicles take so much abuse and their damage is so impersonal.

Grouping: When many vehicles are involved in the battle, rather than roll for each one, they can join into groups and make one roll for their entire lot. In this manner, all the ships joining into a group must be of the same Type (A, H, etc.). However many ships wish to join together is limited only by the individual in command of them, indeed the one rolling for them that same Round, for they must all be using the same Battle Dice in order to 'group'. For when they take their Turn(s), they do so with a single roll, and thus all are successful or unsuccessful as a team. Results of their actions are also rolled as one, with any and all Damage (but not effects) to their enemies multiplied according to their total count. For example, if ten space fighters grouped together and used their common artillery to attack a mothership, one roll on the D12 would be made for them all, but if successful, would do ten times the normal damage from their artillery, but have only one effective roll on Table 36.

Groups also are targeted as destroyed as a team. Any enemy attacking any of them will hit (or miss) all of them as a group with its single Attack Roll. However, unlike the Damage a group does, the Damage they suffer is not done to all of them, but rather the total Damage endured is to be distributed amongst them all at the discretion of the commander of the targets. For example, if ten space fighters were hit for 200 Damage, the one rolling for their battered group that Round could have four ships each suffer 50 Damage, or each of them only 20 Damage apiece, etc.

Groups can disband at any time, but doing so must be declared before Initiative is rolled. They need not break as a whole either, as individuals can leave the group, but once again, the number and exact ones breaking must be stated before any Initiative is rolled.

Retreat: Should a commander give the order to flee the battle, he risks his Turn to do so, rolling on the following chart using the D10, and living (or dying) by the result. This chart also displays the modifier to the next Initiative Roll for themselves and their allies alike, no matter their success.

TABLE #37: VEHICLE BATTLE RETREAT

Roll	Conditions fled into	Initiative
7-10	Flees at once	+1
4-6	Enemy gets parting Attack Roll	-1
2-3	Can flee if next Initiative is won	-0
1	No escape and enemies get a Turn	-2

Tactics: There is no accounting for the variety of vehicles and thus the innovative ways that their commanders will use them to fight with others. As such, Players can attempt anything in combat with



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a vehicle, so long as they can imagine it and then describe it to the GM (and visa-versa, though not often, as the villains that the GM makes decisions for tend to be far less imaginative or desperate in any kind of battle). Therefore, if someone is not attacking or fleeing, anything else he tries revolves around description and discretion, but only to the end result of an effect, not any Damage or fleeing.

After one's tactic is decided upon, the number of successive Turns he forfeits building towards the action is the chance in 10 that he succeeds, with whatever it may be. This roll can be aided by **one** Skill, and the GM must then deem it applicable for whatever is being attempted (hence a Player's need to describe it, and the reverse is also true, that any tactic that the GM attempts must be fairly weighed by the Players and voted by a majority as plausible to apply, hence why enemies and villains seldom use tactics at all). If ever one's successive Turns are broken by trying something else or being hit, so is his chance in 10 of success.

For example, if the mad pilot of a starfighter wanted to try a kamikaze attack on the bridge of a galactic battlecruiser in order to render their shields inoperable, he could do it straight out by rolling a '10' on the D10 and thus get past their shields to make the impact, or he could zip around for 3 Turns, confusing the cruiser, and then ram into the bridge on the fourth, needing a '7' or better on the D10 to succeed. If the pilot's Player argued that his 'Vehicles' Skill should help, say that he could know the split-second intervals between when shields re-charge and thus slip between them, and the GM agreed, his Skill Level of 2 would add +2 to his eventual D10 roll and thus his chances.

Escaping a vehicle: Given that vehicles tend to crash, burn, explode and otherwise come to a very absolute end, the question almost always arises as to whether the crew, passengers and party can escape before the craft is history. In this, one can always attempt to escape at the last moment, but to do so requires a Movement Check, using the Battle Dice of the vehicle for that Turn. And, even if someone does manage to escape, he must still deal with the physical conditions surrounding him, such as being in the vacuum of space without a space suit...

Miscellaneous accidents: The result of nearly every failed action attempted by a vehicle, be it battle, fleeing or imaginative tactics, is damage or outright destruction for the vehicle (and those within it). Rather than limit this to Damage Points alone, the following charts are provided. Whenever a vehicle is reduced to 0 Body Points, its commander has the option of negating the Damage of that blow by rolling on the chart below that is most appropriate for how they would normally be destroyed by the Damage itself, and using the Battle Dice that they would normally use for their actions that Round.

TABLE #38: VEHICLES COLLIDING

Roll	Result of vehicles colliding
8-12	Scrape up against each other; no damage
5-7	Weapons explode; 10-60 Damage times speed
4	Power unit damaged; rendered inoperable
2-3	Normal Damage plus 10-40 times its speed
1	Normal Damage suffered to vehicle but also the same amount distributed amongst the crew

TABLE #39: VEHICLES CRASHING

Roll	Result of vehicles crashing
7-12	Vehicle disabled but no damage done to crew
6	Power unit rendered inoperable
4-5	Power unit explodes; normal effects
2-3	Normal Damage plus 10-100 times its speed
1	Normal Damage suffered to vehicle but also the same amount distributed amongst the crew

TABLE #40: VEHICLES EXPLODING

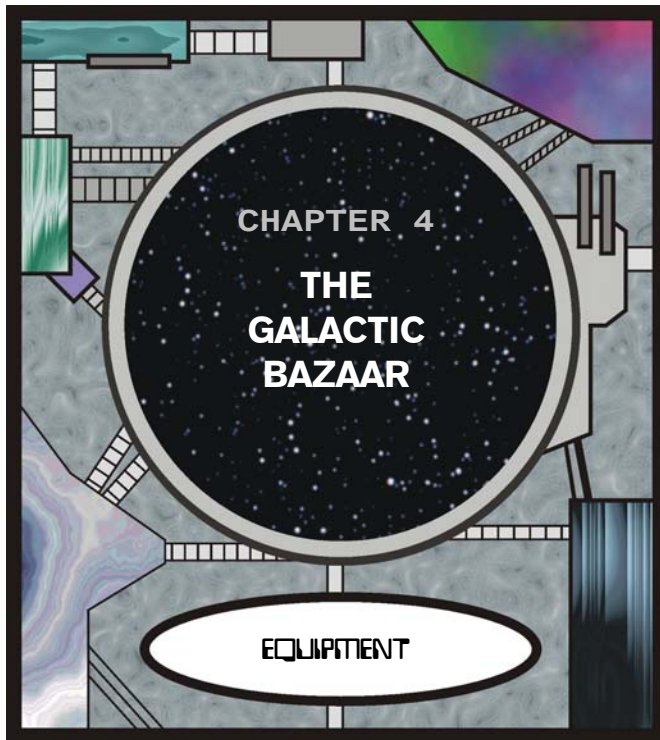
Roll	Result of vehicles exploding
10-12	Vehicle lost but crew may just barely escape
5-9	Crew must immediately escape or perish
2-4	Power unit explodes in the same moment
1	Normal Damage suffered to vehicle but also the same amount distributed amongst the crew

TABLE #41: VEHICLES IMPLODING

Roll	Result of vehicles imploding
11-12	Vehicle lost but crew may just barely escape
6-10	Crew must immediately escape or perish
2-5	Power unit implodes before the vehicle does
1	Normal Damage suffered to vehicle but also the same amount distributed amongst the crew

CHAPTER 4

GET EVERYTHING YOU NEED TO SURVIVE AND TO WIN NOW WHILE YOU HAVE THE CHANCE



MONEY: There are countless forms of currency in the universe. However, there are more common and trusted types as well. The following chart displays the most widely known and accepted forms of all currency in any galaxy. The 'Value' listed is used to refer to all purchases throughout this Chapter. For example, a 'laser pistol' would cost either 50 marks from the unknown Sarillium system or 125 steel pieces of pirate commonwealth.

TABLE #42: COMMON CURRENCY

Currency	Value	Material
Republic credit	100%	Various
Gold coin	100%	Gold
Sarillium mark	50%	Plastic
Pirate commonwealth	20%	Steel
Moon dust	10%	Dust

Burden: The physical burden of any of money, regardless of its material, is 1 Encumbrance for every 100 credits (rounded down).

Exchange: Any money can be exchanged in really any settlement, for any other kind of currency, unless specifically stated otherwise.

POWER UNITS: Most of the equipment found and purchased throughout this Chapter will rely on some form of power. There are many different kinds of power, all used for different hardware. As most are used for ammunition, they will never run out (of energy, of shells, etc.) unless someone rolls a Critical Miss to that effect. Thus, no game needs be slowed down with 'counting bullets', as it were.

TABLE #43: EQUIPMENT POWER SOURCES

Power unit	Credit cost	Burden
BC (ballistic clip)	1	2
CPC (concentrated proton cube)	50	3
DMC (dark matter clip)	40	1
FFQ (fossil fuel quotation)	100	5
RPC (refined power crystal)	700	1
SAU (standard antimatter unit)	200	2
SEC (standard energy clip)	1	1

B.C.: Ballistic Clips can be anything from bullets to miniature missiles to one of many clips making a bandoleer of collapsible crossbow bolts.

C.P.C.: Concentrated Proton Cubes are inserted into the weapon—if destroyed, it blows up, causing the one who was holding it 3-18 (3D6) Damage.

D.M.C.: Dark Matter Clips not only duplicate all the functions of an S.E.C. but they also increase one's roll for a Critical Hit result by +1.

F.F.Q.: Fossil Fuel Quotions can be canisters full of oil, prepared fuel or something in gaseous form, but explode for 1-12 Damage if ever they are hit.

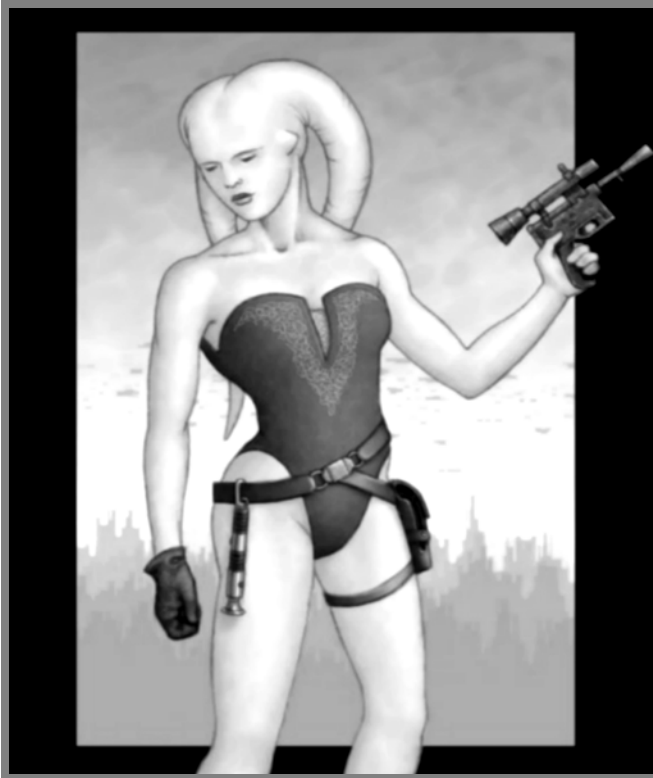
R.P.C.: Refined Power Crystals are small, usually contained in a metal skin but not always, yet ever safe and stable, and very expensive.

S.A.U.: Standard Antimatter Units are clips which look like the magazine for any weapon, except that they explode for 10-40 Damage if they come into contact with any other energy (they are safe inside a weapon, unless it specifically is destroyed).

S.E.C.: Standard Energy Clips are simple clips with energy in them capable of powering most weapons.

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WEAPONS: The following chart displays all of the general types of weapons found throughout the universe. These archetypes are easily expanded on by one's description, but not one's engineering. To improve weapons one must buy enhancements (as explained later in this Chapter), or encounter some special opportunity in an official Adventure.

Credit cost: This lists the credits required to buy such a weapon in any settlement. This cost can be haggled using a dice according to one's Combat Score—the highest dice value equal to or less than his Ability itself. For example, one with a Combat Score of 13 would use the D12.

Power use: This lists what kind of power source is required for this weapon to function. Those that have no power source listed do not need one.

Total burden: This lists the weapon's Encumbrance. One will suffer -1 to his Attack Rolls for every 10 Encumbrance of a weapon that exceeds his own Physique (rounded up), for whatever reason (its too heavy, its recoil is too much, etc.).

TABLE #44: WEAPONS

Weapon	Credit cost	Base Damage	Power use	Total Burden
Lasers				
Blaster	40	10	SEC	8
Mark-4 rifle	120	18	CPC	30
Mark-6 cannon	160	20	CPC	32
Mark-9 devastator	180	24	RPC	35
Nuclear gatlin-gun	240	40	FFQ	60
Phaser	20	4	SEC	2
Pistol	25	8	SEC	5
Rifle	50	12	SEC	14
Zapper	16	5	SEC	4
Projectile				
Crossbow	23	5	BC	15
Flamethrower	55	10	FFQ	28
Grenade rifle	100	-	-	22
Gyrojet rifle	45	9	BC	12
Handgun	24	6	BC	4
Machine-gun	50	13	BC	16
Minigun	200	30	BC	50
Pulse rifle	150	14	BC	9
Shotgun	36	8	BC	9
Alien				
Cyberstaff	80	6	SEC	3
Remote disk	160	8	SAU	3
Shoulder cannon	260	16	SAU	24
Sungun	90	12	CPC	10
Melee				
Club	-	2	-	8
Energy net	16	1	SAU	6
Energy whip	17	3	DMC	2
Knife	10	2	-	1
Knuckles	08	1	-	4
Sawsword	16	6	SEC	11
Spear	13	3	-	6
Staff	11	1	-	5
Sword	14	4	-	10
Grenades				
Annihilation	600	All	-	6
Doze	20	-	-	5
Explosive	50	30	-	4
Mutation	60	Variable	-	6
Nuclear	1000	100	-	8
Thermal	80	Variable	-	4
Vaccination	30	-	-	5
Viral	40	-	-	4
Heavy gear				
Heavy laser	800	100	SAU	90
Missile pack	500	90	1 use	45
Photon blooper	600	70	RPC	65
Plasma cannon	700	10	Any	80

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Annihilation grenade: This does not explode in the conventional manner, but creates a sphere of total annihilation 5-10' (D6+4) in diameter, erasing from physical existence everything within it, or perhaps just a piece of something if it is partially in the sphere and partially outside of it...

Blaster: This is a larger or modified or specially designed laser pistol or small rifle, ultimately being an effective and reliable medium between the two.

Crossbow: This primitive weapon is still effective enough, as it can be loaded with all kinds of bolts and bombs—if someone takes an additional Turn to (re)load, he can lock in a bolt that has (previously) had a grenade fixed to it, thus increasing such a detonator's range and accuracy.

Cyberstaff: Such a staff as this is more than just a shaft—it has cybernetic attachments which allow it to extend and retract, self-balance and absorb many forms of energy, allowing the attacker to drain the life of its target into himself, healing his own lost Health by 1 Point worth of wounds for every 6 Damage he does with a single blow (rounded up).

Doze grenade: This releases a cloud of gas which will cause a total of 30-80 (D6+2) Health worth of living creatures—centered on its target—to collapse into unconsciousness unless they make a Critical Genetics Check.

Energy net: This does not appear as a net at first, but merely a small disc one can enclose within his fist, but when its single button is pushed it will generate a web of pure energy 10' square, and thus cannot be cut or damaged to escape from—anyone it hits must make a Challenging Movement Check or become entangled and so immobilized, provided that the net is larger than they are tall (under 10').

Energy whip: Such a weapon appears as a handle only, but when activated, creates a whip of pure energy 20' in length, which in addition to Damage will cause its targets to make a Genetics Check to avoid being stunned and immobilized for the next 1-4 Rounds, this Check Casual for all save robots, for whom it is Challenging.

Explosive grenade: This creates a blast of kinetic energy, fire and shrapnel, hitting its target for the listed Damage, but also causing 1-20 Damage to all within an equal radius of feet.

Flamethrower: The classic anti-personnel weapon, this shoots a stream of flames boiling into a cloud of fire at its end.

Grenade rifle: This is a gun designed to fire not lasers nor bullets, but grenades of any sort—the Player must specify what 10 grenades are loaded into it but not in any order, as it chamber rotates.

Gyrojet rifle: This rifle shoots small, self-propelled bullets, like miniature missiles.

Handgun: This is any old-fashioned sort of pistol, from a revolver to an automatic.

Heavy laser: In bygone days when these were first invented, they were only mounted on armored cars and military assault vehicles, until someone found a way to condense their parts and hand-carry them.

Knuckles: These are artificial knuckles which fit over one's hand, made of brass, steel or some other metal, increasing one's Damage in 'unarmed' combat by their listed +1.

Mark-class weapons: The sleek, sable casing of these weapons harken to darker times and old wars that nobody won, their very presence in a battle giving the user +1 to the first Initiative Roll for the entire battle (regardless of what weapons arrive on the scene later).

Machine-gun: This is a large caliber rifle with belt-fed ammunition.

Minigun: A small gatlin-gun, this monster has the firepower to clear the entire field, but it eats up ammunition fast, going through an entire Ballistic Clip with a single shot.

Missile pack: This is a backpack or similar sort of apparatus with a missile in it, but it only has one shot, and after it is used, the housing is useless.

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Mutation grenade: This releases some sort of gas, spores or other biological warfare which causes its target to mutate in some horrible way, causing him to **permanently** lose 3-18 Health, plus 1 Genetics Ability Point.

Nuclear gatlin-gun: A truly intimidating weapon, this long apparatus requires someone of decent height to use, given its firing mechanisms being so far apart—if the operator is 5' tall or more, he can use this effectively, firing radioactive laser, with its bursts assuring a Critical Hit effect if they find their mark, or a Critical Miss if not.

Nuclear grenade: This causes a nuclear blast, one that is 'small' by comparison, but still has a radius of 60'-90' (D4+5), complete with mushroom cloud, causing 100 Damage to everything within it.

Phaser: These small guns seldom appear to be weapons at all, fitting snugly in one's palm or easily attached to the ends of their sleeves, firing a short but potent beam of energy.

Photon blooper: This massive, cylindrical rifle fires bolts of photon energy so powerful that they have a true recoil, causing the user to use one less dice value for Critical Miss effects.

Pistol: The classic laser pistol is a single-handed weapon that comes in countless varieties.

Plasma cannon: The credit cost of the Power pack used is the percentage of the base 10 Damage that this weapon will do—BCs and SECs do 1 Damage instead of 0.1 only.



Pulse rifle: The standard for most military men, this compact rifle is a nice balance between close quarters combat and ranged attack, as it is just as accurate with single shots as it is with bursts.

Remote disk: This is a metal disc about 6" to 8" in diameter, with a spinning sawblade edge and a homing beacon to its time-space point of origin, so that once thrown it cuts its way back to return to the hand of the one who used it, stopping its edge rotating just a moment before arrival.

Rifle: The classic laser rifle is a two-handed weapon that comes in countless varieties.

Sawsword: This is a larger than average sword whose blade is akin to a chainsaw, fitted with tiny teeth of hard jewels or strong steel, cutting its way through anything it can't by force and angle alone.

Shotgun: Preferred by many to be kept handy for close encounters, this old fashioned scatter-gun is of a kind that is never disabled by loss of power or even getting wet.

Shoulder cannon: This mounts to one's shoulder and has cerebral hook-ups so that it turns and aims to match his own center of vision.

Sungun: This gun shoots concentrated sunlight, an effective 'laser' beam, but one which causes those it 'kills' to burn up.

Thermal grenade: This will create a small inferno, burning and melting everything within a radius of 10-40' feet for an equal number of Damage.

Vaccination grenade: This will permanently nullify 1-6 Points of Vaccination within everybody inside an equal radius of feet.

Viral grenade: This will release a cloud of disease, forcing everyone within a 10-60' radius to make an Infection Roll.

Zapper: The classic mass-produced and usually ineffective weapon given to lowly guards, infantry, and servants of maniacal men.

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WEAPON ENHANCEMENTS: Weapons are always been suped-up, specialized and customized. There are many things that a Character can add to his weapon.

Credit cost: This lists the credits required to buy any such device within any settlement. This cost can be haggled using a dice according to one's Intelligence Score—the highest dice value equal to or less than his Ability itself. For example, one with an Intelligence Score of 9 would use the D8.

Size: This lists a number which considers many factors. Each weapon can only have a total amount of enhancements whose total 'size' is equal to or less than its Encumbrance.

Power use: This lists the additional required Power source for a given enhancement. However, if the base weapon uses the same type of Power, only one unit is necessary, as it effectively uses them both. In the event of a Critical Miss which drains a unit of Power, it will empty whichever type was being used by the enhancement. If this is the same as the base weapon's Power, **both** are drained.

TABLE #45: WEAPON ENHANCEMENTS

Effect	Credit cost	Size	Power use
Ammopack	20	10	-
C.H.I.	10	3	CPC
Disintegrate	600	10	SAU
E.M.P.	800	30	RPC
Freeze	80	8	FFQ
Heat-seeking	120	10	CPC
Replay	500	10	DMC
Silencer	60	2	DMC
Soundwave	50	18	RPC
Stun	10	5	SEC
Vibro	30	1	SAU
Web	60	15	FFQ

Ammopack: This is a backpack which is designed specifically and only for holding reserve power, its own 20 Encumbrance none-the-less welcome to one using a weapon or other device that uses Power fast, as it holds 20 Encumbrance worth of any one type of Power unit, which as part of the pack do not Encumber on their own and feed into one's weapon or other device automatically so that he does not need to take time to re-load.

C.H.I.: Such a device as this adds ballistic sounds to any weapon, but is most often used with lasers, a psychological tool which penalizes the enemy's Initiative Roll by -1 for the Round following any Critical Hit made by such a weapon.

Disintegrate: One must state he is using this before making his Attack Roll, but if that shot kills his target, it will utterly destroy it, leaving no trace what-so-ever of the body or its carried equipment, unless one states when firing that he's aiming for a specific object (or the person himself), penalizing his Attack Roll by -4 to hit that only.

E.M.P.: One must state he is using this before he makes his Attack Roll, for whether he hits or not, he shall spend this enhancement's full Power unit to emit an electromagnetic pulse instead of Damage (unless it is a laser weapon), draining all CPC, RPC, SAU and SEC Power units on the person or target of all their energy, or if it is not a person but any sort of machinery, shutting it down for the next 1-6 Rounds.

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Freeze: One must state he is using this before he makes his Attack Roll, for it will substitute the weapon's normal Damage with a cloud of ice and liquid nitrogen, which if it kills the target will not kill him at all, but leave him frozen in suspended animation.

Heat-seeking: Provided that one's target has body heat to track, this will add +1 to the Attack Roll.

Replay: This feature will trace the attack in time-space, so that the following shot will go back to the exact same location, thus if one's target does not die or take a Turn to move, on his own next Turn, if the attacker uses this enhancement, he does not need to make an Attack Roll as the dice result is already determined—the exact same as it was with the last shot, though this will then use up 1 of the 3 total uses for this enhancement before draining its DMC Power unit.

Silencer: This device is an attachment that nullifies most if not all the sound from the weapon, giving its user +1 to his Defense Score while using it.

Soundwave: This enhancement can be chosen to substitute the type of offense from the weapon for its equivalent Damage done by sonic concussion.

Stun: The most common feature with weapons, one must declare he's using this (but it will then stay activated until he states otherwise), and if it hits it will not do Damage unless the normal effect would reduce its target to 0 Health, in which case they suffer a -2 penalty to their roll on Table 31, but will not die—any result of death is considered to be 'unconscious' instead.

Vibro: Primarily used for melee weapons, unless turned off this enhancement causes its shaft, blade, bullet or other point of contact to vibrate, which in turn delivers +1 Damage to its target.

Web: Liquid or other organic material is shot out in a web form which solidifies upon its target, the one hit by it must make a Challenging Movement Check or become entangled and so immobilized, losing his next 1-4 Turns.



ARMOR: The following chart displays all of the various types of armor available in any spaceport throughout the universe. One can only wear one 'base' type of armor. All those pieces of armor that are marked by an asterisk (*) are 'accessory' armor and thus can be worn in addition to one's base armor. However, only one of each type of accessory can be worn.

Credit cost: This lists the credits required to buy any such clothing or armor in any settlement. This cost can be haggled using a dice according to one's Presence Score—the highest dice value equal to or less than his Ability itself. For example, one with a Presence Score of 10 would use the D10.

Guard factor: The number listed for 'Guard' is the number of Damage it will deduct from each hit that strikes the Character. However, a minimum 1 Damage Point will always be suffered from any blow, regardless of how much Protection one has.

Power use: This lists what kind of power source is required for this armor to function properly. Those that have no power source listed do not need one.

Total burden: This lists the armor's Encumbrance. Every 10 Encumbrance of any armor that exceeds one's Movement (rounded up) is the cumulative -1 he suffers to all Attack Rolls with it for whatever reason (its too heavy, it gets in the way, etc.).

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TABLE #46: ARMOR

Armor	Credit cost	Guard factor	Power use	Total Burden
<i>Skinsuits</i>				
Arm-bands*	2	1	-	-
Betasuit	50	5	SEC	-
Jumpsuit	25	1	SEC	2
Lasermesh	85	2	-	1
Red shirt*	1	-1	-	-
<i>Ballistic</i>				
Battle-mask*	60	2	SEC	5
Bulletshield*	240	2	SAU	12
Helmet*	20	1	SEC	4
Military battlegear	280	5	-	20
Police armor	120	4	-	24
<i>Alien</i>				
Exoskin	400	9	CPC	50
False face	330	1	-	3
False skin	150	1	-	1
Optic-prism web*	650	1	SAU	8
Steelskin	200	2	-	1
<i>Archaic</i>				
Chain-mail	100	2	-	40
Leather	10	1	-	5
Plate-mail	140	3	-	30
Shield*	15	2	-	10
<i>Environmental</i>				
Astro-helmet*	700	2	FFQ	40
Magnetic shoes*	420	1	SEC	16
Shock gloves	380	1	SEC	12
Space-suit	900	5	FFQ	25

Arm-bands: These can be metal bands, rings or some similar device which deflect energy shots, giving Protection against laser weapons only.

Astro-helmet: A helmet such as this can be a glass dome, a skin-tight mask or any other apparatus, enabling a betasuit, jumpsuit or exoskin to become environmentally independent for outer space, but if the person is ever hit this helmet is destroyed.

Battle-mask: This is some sort of complex (and usually frightening) mask, which has a breathing apparatus and gas-mask built into it.

Betasuit: This is a skin-tight, silk-like outfit which deflects all forms of Damage, however, each time it is hit its Protection factor is lowered by -1, as it gets ripped, burned and otherwise destroyed.

Bulletshield: This is some sort of plate, whether it is a full body shield, just a bracer, a shoulder-plate or something else, attracts all projectiles, grenades and other thrown objects towards it, giving one a bonus of +1 to his Defense Score against them.

Exoskin: This is a full outer casing of metal for one's body, which requires power in order to move (like power steering in a vehicle).

False face: This is a mask which adheres to one's face and perfectly represents someone else, with its laser-sculpted mixture of latex and synthetic flesh, though once it is removed it is destroyed.

False skin: This paints onto one's body to give his skin a different surface texture, also offering a +1 bonus to Disguise Rolls, and easily peels off later with its formula solution.

Helmet: Any kind of battle-ready helmet can be used to fix a battle-mask to, negating that mask's Encumbrance.

Jumpsuit: Mostly worn by pilots, this is an orange or similarly bright jumpsuit which protects a person from the rigors of atmospheric flight, and is easily adaptable for space flight too, reducing an astro-helmet's Encumbrance by 5.

Lasermesh: This is a tightly-knit, web-like mesh of thousands of tiny triangles woven from laser-fibers, which thus absorbs energy, protecting one against laser weapons only but also allowing him to retain some energy if he's a robot, giving him +1 to all his Defeat Rolls on Table 31.

Leather: Whether classic hard-boiled leather armor or a fancy combination of glossy black strips that accentuate a woman's physique, this studded and sturdy outfit is just as good at stopping damage as it is stopping the opposite sex in mid-thought.

Magnetic shoes: These heavy, mechanical shoes can keep one safely fixed to the exterior of any craft in space, but are not strong enough to resist any forceful removal, such as being shot.

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Military battlegear: Standard issue for most Marines and other galactic soldiers, this is perhaps the best weight-versus-protection factor there is given its mobility, though it is hard to find a set without its camouflage pattern personalized with death-marks.

Optic-prism web: This is a net of thin fibers which cover one's entire body and all carried equipment, but when activated bends light around itself, thus effecting a form of invisibility, increasing one's Defense Score by +2 in geometric settings like cities and interiors, and +4 in chaotic settings like rocks and trees.

Plate-mail: This is thin metal plates which are fit to one's body, and so they cannot be worn by any whose Health Score has a greater difference (higher or lower) to the armor than 1-10.

Police armor: This is a heavy combination of gear normally used by local police, and can even give a +2 bonus to one's Disguise Roll if a police officer is indeed what he's trying to pass himself off as.

Red shirt: This is a red shirt, plain and simple, its color attracting enemies so that they get +1 to their Attack Roll against the Character, though its flexibility gives one +1 to his Movement Checks (as he's usually running for his life).

Shock gloves: This is a pair of heavy gloves that enable one to safely handle anything which would normally effect him with any kind of energy, thus giving him the chance to make a Genetics Check to resist its effects, no matter how powerful.

Space-suit: This is a standard suit for being out in the vacuum of space, providing full environmental independence with recyclable air, but whenever hit loses -2 Protection factor for being damaged, and when this reaches 0, the suit can no longer protect one against the vacuum.

Steelskin: A thin metal casing like a robot's skin, this is custom-fit to a person and so it cannot be worn by anyone with a Body Encumbrance that is of a greater difference (higher or lower) than 2.



GEAR: Provided on the following pages are all the common forms of useful gear available in the countless spaceports, shops, ships and star systems throughout the known reaches of space.

Credit cost: This lists the credits required to buy any such item in any settlement. This cost can be haggled using a dice according to one's Personality Score—the highest dice value equal to or less than his Ability itself. For example, one with a Personality Score of 12 would use the D12.

Power use: This lists what kind of power source is required for this weapon to function. Those that have no power source listed do not need one.

Total burden: This lists the gear's Encumbrance, all things considered.

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TABLE #47: GEAR

Equipment	Credit	Power	Total
<i>Survival</i>	cost	use	Burden
Allweather blanket	5	-	8
Canteen	2	-	7
Compass	4	-	2
Electroshock pill	70	-	-
First-aid kit	12	-	14
Gas-mask	24	-	8
Junk-food	1	-	7
Kitchen kit	38	FFQ	4
Rations	1	-	7
Soda-pop	1	-	6
Tent	15	-	10
Vitasalt pills	20	-	2
<i>Gadgets</i>			
Gun-cleaning kit	10	SEC	10
Hologram	200	SEC	2
Jet-pack	500	FFQ	30
Motion sensor	350	SEC	6
Spectrum goggles	90	SEC	1
Tri-meter	60	SEC	2
Univox	80	DMC	4
<i>Alien</i>			
Blue-food	10	-	7
Dark-detonator	200	-	5
Data-detonator	500	-	8
Dice-detonator	800	-	2
Food synthesizer	300	CPC	20
Liquid skin	45	-	4
War paint	30	-	6
<i>Mundane</i>			
Backpack	10	-	5
Binoculars	15	-	2
Clothes	2	-	5
Communicator	1	-	-
Flare	2	-	1
Flashlight	4	SEC	1
Glowstick	1	-	1
Grappling hook	9	-	4
Rope	5	-	4
Sack	1	-	5
Smokes	1	-	1
Tool kit	20	-	9
Web-gear	10	-	2
<i>Bionic</i>			
Antishock implant	300	-	-
False body parts	700	-	1
Neuralcorder	900	RPC	4
P.D.T.	10	-	-
Safety teeth	70	-	-

Allweather blanket: This keeps one warm in cold climates and cool in warm climates, increasing his Wilderness Movement Rate by +5 miles, and can also be rolled up into such a small volume that it is little larger than a small weapon.

Antishock implant: The Character won't roll Defeat on Table 31 when next reduced to 0 Health (this implant then used), but instead fall unconscious, unless he **chooses** to roll, but if he does he must live with the result, for better or worse.

Backpack: Unlike most other containers, backpacks do not need to be held and thus free up both hands, while adding +35 to one's Capacity.

Binoculars: These give one a bonus of +4 to any Intuition Check that is dependent on sight.

Blue-food: There are many alien civilizations out there whose primary food seems to be blue, quite a contradiction to the common selections that are almost all of human design and have every color except that one, but such delights that can best be described as blue milk, turquoise sawdust and pale pebbles not only serve their own race well, but all species, increasing daily healing by +1 Health, and lasts an individual for 7 days.

Canteen: This will hold enough water to last an individual 7 days.

Clothes: Characters may begin their adventures with clothing enough, but if ever their duds are torn, burned, shredded or otherwise made unusable, this purchase represents a whole new set of clothes.

Communicator: This is some sort of small, standard communication device, such as a wrist-watch with a screen, a com-link or any other device, which can communicate with anybody on the same planet or in a ship within the atmosphere.

Compass: Such a device must be recalibrated when it comes to a new planet, which requires a Player state he's doing so and make a Casual Intelligence Check, otherwise the Game Master is encouraged to give false readings at his leisure.

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Dark-detonator: This can be placed upon any bomb which will override its countdown, resetting it with a Challenging Intelligence Check, but if the Check fails, the new countdown is determined at random; a D12 for the Rounds now left. This has one use.

Data-detonator: This can be placed on any control panel, computer or other device which holds data, and once it goes off, it erases all programs and commands, though it cannot at all harm the neural-networks of any robotic brain, as they are all hard-wired against such detonations. This has one use.

Dice-detonator: This does not take a Turn to use, for if held in one's hand when fate is against the individual (i.e. bad dice rolls are out of control) it will create a dimensional explosion which will jolt time enough to allow him to re-roll one dice of his own from this present Turn. This has one use.

Electroshock pill: This potent pill will get one's heart going again, so if someone is 'killed' but he is given this within a number of Rounds equal to or less than his Genetics Score, he will be able to re-roll his Defeat result from Table 31, but at one lower dice value than normal.

False body parts: The Character has some body parts which are detachable and thus replaceable, to be stated as to what they are when purchased, but they will not function once removed from his core body (indeed his heart and brain).

First-aid kit: There are enough bandages, medicines and other items in one such kit to heal 1-6 lost Health Points on an individual 3 times.

Food synthesizer: This device processes any food to simulate the taste and appearance of one's own natural environment, making it delicious as well as nutritious, increasing one's Prime Requisite by +1 so long as he continues to use it.

Gas-mask: When wearing this mask the individual is able to breathe in otherwise toxic environments, but also suffers a -2 penalty to Intuition Checks as the mask obscures his peripheral vision.

Glowstick: When twisted, the chemicals inside this plastic stick glow, and last for about 12 hours.

Grappling hook: This is a small metal hook with several teeth, either collapsible or small enough to fit easily into a belt, can be thrown as far as three times one's Physique Score, and once caught such a hook makes for a reliable end to a rope.

Gun-cleaning kit: Having such a kit assumes one uses it regularly, thus increasing the Base Damage of all his laser and projectile weapons by +1.

Hologram: This is a small hand-held device that generates a hologram up to human size 30' away.

Jet-pack: While this does not enable one to truly fly, he can slow his fall enough to ensure a safe landing on any surface, and do short jumps of up to 100' in a single Turn but must then not use his pack on the following Round or else it will get overheated and explode for 3-24 (3D8) Damage.

Junk-food: This food, while weighing the same as normal rations, tastes better but nourishes less, so the individual living on this 7-day supply heals at but half the normal rate, but also gains +1 to his Personality Checks during this time.

Kitchen kit: A collection of small pots, pans and pills which fit snugly together, specially designed to make alien food safe for anyone to eat once he adjusts the settings to suit his species, giving him a +1 bonus to Foraging Checks.

Liquid skin: This glue-like oil goes on like lotion and absorbs the biological properties of one's skin and copies it, becoming an invisible exoskin which covers a wound and nullifies its pain, eliminating one's penalty from Fatigue while his wounds heal, though if wounded again since its application this substance must be re-applied. This has three uses.

Motion sensor: This device will detect and display anything moving up to a range of 50', thus giving away any ambush within that area, and making a Surprise Attack all but impossible.

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Neuralcorder: This can be any combination of tiny devices, from goggles to retina implants, nano-tech teeth to a false voice-box, altogether combining to allow the individual to record what he sees, speaks and hears so he can confirm it by playback later.

P.D.T.: A Personal Data Transmitter keeps a record of one's biological identity, D.N.A. and fingerprint identification, and can be read by systems designed for it up to a radius of 12 miles, commonly used for proof of identity or being found when lost.

Rations: This is a pack of rations, be it military preserves, prison steak, alien jerky, stale cookies or cinema giveaways, but it keeps one alive and can last an individual for 7 days.

Rope: Sold in lengths of 50', a rope can support up to 200 Encumbrance, but every additional 100 Encumbrance (rounded down) that is placed upon it is the cumulative chance in 4 that it breaks.

Sack: This takes a free hand to carry, but will add +45 to one's Capacity.

Safety teeth: These are similar to bracers, but ones that analyze everything that passes between them, ensuring its safety for the subject, thus allowing the individual a Challenging Intuition Check to be aware if anything he is eating or drinking is going to harm him, and so they will reject it before its harmful effect takes place.

Smokes: A single pack of 'smokes-sticks', be they cigarettes, death-sticks, anal-air or something else all have the same purpose, that of making one feel better, so much so that using up one full pack will negate one's Fatigue penalty for up to 5 Damage.

Soda-pop: A six-pack of the best brand soda-pop in the galaxy, one of which when mixed with a special pill (given away for free) can give the individual a +2 bonus to his Genetics Check for staying awake for an entire day.

Spectrum goggles: These allow the person to see in different spectrums of light, such as thermal or ultraviolet, eliminating the normal modifiers for

'blind fighting' as well as countering the normal penalty to Intuition Score if that is the alien's natural Feature.

Tent: This is a simple, weather resistant cover that can house up to 200 total Encumbrance (between both Body and Carried Encumbrance). For every additional 100 capacity 'worth of tent', the cost increases by 5 credits and the tent itself by 10 Encumbrance.

Tool kit: The simple tools in this box can be used to repair any one item from Tables 44, 45, and 46 if it gets broken, but then the parts from this kit are entirely used up.

Tri-meter: A simple data recorder that works for most functions, including (but not limited to) visual readings, audio recordings and biological analysis, altogether giving one +1 to all Tech Checks.

Univox: This is a universal translator, instantly and flawlessly interpreting any alien dialect (but not writing) for 1 Turn if one can successfully use it, requiring a Challenging Intelligence Check (only Casual if the user has the Languages Skill), with failure penalizing any Reaction Check it may be used for at this time by -2.

Vitasalt pills: This pack of pills has 3 uses, each time sustaining someone without water for 1-4 days as if he were properly hydrated, though he cannot heal naturally during this time as his body truly does not have the fluids necessary for regeneration, and burns what it does have on normal activities.

War paint: Sold in small bottles, this thick paint evokes rage and determination within those who apply it, giving a painted Character +1 to Attack Rolls for the duration of one battle, after which this paint will have worn off his flesh completely (due to sweat, blood, burning, etc.), and cannot aid robot races at all anyway.

Web-gear: This is an efficient, often military made apparatus of belts, buckles and clips, like a vest, which will eliminate 12 total Encumbrance between weapons, gadgets and mundane gear.

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HAGGLING: Though the universe is vast and so is time, some things never change no matter where one goes, including greed. In any galactic market, one can always attempt to haggle for a listed price to be lower, or higher if he's the one selling it. A Player Character or NPC that's with the party can reduce an item's cost by making a dice roll. One must state the desired percentage change in blocks of 5% that will be in his favor if successful, then roll. The dice used is determined by an Ability Score, which one depending on the nature of the item that is being haggled over. The percentage change, divided by 5, is the penalty to this roll. If the result is above 10, then the haggler got what he wanted for that **one** item. If not, then **no** item of that type will not be sold to that Character ever by that particular merchant or in that settlement (as word gets around), at least not until circumstances significantly change, such as the party saving the city from an alien invasion force. For example, if one wanted to reduce 20% off the price of a laser blaster, and so set its price at 32 credits, he would need to roll above 10 with a -4 penalty.

SELLING ITEMS: If someone wishes to sell an item, it can easily be sold, for the same price as listed on any of the charts in this Chapter—in the extensive and civilizations that span endless worlds, few things are purchased 'new', but rather, they're traded for other goods or the placeholder of credit. In fact, credits are by name only the standard unit of measurement for any good's true value. Hence, the listed price one buys something for is its value and he's probably not buying it new himself.

INSIGNIFICANT EQUIPMENT: All equipment listed throughout this Chapter is all that will be relevant to the game. Doubtless the Characters will carry many other items, but they are too small and too trivial to trouble with. Players' free description accounts for them, not any rule or statistic. Such things as fishhooks, goggles and other articles do not cost, encumber or count heavily enough to slow down the game with their calculations, nor the Character with their own burden. In this, it must be accepted that if an item of equipment is not found in this Chapter, it should prove unable to effect any statistical change to the game.

TRANSPORT: The Characters will need to get places, and thus will need to buy passage on many different kinds of transport, prices and distances of which are listed on the following chart. Note that these are prices for one person's passage, not for a group nor to purchase a ship. If the party has that kind of credit, they should refer to Chapter 6 and just outright buy one.

TABLE #48: COMMERCIAL PASSAGE

Transportation	Credit cost	Distance traveled	Travel time
<i>Land</i>			
Bus	1	20 miles	1 hour
Monorail	8	120 miles	1 hour
Taxi	2	80 miles	1 hour
<i>Sea</i>			
Cargo ship	20	150 miles	3 hours
Luxury liner	50	180 miles	3 hours
Submarine	80	120 miles	3 hours
<i>Air</i>			
Commercial plane	50	2000 miles	2 hours
First-class plane	100	3000 miles	2 hours
Hot-air balloon	10	40 miles	2 hours
<i>Space</i>			
Luxury liner	200	12 lightyears	1 hour
Military cargo	60	10 lightyears	1 hour
Refugee transport	80	8 lightyears	1 hour

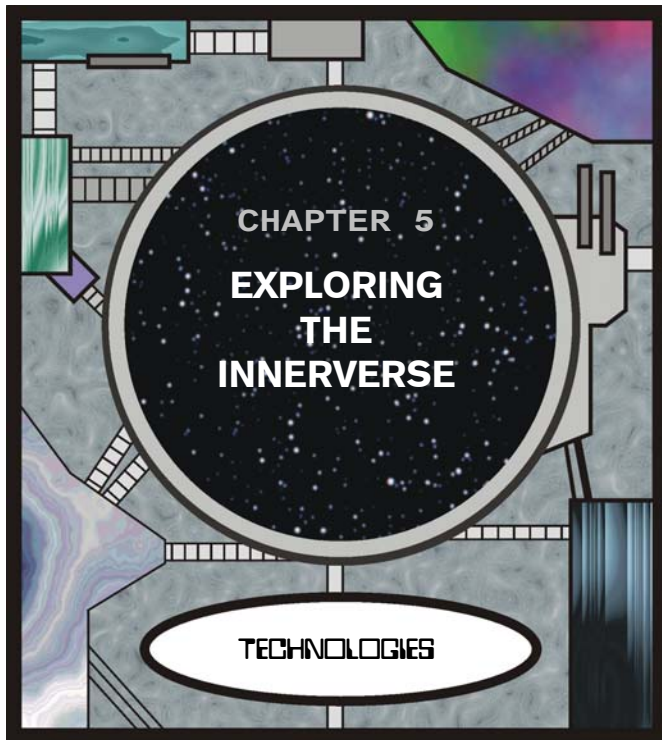
SERVICES: There are various services that the Characters may need at times, so they are provided on the following chart.

TABLE #49: COMMERCIAL SERVICES

Service	Credit cost	Value
Carbon-freeze	800	Preserve lost Character
Divorce	10	Breaks a marriage
Doctor	10	Heal 1 Health
Funeral	600	+1 to Table 112 rolls
Marriage	50	Legalizes a marriage
Poison-work	100-600	The poison's Potency
Prostitute	30	3-8 Experience Points
Surgery	1000-4000	Reverse one Infection
Therapy	300	Regain 1 Ability Point
Training	20	1-12 Experience Points
Translation	10	Translates 1 page
Vaccination	70	1 Vaccination Point

CHAPTER 5

HIGHLY ADVANCED GAMING ALLOWS ALL SCI-FI TECHNOLOGY TO FIT INTO ONE CHAPTER



TECHNOLOGY NOTE: As this is not a science-fiction game, science is not a great part of it, even if it is easy to assume otherwise. If science were allowed any breathing room in what is otherwise a fantasy, it would, as in life, immediately disrupt all game balance, as one argument striving for a way to gain some kind of advantage always opens the door to yet another argument, beginning an endless bidding war of theories based on wishful-thinking, pseudo-science and technobabble. This is a universe full of countless alien species that have all found a technological equilibrium—every technical idea or scientific notion a Player could have has already been thought of, explored, and ultimately countered within the parameters of this fantasy-reality. Indeed, in order for technology to have found this balance, a singular truth comes to the forefront of thought; there's no one means of technological advancement that's definitively better than any other.

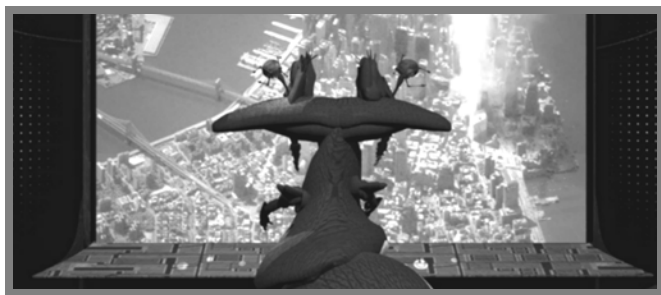
It helps if one looks at various known (and as yet unknown) technologies as martial arts—there are many different styles, but no one can defeat all others. For example, it may seem logical that laser guns would be superior to guns still relying on bullets, but what happens when an E.M.P. disables

all the lasers on the battlefield? One could then argue that his weapon's 'Kung-fu' is better than his enemy's. Within this universe, all possibilities for technological advancement have happened time and time again, and have found their place in the greater universal whole, so all different approaches to science have long since found some equally opposite polarity with all others, much like the planetary systems and stars themselves. All the known inhabitable worlds and countless alien races exist in a great sea of knowledge, one that has its tides, storms and whirlpools, but never changes its surface level. The balance of universal technologies is disrupted at times by the cunning of creatures driven by their instincts of survival applied to their surroundings, but after all, even with the ability of interstellar travel and cryogenic resurrection, there would no such devices would have developed in the first place without need—to get places faster and fight off death, two universal struggles ever being in flux due to greed, power, and love. So, nothing ever really changes, does it? At least, the proportions in these rules don't change.

In the end, all this means is that the Players cannot use any 'scientific' specifics they 'know' to gain any statistical advantage or accomplish what the rules have not already taken into consideration either with hard numbers or the variable of dice rolls. In their defense, major advances might make a slight difference, but only for a while, and not to a degree that would effect these balanced rules. The game will be much more fun if Players focus on finding ways to make leaps and bounds of courage, not research. Most technologies will serve as mere background, indeed as storytelling detail, and nothing more. For example, a desert planet's moisture-vaporators, while a common apparatus in many star systems, needs not take up space in the Rulebook and burden the pacing of the game by having rolling systems of its own. Some would argue that all technology needs rules, for what if the party was in a fix and needed to know what they could devise out of a deconstructed moisture-vaporator? But really, if they are so desperate, they are pretty much doomed as it is, something they should enjoy for its drama, and any innovations of the Player Characters can be easily accounted for with some roll anyway, like, say a Tech-Check...

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TECH CHECKS: There are countless different kinds of engines, drives, inventions, nanos, alloys, number systems, propulsion methods and methods of computation throughout the cosmos that they are far too much for anyone to learn, or any game to account for. Instead, all technology is kept abstract, assuming that those who live in this universe have adapted to it, much in the same way that we in our world deal with telephones and automobiles on a daily basis, even if we could not build them on our own. However, we all know the end results of any technology and how to use it, something that anyone can extrapolate, just as our own great-grandfathers may have been bedazzled by our daily machines but could still measure their purpose, for all things are universal in their functions. Thusly, whenever any Character in this universe wants to fix, jury-rig, repair, modify or in some way work with any technology, all of his cosmic knowledge and universal skills are summarized by a single roll; a 'Tech Check'.

When to make a Tech Check: All the rules and procedures found throughout this Chapter will use Tech Checks to determine their success. As a rule, whenever someone is trying to operate or alter any technology that the layman cannot, he must make a Tech Check by the rules of the Section in this Chapter that most closely matches its nature. For example, cracking the computer's code in a cloning factory would fall under the rules for Tech Checks in 'Computers', not 'Cloning', as it is more the computer that the Character is dealing with.

How to make a Tech Check: Whenever one makes any kind of Tech Check, he uses the dice of the highest value equal to or less than his Intelligence Score. For example, someone with a 9 Intelligence will always use the D8 for all of his Tech Checks,

while one with a 12 Intelligence always uses D12. He will need equal to or above the listed difficulty for the task at hand with his dice to be successful. The consequences of failure vary depending on the type of technology being employed.

Describing Tech Checks: Tech Rolls account for all of the unforeseen variables from countless different technologies across the galaxies. Once rolled, then one can apply any technical mumbo-jumbo that he wishes to account for the degree of success (or the degree of failure) with his roll. No details can be applied to give this roll a modifier save for those listed in their individual Sections. This prevents the GM or a Player from unbalancing the game just because he learned something new in science class that day (which will be disproven a year later all the same—imagine all the things disproven over a few **million** years). Indeed, trust that the fictional Characters in this space fantasy have got all of the hard sciences covered, just as you trust them to be stronger than you when attempting to bust through a door, or more nimble than you when attempting to jump over a fiery chasm.

Universal malfunction: In the event that a machine or other technology is used improperly, one must roll again with his Tech Dice, only this time to determine the bad result of its misuse on Table 50, which also lists the Experience Points received by all effected by it (i.e. learning from their mistakes). This dice value shall drop by one for each of the following factors that apply (to a minimum of D4).

- Explosives internal or external
- Technology damaged in any way
- Device larger than a person
- Different design origin (human, alien, or robot)

TABLE #50: MALFUNCTIONS

Roll	Result of failure	Experience
12+	No effect; try again at +2	Tech Roll
9-11	Power unit drained	1-12
7-8	Goes haywire; opposite function	-
5-6	All Programs lost	1-10
4	Unit damaged; robots 1-8 Body	1-6
2-3	Unit damaged beyond repair	1-4
1	Power unit explodes	-

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POWER UNITS: All of the various technologies have one common need—power. On the following chart are listed all the kinds of Power units one can use for the various machines found in this Chapter. These Power units last indefinitely, indeed until anyone using it rolls two consecutive ‘1’s on any dice for any function, at which time there is a percentage chance equal to its credit cost divided by 10 that the Power only had a brownout rather than a burnout. For example, if someone operating a junk lifter powered by a ‘parabattery’ rolled two natural ‘1’s in a row, one for it forcing open an air-lock door and then one for an Attack Roll, he’s suffering because his lifter is wobbling, and he has an 80% of the parabattery continuing to work after that point. Note that SECs automatically fail.

TABLE #51: MACHINE POWER SOURCES

Power unit	Credit cost	Burden
Antimatter cube	1000	10
Concentrated proton cube	50	3
Fossil fuel quotion	100	5
Parabattery	800	20
Refined power crystal	700	1
Standard antimatter unit	200	2
Standard energy clip	1	1
Xanthian crystal sphere	500	30

Antimatter cube: This compressed cube of energy has no physical structure save for the energy that is concentrated at its edges, and if damaged will explode for 5-60 (5D12) Damage to all within 20’.

Parabattery: These classic, universal power sources appear in many forms but most commonly what is best described as a gold ingot with hexagonal sides rather than pyramidal ones, its metal casing able to withstand 2-12 (2D6) with any hit, but if ever the Damage done exceeds that number, it will explode, doing the same amount as rolled to all within 30’.

Xanthian crystal sphere: The largest of power units, these metallic spheres are a precious substance that are found and mined on many worlds, named for the one who first discovered them and discovered how amazingly stable they are, only exploding for 1-12 Damage for an equal range of feet, and then only if they are damaged by intention.

EXPLOSIVES: Things that explode (intentionally) are used for a variety of purposes, anti-personnel being only one of them, but include opening heavy doors, clearing paths and reactivating old locked-up engines (try at own risk), amongst others. Devices used for creating explosions come in an endless variety. Indeed, most bombs, mines and other tools for mass devastation are unique designs of the one who ends up setting them off.

Acquiring explosives: To purchase or otherwise get possession of any explosive, one must first state the power of what he is trying to get, in terms of the dice it will use for Damage when set off, for each dice value increases the cost by a factor of 10 credits. For example, a bomb that does D6 for Damage would cost 20 credits, while one that does D10 would cost 40 credits, to begin with. Building up dice for Damage requires the cost be purchased all over again. Furthering the above example, some bomb that did 3D12 Damage would cost a total of 150 credits.

Encumbrance: Each dice value of any explosive is the cumulative 1 Encumbrance it has. For example, a bomb that did D8 Damage would have a Burden factor of 3.

Effects: However or whatever an explosion is made from is up to the designer to tell us (those caught within it will almost certainly not be left to tell the tale), be it plastic explosive, a claymore scatter effect, or anything else, but no matter the nature of the blast, its effect will be the same—the total Damage done will be delivered to everyone within an equal radius of feet.

Range: Explosives all have the benefit of timers and remote detonators—they can be set anywhere, and will ‘go up’ without fail, so long as the one who sets them is specific about the conditions and nothing interferes with this process.

Disarming: Finding any explosive that has not yet detonated offers one the chance to disarm it—the highest singular dice value used in its construction is the Tech Check required to disarm it safely, with failure causing it to explode instantly!

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HIGHLY ADVANCED GAMING ALLOWS ALL SCI-FI TECHNOLOGY TO FIT INTO ONE CHAPTER

MINDWORK: One technology that is ever feared and yet often forgotten until it is too late is the kind which attacks one internally, such as insidious brainwashing and evil mind-control, among others.

Brainwashing: As difficult as it may be to learn secrets, and as impossible as it may seem to forget great tragedy, it is at the same time only too easy to stumble upon a secret one shouldn't know, and even easier to have anything completely wiped out of one's memory, if the technology is there. There are all kinds of 'brainwashing' technologies and even standardized machines that have proven better than other designs. The following chart displays the more 'popular' ones (especially among evil people), along with their cost in credits, total Encumbrance wherever they may be stored, and the difficulty of the Psyche Check one must make to resist. If the machine's model is of the same race type as the victim, he will suffer a -2 penalty to his Psyche Check to resist, as his own kind know that much better how to break him. In any case, if the poor fool fails, he will forget anything and everything that the operator wants him to, or just a blanket wipe of 1-4 years at any point in time. All these memories can be recovered by someone operating the same type of machine successfully, by making a Tech Check for the machine's 'Recovery'. If this Check fails, the subject will lose 1-4 Points off his Intelligence Score. If his Intelligence drops to '0', he becomes an NPC with no mind, effectively if not physically dead, altogether lost to the Player.

TABLE #52: BRAINWASHING DEVICES

Apparatus	Credit cost	Size or burden	Resistance difficulty	Recovery Check
<i>Humane</i>				
Mindbender	5000	1800	Challenging	8
Stasis-coffin	7000	2400	Critical	7
Venom-helm	4000	60	Casual	6
<i>Alien</i>				
Egg-helmet	3500	45	Casual	5
Neuralizer	9500	5	Critical	9
Spider-helm	8500	13	Critical	8
Stasis-cage	4500	2000	Challenging	10
<i>Robotic</i>				
Eraser	8000	850	Critical	11
Magnet-bed	6000	1200	Challenging	9
Program-gun	4000	24	Casual	8

Mind control: This classic device of evil overlords can be either a mental skill alone, or a technology which enhances it. Whenever one attempts to work mind-control, he must roll equal to or above the intended victim's Psyche Score with a Tech Check. The device he is using can enhance this roll. Note that only one type of device can be used at a time or against any one target. If the Tech Check is successful, he will be able to dominate the will of that individual in every way, shape and form, at least until he commands him to do something that he would not normally do, at which time he must re-make his Tech Check to retain control. Failure of any such Tech Check, however, will damage the mind of the one attempting it, causing him to lose 0-2 (D6 -4) Psyche Points. If reduced to '0' in this manner he will die, his brain bleeding out his ears.

TABLE #53: MIND CONTROL DEVICES

Device	Cost	Burden	Control
Cerebral enhancement	3000	2	+1
Eye-implants	4000	-	+2
Full table apparatus	5000	2300	+6
Standard control box	6000	60	+3
Terillium goggles	3500	9	+2
Vodox (voice-chip)	1500	-	+1

TIME - SPACE: Time and space are a collective energy that will never will be fully understood, not any more than the water and currents of planetary oceans, even if they too have been traveled for thousands of years. However, there is always some measure of ever changing understanding, which can give someone who is knowledgeable or skilled with it an edge. All factors for the normal exploration and use of time-space are already accounted for in vehicles and space travel, in Chapters 6 and 7 respectively. However, there are some risks and rewards for manipulating space-time that one may attempt with any kind of technology.

Stopping time: Any device that 'stops time' will, if destroyed, cause everyone and everything within a range of feet equal to the Rounds it would have effected multiplied by 10-100 to vanish forever.

Teleportation: Whenever one teleports into another physical object, he is **dead**, and usually a mess.

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ROBOTICS: The universe is heavily populated by robots of all kinds, even more variable than alien races. Robots range from the most mundane of factory function slaves to fully realized humanoids with self-awareness and artificial intelligence. Those that are considered Characters are on the upper end of this measurement, while everything below them is covered throughout the following pages.

Body Points: Every robotic machine has what are called 'Body Points', the equivalent of a normal Character's Health Points. The 'Fatigue' factor for Damage suffered penalizes all of the robot's rolls and numbers for functioning, as well as increasing the Removal Check for its Power unit. If a robot's Body Points are reduced to 0, it is automatically destroyed beyond repair.

Combat: Unless a robot is designed for combat and will thus have specific abilities, they can make an Attack Roll the same as anybody, albeit with a -5 penalty, and if successful doing 1-10 total Damage.

Power units: All robots, even Characters, have a power supply. Unless specifically stated otherwise, all power units are internal. The following chart displays the different types of Power units that the various robots can use, along with the range of Body Points any such type of Power can handle (one's Body or Health Points must fall within this range in order for this Power unit to be used), and the difficulty of the Tech Check to remove it.

TABLE #54: ROBOT POWER

Power unit	Body Point capacity	Removal Check
<i>Standard units</i>		
Concentrated proton cube	1-20	3
Fossil fuel quotion	3-30	2
Refined power crystal	8-40	3
Standard antimatter unit	10-50	5
<i>Industrial units</i>		
Antimatter cube	1-100	6
Parabattery	20-50	2
Xanthian crystal sphere	30-90	4

Base types: There are several basic types of robots, based on their general size and intelligence. Most do not have emotions or self-awareness, unless this is specifically programmed into them. Indeed, these are all robotic machines. The following chart lists all the basic types of robots found throughout the known universe, along with their purchase cost and effective Health Score. They will perform all the basic duties of their named primary function with minimal intelligence and no discretion—this is a Skill at the Level listed. Note that no robot comes with a Power unit, as they are a separate purchase.

TABLE #55: GENERAL ROBOT TYPES

Function	Credit cost	Primary function	Health Score
<i>Entertainment</i>			
Dancer	1500	Agility	11
Gigolo	2000	Romance	15
Performer	2300	Storytelling	21
<i>Industrial</i>			
Laborer	3000	One Technology +2	27
Mechanic	2800	All Technologies +1	22
Scientist	2400	Science	20
<i>Military</i>			
Guard	2600	One Weapon +3	20
Infantry	3200	All Weapons +1	24
Pilot	2500	Navigation +2	22
<i>Personnel</i>			
Butler	1600	Negotiation +1	15
Doctor	1700	Medicine	14
Servant	1900	Languages	16

Programs: Robots are physically designed for one specific function, though their electronic brains can certainly be programmed for other tasks. They can effectively be programmed any Skill the same as a

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Character, at a cost equal to normal Skill Points used, multiplied by 100 credits. However, **after** the credits are spent, one must make a Tech Check to install this addition to the robot (which most often includes some hardware as well as the software). If this Check fails, a normal Malfunction Roll must be made on Table 50. If this results in the robot losing all its Programs, it will none-the-less keep its primary function. One can have a Program professionally installed with no chance of failure for an additional 50% to the total cost.

Player Character robots can buy improvements for their mechanical selves, not only Skills but just about anything that normally requires the use of Creation Points (not Powers), at a cost equal to the Points it would normally require multiplied by 100, +100 more for each Experience Level he has, as the older a robot gets is also the more worn out it becomes. For example, a 4th Level robot PC could buy a Proficiency with 'laser weapons' for a total of 3000 credits. Note that even Characters run the risk of improper installation, with their primary function being their initial Special Skill as rolled.

Some Programs are cheaper than others, and have the same cost for both PCs and for mindless machines alike, meaning they do not increase in cost for a PC's Experience Level.

TABLE #56: ROBOT PROGRAMS

Program or function	Credit cost	Installation Check
Basics		
Common speech	100	2
Duty discretion	150	3
Service discrimination	250	4
Specific language	100	2
Features		
Computer interface	500	5
Etiquette	200	3
Protocol	200	2
Translation	300	5
Specialties		
Cooking	100	3
Engineering	500	4
Languages	300	4
Medicine	300	5
Religion	200	5
Science	400	3
Storytelling	100	3

Transformation: Some robots can change their form into a vehicle or similar machine. This is a special ability which must be worked into the framework of their basic design from the very beginning, or is the product of extremely advanced, even archaic technology; for a robot to have this ability costs a flat fee of 100 credits for every Health Point that it has, and the vehicle it transforms into must also be purchased separately, the costs combined even as the machines themselves are. The vehicle must have Body Points within 10 more or less than the robot's own Health Score, and for every additional 'transform' ability that one buys at full price he can increase the Body's range of difference by a further factor of 10 **or** have an additional vehicle he turns into (which must be purchased at its full price normally).

New robot designs: Players will doubtless at some point want to design their own type of robot, and there's no reason they cannot. However, the types found on Table 55 are those that have been proven through time and are the sum total of countless creative and innovative minds, so the chances that the Character can make something better are slim to nothing, as he must find his way through the schematic of the following basic system.

The primary function cost in Creation Points, multiplied by 100, is the basic cost in credits for the new robot model.

The robot's Health can be chosen, but it costs 100 credits per Point up to 11 Health, with each additional Point beyond that costing a cumulative factor 100 credits. For example, a new robot type whose body chase made for an effective 15 Health Score would cost a total of 2500 credits.

One's Skill Level with Robotics can reduce the cost of either primary function, body or even Programs, but it is always a gamble. Each Skill Level one has is his chance in 12 that he reduces costs by 100 credits, and, one can do this as many times as he has Skill Level. However, each time this Check does **not** succeed, it will add 100-400 credits to the total cost, due to all kinds of complications (insulting the parts supplier, blowing things up, etc.). It comes down to the question of whether or not using high intelligence to bypass mundane costs is intelligent at all.

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CLONING: Ever popular, ever elusive and ever present is the technology of cloning, of duplicating someone countless times. Like weapons, language and transportation, cloning, ironically, is very, very diverse in its ways throughout the universe. Thusly, a simplified system for calculating cloning is given (though it is by no means simple for those whose business it is), with rules that mutate according to the varieties of this technological art form that are found throughout the various galaxies.

Basic preparation: Anyone can be cloned. It's just a question of how, or rather, how one's D.N.A. is duplicated and grown. Even most robots can be 'cloned', for if they're not organic, they can still be reproduced in a factory. In any case, whenever someone wants to clone someone, he must first clearly state what aspects of the individual he is trying to reproduce, selecting from the following.

Specific Ability Scores
Health Score
Specific Skills
Features

Cost of cloning: The raw materials of cloning are expensive, but one must have something to work with. He must purchase one 'body type', and then carry out his cloning procedure with it.

TABLE #57: CLONING COSTS

Body type	Credit cost	Growth rate (in years)
<i>Humans</i>		
Asexual body prototype	6000	1-6
Living female host	3000	17-20 (D4+16)
Protoplasmic mass	5000	5-20 (5D4)
<i>Aliens</i>		
Garden grown membrane	9000	1-4
Recycled alien bodies	6000	2-9 (D8+1)
Protoplasmic mass	5000	2-24 (2D12)
<i>Robots</i>		
Blood mold	8000	3-8 (D6+2)
Dead organic tissue	6000	4-13 (D10+3)
Recycled pieces	4000	3-18 (3D6)

Growth Acceleration: Once one has a basic body to work with, he begins the long and very difficult process of cloning. However, cloning is, after all growing a person, so it takes a lifetime to finish the work, or would if not for the mixture of art and science known as 'Growth Acceleration'. Based on the type of body being used, a clone will grow to maturity in the time listed on Table 57. This is reduced by 1 year for every Skill Level the cloner has with this process. Once the body has reached maturity, the cloner rolls to see how successful he was in the being's creation, as explained below.

Basic procedure: To successfully clone anyone into the raw materials he has purchased (or somehow otherwise acquired), the cloner makes a number of Tech Checks. He must roll equal to or above **each** Ability Score that he is attempting to duplicate, the same with Health, or the total Point cost for **each** Skill or Feature (from Tables 103 and 104). Each of these Tech Checks are modified based on what they are, against the subject's D.N.A. Type. Type R are not listed because they are full machines and so cannot be duplicated at all by cloning, nor are Type A as they are beyond all technology. In any case, if **any** of the Tech Checks fail, the body is destroyed. Scores that are not being cloned are set at 0 and thus the clone is incapable of using them.

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TABLE #58: CLONING MODIFIERS

Aspect	D. N. A.							
Abilities	X	M	H	D	B	Z	C	T
Combat	+1	-1	-2	+0	+3	+0	+1	-1
Physique	+4	+3	+0	-1	-1	-2	+2	+0
Movement	+2	-2	+1	+1	-2	+0	+2	+2
Genetics	+3	-1	-2	-2	+1	+2	-1	-4
Presence	-1	+2	+3	+1	+2	+2	+0	+2
Intelligence	+1	+0	-1	+2	-2	+3	+0	-1
Intuition	+2	-1	+1	+3	+2	+3	+0	+1
Psyche	-2	-2	+4	-2	+1	-2	+0	+1
Personality	-1	+0	-1	-3	+1	+0	+1	+0
Unique	+0	+1	+2	-1	-2	-4	+1	-3
Health								
1-14	-1	+1	+2	+1	+1	+2	+1	-1
15-24	+2	+2	+0	+0	+2	+2	+1	-3
25-29	+1	+3	-2	-2	+1	+0	+1	-5
30+	+0	-1	-4	-5	-2	-4	+1	-6
Skills								
Talents	-1	+0	-1	+1	+2	+0	+0	-1
Proficiencies	-2	+1	-1	+1	+0	+2	+0	-1
Specialties	-2	-1	+0	+1	+1	+3	+0	-1
Features								
Personality	+0	+1	+1	-1	+3	+2	+0	-5
Sensory	-3	-2	-3	+0	+1	+2	+0	+1
Physical	-3	+0	+1	+1	+2	+0	-2	+1
Bizarre	-4	-1	-2	-3	-1	+0	-4	-5

Mixing D.N.A.: Second only to survival, the best reason for cloning is gene-splicing, indeed mixing D.N.A. to make new, improved species. This is a very dangerous science, one that has both its great risks and its great rewards. When someone wishes to mix anyone's D.N.A. he can certainly attempt to do so, but it makes an already complex process all the more difficult.

One must select the base D.N.A. Type that he is working from (keeping true to the base body he purchased). Then, every Type shifted from that base D.N.A. Type on Table 58 is the cumulative -1 to the Tech Check to incorporate that aspect of the other into the one, while every Type to the right is the cumulative -2 penalty. For example, to make a clone of a demi-human, with D.N.A. Type 'D', but mix in the Physique Score from a human, with Type 'X', would effect a total penalty of -4 to the Tech Roll, as the demi-human base has a -1 to the roll outright, and D.N.A. Type X is three Types to the left from a demi-human's Type D.

Power: All cloning devices require a Power unit to operate. The credit cost of the unit, divided by 5, is the percentage chance (rolled by the GM) of it lasting all the way through the process. If not, the cloner must re-make his Tech Check (with a new Power unit, but with no time or materials lost).

Building en-mass: Once any clone is successfully made, an additional Tech Check can be made to ensure the survival of the D.N.A. code so countless copies can be manufactured with no rolls being necessary. The difficulty of this last Check is that of an average of all the Scores that were **copied** from the original, rounded up (those Scores which were left to be a '0' do not figure into this).

Cloning Characters: Clearly the greatest advantage for villains is to clone armies, while the greatest reason for Player Characters to make clones is to duplicate themselves, out of some form of survival. So, if ever a Player Character (or well developed NPC) is cloned, there are many things to consider, for both the Player and the GM alike.

First and foremost, any Character clone cannot **use** any Universal Power, and furthermore, for each living clone of the original, that original individual suffers a cumulative penalty of -1 to his own ability to use any and all Universal Powers.

Story concerns **will** be utilized by the GM, as he sees fit, such as cases of mistaken identity, or identity theft, or criminal alibi—having a clone is a perfectly balanced double-edged sword, one that is able to do exactly as much harm as it can good for someone whose double is running around and whose actions are based solely upon the discretion of the GM, who may or may not be pleased with a Character buying himself a 'second life' of sorts.

Recycling clones: A question which often arises in the bloody wake of a massacred clone is whether or not it can be 'recycled', its raw materials used again. Whether dead or otherwise shut down for an indefinite period, the whole concept is cloning is that it creates a **living** duplicate, the raw materials transformed upon the process of making the clone in the first place. A clone cannot be 'reused' any more than a normal (dead) person could be used to create a clone to begin with.

CHAPTER 5

HIGHLY ADVANCED GAMING ALLOWS ALL SCI-FI TECHNOLOGY TO FIT INTO ONE CHAPTER

COMPUTERS: All kinds of computers are a way of life, of business, and of solving problems. They are as commonplace as weapons, aliens and robots. Normally, computers simply make the technological levels of all other equipment, hardware and vessels possible, though sometimes a Character will need to push a computer's capabilities much further than normal to accomplish a specific and often critical task. The following chart displays the Tech Check required to accomplish specific computer tasks, as well as the modifier one receives for rolling on Table 50 should he fail. All computers require an isolated Power unit to function, whose credit cost, divided by 10, must equal or exceed the difficulty of Task, or else that Tech Check will fail and the Power unit itself will be drained.

TABLE #59: COMPUTER TASKS

Exceptional task	Task Check	Malfunction
Analysis	9	+1
Communication	10	-1
Hacking	6	+0
Shut down	10	-2
Translation	5	+3

Analysis: This task can identify all the statistical properties of any one object or organism.

Communication: The incredible distances through space often need to be bridged by some form of communication, and when normal equipment fails, Characters can make some makeshift connection in any number of ways.

Hacking: This involves the infiltration of a system in order to steal credits, with a successful Check simulating a successful 'Pick Pockets' roll, though a failed Check results in a criminal record, and if '1-4' is rolled on Table 18, nothing is acquired.

Shut down: Through the network controlled by the computer, one can shut remotely down any one function of any other technology, provided that he can make a normal Tech Check for what he is shutting down, turning off or otherwise overriding.

Translation: The computer can translate any one language or dialect until the communication ceases.

COMMON STUFF: The universe is full of little devices and otherwise commonplace technologies that can still make a difference on any adventure, and so they are here afforded their due attention.

Security: There are security systems on so many doors that one should expect to find them rather than to not. Given the infinite variety of security, adventurers quickly learn infinite varieties of crafty and cunning ways to bypass them. To safely and effectively bypass any technological security system (as opposed to physical blockades and doors that have been welded shut), one needs to roll the D6, requiring a '5' or '6' in order to be successful. If this roll fails, the security system has been tripped in the worst possible way.

Intellect will, if one has an Intelligence Score of 14 or higher, give this roll a bonus of +1.

Skill with computers, in any form or degree, will give this roll a bonus of +1.

Wounds of any nature, to any degree, will penalize this roll by -1.

Force-fields: Many things call for a 'force field', from security gates to personal armor to a barrier for garbage smelting. Force-fields act the same as armor, blocking all Damage (even the minimum of 1 not getting through), but being intangible and so made of pure energy they require a great source of power and the hardware to manage it. Every 10' square of 1 Protection a force-field offers also has a cumulative 5 Encumbrance and requires a Power source of 20 credits in value. For example, a 20' square force-field offering 5 Protection would have 150 (5+10+15+20+25 x2) Encumbrance and require a power unit that cost at least 200 credits. Force-fields can be set to block any number of Damage up to the maximum roll possible on the designer's Tech Dice, though no roll needs be made, with every additional 2 value of Protection setting the new difficulty for a now required Tech Check. In either case, the square footage of the field does not matter when considering its strength (the size only matters for power use). For example, someone who uses a D8 for all of his Tech Checks and had a Proficiency for 'common stuff' at Level 3 could set a gate up to withstand every blast of 11 Damage. If he wanted to boost it to guard against

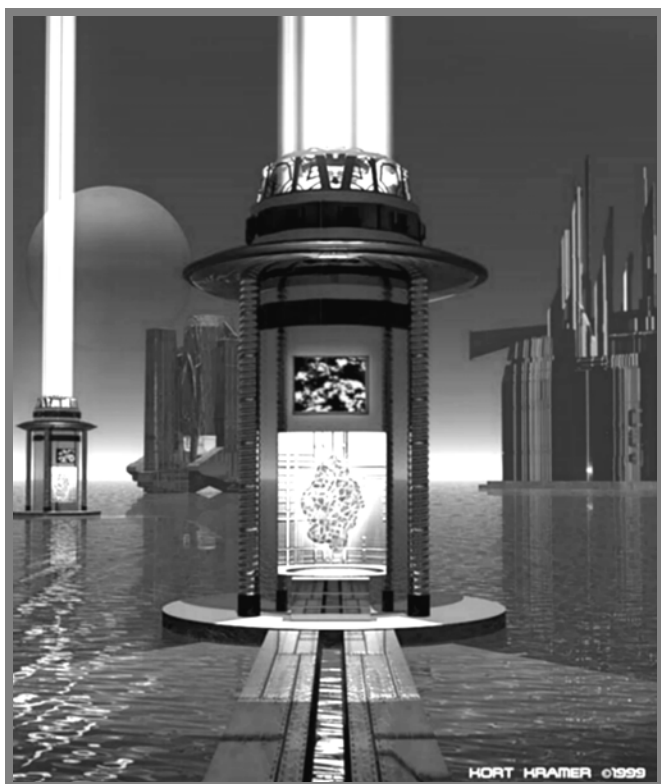
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a blast of 25 Damage, he would have to make a normal Tech Check (his Skill Level not helping as it was already accounted for in the base Protection) at a difficulty of 7.

Blast-doors: In many spaceships and space stations are heavy doors used for sealing off areas from invasion, explosion, the vacuum of space and other hazards. When any 'blast doors' are closed, they cannot be opened for 1-6 Rounds, not even by the ones at the controls who sealed them. Any and all blast doors require 100 total Damage to destroy (though not necessarily with a single blow), unless specified otherwise.

Message pods: Many are the messages sent across the stars, between worlds, cultures and even alien races. Much of the time they are sent in a capsule or container of some sort. Unless stated otherwise, any message pod is designed to survive any sort of explosion or other damage that may result due to the vessel it's sent aboard crashing, and opening it requires an Intelligence Check; Casual for robots, Challenging for aliens, and Critical for humans.

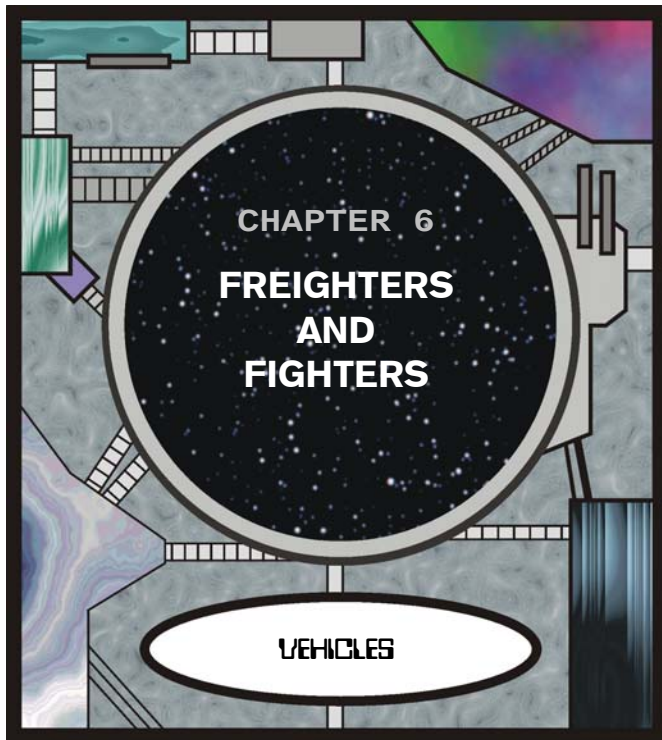


Holograms: Many means of communication and entertainment use holographic images. These can range from a simple hand-held device that projects a tiny image of the ship whose technical data is contained within the device itself to a wrist-band that creates a full-sized duplicate of one's head and voice a good distance away for communication purposes. Holograms are endless in their variety and purposes, however, they can offer no means of statistical advantage, given that anyone can easily recognize a hologram for what it is. In effect, all holograms serve only as story enhancement tools, allowing one narrative freedom, but nothing more. If used in some tactical way, one must have the hologram specified on his Character Sheet, which encumbers 10, and a Casual Intuition Check can still detect a hologram's point of origin.

REPAIR: Anyone who is learned in some kind of technology generally knows how to repair it, at least in theory. Repair is relatively simple in rules for the Players, if not in reality for the Characters. First, one must acquire materials, which will cost a random percentage of the normal cost of whatever he is going to repair. This ranges from 10%-50%, rolled on D6-1, multiplied by 10. However, if the result is a '1', the cost is 50% plus **another** such roll. This can continue indefinitely, with the cost for parts continuing to rise in blocks of 50% so long as one continues to roll '1's. Once someone has the materials he needs, working on the damned thing requires a number of man-hours equal to the total number of credits it took for parts. **After** this time has passed, the individual overseeing all this repair (as the man-hours will almost certainly be divided up among many) will make a Tech Check as normal for the technological process that failed (indeed re-rolling what failed to cause this repair). If successful, it is fully fixed as if new. If not, the time spent on fixing it is wasted, though not the materials unless the Tech Check was a natural '1' on the dice, though in either case the technology is still in need of repair. Note that failure of such a 'Repair Check' does not constitute any roll for malfunction (on Table 50) unless the Player wishes to gamble—he can recover the time lost for failed repair and immediately try again if he first risks a roll and its potential consequences on Table 50.

CHAPTER 6

ALL OF THE UNIVERSE IS LIMITED TO ALL OF ONLY ONE PLANET WITHOUT A SPACESHIP



BUYING VEHICLES: There are countless makes of space ships, land rovers and other vehicles from across the galaxy, so when one goes to ‘buy’ a ship, he can end up with almost anything, really. Table 60 provides basic types of ships and their cost in credits. Once a basic type of ship has been purchased, the Player goes on to add specifications, as detailed throughout this Chapter.

Vehicle type: There are three basic types of vehicles; ‘surface’ craft which cannot leave the atmosphere, ‘flying’ which can travel in space or in a planet’s airspace, and ‘interstellar’ which cannot enter a planet’s atmosphere due to gravity.

Vehicle Class: Each vehicle has a base ‘Class’, designated by a single letter. One can ‘stack’ extra Classes to have more than one, but not of another ship type. For example, one could buy an ‘MS Class’ star-freighter, but not an ‘MP Class’ one, as ‘P’ is of another type of ship than the basic ‘freighter’ that one started with. Each additional Class costs an additional 50% of the basic ship’s value. Furthering the above example, an MS Class star-freighter would cost 45000 credits.

Body Points: All vehicles have what are called ‘Body Points’, which are an overall measure of the structural stability. When a vehicle takes Damage, an equal number of Body Points are temporarily deducted from this score. Just what happens as a result of Damage depends on the nature of the impact itself, as detailed by war in Chapter 3 (on Table 36), or crashing in Chapter 7 (on Table 79). Whenever a vehicle reaches ‘0’ Hull Points it is utterly destroyed and cannot be repaired. Repairing lost Body Points is relatively simple, costing 10 credits apiece and requiring 10 man-hours to work, with the latter able to be lowered by the highest Vehicles Proficiency Level amongst the party, if that individual is in charge. No roll is necessary.

Basic speed: The measurement of speed for all vehicles depends on the terrain it travels. There are two measurable speeds; MPH (Miles Per Hour) and LPH (Lightyears Per Hour). All surface vehicles use MPH. Flying vehicles use both, divided by a slash, the first being MPH and the second being LPH. Interstellar vehicles use LPH.

TABLE #60: VEHICLE TYPES

Vehicles	Credit	Ship	Body	Basic
<i>Surface</i>	cost	Classes	Points	speed
ATV	9000	E, V	80	50
Barge	4400	D, K	60	40
Bike	1000	A, B	10	80
Hovercraft	2200	E, H	40	50
Skiff	1800	K, B	30	60
Skimmer	1500	K, V	20	70
Speeder	5000	A, H	40	80
<i>Flying</i>				
Dropship	10000	D, H, L	400	600/4
Fighter	14000	F, X, Y	300	1500/5
Freighter	30000	M, Q, S	800	1000/8
Sloop	12000	P, Y	500	800/7
Transport	26000	K, U, R	700	1200/6
Twinpod	20000	F, V	600	900/5
<i>Interstellar</i>				
Battleship	240000	T, W, Z	9000	16
Cruiser	120000	M, Q, R	3000	10
Destroyer	160000	S, U	6000	12
Explorer	140000	L, M, Q	5000	18
Frigate	180000	P, S, Z	8000	14
Liner	200000	S, Z	4000	12
Researcher	100000	R, S, T	2000	10

FREIGHTERS AND FIGHTERS

ALL OF THE UNIVERSE IS LIMITED TO ALL OF ONLY ONE PLANET WITHOUT A SPACESHIP

ATV: An all-terrain-vehicle can be anything from jeep with a roll-cage to a large armored car with a separate engine on each of its massive four wheels.

Barge: A small to mid-size hulk used for carrying cargo or passengers across vast expanses of terrain, such as a junk barge or even a slave barge.

Battleship: The pride of any fleet, such a vessel as this contains the best designs and most advanced technology of its military—it has to.

Bike: This can be any kind of single-passenger bike, from a classic cycle to a hovering one, to one known and named purely for its speed.

Cruiser: Built more for durability than anything else, such vessels as these come from light to very heavy-duty in design, always look crude but do their job well.

Destroyer: A smaller warship, these vessels often make up the bulk of a fleet, their maneuverability and arsenal greater in proportion to their size thus making them superior to the larger warships and motherships in many ways.

Dropship: Usually a military vehicle, these craft are made to house a small group of people and then free-fall into an atmosphere, their cramped space allowing only small engines made for flying short distances to a 'drop zone'.

Explorer: This is a smaller scientific vessel, built for quick missions and maximized for speed so it can find things in the vast reaches of space, and then larger, better equipped vessels come to them.

Fighter: The classic 'star fighter', there are many makes and models of these craft, from multi-winged craft to racy 'sportsmodels'.

Freighter: This is some sort of small freighter, its shape and inner workings almost always unique to its one-time maker, indeed so the vehicle looks to be little more than a larger version of whatever junk is being hauled in its cargo hold.

Frigate: A larger military vessel, perhaps the best combination of speed, maneuverability and capacity for weapons, often serving as the flagship for a small fleet.

Hovercraft: This is a small, personal vehicle, one which has a large inflated tube around it, designed to hover a few feet above smooth terrain such as fields or water, but if its engines fail has either a soft landing or the ability to simply float.

Liner: These enormous vessels are really cities in space, a self-contained paradise with the outer hull of a ship.

Researcher: These large scientific vessels are built to allow research to carry on at length in the deep reaches of space, and so are designed with full living accommodations, making them to be almost a small space station that merely looks like a ship.

Skiff: This is a small sort of barge or ship, which is usually nothing more than a hull and narrow deck, and perhaps a wind or solar sail.

Skimmer: Short-range personal vehicles such as these are the common craft on city streets and airways, able to hover above solid ground but need to be refueled too often for long-distance travel.

Sloop: This small, spacefaring vessel is the ideal craft for small crews who make short jumps into space and who wish to hide quickly and easily.

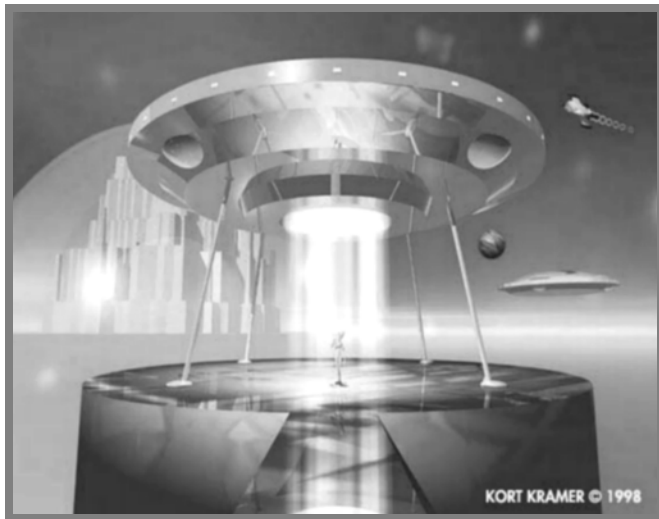
Speeder: This is a small craft which can seat up to four people, hovering a few feet off the ground, and so is adaptable to land, sea, desert and ice.

Transport: This is a larger, conventional transport vessel for people, be it a sleek luxury plane or a military troop transport, for the engines and speeds tend to have little difference between the two.

Twinpod: These are two (or more) single-man 'pods' attached by a single engine, most often for use in higher altitude civilizations.

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POWER UNITS: All vehicles must have some sort of power source to function in any way, to say nothing of making the great distances through space possible. Listed on the following chart are the various kinds of Power units that can be used to drive any Class of vehicle, and in some cases how many such units are required to successfully power it. The Power unit for any type of vehicle will last indefinitely, until damaged by battle or a crash, or until some other significant damage is taken. All vehicles are initially purchased with a Power source that is fully functional. Should the question arise as to what it is, the GM will roll a D10 and apply the result to the following chart to answer it, with an 'antimatter cube' being a '10', down to a 'standard energy clip' being a '2', etc. If a Power unit is rolled that is incompatible with the vehicle, it's simply re-rolled until it is.

TABLE #61: VEHICLE POWER UNITS

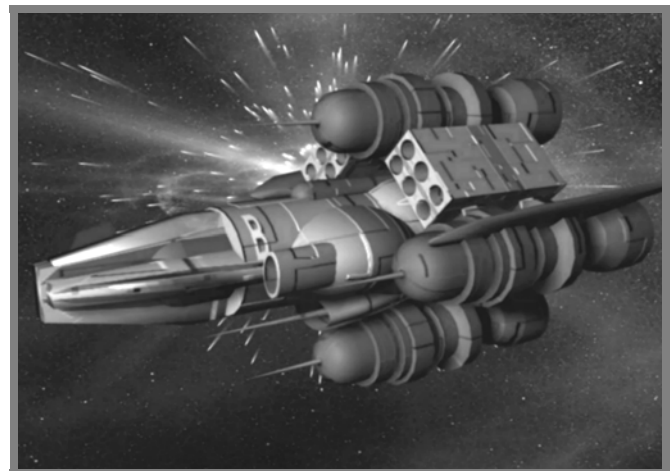
Power unit	Vehicle Classes
<i>Mundane</i>	
Antimatter cube	H, K, M, R, S, 2T, 3W
Ballistic clip	50A, 80B
Concentrated proton cube	A, 3D, E, 2H, 8P, 8X, 9Y
Dark matter clip	D2, E2, 10P
Fossil fuel quotion	A, B, 2D, 2E, 5F, 3H, 9S, 3X
Parabattery	B, D, E, H, K, L, 2M, 5U, V
Refined power crystal	E, H, K, P, Q, 2R, 2S, V, Y
Standard antimatter unit	D, E, 2F, 2H, 2K, 5Q, 6S, 4V
Standard energy clip	30A, 40B, 50D
Xanthian crystal sphere	L, M, Q, 2R, 3S, 4T, 2U, 6W

Loss of Power: Whenever a vehicle is damaged for any reason, every 10% of its Power that is lost (rounded down) is the -1 penalty imposed on all rolls made for its functions until repaired. Repairs are explained at the end of this Chapter.

Managing Power: The Power unit used by any vehicle is required for the complex nature of the unique design of the ship, and thus cannot be used for other things. For example, gravity amplifiers would not work well for powering guns. However, within the parameters of functions provided in this Chapter any vehicle's Power unit can, when limited for whatever reason, be managed to focus on some things better than others. Simply enough, one can increase the penalty to one function of a ship by a further -1 in order to draw away enough power to decrease the penalty somewhere else by +1. This ratio will change according to the vehicle Class, as listed on the following chart. For example, a bike would have to suffer a -3 to one roll in order to bring a +1 bonus to some other function. In any case, rerouting Power can never bring any function above its normal capacity—it cannot gain a true bonus, but rather only compensate for a penalty.

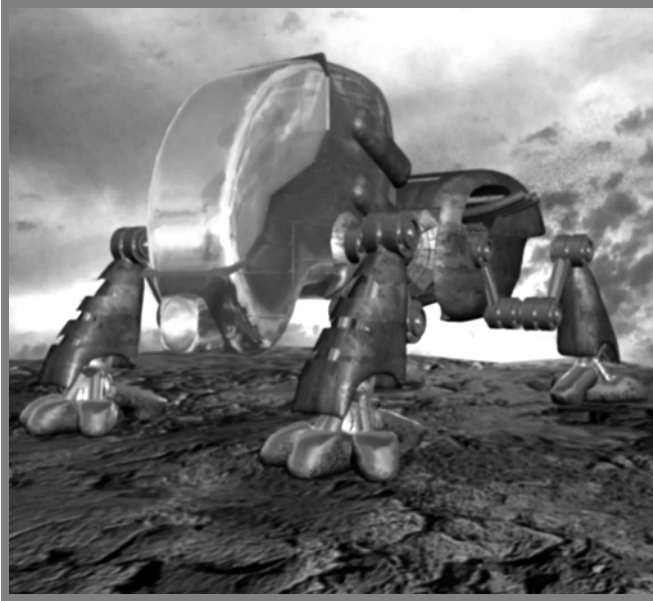
TABLE #62: REROUTING POWER

Ship Class	Loss	Gain
A, B, E, R, V	-3	+1
F, K, P, U	-4	+1
D, H, S, T, Z	-5	+1
L, Q, W	-3	+2
M, X, Y	-5	+2



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VEHICLE ENHANCEMENTS: When a vehicle is first acquired, it is little more than functional, as its owner is to then detail it, provision it, and give it wings (perhaps literally). There are many things that one can add to his vehicle. The maximum enhancements anything can have is limited to a capacity equal to the vehicle's total Body Points.

Credit cost: This lists the credits required to buy any such vehicle enhancement in any settlement. This cost can be haggled using a dice according to one's Presence Score—the highest dice value equal to or less than his Ability itself. For example, one with a Presence Score of 7 would use the D6.

Ship Class: This lists what Classes of vehicle can use any such enhancement. If a Class is not listed, one can still acquire such a modification, but at a cost increased by a factor of 50% for every letter in the alphabet one's primary vehicle Class is from the nearest one listed here. For example, a simple space fighter would normally not be able to have such a heavy-duty piece of equipment as a time-space anchor, as it is not of the same Class, but as 'X' is 7 counts away in the alphabet from the listed 'Q' of such a device, then one could indeed obtain one for his fighter, but at a cost of 350% more credits, totaling 4500, given the modifications necessary to fit such hardware into his small craft.

Loading up: Some things listed on the following chart one may wish to acquire more than one of, for whatever reason. Asterisks (‘*’) indicate the number of additional times something can be added to a vehicle without altering it. Anything that is not marked can only be applied to a vehicle once, and extra units require space in the vehicle's cargo hold or even cramping the cab. Encumbrance for any ‘unused hardware’ is equal to its total credit cost divided by 2 (rounded up). Plus, it cannot be immediately used—new hardware takes a number of man-hours equal to its credit cost to hook up.

TABLE #63: VEHICLE ENHANCEMENTS

Systems	Credit cost	Ship Class
<i>Provisions</i>		
Accommodations	Variable	Any
Cargo hold****	Variable	Any
Food stores (no limit)*	10	Any
Galaxy charts***	250	Any
Gravity anchor	Variable	F, M, X, Y
Homing beacon	Variable	Any
Lifeboat (no limit)*	500	U, R, T, Z
Spare parts (no limit)*	100	Any
Subspace radio	800	Any
Survival gear (no limit)*	40	E, M, Q, R, S, T
Time-space anchor	1000	M, Q, T
<i>Weaponry</i>		
Cloaking device	13000	R, T, U, W, Z
Common artillery*****	20000	Any
Deflector shields*	25000	M, P, S, W, X, Y
Gangway	2000	R, S, T, U, W, Z
Heavy artillery****	30000	S, T, W
Mines**	Variable	Any
Neutron armor	Variable	Any
Personal weapons*	100	Any
Primary gun	100000	W, Z
Radar	800	Any
Radar jammer	2400	Any
Radar reflector	4400	F, L, P, Q
Self-destruct	1000	Any
<i>Industrial</i>		
Atomic energy generator	6500	Q, R
Karillian-crystal sphere**	3000	M, Q, U, Z
Hyperdrive engine	5000	M, P, S, Z
Mining equipment*	1200	Any
Tradinium asteroid	400	Any
Warp booster	2500	F, L, Q, X, Y
Wave-motion engine	70000	S, T, W, Z
Wings*	800	Any

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Accommodations: Aside of the one-man pilot seat, no vehicle has any extra room, so this is either a cramped cabin or at least a seat for one additional person, costing 1% of the vehicle type's basic cost.

Atomic energy generator: This device can re-charge any R.P.C.s, S.A.U.s, S.E.C.s, parabatteries and antimatter cubes that have been partially or fully drained or damaged. Each time it is used, however, the Encumbrance of the Power unit being restored is the percentage chance that it overloads, causing the entire vehicle to shut down for 1-6 hours, save for vital systems (life-support, gravity, etc.).

Cargo hold: This is added cargo space, which will increase the vehicle's normal capacity by a factor of 10 Encumbrance for every 1 credit spent on it, up to a maximum of its normal capacity—adding more cargo space beyond that increases the cost by a factor of 1 credit more. For example, if a simple land-speeder was to buy extra space on its back, say where one could carry some power-converters or a couple of robots, he could raise his speeder's capacity from 400 to 700 by buying 'cargo space' worth 30 credits, or from its base of 400 to 1600 with a total of 240 credits (400 + 800 + 1200).

Cloaking device: This device will cause a vehicle to become invisible to all normal forms of vision, indeed rendering it 'invisible'. However, each and every Round it is maintained there is a cumulative 5% chance that it drains the vehicle's Power unit for effective Damage in an equal amount.

Common artillery: This is an array of small guns, of manned turrets or cannons, used for close-range combat between vehicles. If used against anything else, they will use their normal dice from Table 35 for the Attack Roll, hitting for 100-600 Damage.

Deflector shields: This engine will generate energy which covers the surface of the vehicle, giving it a bonus of +1 to all rolls on Tables 36 and 37. The shields can be focused double on any one side as well, leaving all other sides open but increasing its bonus to +2 for rolls involving that side. Shields can only be switched once each Round, but they do not take any time to do so.

Food stores: This is a pack of food and water which can last an individual for 100 total days, or rationed amongst many day-for-day. The food and water alike is pressurized, so that it must be kept within special tanks or similar compartments aboard the vehicle itself—if taken out, its Encumbrance ratio goes up to that of normal 'rations' and water.

Galaxy charts: This is a collection of graphs, discs, data, papers and programs which combine to give one a better sense of space wherever he is going. Altogether, they grant one a +1 bonus to rolls on a single chart, chosen from Tables 74-78.

Gangway: This is a relatively short, temporary hall to connect one vehicle to another in any hostile environment, allowing for safe passage between the two. It has an air-lock, and can up to 300' long.

Gravity anchor: This device is a gravity amplifier which can lock onto anything that has some metal in it, keeping the vehicle 'anchored' to it (this is not strong enough to pull something out of its own orbit unless the vehicle itself is larger than it and thus the Power unit behind the anchor is stronger). The range of any such anchor is 1 mile for every 300 credits spent on it.

Heavy artillery: This is a placement of one or a few large guns, such as battleship turrets, used for the main salvos in vehicle combat. If used against anything else, they will use their normal dice from Table 35 to make the Attack Roll, and anything hit that is smaller than a vehicle will be destroyed.

Homing beacon: This device will send out a signal which will create a specific frequency so that it can be traced and pinpointed by any computer that has the code. The distance this device can send its signal depends on its sheer size and thus its power capacity—every 100 cumulative credits one spends on such a device is the number of lightyears that it can send its signal, as well as its Encumbrance. For example, to have a homing beacon with a 3 lightyear range would cost a total of 600 credits (100 + 200 + 300) and would encumber 600 as well.

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Hyperdrive engine: This specialized engine enables a vehicle's normal engines to process energy more efficiently, allowing for things beyond that energy's normal capacity, granting the craft the use of the D12 instead of the D10 for rolls on Table 37.

Karillian-crystal sphere: This is a tremendous and remarkably stable source of power, however it is at the same time very difficult to harness, as it will release energy slowly at best. Thus, it is not used as a main power supply, but as a reserve. If part of a vehicle's engines, it will provide a +1 bonus to D10 rolls to reduce percentages of power loss. For example, being hit in battle and losing 3-30% would effectively become a 0-27% loss, given the benefit of a factor of '1' on each dice roll.

Lifeboat: This is a small capsule which can hold up to 1000 total Encumbrance, and is programmed to land on the nearest habitable planet for all those inside it, as its computers analyze all life-forms who enter it. They travel 1-10 lightyears an hour, as the computer constantly changes its course to home in on the nearest habitable destination. There will be enough oxygen within the capsule for 24 man-hours total. Once a lifeboat has landed, it will not be able to be reactivated.

Mines: These are mines, 1 'cache' for every 1000 credits, released either into the air, into space, or even on the ground. Whenever any vehicle passes through it stands a 1 in 6 chance for each cache released of hitting all. When struck, the mines will all explode, causing 10-40 Damage for each cache.

Mining equipment: This is a collection of small tools, bins and specialized robots to help in mining and similar operations. This will add a +1 bonus

to any rolls for foraging or hunting if made within the immediate vicinity of the vehicle, and a bonus of +2 with all rolls for repairs to the craft.

Neutron armor: This is strong metal bombarded with neutrons to make it even stronger, and if it is worked into the hull of a vehicle, will add +1 to its rolls on Table 36. However, the neutrons are so strong that they interfere with deflector shields, and so their two bonus' will not be cumulative—a total of +1, not +2. The cost of such armor adds 40% to the basic cost of the vehicle from Table 60.

Personal weapons: This is a locker of small-arms and ammunition. For every such locker on board, a good 10 crew are considered 'armed' and will thus gain a bonus of +1 to their Attack Rolls in Mass Combat. If this locker is raided by individuals for specific weapons, they must state what they are looking for—it may or may not be there. The cost of the requested weapon is the percentage chance that it is **not** there. If it is indeed present, one can continue 'raiding' with no upward limit. However, as soon as any percentage chance fails, the locker is considered empty, or at the least all of its other weapons are broken and useless. Note that these weapons do not come loaded—ammunition is made as entirely separate percentage rolls.

Primary gun: This is an enormous gun worked into the very design of the vehicle—sometimes it is the vehicle which is designed around this gun. When fired, it will create an incredible blast which will continue until it hits something, be it a vehicle, a planet, whatever, and that target will have to suffer 1000-20000 Damage. However, after being used, a ship's power will be temporarily depleted, causing the vessel a penalty to rolls on Tables 36 and 37 equal to the D20 result of the primary gun's roll for Damage, reducing by a -4 penalty every Round as systems regenerate and come back on-line.

Radar: This enables the vehicle to pick up any and all moving objects within a radius of lightyears equal to the total credit cost of the craft's Power unit(s) divided by 10 (rounded down). However, a radar cannot distinguish what any such objects are, only that they are physically there.

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Radar jammer: This enables the vehicle using it to scramble radar beams and thus make itself look as nothing more than some sort of space debris, such as an asteroid. A radar-using vehicle can still spot it, however, if it is moving and then their own Navigator makes a Challenging Intuition Check.

Radar reflector: This enables the vehicle using it to somehow become ‘invisible’ to radar, whether it is reflecting the radar beams, allowing them to ‘pass through’ the craft, bending them around it, etc. A radar-using vehicle can still spot it, however, if its Navigator can make a Critical Intuition Check.

Self-destruct: This will cause the entire vehicle to explode! One can set this on a timer, or simply a red button one should **never** push. In any event, if a vehicle does self-destruct, it is really causing all of its Power unit(s) to explode, causing maximum Damage according to the potential for such power to everyone aboard the ship and for an equal number of feet beyond it in all directions equal to the vehicle’s normal maximum Body Points.

Spare parts: This is enough material to repair 10 lost Body Points worth of Damage to any vehicle (rounded up). Applying this, however, requires a number of man-hours equal to the total amount of Body Points being repaired. Note, however, that the normal roll for making repairs must still be made (explained at the end of this Chapter).

Subspace radio: This is a complex communication device which sends a combination of signals—radio waves, digital codes and others, combined like an intangible D.N.A. strand to bypass all obstacles in

the depths of space so that its message gets to its destination—if something blocks radio waves then the digital code may still get through, etc. It can send messages almost any distance. Every lightyear of distance away it is being received is the total percentage chance that it fails.

Survival gear: This is a pack of gear that should aid normal life-forms on most planets, and includes an allweather blanket, binoculars, a full canteen, compass, first-aid kit, flare, flashlight and rations.

Time-space anchor: This device measures a specific moment and place in space, so that the vehicle can remain there as a fixed point in space, or at least fixed to some other object like a planet or meteor.

Tradinium asteroid: This is a rare and valued form of asteroid, which if used to supplement an engine will boost its performance, adding +1 to its rolls on Table 74.

Warp booster: This is a large engine that is not a vehicle in itself, but tows smaller vessels through a warp, thus enabling them to achieve greater jaunts of distance through time-space than they normally would, or at least to allow them less power drain when doing so. This will grant a bonus of +1 to rolls made on Tables 75 and 77. It can be used only twice but must then be repowered itself, at a cost of 500 credits.

Wave-motion engine: This is a specialized engine that processes energy in ‘wave-motion’, in essence reshaping space-time to the effect of new realities, and thus miraculous things like instantaneous travel as opposed to propulsion. This engine-amplifier will enable any one roll generated by the vessel to be one dice value higher (D4 to D6, D8 to D10, etc.) but at the expense of the vehicle losing all power except vital systems (life-support, gravity, etc.) for 1-10 Rounds and effectively cause the Power unit itself to be drained by 10-40%.

Wings: This can be any design of wings added to the vehicle for various purposes. Altogether, for each wing enhancement a vehicle has, it shall gain a bonus of +1 on Tables 38 and 39.



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PUTTING IT ALL TOGETHER: There are many things to consider about any vehicle, but they all come down to total only a few aspects. All such summaries are explained below. Indeed, just how well one's vehicle is fit together and how well it functions is determined in the following pages.

Bridge crew: Normally, the Player Characters are in command of their vehicle, regardless of its size. And when they are, they must decide just who has each of the important positions, whether they take them for themselves or trust them to NPCs (using Table 90 if they have nobody else to fill the post). Only one individual can be positioned at any post.

The Captain does not give orders outright, but he makes the final decision if there is a debate amongst the other Players.

The Navigator is responsible for charting the vehicle's course and maintaining it, thus making any and all Control Checks and Navigation Checks, his Navigation Skill the one applied.

The Engineer is responsible for the power and performance of the vessel, thus making any and all Space Rolls, his Spacetravel Skill the one applied.

The Gunner calculates and uses all weapons systems during battle, and thus makes any and all rolls for vehicle combat called for in Chapter 3.

Required crew: Normally, the details of a vehicle's crew aren't important. Most craft don't even have a crew, save for the Player Character pilot himself. However, larger vessels require various crew for various tasks. For every 100000 total credits spent on a vehicle (rounded down), he has to roll once of the following chart to see what total crew are required for his vessel. The dice used is D12 for

'surface' vehicles, D8 for 'flying' vehicles, and D4 for 'interstellar' ones. Table 64 lists the additional monthly pay for each individual once the entire crew is determined, made with a single roll on the same dice used to calculate the crew itself.

TABLE #64: REQUIRED CREW

Roll	Required crew	Monthly pay
6-12	0	0
4-5	1	10
3	2	50
2	4	100
1	8	200

Travel modality: Vehicles that are capable of going into space and traveling for lightyears in minutes require a special engine to enable such speed. This 'travel modality' is the option of the builder. Any 'interstellar' vehicle will have one such modality already built into it, chosen from Table 65 when the vehicle is first outfitted. 'Flying' vehicles have to purchase one, and cannot have more than one, while 'interstellar' vehicles can have as many as they can afford, and switch between them at will. Furthermore, certain Classes of ships cannot use certain types of engines, as the following chart lists what vehicles can use what travel modalities.

TABLE #65: TRAVEL MODALITIES

Modality	Credit cost	Vehicle Classes
Lightspeed	8000	M, Q, R, S, T, Z
Space-warp	5000	L, M, P, Q, T, U, W
Geespeed	6000	F, L, M, P, R, V, X, Y
Light-lines	7000	M, S, T, U, W, X, Z

Cargo space: Normally, vehicles do not have much cargo space unless they are specifically designed for it. Indeed, if one does not purchase extra cargo space, the base capacity that any vehicle can hold, including all occupants and their own equipment, is equal to the normal maximum Body Points of the craft multiplied by 10 in Encumbrance. Note that even if the vehicle is damaged, the capacity for storage and passengers is not reduced. Furthermore, a vehicle's cargo hold is not used up by anything from Table 63—such hardware is made into part of the craft itself.

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USING VEHICLES: The basic functions of any vehicle all considered, there are still a few things that may be called on in desperate situations.

Escape options: Most vehicles have some sort of escape modality, be it an ejector seat, a lifeboat or something similar. A roll on the following chart is made to determine the escape modality of each and every vehicle. As a law, there is enough reserve power or escape-pods for everyone aboard.

TABLE #66: ESCAPE MODALITIES

Roll	Escape modality
7-8	Beamed to nearest world or ship
6	Digitally beamed to nearest world
2-5	Lifeboat or escape-pod
1	'Flushed' into garbage bin and dumped

Stunts: There are some odd ins and outs with how vehicles behave and what they can be pushed to do, beyond the imaginings but not necessarily the hopes of their owners (or even their designers). On the sea or the ground or even in the air, one can attempt stunts with a vehicle provided he can make a Control Check, indeed rolling against the listed difficulty on the appropriate table below, with the failure of any such Check calling for a roll on the Table whose number is listed according to the stunt being attempted. The dice used for all such stunts is a D12. In addition, one can use Driving Specialty Skill in place of any Control Check.

TABLE #67: SURFACE STUNTS

Check	Attempted stunt	Failure
6	Jump an area 50' across	Table 39
8	Sudden stop and turn around	Table 38
9	Jump an area 100' across	Table 39
10	Barrel-roll to avoid a hit	Table 40
11	Jump an area 300' across	Table 39

TABLE #68: FLYING STUNTS

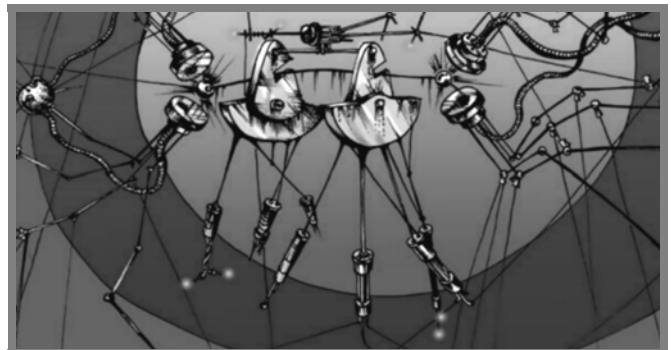
Check	Attempted stunt	Failure
5	Barrel-roll for fun	Table 39
7	Fly below radar	Table 39
8	Fly up-side-down	Table 40
10	Sudden turn around	Table 41
12	Increase speed 50% for 1 Turn	Table 41

USED VEHICLES: All vehicles get used, worn out and then either repaired, discarded, sold, or junked, and the rules for this are provided below.

Regaining power: Whenever power is lost, it is measured in percentages. To regain power requires 1 day of maintenance on the engine in some form, such as recharging crystals, tinkering with tubes, re-routing power to a reactor core, etc. to get back 1-4%, increased by 1% for each Spacetravel Skill the vehicle's Engineer has. Regaining power can also be done instantly in any spaceport at the cost of 100 credits for every 1% restored. Note that an engine cannot run while being replenished, so lost power percentages cannot rise during any journeys.

Repairing ships: Repairing ships is difficult, for it is a matter of time, money, and finding out just what the problem is—it is not always clear what went wrong somewhere within a million different circuits, wires, chips, tubes and other gizmos. Thus, to repair a vehicle requires a number of man-hours equal to the Body Points being fixed, and **then** the Engineer rolls a D10, applying any one Skill the GM deems applicable to the roll. If the result is '8' or higher, all repairs were successful, but if not the time was wasted (though not the materials).

Selling ships: Generally, ships can be sold back at almost their initial cost. They go for a base 50% of what was paid for them, increased by 2% for each Skill Level applicable from the bridge crew's positions. Note that only the maximum Level of each applicable Skill applies. For example, it would be common to sell a ship for 64% its original cost if its Navigator had (Navigation) Skill at Level 3 and its Engineer had (Spacetravel) Skill at Level 4.



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DETAILS: There are always a few nuts and bolts and welds to consider before any vehicle is ready to roll out of the docking bay.

Seats: How many people can cram into a vehicle, anyway? Normally, only one, unless extra seats or 'accommodations' are purchased. Otherwise, extra passengers have to be considered 'cargo', totaled between their bodily and carried Encumbrance.

Vehicle history: Normally, one does not simply go out and buy a spaceship as he would a pistol or a fancy deck of holo-cards. Most vehicles are bought on agreement, or used, even battledamaged or with some history that should make the 'buyer beware'. Indeed, the Player may, at his risk, roll once on the following chart for any vehicle when he first acquires it to see if it has any tale to tell. He may get a lucky deal, or he may find out that he just dealt with 'Honest Eddie's Used Starfighters'. One can roll as many times as he wishes, or until he rolls something he has already for this vehicle (which does not apply a second time). Note that unless the problem with a vehicle is clearly ruled elsewhere in this Chapter on how to repair it, that problem will cost 10-1000 credits to get fixed.

TABLE #69: VEHICLE CONDITION

Roll	Vehicle's condition
100	Former military use; +10% to Body Points
90-99	Brand new; +1 to all rolls in its first battle
88-89	Former police use; +1 to all Control Checks
82-87	Smuggler bays; secret 100-800 cargo capacity
80-81	Discover 10-100 credits hidden inside it
72-79	Has an extra seat already installed
58-71	Just needs a new paint job
53-57	Runs even though it shouldn't
50-52	Engine makes funny noises at times
45-49	Unsightly wreck; -1 to Reaction Checks
40-44	Diseased; must be fumigated for 1-6 days
33-39	Minor battle damage; -1-4% Body Points
31-32	Blows too much smoke; not allowed in cities
27-30	Illegal record; add 5% to base cost
23-26	Stalls often; -1 to all Control Checks
14-22	Power unit depleted; needs to be replaced
9-13	Major battle damage; -5-20% Body Points
6-8	Power unit unstable; will explode if used
3-5	Former criminal's vehicle; widely known
1-2	Engine dies forever next time it's shut off

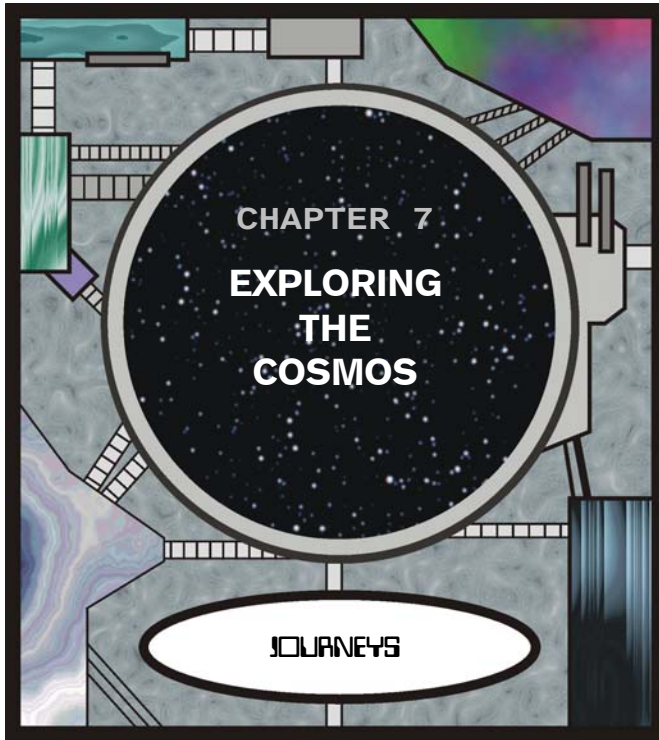


Vehicle names: One may wish to give his vehicle a name. Provided below is a list of classic names to inspire whatever one might wish to name their fantasy hot-rod. Note that the following names are not a part of this game itself, and so none of these names should be taken for your own vehicle.

Andromeda
Argo
Ark
U.S.S. Enterprize
Event Horizon
U.S.S. Excalibur
Millennium Falcon
Nostromo
N.S.E.A. Protector
Star Pac
Stardestroyer Avenger
Sulaco
U.S.S. Signus

CHAPTER 7

SOMETIMES THE GREATEST ENEMY OF ALL CAN BE THE TERRASCAPE OF AN ALIEN WORLD



WILDERNESS TRAVEL: Traveling across alien landscapes is one of the most grueling parts of any adventure. Be it through dense jungles, across blue sand dunes or through volcanic mountains, there is always a challenge to one's great journey through new worlds. But for whatever adventures are met along the way, the normal movement through any wilderness is counted the same.

Wilderness Movement Rate: The party's distance traveled in a day is summarized by a few simple calculations. Beginning with the slowest Movement Rate among the party, this is then divided by 10 (rounded up). This is the number of miles that a party travels in a single day across any landscape.

Roads make for much greater speed. Whether on a mere footpath or a highway, a party traveling a road gains 10 miles to their distance that day.

Terrain greatly effects a party's speed. If the land is dismal or rugged, such as in a swamp, a desert or a mountainous region, the party's distance that day will be decreased by 10 miles. Similarly, if the terrain is very smooth or simple, such as in open fields, 5 miles will be added to the distance traveled that day. Such common wilderness as woods and plains do not affect a party's speed.

Skills in the wilderness help greatly. If one among the party has Survival Skill in the type of terrain the party is traveling in, they will for his guidance gain 5 miles each day for every Skill Level he possesses. Note that if more than one Character in the party is skilled in the same type of terrain, only the **highest** Skill Level is applied.

Unforeseen events: Apart from actual Encounters themselves, some things are just normal difficulties of traveling. At the beginning of each day, the Game Master will roll on Table 70 to determine what conditions will beset the party that day, thus giving them perhaps a chance to reconsider how (and if) they are to travel.

TABLE #70: DAILY TRAVEL

Roll	Traveling conditions for this day
10-12	Plentiful lands; use no food or water
9	Good weather; gain 1-4 miles
7-8	Day passes without incident
6	Bad weather; lose 1-6 miles
4-5	Use an extra day of food and water
3	Terrible weather; lose 1-8 miles
1-2	Illness; nobody can regain Health naturally

Terrain modifiers: At the GM's option, he may be more specific about the terrain the party is in. The following chart displays all the different kinds of terrain, along with how they effect travel, by their modifier in miles to Daily Movement Rate, and the dice the GM uses to roll on Table 70. Note that the modifiers to Movement have already taken into account all normal modifiers such as roads, terrain and others, but **not** anyone's Survival Skills.

TABLE #71: TERRAIN MODIFIERS

Terrain	Daily movement	Daily dice
Civilization	+10	D12
Temperate	+0	D10
Tropical	-5	D10
Desert	-5	D8
Volcanic	-10	D6
Arctic	-10	D6
Alien	+0	D10
Atmospheric	+0	D8
Undersea	-10	D8
Lunar	-5	D10

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Haste: If a party wishes to make great haste, they may add to their Wilderness Movement Rate, but at the risk of becoming lost. They must decide how fast they are to go, by the number of miles they wish to add to their Movement Rate for the day ahead. These miles become the chance in 12 of the party's becoming lost. This roll is always made at the **end** of the day's travel.

Lost!: If for any reason a party ever becomes lost, they must make a Searching Check to find their way again (but gain no Experience Points for it). Each day that this Check fails, the party cannot move, unless they go blindly into the unknown of the wilderness, picking a basic direction (North, Southwest, etc.) and follow it all day, but only by chance find the road again, such as crossing a southern-bound road while heading east.

Elements: The elements can be very challenging. If the weather or environment is harsh enough to penalize the party's Wilderness Movement Rate, the party can choose to potentially eliminate all effects for the day by rolling individually on Table 72, using the appropriate dice from Table 71.

TABLE #72: ENDURING THE ELEMENTS

Roll	Results of perseverance
7+	No ill effects
5-6	Suffer the normal effects
1-4	Suffer the effects multiplied by a factor of 2

Foraging and hunting: If a party wishes to forage or hunt for food and water, they need only inform the Game Master that they are doing so for that particular day. He will then roll the D6. If the result is '6', then the party will indeed have found enough food and water to last for that day.

Guides and others proficient in wilderness survival help a party find food and water. The highest Survival Skill Level of anyone in the party increases their Foraging Check. If two or more people are tied for the highest Skill Level, then only one such bonus is applied to the roll.

Time must be considered, time spent learning the general area that the party is currently in, for indeed if their last Foraging Check was successful, their current Check will gain a bonus of +1.



Civilization is a sure sign that lands are bountiful, for folks do not settle lands that cannot support them. If the party is within a day's journey of any town, settlement or sanctuary with a population of 100 or more, their Foraging Check will gain a bonus of +1.

The terrain itself can prove to be a blessing or a difficulty, as some lands offer more food (and water) than others. If the terrain is so pleasant or easy that it normally increases a party's Wilderness Movement Rate, then it also increases their Foraging Checks by +1. Similarly, if the terrain is so bleak as that it normally penalized the party's Wilderness Movement Rate, then it also penalizes their Foraging Checks by -2.

Greater numbers in a party hinders this roll, for the more people there are to feed, the harder it is for the land to provide bounty for them. If there are 10 or more people in a party, then the party's Foraging Check is penalized by -1.

Starving: Each day one goes without food **or** water effectively wounds him for 2 Damage. If one goes without **both** food and water for a day, then the total Damage is 5. Also, one cannot (naturally) heal if they do not have food or water. Eating any dead carcass will offer a total number of days of food equal to the dead creature's initial Health.

CHAPTER 7

SOMETIMES THE GREATEST ENEMY OF ALL CAN BE THE TERRASCAPE OF AN ALIEN WORLD

TERRAIN HAZARDS: There are some hazards that occur throughout the universe. The more often encountered perils are explained below, in order to provide common rules and game balance, and also avoid improvisational rules during the already tense line of an Adventure. More unique situations will have their own rules provided within the text of each Adventure.

Sinkholes: Where there are sinkholes, and the party is not specifically probing for such a peril, when they cross over one, each Character must make an Intuition Check. The difficulty depends on the type of terrain, with Casual for jungles and alien lands, Challenging for deserts, and Critical for arctic and lunar worlds. Sinkholes do not occur in other kinds of terrain. Those who fail will fall in, and must make a Casual Physique Check to haul themselves out. If they fail they can try again, but it is now a Challenging Check, and then they can always try again with a Critical Check. However, if they fail a third time, they go under and die. If they do nothing, they will sink slowly, at the rate of one Check difficulty every 1-6 Rounds. Anyone nearby can easily haul them out.

Radiation: When radiation is encountered, in any form or to any degree, it is hazardous to all kinds of life, be they human, alien, robot, or something else. Radiation is measured in Degrees, ranging from 1-6, the same as poisons in Chapter 2, only Vaccination does not guard against it, and one has to make their Genetics Check every Round that he remains exposed to it until it effects him or he leaves its hazardous range.

Atmosphere: For the sake of storytelling, and for fantasy in general, it can be safely assumed that all inhabited worlds that the party visits will have similar enough environments so that air is not at all a problem. However, there are times when air is suddenly lost, or at least fading fast. In such cases, each Round air is 'escaping', all creatures who do not clearly have some sort of atmospheric independence will suffer 1-4 Damage as well as a cumulative -1 penalty to all Ability Checks, Attack Rolls and Special Skill Checks.

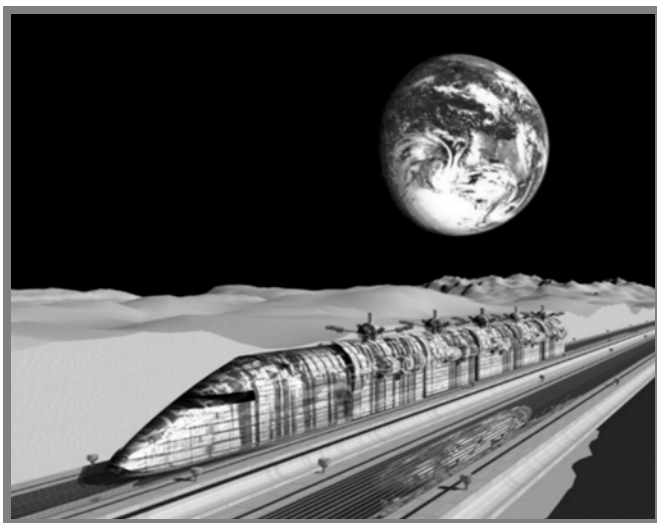
Mountaineering: The time and effort necessary to climb and round mountains is already dangerous to one's hopes, but when he has to scale cliffs and climb crags, that's when the mountains become truly hazardous. Aside from the normal rules for climbing in Chapter 2, which are for Encounters and isolated incidents, the summary of an entire day's scaling, inching, climbing and cringing is a Physique Check, the difficulty based purely on how high, hard, frozen and fearful the mountains are, at the GM's discretion. Failure of such a daily Check will result in the Character suffering 1-10 Damage internally (falls are reserved for Encounters), and so no Protection will help him.

Destruction: Cave-ins, space stations going to self-destruct and other hazards often leave the party in a frantic flight for their lives, as the place falls apart around them. Unless an Adventure's text says otherwise, when a place begins to collapse, the party will have to travel a specific range of feet to reach minimal safe distance, and during this time, they must avoid falling debris, explosions and other dangers; each Round, the GM will roll a dice to determine what potential Damage is done. On the first Round, he rolls D4, the second D6, and so on up in dice values until each Round after the fifth it's always D20. This Damage will occur to everyone who cannot make a Movement Check to avoid it. The difficulty of this Check is Casual in open spaces such as docking bays, Challenging in enclosed areas such as hallways, and Critical in the worst of places such as caverns.

Storms: Normally, bad weather simply slows down one's Wilderness Movement Rate. However, some storms can be so intense as to be deadly, such as sandstorms, snowstorms, blizzards, acid rain, cosmic ray bombardment, and the like. Whenever such dangerous weather occurs, the party had best seek shelter, for in addition to the normal penalties to Movement Rate, staying out in it will cause each Character 1-4 Damage each day, and prevent their normal natural healing from occurring. Furthermore, anyone who dies as a result of such suffering will be so badly damaged by the elements that their D.N.A. will be damaged as well, penalizing any future Cloning Checks by -3.

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SHORT TRANSPORTATION: There are many ways that technology and civilization have provided for transport over short distances. However, there is always something to consider with these modalities of travel, as detailed below.

Commercial: All commercial transport, from simple taxis to sleek monorails, all function within that civilization's system, and thus always have cameras or other recording devices hidden with them, which will flawlessly document anything anyone inside of them does, unless he makes a Stealth Check first.

Dropship: Military 'drops' are free-falls from larger ships into an atmosphere, to pick up speed with its own propulsion once the dropship itself is below the cloudline, a trip which is difficult for anybody to endure, requiring a Genetics Check to withstand or that individual falls unconscious for 1-6 Rounds; this Check is Casual for robots, Challenging for humans, and Critical for aliens.

Freefalling: Whether skydiving, paratrooping or otherwise falling through a planet's atmosphere with a device to land safely, landing is still the tricky part. To land successfully and unharmed, one needs to make a Challenging Movement Check. This Check will only be Casual if someone has an Occupation that involves working with the military, as justified by the Player's personal notes or story. Should this Check fail, that individual will suffer 2-12 Damage in addition to the distance fallen.

Beam: This is a means of travel on all interstellar vehicles. Requiring its own Power unit, it is able to instantaneously transport up to a total amount of Encumbrance (between body and equipment) equal to the Power unit's credit cost a number of miles equal to the same number divided by 100. If there is any physical obstruction in-between (hence this is usually done to send crew from a spaceship to a planet's surface and back up), this process will instantly fail—the individual will not go anywhere but the device's Power unit will be used up. A target larger than human-size can be transported in this way as well, but for every 100 Encumbrance (rounded up) past an initial assured 500, there is a cumulative chance in 6 that the process fails, once again using up its Power unit. In all cases though, beaming takes 1-4 Rounds to coordinate any target, during which time it must hold perfectly still.

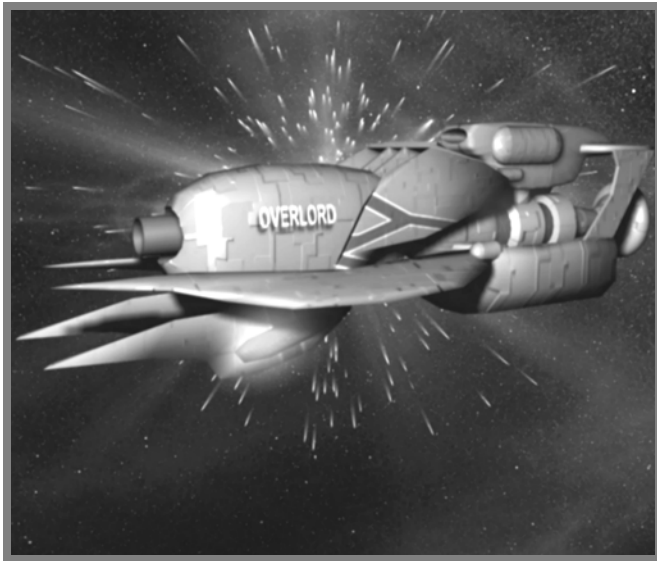
Digital: An alternate form of 'beaming', this will reduce a single target to energy, recorded by the device in digital code, to be transported and then reassembled physically upon the machine's 'landing pad'. This can transport anything, of any size, any distance, theoretically—every 100 total (rounded up) between Encumbrance (bodily and carried) and miles traversed is the cumulative chance in 12 of failure, which will result in the target rolling for itself on the following chart.

TABLE #73: FAILED DIGITAL TRANSPORT

Roll	Result of failed digital beaming
18-20	No effect; lucky bastard
17	Ringing in ears for 1-4 days; -1 to Intuition
16	1-10 fingers missing
15	1-10 toes missing
14	Teeth melt; -1 to Personality
13	Arm missing; -3 to Physique
12	Leg missing; -2 to Physique and Movement
11	Blindness for 1-4 days; -3 to Intuition
10	Permanent blindness; -3 to Intuition
9	Amnesia; lose 100-1200 Experience Points
8	Skin melts; 10-40 Damage
7	Gender change; -3 to Presence
6	Turned inside-out; 30-60 Damage
5	Explodes; instant death
4	Split in half; dies in 1-4 Rounds
3	Disintegration; nothing left
1-2	Roll twice more on this chart

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SPACE TRAVEL: The methods used to traverse space rely on both the means of propulsion and of navigation. There are a few more common methods used by civilization, proven through time, error and need, each of which are explained below. However, no matter the means of space travel, they are all the same in one respect in that they are a jaunt between two points, with such vast distances in-between them as to allow zero margin for error in calculation of the journey. Therefore, whenever one makes a trip using any of the following means to traverse space, the pilot must roll on its respective chart to determine success, or lack thereof, with what is called a 'Space Roll'. This roll gains a bonus equal to the pilot's 'Spacetravel' Skill Level. If more than one such Character on the command deck has such a Skill, only the **highest** Skill Level applies to any one roll.

Lightspeed: This manner of propulsion is slightly misnamed, a holdover from when such speed was first attained, for now all vehicles can travel at several times this speed. Yet no matter the speed itself the science remains the same, that the vehicle can accelerate to the speed of light and faster, navigating by means of a computer to chart a clear course from start to stop. However, a computer can make mistakes, and so a roll must be made each time a vehicle goes from one point to another at the speed of light.

TABLE #74: LIGHTSPEED TRAVEL

Roll	Success of space travel
6-10	Successful journey
5	Unstable journey; Control Check required
4	Space anomaly; Table 80
2-3	Vehicle's power unit damaged 10%-100%
1	Lost; Navigation Roll required

Space-warp: This manner of propulsion involves finding holes in the fabric of time-space, referred to by many pilots as 'wormholes' or 'gateways', which lead instantaneously from one point in three-dimensional reality to another. Yet these holes are ever-changing and unable to be mapped, and often very unstable as well. Finding one's way through them is like flying blindly through a maze.

TABLE #75: SPACE-WARP TRAVEL

Roll	Success of space travel
9-10	Successful journey
8	Unstable journey; Control Check required
7	Space anomaly; Table 80
5-6	Unknown warp
4	Vehicle's power unit damaged 10%-100%
1-3	Lost; Navigation Roll required

Geespeed: This manner of propulsion is named for gravity and the 'G's involved, deriving from old military terms, as they were the first to learn of gravity-propulsion from alien races. In this manner, gravity is artificially created to bend the targeted destination point in space towards the craft, so it skips the time-space in-between. However, this is dangerous as the gravity-amplifiers are always very unstable and unpredictable in their requirements for power, with the slightest miscalculation pulling the vehicle towards some other point in space.

TABLE #76: GEESPEED TRAVEL

Roll	Success of space travel
8-10	Successful journey
6-7	Unstable journey; Control Check required
4-5	Space anomaly; Table 80
2-3	Vehicle's power unit damaged 10%-100%
1	Lost; Navigation Roll required

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Light-lines: This manner of propulsion utilizes the natural energy lines woven throughout space. Much like the lay-lines of electromagnetic energy which wrap around any planet, used by wildlife to home with and psychics to dowse with, the unseen lines of energy throughout the cosmos can be ridden by the right technology like galactic railways, having already pierced the dimensions of time-space and so make for relatively short distances to travel. Yet it is none-the-less dangerous to travel them, for the light-lines are layered in a fourth dimension, and so they also bring pirates, zealots, meteor showers and other hazards from unknown reaches of space along their endless routes.

TABLE #77: LIGHT-LINE TRAVEL

Roll	Success of space travel
7-10	Successful journey
6	Unstable journey; Control Check required
4-5	Space anomaly; Table 80
3	Unknown line
2	Vehicle's power unit damaged 10%-100%
1	Lost; Navigation Roll required

SPACE HAZARDS: There are infinite dangers out in the endless depths of space, though some are more frequently encountered than others, due to the similar paths that civilizations seek out. Those more common hazards that occur due to low rolls on Tables 74-77 are detailed below.

Navigation Checks: If a Space Roll results in the vehicle making a 'misjump' or otherwise getting lost, the pilot can make a 'Navigation Check' to regain the course. This is a roll on a D8, needing a result of '8', modified by the highest Navigation Skill Level amongst all on the command deck. If this roll fails, the GM will roll on the following chart to determine the fate of the vehicle.

TABLE #78: LOST IN SPACE

Roll	Time spent being lost
10	Takes 1-8 days to get back on course
7-9	Takes 1-4 weeks to get back on course
4-6	Takes 1-12 months to get back on course
2-3	Takes 1-6 years to get back on course
1	Takes 1-100 years to get back on course



Unknown warps: Sometimes vehicles simply wander into a 'mis-shaped' area of time-space, a pocket or whirlpool or some other unknown anomaly which causes them to be lost in both time and space, the vessel reappearing somewhere entirely random, but all the same chosen by the Game Master.

Control Checks: Whenever a spaceship encounters even the slightest imperfection it can mean the end of everyone. When there is the possibility that the ship can lose control, someone on the command deck must make a 'Control Check' to keep the entire ship from crashing. It is a given that the craft is losing control due to some interference in space, some gravitational pull, so the only question really is exactly **what** is causing it—what will the ship crash into if the roll fails? The Control Check and the fate of the vessel are one and the same, with the GM rolling on the following chart to determine what object has crossed the ship's path, and thus what one must roll equal to or above on the D10 to keep from colliding with it, with any failure to do so resulting in the vehicle suffering the listed Damage to its Body Points. One can use Driving Specialty Skill in place of the otherwise required Control Check.

TABLE #79: INTERSTELLAR CRASHES

Roll	Check	Potential collision
5-10	4	Habitable planet; 1000-12000 DMG
4	5	Comet; 2000-16000 DMG
2-3	6	Asteroids; 3000-18000 DMG
1	8	Meteor shower; 3000-24000 DMG

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SPACE ANOMALIES: The depths of space are not as empty as they seem, for indeed everything is relative, and so time seems to disappear during the voyage through the vacuum, only to resume once some anomaly is encountered. The more often heard of anomalies are explained throughout the following pages as to what dangers they pose and what rewards they might offer, whether they are listed on space charts or not. In the event that an anomaly has been encountered by accident but it is not clear what it is, the GM can determine it by rolling on the following chart.

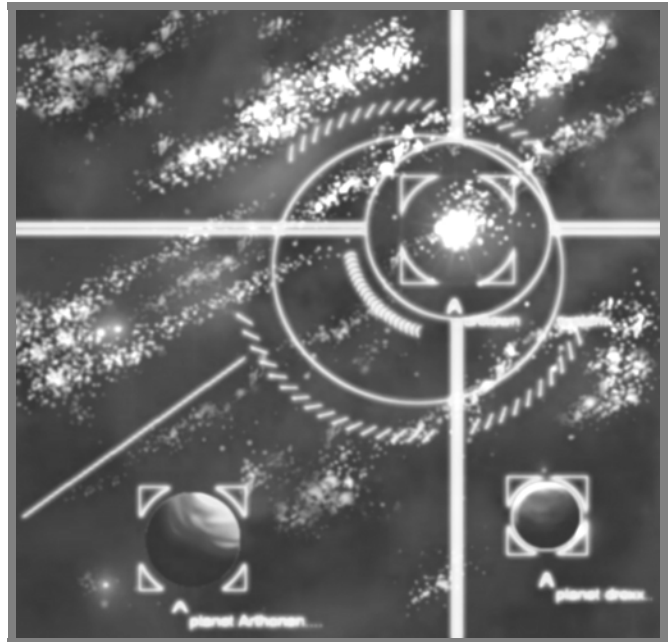
TABLE #80: SPACE ANOMALIES

Roll	Space anomaly
92-100	Vacuum
88-91	Transmissions
84-87	Nebula
78-83	Gas-cloud
52-77	Star
48-51	Nova
43-47	Ice-rings
25-42	Asteroids
17-24	Meteor shower
5-16	Cosmic rays
1-4	Black hole

Vacuum: The vastness of space is a vacuum which kills organic life almost instantly. Normally this is not measured in Damage, but if someone insists, the Damage is 10-100 each Round one is exposed to the cold vacuum, and no armor can protect him against it, save for a space suit designed for such. However, robots with no organic parts can exist within this vacuum at no risk.

There are some fundamental rules which apply differently in space. As there is no physical air or other substance, light and sound are not reflected, hence it is soundless. However, weapons none-the-less show up because they are not necessarily true laser, but some concentrated energy that need not be defined unless it is critical to the Adventure.

Another thing to consider in space is that it is not necessarily emptiness—there is dark matter, and the mysterious fabric of time-space, so despite what anyone thinks he knows, really **anything** can be found out in the depths of the cosmos.



Transmissions: Radio waves, digital light signals and other forms of transmissions continue endlessly through space, and on occasion can be picked up by some other technology. On the rare chance that any signal is picked up, the vehicle can follow it to its source, as all lines come from **somewhere**. However, the chance of successfully following any line is slim, requiring a Searching Check, penalized by -1 for every cumulative 10 lightyears it is away from its source (rounded down). Of course, if the signal can be followed, it can provide a lost ship with some sort of destination to a civilized place, even if it turns out to be worse than being lost. The reverse does not work as well, unfortunately, for sending signals will not necessarily bring help, as it may take a great deal of lifetimes for the signal to be picked up by anyone who cares.

Gas-cloud: There are in space incredibly large gas clouds which have not ignited or concentrated into stars or suns, at least not yet. When passing one, whether outside or inside, it may adversely effect sentient life, requiring a Genetics Check by every living individual to avoid losing 1-6 Psyche Points. This Check is Casual for robots, Challenging for humans, and Critical for aliens. If someone drops to '0' Psyche in this manner, he goes mad and will become an NPC.

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Nebula: There are countless stars, truly billions and billions of them—but where do they come from? A nebula is a field where stars are created. It can be beautiful to behold, but dangerous if a new star forms while one is nearby. Coming to any such field of limitless energy will instill within someone enough thoughts to earn 100-500 Experience Points, rolled on a D6 -1. If the result is '1', then a new star indeed forms, its radiation and sheer power causing the vessel 100-10000 Damage.

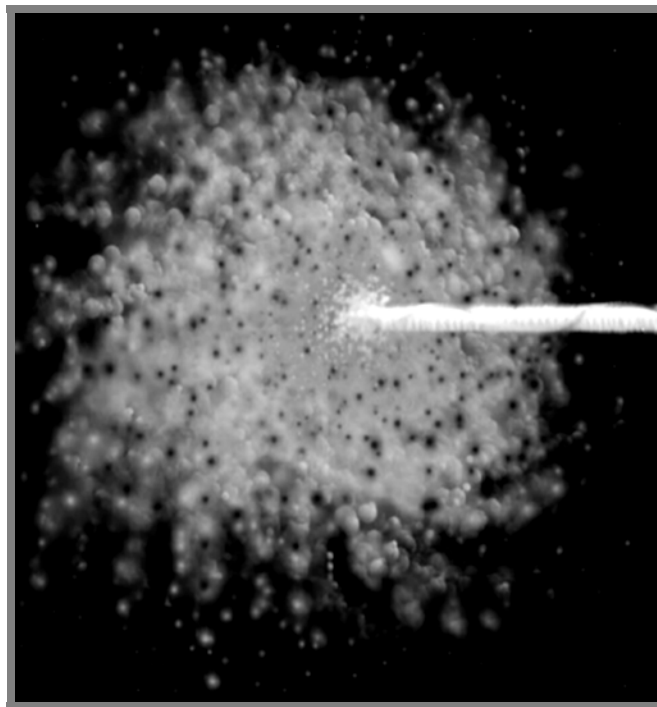
Star: The countless stars which form the backdrop to every adventure and every dream about what greater life lies beyond one's borders can be just as deadly as they are beautiful, especially for those who seek them. If one comes too close to a star, his vehicle will take 100-400 Damage from the intense heat, and everyone on board must make a Genetics Check to avoid going blind. This Check is Casual for humans, Challenging for aliens, and Critical for robots. However, passing close to any star will also enable any vehicle's Power unit to become fully recharged and repaired by the raw energy floating nearby.

Nova: Sometimes a star can suddenly become far brighter, as if it is exploding, but then shrink back down to its original state. The GM will roll a D4. If the result is '4', it burns out, becoming a dead world or 'dwarf'. If he rolls '2-3', then it is a true nova and will cause 100-1200 Damage to the craft and 2-40 Damage to all inside of it. If he rolls a '1', it is a supernova, which will cause ten times that amount of Damage. However, if it does not destroy the vehicle, it will fully recharge its Power unit, whatever it may be.

Ice-rings: These can form around a planet, a moon, or any other body where moisture exists. They are thus dangerous but also evidence that there is some form of life nearby, potentially. To navigate one's vehicle through ice-rings requires taking one's time, indeed many days. The speed one wishes to go is up to him. The number of days spent negotiating the ice is the chance in 8 of doing so successfully, and thus finding a place where water is abundant. However, if one goes too fast and so collides with some ice, his vessel will suffer 100-400 Damage.

Asteroids: Asteroids floating freely and entire fields of these titanic rocks are always a danger to ships. It will add 1-12 lightyears to any voyage to round asteroids safely. If one is mad enough to try to go **through** them, he should know that the possibility of successfully navigating in an asteroid field is approximately—no, you're probably better off not knowing. Suffice it to say that each lightyear one must make a Control Check to avoid being hit for 10-1000 Damage to his vehicle. This Check is a D10 roll needing equal to or above a number that is rolled that same Round by the GM on the D6. One can choose to make a Driving Skill Check in order to maneuver successfully and not need make the Control Check at all.

Meteor shower: On the unfortunate occasion that meteors shower a vehicle, space station or other place where there is life, they will bombard it with 1-20 fiery meteors every Round, for 1-12 Rounds, and the meteors in a given Round will effectively make an Attack Roll against all vehicles using D10 and delivering 100-600 Damage if they hit. So, the GM will roll a lot of dice, as each meteor will hit (or miss) with that single Attack Roll, and all will do the same Damage.

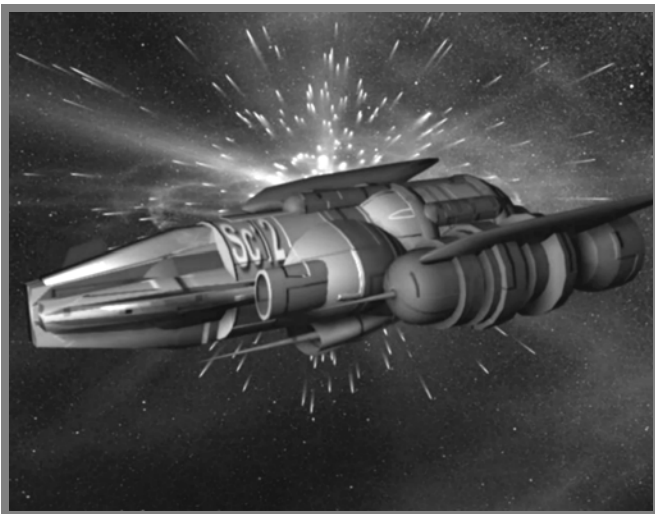


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Cosmic-rays: Whenever a vehicle and its passengers are bombarded by cosmic rays, it will either hurt them, mutate them, or destroy them. Humans will simply suffer 3-30 Damage against which there is no Protection. Aliens will have 1-6 Creation Points worth of their Features re-arranged by open rolls on Table 103, acquiring new Features as rolled and giving up old ones at the victim's choice to get the Points to 'pay' for it, with any leftover Points on the last roll simply given to him to acquire the new Feature. Robots will have their Power unit drained, and destroyed if it is at all explosive, but if they can make a Genetics Check they may not; the Player will choose the difficulty, with Casual simply resulting in no explosion, Challenging no explosion or drain at all, and Critical resulting in being fully recharged and restored to full Health.

Black holes: The vehicle and all hands aboard are simply doomed, for there is no escape from such a powerful force as this. Indeed, so strong is the pull of a black hole that even light cannot escape it, hence its name. This whirlpool of darkness is a tear in the fabric of space-time itself. To avoid a black hole, the commander of a vessel must come up with some drastic plan of action, thus calling for a Unique Ability Check, with the fate of his ship and everyone aboard living or dying by his success or failure. This Check is Casual if he is in an 'interstellar' ship, Challenging if only using a 'flying' one, and Critical if it's anything less, like some sort of surface craft or escape pod.



CHARTS AND ROUTES: The universe has no map, no solid design, but endlessly do all manner of intelligent species try to make one none-the-less. Indeed, though the rotation of planets is always slightly changing, and novas occur and black holes swallow things, it is a testament to the courage of so many that in many galaxies the solar systems, stars and cosmos have been well mapped, and are continually mapped, leaving some well established routes through space. Using all these courses and establishing new ones is difficult but rewarding.

Shortcuts: Normally, the pilot of any vehicle has and uses all the updated charts for where he's traveling, so much so that this is worked into the normal rules for all forms of travel. However, if someone tries to use galactic charts in a maverick or unusual way, most often to deal with a most unusual situation, such as recalibrating engines for a short jaunt through the cosmos, he rolls on the following chart to see just how successful he is in doing so. By rolling on this chart, the commander of a vehicle commits to a gamble and thus tries something in space, and must live with whatever the results may be. One such roll may be made for each day of space travel.

TABLE #81: SHORTCUTS

Roll	Radical advantage
94-100	Avoid all space anomalies for 1-4 days
70-93	Gain 1-8 lightyears of distance this day
60-69	+20 bonus to next roll on Table 80
30-59	No advantage
20-29	Vehicle's Power unit damaged 10%-40%
13-19	-10 penalty to next roll on Table 80
5-12	Lose 1-6 lightyears of distance this day
1-4	-30 penalty to next roll on Table 80

Auto-pilot: A standard feature on any space vehicle is 'auto-pilot', which in essence allows the ship to continue on a set course with artificial intelligence enough to deal with common problems such as equipment malfunction and incorrect headings. This feature cannot, however, make crucial decisions like initiating battle or trying a shortcut on Table 81. For story purposes, auto-pilot feature is almost real, like an 'auto-rule', the ship guiding itself whenever the Players have their Characters begin to do some

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other action besides piloting the ship, forgetting the task at hand, with the vehicle simply continuing on whatever course was set before, and carrying out that task to the best of it's limited ability.

No maps: One may note the absence of maps of the fantasy cosmos within this gamebook. This is for the fundamental reason that whenever a game's rules try to definite the mythology itself, it tends to limit the game's scope. In **this** game, there is no definitive galaxy, no center of its universe. This allows for neutrality of rules that can be fairly and unobtrusively applied to any galaxy, new or old, official or unofficial, indeed endless, as outer space should be. Maps showing portions of systems are provided in their own Sourcebooks, but not within the core rules themselves.

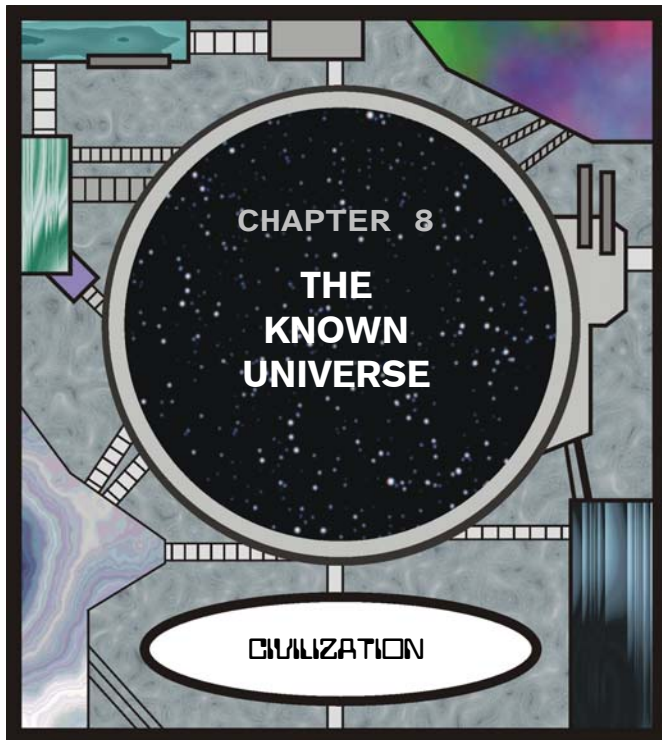
Unknown routes: An argument with no answer, a conundrum indeed, is much like routes through the depths of space, being undefinable and defying any one definitive answer. Such as it is, a common debate amongst space-faring adventurers (and the gamers who play them) is about finding a 'better' route through space than those already known, be it faster, or less dangerous, or to some other boon. The argument has its merits, for **all** routes were unknown at some point and had to be established, so why cannot more yet be found? Unfortunately, this does not work in a game environment, as this would ultimately lead to nothing less than turning an adventure game into an exploration game, with a vast majority of the time spent in making maps rather than rolling dice and having fun. Should this conundrum ever arise, by a Player or even the GM himself, the game's ruling is that while better ways do exist, they are found through the use of rolls on Table 81, and that is the best any Character can ever do. If a Player wishes to keep a separate log at the game table, he may indeed trace these routes and use them again, without needing to roll, but he must be exacting in Point A and Point B and what results from Table 81 lie in-between the beginning and ending and where, indeed keeping as meticulous of personal notes as would his fantasy Character with the actual maps in his world.

Homing drive: Most beings have some sort of link to their home, be it instinctual, skillful, a program or some other drive to maintain a connection to their place of origin, however deeply buried it may be within them. This connection seldom comes to the surface, but when it does, it is strong indeed, and unmistakable. As it is, no statistic or story arc can overrule any Character's ability to recognize his home when he comes there. Indeed, if a race could trace its history back to a derelict space ship in the middle of the desert, its own origins long lost to history, many would make a pilgrimage to see it and they would surely find it, and even one who knew not the tale of his people would feel at home if he came there by accident. Civilization is not a place, no matter the size and complexity of its cities and sciences, but rather it is an idea, a feeling of security and direction, which one's own, internal compass will never read wrong, and no game rules can disguise.



CHAPTER 8

SOMETIMES THE GREATEST WILDERNESS OF ALL CAN BE THE METAL MAZE OF CIVILIZATION



LAW: The only thing that truly differentiates any civilization from the proverbial jungle is that it has established laws, ones which are either agreed upon or enforced, as opposed to the natural laws alone. Yet this makes for infinitely more complex systems of society, survival but a microscopic cog in the wheels of society which are far and away beyond the understanding of all those they were designed to make life simple for. In the end, all comes full circle—the laws of jungle apply, only now it is a jungle of steel skyscrapers, predatory policemen, and storms of paper raining blood and money. As wiser men have said, “You can take the verbrek out of the jungle but you cannot take the jungle out of the verbrek—he will simply create a new jungle, a new nest, with the materials around him.”

Breaking the law: We know the laws of our world well enough, and so we can easily recognize what similar laws other civilizations would likely have, and thus also when someone is crossing the line. Yet no rule system determines that. However, what this Rulebook **will** consider is the aftermath—do the authorities arrive on the scene to arrest the law-breakers? Can they track them down? Will they even attempt to do so? And if they do with

how much authority will the men in black be knocking on one’s door?

Whenever the GM decides that a Character has broken a law in the society he is in, he will consult Table 82 to determine the chance in 10 that the authorities will bother pursuing him at all, as well as the chance that they show up quickly or take their time to track the Character(s) down. One roll is made for each individual, the chance determined only by the worst crime committed.

The following chart gives a list of the general Magnitude of criminal activities. For as there are so many specific crimes they would be far too numerous to list. So, a GM will simply weigh the Magnitude of the crime, and then roll its chance of attracting the attention of the authorities.

TABLE #82: CRIMINAL CHARGES

Chance	Magnitude of the crime
1	Misdemeanor
2	Petty crime
3	Destructive crime
4	Violent crime
5	Despicable crime
6	Federal offense
7	Capital offense
8	Intrudes on government secrecy
9	Challenges government secrecy

When the law arrives: If the police are concerned enough with a crime to pursue the law-breaker(s), the GM will consider the time frame that they will arrive in. This is the roll of a D10. If the initial roll to determine whether the authorities were concerned exceeded its required chance to do so, every number that **exceeded** that base chance **increases** this roll and thus the time frame that the authorities arrive in. For example, if someone committed ‘destructive crime’ and the roll to see if the police even cared was a ‘5’, he would gain a bonus of +2 on Table 83 for their response time.

TABLE #83: POLICE RESPONSE TIME

Roll	Police response time
10+	1-6 months
6-9	1-6 days
2-5	1-6 hours
1	1-6 Rounds

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Resisting arrest: When (and if) the authorities **do** arrive, a Police-force will arrive to detain them. If they surrender willingly, they will be taken away, to court, perhaps prison, or to some new adventure scenario prepared by the Game Master. If they do not wish to 'go quietly', the situation immediately becomes a battle, and is dealt with on a normal, competitive basis of PCs VS NPCs. If they do not resist or are subdued, then their next consideration will indeed be a new Adventure, or the cold, hard rules of this gamebook...

COURT: Whenever any Characters are arrested for their crimes, their adventure is going to detour for a short while with a foray into a legal adventure.

Preparing for trial: When a Character is brought before some loathsome judge, rather than drag out an entire courtroom drama, it will be summarized with a simple roll. This roll is prepared (perhaps by a lawyer) with many modifiers.

TABLE #84: TRIAL PREPARATION

Character's condition	Modifier
Has a government-based Occupation	+2
Each Skill Level with Negotiation	+1
Solid alibi (GM's discretion)	+1
Each Magnitude of the crime committed	-1
Has been convicted of any crime in this civilization in the past	-3

Going to trial: Once one has 'prepared his dice' for trial, it is time to roll, indeed a D10 roll made by the GM with all of one's modifiers applied, with the total determining the quality of one's courtroom battle, verdict, and sentence (if any). If one wishes to role-play the trial, all other Players must agree, but the most one can accomplish is to solidify his alibi for its normal bonus.

TABLE #85: TRIAL SUMMARY

Conditions	Total
Character is acquitted	7+
Imprisonment for 1-12 days	4-6
Imprisonment for 1-12 months	3
Imprisonment for 1-12 years	2
Death sentence	up to 1

Unrealistic situations: Of course, one can quickly see how this legal system can make for wholly unrealistic situations. Yet, just remember, this game deals with the 'unrealistic' all the time. The vast reaches of space and their infinite cultures, species and prejudices are not easily contained by the walls of a court room. If an extremely unlikely situation develops as a result of trial, the GM must simply create some plausible reason for it. For example, during the trial a Character may have let slip out criminal activities from years past he was never tried for, or the judge may be a government pawn trying to silence him, etc.

Sneaky Players: Some Players will try and be sneaky, thinking they can escape prison. Well, the rules are a little sneakier. Indeed, if ever a Player wants his Character to try some daring escape from incarceration before (or after) going to trial, his success depends solely on the Game Master's discretion. The GM is simply given full authority to decide whether or not it is in the best interests of the Adventure for the escape, however elaborate it is described, to prove successful or not. Thusly, this becomes a new sort of trial, with the Player's storytelling ability alone presenting his case, and the GM acting as judge without jury. Ultimately, most escape attempts will result in a battle with the guards, and so the GM can just sit back and let the dice judge the situation. But first, a word of caution to Players—being in prison also means being without weapons or equipment, so be ready to fight a very one-sided battle.

Throwing away the key: If and when a Character has simply gone too far and earned himself a very lengthy stay in the Iron Bar Hotel, the Player should simply accept this and make up a new Character. The GM is fully within his right to declare any such Character lost, the same as if he had been killed, abducted, or otherwise a goner. The only difference is that such Character Sheets should be kept on file, in the event that they may be released in the future for whatever reason. Note that, during this time, the GM is free to alter an 'NPC' in any way he sees fit due to the rigors of prison, of any alien world, and so even if a lost Character does reappear, he may be very different.

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SPECIAL LAWS: Any society functions on two kinds of laws—normal laws and special laws. The normal laws we can all relate to, as they are very universal—murder, theft, etc, and it is these upon which the basis of criminal procedure as explained in the previous pages. However, given the great, even endless variety of cosmic cultures, there are countless special laws which may apply only in small pockets of civilization. At the discretion of the GM, any sort of strange or special law may be in effect wherever the party is adventuring. As a rule, the GM can roll once on the following chart whenever a new settlement is entered, to see what odd law they have there (though the party will not necessarily know about it). If for this or any other reason a law needs to be rolled, it may be so randomly determined on the following chart. Note that in this case higher is not necessarily a better result for whoever is rolling.

TABLE #86: SPECIAL LAWS

Crime	Magnitude	Roll
Being a criminal anywhere else	5	90-100
Being outside after midnight	4	89
Being taller than the police	3	88
Buying weapons if not military	6	85-87
Clones inside a city	7	83-84
Clones as members of society	8	77-82
Clones as slaves	5	75-76
Fighting even in self-defense	4	70-74
Gambling	3	67-69
Having any hair on one's head	1	66
Having blue skin	2	64-65
Having green skin	2	60-63
Having live animals in a city	3	57-59
Having one's face uncovered	1	56
Openly discussing government	3	55
Openly questioning laws	5	53-54
Own gun of 10 or more DMG	6	51-52
Own gun of 20 or more DMG	6	46-50
Prostitution	2	44-45
Public protesting or picketing	4	41-43
Riding in any vehicle alone	2	40
Selling illegal guns	6	34-39
Slave owning	5	27-33
Slave selling	5	23-26
Talking to any other race	3	19-22
Vigilantism	7	10-18
Wearing any religious symbol	8	1-9



PERSONAL HOMES: It is possible that some Characters, either PC or NPC, will have a home or wish to set one up at some point. If they do, it is simply a matter of spending the necessary credits. The following chart provides basic costs for homes.

Credit cost: This lists the cost in credits for any aspect of housing. This cost can be modified by the quality of a planet, to become higher or lower, determined by the planet's Level in its respective Sourcebook. The costs listed on Table 87 are the base costs around which all of the Sourcebook factors revolve.

Space factor: This lists either (for the home itself) the total amount of 'space' it can contain in Body Encumbrance, and for all furniture, entertainment and machines this lists the Encumbrance they have and thus the total amount of space they take up. Thus, one's furniture, entertainment, machines and guests cannot exceed the house's space factor.

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TABLE #87: HOUSING

Element of housing <i>Type of house</i>	Credit cost	Space factor
Apartment	900	1000
Garage	600	800
House	2000	2500
Mansion	7000	5000
Office	4000	600
Temple	10000	7000
Furniture		
Bed	50	200
Chair	20	50
Plant	70	40
Statue	90	250
Table	80	120
Entertainment		
Electronic mail	40	20
Exercise equipment	90	350
Music system	100	260
Video system	150	240
Machines		
Body disposal	900	400
D.N.A. scanner	600	30
Dream pillow	200	20
Hiding space	400	100
Poison shower	800	600

Bed: Sleeping in a bed will increase one's daily healing, so that he heals at intervals based on the difference between his Genetics Score and 24 as opposed to 30.

Body disposal: This can mince, grind, slice, dice, liquefy or otherwise destroy beyond recognition any and all organic substances at the rate of 10 (Body) Encumbrance in a single Round.

Chair: Normally just a piece of furniture, this also makes a handy weapon, with a 2 Base Damage, but if it does 5 total Damage or more it breaks.

D.N.A. scanner: This will reveal the D.N.A. Type of anyone who places his hands against its large circles, which are usually mounted on a wall.

Dream pillow: This pillow plays scads of images and lucid visions into one's head while he sleeps, allowing him full rest for normal healing despite any external influence that may be at work.

Electronic mail: Though a very universal service, it costs to have advertisements and other junk filtered out, to say nothing of the device itself consistently working, but if paid for, will reliably relay to the home any and all information pertinent to the city, planetary system, and transmissions from others.

Exercise equipment: If one is often living in his home he's assumed to be regularly using this, and thus he will have the option of choosing to place an Ability Point gained from Table 130 on Physique rather than a random Score.

Hiding space: This is some sort of well disguised compartment where anything (or anyone) can be hidden and avoid all manner of normal detection, from police scanning to alien intuition.

Music system: If one is often living in his home he's assumed to be regularly using this, and so he will be honing his hearing, giving him +1 to a single Intuition Check during the course of each game session (not necessarily each Adventure).

Plant: Each plant in a house gives a cumulative +1 bonus to any rolls made for healing there.

Poison shower: This requires the same amount of power and thus credit cost as curing poison at any hospital, but avoids having to answer questions.

Statue: Having such a distracting sight will give anyone used to being in the home a bonus of +1 to their Initiative Rolls against their enemies if all of the trespassers have never been there before.

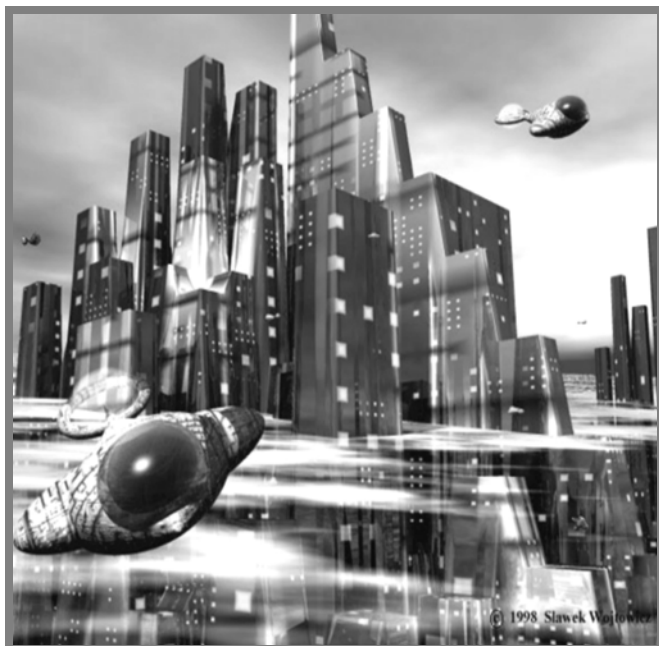
Table: While they're normally used for eating at, playing games on and gathering around to plot the overthrow of society, tables have a much more immediate use, that of a 5 Base Damage if a body is thrown into it, which unfortunately then breaks the table so it can't be used as such again.

Video system: If one is often living in his home he's assumed to be regularly using this, and so he will be honing his reflexes, giving him +1 to a single Movement Check during the course of each game session (not necessarily each Adventure).

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MISCELLEANY OF SOCIETY: Civilization is an illusion, a jungle disguised by steel skyscrapers whose predators wear suits and whose scavengers wear uniforms. Yet like any jungle there are also springs, fruits, groves and gardens tended by those well-meaning immortals who have stepped out of a fairytale and into our crude mechanical society if only for a while to lend a helping hand or an ear of sympathy. Altogether, society and its cities are a great maze, filled with dangers and rewards around every corner. Indeed they are universal in this way, and so rather than make a rulebook as large and as complex as a city and its social structure itself, the following pages will provide universal answers to what dangers may be lurking around the corners and just what sort of rewards they may offer. Of course, the detailed Encounters and notes of an Adventure will further develop these situations, as they do all the core rules, but if ever the game is in need of an idea or a quick answer to what is out there in the city, one for which no Adventure material has been prepared, the charts and rulings provided throughout the following pages will help provide it. The rolls for these rules are always made by the Game Master, unless he specifically allows a Player to roll for his own sake. This is to maintain the balance of play and to avoid the confusion of who gets to roll for what and when.



Random city encounters: When the PCs wander around town, they may need to find something of no real value to the story to hold their interest...

TABLE #88: CITY ENCOUNTERS

City zone	Encounter in the city (generalized)
Government	
11-12	Official giving speech nobody cares for
8-10	Cocky politician crowing about himself
6-7	Priest giving a sermon in a plaza
4-5	Regimental guards practicing parading
3	Funeral procession
1-2	Protesters getting arrested
Military base	
12	Riot aftermath leaves a pistol behind
11	Film crew at work
10	Infantry jog by in routine training
6-9	Routine police patrol for illegal arms
4-5	Clones protesting for equal rights
2-3	Robots protesting for equal rights
1	Clones and robots fighting over rights
Industrial	
12	Beautiful woman getting arrested
10-11	Turbo band playing in the alley
8-9	Street fighters surrounded by bike-ring
7	Freakazoid scrounging in the garbage
5-6	Muggers beating up an old lady
4	Old lady beating up muggers
3	Children doing drugs
1-2	Robots breaking into fuel drums
Rural areas	
12	Merchants offering 10% off all weapons
11	Merchants offering 20% off all 'gear'
10	Merchants offering 30% off all foods
9	Gamers in a café
8	Traffic jam
7	Street vendors arguing and fighting
6	Panhandler asking for money
5	Food vendor being eaten by alien fruit
4	Police chase goes whizzing by
3	Wrecked car still smokin'
2	Carjackers working their trade
1	Alien animal escaped from the zoo
Seedy areas	
9-10	Gambling stage opens for a teleshow
8	Gypsy dancers
7	Fortune teller
5-6	Solicitation by prostitute
4	Belligerent drunk insulting the party
2-3	Violent drunk attacking the party
1	Attack by muggers

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Wandering the city: When Characters take to just wandering off in some new city or town, the game and the reality are usually not very different—the Player may not know where he wants to go. So, the question arises, when adventurers just wander, where do they tend to end up? Where do space-faring fighters hang out or find solace?

TABLE #89: RANDOM DESTINATIONS

Roll	Where the wandering one ends up
90-100	Spaceport
86-89	Harbor or wharf
84-85	Capital building
79-83	Corporate headquarters
76-78	Arena or stadium
63-75	Merchant square
52-62	Academy
47-51	Library or archives
46	Artist colony
40-45	Corner café
39	Health club or spa
37-38	Conservatory
36	Research facility
35	Maintenance garage
34	Shuttle or bus stop
30-33	Prison
22-29	Bar or pub
15-21	Temple compound
12-14	Theater
11	Commons or park
10	Celebrity row
8-9	Hospital
7	Mortuary
5-6	Red-light district
1-4	Junkyard

Non Player Characters: While NPCs are mostly just ‘background characters’, occasions may arise when common sense will demand an answer to a number of questions, such as what one particular Ability Score might be, or what Skill he may have with a particular task. Rather than roll up statistics for every NPC to come along, a GM can quickly and fairly determine the statistic called for by using the following chart. For example, the PCs go into the local bar looking for a translator—the GM can just say there are 5 locals hanging out in there, and so roll 5 times to see what Skill Level (if any) that each of them have with ‘Languages’.

TABLE #90: NON PLAYER CHARACTERS

Roll	XP	Ability	Skill	Max	Max
<i>Humans</i>	Level	Score	Level	DS	HP
20	4	18	+3	15	19
19	3	17	+3	14	18
18	2	16	+2	14	17
17	2	15	+2	13	16
16	2	14	+2	13	15
15	1	13	+2	12	14
14	1	12	+1	12	13
13	1	11	+1	11	12
11-12	1	10	+1	11	11
9-10	0	9	+1	10	10
6-8	0	8	+1	10	10
4-5	0	7	-	9	10
2-3	0	6	-	9	9
1	0	5	-	8	9
<i>Aliens</i>					
20	4	17	+3	15	15
19	3	16	+3	14	14
18	2	15	+2	13	13
17	2	14	+2	12	12
16	1	13	+2	11	11
15	1	12	+1	10	10
13-14	1	11	+1	10	9
10-12	0	10	+1	10	8
7-9	0	9	+1	10	7
4-6	0	8	-	9	6
1-3	0	7	-	8	5
<i>Robots</i>					
20	3	16	+4	15	24
19	2	15	+4	14	22
18	2	14	+3	13	20
17	1	13	+3	12	18
16	1	12	+2	11	16
15	1	11	+2	10	14
13-14	0	10	+1	9	12
9-12	0	9	+1	8	10
4-8	0	8	-	7	8
1-3	0	7	-	6	6
<i>Others</i>					
19-20	3	15	+2	15	18
17-18	2	14	+2	14	16
15-16	2	13	+1	13	15
13-14	1	12	+1	12	14
11-12	1	11	+1	11	12
9-10	1	10	-	10	10
7-8	0	9	-	9	9
5-6	0	8	-	8	7
3-4	0	7	-	7	5
1-2	0	6	-	6	3

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GALACTIC STANDARDS: In order for any real civilization to function, it has to find some sort of equilibrium, like the synthetic jungle that it is, and so this leads to standards throughout it. What those standards are have already been worked into this game throughout its core rules. However, if they ever need clarification, they are explained below.

Time: The standard measurement of time in all the galaxies of this game is the same as we know on Earth, that of a 24-hour day broken down into 60-minute hours and 60-second minutes. This may, of course, be different in some places, but those will be specifically stated as to what their standards are if not the galactic standard. The reason this means of measuring time is used, while wholly unrealistic in a space setting, is for ease of play. The players should just assume that the inhabitants of this far away galaxy are enough like them so that the only things they need to worry about are battles and villains, not clocks and accounting.

Weight: There is no standard scale for weight and bulk within this fictional world itself. The standard of 'Encumbrance', indeed a mixture of weight **and** bulk, is for the game's rules alone, not the fantasy characters themselves to know and speak of. This keeps the game simple and fun. Some would argue

that the metric system is so good that there is no reason not to use it, and the American consumer may demand pounds and miles out of habit, but one must ask another question first—is there really any need for the fictional populace of this fantasy universe to have any such scale if the game's rules alone already keep things weighed and balanced?

Language: There is a 'common language' that is used throughout the galaxies of this game, one that has somehow developed over time, regardless of what it is. It may be English, and then it may not. The game rules and dialogue within its Adventures translates into English for ease of play, though the players are certainly free to imagine the common language is some different dialect altogether. And, there are indeed countless other 'alien' languages, and but once again the players must take on faith that all these dialects have someone managed to find a way to work in this society with minimal trouble—the fictional characters know how to deal with it, so the players of this game should have no trouble either. For the most part, those with an alien language learn to speak common well enough and then speak their native dialect only amongst their own kind. Understanding all these infinite and alien languages is accounted for by one's Skill in Languages, if he has this Skill at all, as most do not, because most do not trouble themselves with going outside the common speech.

Money: Money itself is a universal part of any civilization—most do not even think to question that—but what is the standard measurement of all money? In this game and its galaxies, there isn't one, really, but there is a standard **value**, that of 'credits'. Credits themselves are not necessarily a form of hard cash (though there are some forms of currency that are made and maintained exactly to the standard or scale that is universal), but rather credits are the basic measurement around which all other currencies are weighed, similar to the 'gold standard' that backs the currencies of our own governments on Earth. Note that while there is indeed a gold standard within this fictional cosmos as well, and that it is equal to credits in value, it is not necessarily true (on all planets) that credits are based on it, or visa-versa.

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GRAVITY: Gravity is the most prevalent energy in all the cosmos. It holds all planets and other celestial bodies together. It defines space and time. And, it the basis for all measurements and thus the rules for any game. Indeed, gravity, while universal and for the most part very simple, is extremely important in many unique ways.

Normal gravity: Most of the time, gravity is well regulated and not at issue at all. Indeed, unless an Adventure calls for such a dramatic change, all areas of civilization are assumed to have consistent gravity, including all space stations, spaceships, and inhabited worlds. While one could argue that they would have at least slight differences, for the sake of the fantasy one must take on faith that all the races who work together to maintain a balanced civilization have found a common level of gravity to live by, naturally or artificially. This reasoning can (and should) also be extended into the air and environment as well, for any planet whose gravity is similar enough to the other habitable worlds in the galaxy is also going to have an atmosphere of about the same pressure.

Increased gravity: Should gravity for any reason be increased beyond the normal '1G', it will not make a difference unless it is increased dramatically. In this case, every **two** additional 'G's or multiples of the normal gravity level increase the Encumbrance of all things by a multiple of **one**, including body and equipment, and everything else, while one's Ability Scores and all other statistics for dealing with gravity remain the same. The reason for a multiplier of 2 instead of a multiplier of 1 is that Encumbrance is a combination of both weight and shape, not mass alone.

Zero-gravity: Should gravity ever be lost for any reason, and thus all free people and objects just float around, there are some rules to consider. First and most obvious, normal physics still apply, such as one pushing himself in a direction so he can continue in that direction at that speed with no additional push or propulsion. What is important is just how fast he can go, and in any case it is equal to one's Physique Score plus a D6 roll as a temporary 'Floating Movement Rate'. If the recoil

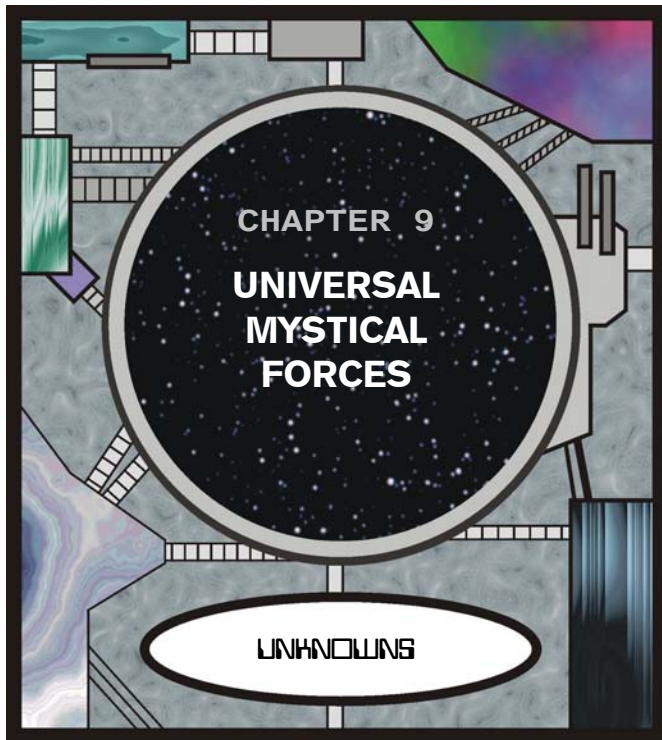
of a weapon is used, its Base Damage plus a D4 roll, multiplied by 10, is one's Floating Movement. And finally, if ever someone floating about crashes into something, it is the same as falling, with the Damage suffered equal to his Floating Movement Rate. So, be careful—in zero-gravity, the recoil of a pistol is as mean as the firepower at the muzzle. To avoid crashing, one must make a Movement Check, its difficulty based on the speed at which he is going; Casual Checks for those who have pushed themselves about, Challenging for those that are pushed by a projectile weapon, and Critical for those whose movement is due to anything else.

Artificial gravity: There are a few things to note concerning artificial gravity. First, for it to be used at all, its technology will have found a very low-grade use of power for its constant use, and so the loss of power is never a problem unless a vessel's Power (unit) is completely lost. Second, artificial gravity can easily be increased or shut down by the controls on any vehicle's command deck.



CHAPTER 9

THE UNIVERSE HAS POWERS BEYOND WHAT ANY HERO OR VILLAIN CAN POSSIBLY IMAGINE



UNIVERSAL POWERS: Universal Powers refer to anything that is unknown, usually because it is indeed universal, beyond the understanding or crude control of the sentient beings that would otherwise benefit greatly from it. There are many different kinds of Powers, each one operating in some way unique to themselves, statistically, as are explained throughout the following pages. However, there are a few things which are universal indeed about all such Powers, explained below.

Details: Only basic functions of unknown powers are provided in this Chapter, leaving Players free to elaborate on them as they prefer, creating ways they are perceived, or perhaps Knightly Orders that are based upon them. Doubtless Players will want to add some degree of detail to the nature of their Power, and inevitably gain statistical advantages at the same time. However, whether one talks about microscopic life-forms in his family's bloodline or a galactic holy grail kept in the temple of the cosmic crystals, no amount of storytelling will alter the statistics found throughout this Chapter. These Powers are universal, after all, because they cannot be understood or measured, and can only maintain the balance of the game by remaining mysterious.

Who has such power?: Sometimes it is not clear as to what sort of people use what sort of Powers. If ever this question arises, one may simply roll on the following chart to determine what Power best suits their Character.

TABLE #91: UNIVERSAL POWERS

Power	Humans	Aliens	Robots
Ancient	78-100	85-100	96-100
Spiritual	67-77	70-84	90-95
Magical	38-66	60-69	-
Divine	29-37	56-59	-
Psionic	14-28	37-55	67-89
Dark	2-13	20-36	45-66
None	1	1-19	1-44

Universal Points: Whenever someone acquires a Universal Power, there is the question of just how much they can do with it, indeed **what** they can do. This is determined by one's 'Universal Points'. Each individual has a number of Points based on their Class, which they will then spend among the various accomplishments that are possible on their respective Power's chart (Tables 94-99)—only those accomplishments that one acquires can he attempt to use at any time. Each such accomplishment only requires 1 Universal Point to acquire. In addition, every 3 Creation Points can also acquire one (from the same chart). Spending further Universal Points on anything one can already accomplish will give him a permanent bonus of +1 to his D20 rolls to employ it.

Universal Dice: All of the Universal Powers will at times call for random numbers, and the stronger one is with his respective Power, the greater value of dice he will use for many of its rolls. For each Power will designate one normal Ability Score to determine the value of its 'Universal Dice'. The dice one will use thus will be of the highest value equal to or less than that particular Ability Score. For example, Psionic Forces depend on Psyche, so a Character with a Psyche Score of 11 would always use the D10 when the successful use of his Psionic Power called for any Universal Dice roll. Thusly, to use a D20, one must have an Ability Score of '20' that is key to their respective Power, which few ever do.

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Critical success: Whenever one rolls a natural '20' for success with a Universal Power and the Check still succeeds with all modifiers considered (as the maximum on such rolls doesn't guarantee success), he will have achieved some great accomplishment, rolled on the chart below using his Universal Dice.

TABLE #92: ULTIMATE SUCCESS

Roll	Critical result
10+	Restored to full Health and any lost Powers
6-9	Gain a free Turn
2-5	Double Experience Points for this success
1	If in combat gains +1 to next Initiative Roll

Critical failure: Whenever one rolls a natural '1' to use a Universal Power, the Check fails regardless of all modifiers, and what's more, he will suffer some great setback, rolled on the chart below using his Universal Dice.

TABLE #93: ULTIMATE FAILURE

Roll	Critical result
10+	No ill result
6-9	No Experience Points gained for this success
4-5	Power's effect rebounds on Character
2-3	Incapacitated for 1-6 days
1	Loss of that entire Universal Power until he gains an Experience Level



Detection: Those who are linked to the cosmos by a Universal Power can sense the presence of others with similar strengths. Anyone who has any kind of Universal Power has a chance to detect anyone else nearby with a similar Power. The GM is to call for an Intuition Check, the difficulty depending on the nature of the Powers and distance involved. If successful, one will sense the presence of the other, but only what Universal Power they have and what vehicle or world they are on.

Casual Checks are all that is required if the target is within 1000' and is or was personally known by the sensing Character or has the same Universal Power as him.

Challenging Checks are required if the target is somewhere on the same vessel or planet but no closer than 1000' but is or was personally known by the sensing Character or has the same Universal Power as him.

Critical Checks are required if the target is on the same vessel or planet as the sensing Character but has never met him **and** has a different Universal Power than him.

Resistance: Being closer to the cosmos as is any being with a Universal Power, he can quickly and effectively measure the will, the strength and the Power of any other, and perhaps resist it—anyone with any Universal Power can attempt to resist the effects of any other. Rolling with the D20 if the Power is of the same kind he possesses, or using his Universal Dice against all other Powers, if he can roll equal to or above the total result made by his adversary to effect him, he can avoid its effect entirely (though that adversary still gets Experience Points and all other modifiers for successfully, if not effectively, using his Universal Power).

Combined efforts: It is often thought that people who share the same Universal Power can combine their efforts, but this is not true. This is a power that comes from without, but it is focused from within, its success dependent on one's personal connection to the cosmos. Therefore, two separate entities would only be able to 'combine' or unite in an effort effectively by each making separate rolls and thus increasing their **chances** of success, rather than increasing a singular roll together.

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ANCIENT FORCES: There are many old forces throughout the galaxies of space, the bloodstream of the universe, which is far stronger with some beings than others. Whatever a Character decides to call the force that he draws on, it is what gives a Knight his power for whatever reason, be it the blessing of a cosmic deity, or perhaps an energy created by all living things which surrounds them and binds all of them together so they can feel it flowing through them—they are luminous beings, not merely crude matter. Whatever the case, to use this Power one rolls the D20, requiring equal to or above the difficulty on Table 94 to be successful, with any failure resulting in the Character being incapacitated for 10 Rounds minus what he rolls on a Universal Dice, due to his self-doubt, despair, and breaking with the cosmos. The Universal Dice for using all such Powers is determined by one's Unique Score.

TABLE #94: ANCIENT FORCES

Accomplishment	Knights	Others
Bladestrength	7	8
Calming	9	13
Empathy	13	18
Focus	10	17
Healing	8	13
Influence	7	10
Lightdashing	11	14
Quickening	14	15
Serenity	5	8
Strength	7	9
Swordshield	10	14

Bladestrength: One can give power to a single weapon by touching his own to it. For a number of Rounds equal to a Universal Dice roll, the weapon will use a higher Damage Variable dice for each of the following factors that apply:

- The party is outnumbered
- A party member has died in this battle
- The wielder alone can destroy the main villain

Calming: One can induce overwhelming calm and even sleep on a single organic creature, rendering him incapacitated for a number of Rounds equal to a Universal Dice roll, should he fail a Intelligence Check, the difficulty set at Casual, but increased by one level (to Challenging, to Critical) for each of the following factors that apply:

- Physical contact is made
- The recipient is friendly or unaware
- The recipient's Genetics is lower than Intuition

Empathy: Calming one's mind enough, either by meditating or some other focus, one can hear with senses beyond the normal five, seeing and hearing things far away in space and even time, allowing him to see either another Player Character at that exact moment, or an Encounter's boxed narrative a number of Encounters beyond the present equal to a Universal Dice roll.

Focus: By relying on his power and nothing else, the individual is able to become one with it long enough to accomplish the impossible, indeed as if all the axes of the universe are channeled through

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him that same Turn—because they are—giving him a bonus to his next roll equal to a Universal Dice roll, provided that the focused roll is normally one that can be penalized by Fatigue, and if failed will drain the individual to 0 Health and thus force a normal Defeat Roll on Table 31.

Healing: By laying on of hands, giving a kiss of cosmic life or in some other way healing a person, one can restore an amount of Health equal to a Universal Dice roll, but if this does not restore the subject to his maximum Health, the healer himself takes on the exact Damage that he just healed. If the two are immediate family, the Damage taken by the healer will be cut in half (rounded down).

Influence: One's power can have a strong influence on the weak minded, and so with a successful use of it, he can force one sentient creature to do his will for that Round, should the target fail a Psyche Check, its difficulty dependent on how much out of character the command is for him. For example, getting a servant, who is used to taking orders, to take the powerful person to see his master would require him to make a Critical Check to resist, but causing a guard to forget his orders and so let the very people he's looking for simply move along would be a Challenging Check and may take a minute of hesitation, while telling an intergalactic gangster to sell or just give up his favorite trophy would require only a Casual Check to resist.

Lightdashing: The individual is able to run at what seems like great speed, skipping through time as a stone skips across water, so that he appears and disappears with each step as he races along, thus able to flee a battle and at the same time move an additional distance that Turn equal to a Universal Dice roll multiplied by 10' laterally, or 2' vertically upwards, or 5' vertically downwards.

Quickening: When one gains an Experience Level, he may focus on universal forces rather than the present physical world, gaining a free Turn to try this, and if successful, gain a bonus to his roll on Table 130 equal to the maximum of his Universal Dice, but if this Power fails, suffering a penalty of -10 to his roll on Table 130.

Serenity: In battle, one can enter into a trance, clearing all his thoughts and calming himself. Each Round the Character must decide whether or not to remain in this trance or renew his attack. Once he leaves this trance, he will have a (cumulative) bonus of +2 for every Round he spent in serenity. This bonus applies to the Character's next Attack Roll, Ability Check, or Defeat Roll. However, if one is attacked during his trance, his focus is lost, and having had to defend himself, the Character loses the bonus he was building.

Strength: The individual can feel the invisible and to others intangible world made up by his power, and so use leverage unseen by others to push, pull and otherwise move objects, such as adjusting the switch on a door, causing a weapon to fly into his hand, or simply fudging the result of a gambling dice, provided it is no further away than 10', with a cumulative penalty of -1 to the Check for each of the following factors that apply:

- Every additional 10' away the object is
- The individual willingly discarded the object
- The object is larger than 10 Encumbrance
- The object is larger than 100 Encumbrance
- The object is the size of a small vehicle
- The object is the size of a personal starship

Swordshield: One can use a lasersword to generate a protective barrier, either by spinning it, doing a series of complex maneuvers for blocking shots, or perhaps focusing on the cosmic crystals that power it and thus create some unknown field. Whatever the case, by doing so he will create a barrier with a radius of 10' for every 'plus' of the sword, and block an equal number of Damage. For example, a lasersword +3 could be used to generate a field 30' wide that serves as 30 Protection. However, the one using the lasersword must stand in place and cannot attempt anything else, for when he does the field is broken. The maximum people who can take cover behind such a shield is equal to their total Encumbrance divided by 10. Furthering the above example, 300 Encumbrance worth of bodies and carried equipment (including the wielder of the lasersword) would be shielded. Anyone who is not **fully** protected by the shield is not protected at all.

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SPIRITUAL FORCES: There spiritual forces of the cosmos are all but forgotten, save by the wise and the strong, to whom they so greatly benefit, be they ghosts, souls, or something else entirely. Whatever the case, to use this Power one decides how much of himself he will give into the effort, measured by Health Points he voluntarily takes as wounds, and then rolls the D20 as many times as he gave up Health Points, at a regular ratio of 5, so it would cost 15 total Health to roll 3 D20s. If the total of his rolls is equal to or higher than the Score of his target on Table 95 (the bonus listed aiding his roll or the penalty hindering it), then he will prove to be successful. Note that as many D20s are often going to be rolled at once, the first time that any natural '20' or natural '1' turns up, then the entire effort automatically becomes an Ultimate Success or Failure, and no more D20s are rolled at all. The Universal Dice for using all such Powers is determined by one's Personality Score.

TABLE #95: SPIRITUAL FORCES

Accomplishment	Priests	Others
Energize	GEN -2	GEN -5
Rescue	UQE -5	UQE -8
Submission	HP -1	HP -4
Truth	PSY +3	PSY +1
Unity	CBT +2	CBT +0

Energize: The individual is able to supercharge one other with whatever energies normally give life to him. If successful, he will restore a number of Health equal to a Universal Dice roll. This dice will increase in value (D6 to D8, D8 to D10, etc.) for each commonality the healer and the recipient have, as listed below. One cannot heal himself.

Same D.N.A. Type

Immediate family (parent, child, or spouse)

Both have this same Universal Power

Rescue: The spiritual forces that guide one's life can save another, sparing one person certain death and restoring him to how he was at the beginning of that particular Round.

Submission: By sheer force of will, one can cause another to submit in battle, indeed to outright give up and surrender. If he does this to the leader of his enemies, he can make an additional number of them surrender outright, a head count equal to a Universal Dice roll.

Truth: By some means, be it force of will or even the intimidation of spirits that suddenly make their hideous forms visible to the target, that individual will be compelled to tell the truth to a number of questions equal to a roll of one's Universal Dice, to the limit of his own knowledge.

Unity: Within the midst of battle, one can call upon forces unknown and unseen to give him and his companions their blessing. He must state how many people are going to be so protected before rolling, for every person aided adds 1 to the total he needs to overcome with his D20 rolls. Those who become so guarded will, for the duration of the battle, gain +3 to their Defense Score and use the D10 for Initiative, regardless of the odds.

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MAGICAL FORCES: Magic is everywhere, and not just in fairytales, but throughout the blood of the very universe. 'Magic', as it is so simply and unjustly named, is an ability that everyone has, and is honed like any skill or psychic strength. What is really important is how much strength one has to use this power with. To attempt anything listed on Table 96, one must roll D20. If he rolls equal to or above the listed difficulty, he is successful. However, if he fails, he loses 1 random Ability Point, to be rolled on D10, with '2' as Personality, '4' as Intuition, and so on up. At the Player's option, he may lose no Ability Score, but rather lose Experience Points instead, amounting to the difficulty of the failed Check, multiplied by 100, then multiplied further by a roll of his Universal Dice itself. The Universal Dice for using all such Powers is determined by one's Intelligence Score.

TABLE #96: MAGICAL FORCES

Accomplishment	Humans	Others
Cloaking	13	16
Darkforce	16	15
Foresight	9	8
Hypnosis	8	12
Trance	5	9

Cloaking: With a flash of powder, a dash into the shadows or some other means, the individual is able to disappear for 1 Round and reappear the next, up to a number of feet away equal to 10 multiplied by a roll on his Universal Dice, and so bypassing any and all physical obstructions, energy fields and other barriers, no matter what.

Darkforce: There is an unknown (and some say unknowable) power throughout the universe, which one can manipulate to create harm unto others. He can concentrate it into a single contact blow for 10-40 Damage, or throw it at a distance, losing 1 Damage for every 10' away the target is. Either use requires a normal Attack Roll, and the Damage is rolled after this Attack is made.

Foresight: By peering into the future, the magician can see what lies ahead. Once successful, he states whether he is looking for battles, traps or puzzles, then rolls a Universal Dice. The GM will disclose how many Encounters ahead of him awaits the **next** challenge of that kind within the range rolled.

Hypnosis: The magician has some ability to capture and hold and even command the consciousness of another. His roll to succeed will suffer a penalty for each Psyche Point the target has above himself, but if he still succeeds, he can then command one sentient who will mindlessly obey anything he says for a number of Rounds equal to a Universal roll. If one fails to use this Power, in addition to the normal consequences, all held under his sway will be freed from this hypnosis.

Trance: The individual is capable of entering into a trance, wherein he cannot move or react, or die. He can still suffer Damage, so while in the trance, in a sense he only 'digs himself deeper'. He can only awaken from the trance once healed above 0.

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DIVINE FORCES: Universal indeed are gods, in belief or in truth, unseen entities who favor the people who worship them, and sometimes remind the technologically bound together civilizations of their presence by granting unnatural power which no science can ever compete with to a chosen few. Yet just how much one can wield such power is a question of his inner strength. Table 97 provides ratios for various accomplishments, with the first number being the count of Ability Points that he must put at risk to achieve the proportional effects of the second number listed. However, no matter the effect being achieved, the total of the entire ratio (indeed the total of both numbers) is the difficulty for one to succeed, requiring that the faithful roll equal to or above that total on the D20, lest he forever lose the Ability Points. The Universal Dice for using all such Powers is determined by one's Presence Score.

TABLE #97: DIVINE FORCES

Accomplishment	Angels	Others
Bless	1/1	1/1
Empowerment	1/3	2/5
Endurance	2/5	3/5
Reflection	3/2	5/3
Resurrection	7/1	10/1

Bless: Being given a blessing in name and ritual is quite different from being given one in truth, for those who are so blessed will find that they get an increase to their Defense Score for their **next** fight equal to the number of the Ability Points that the faithful risked.

Empowerment: One can give strength to a melee weapon, increasing its Base Damage by the ratio he sacrificed Ability Points for, lasting for a total number of Rounds equal to a Universal Dice roll. Such strength cannot be given to any weapon that uses a Power unit, thus disqualifying any melee weapon that uses a powered enhancement.

Endurance: By focusing on his faith and thus the intangible life he knows cannot be truly effected by his physical one, the individual can endure pain and anguish beyond his normal limits. The ratio of benefit he sacrificed Ability Points for will become the Protection factor he gains for the next count of Rounds equal to a Universal Dice roll.

Reflection: The individual enters into a state of half-consciousness, indeed with his other half in the subconscious, where he can more clearly relive memories and find wisdom thereby, allowing him to either (for a single successful roll) increase his Intelligence, Intuition or Psyche Score by the ratio he sacrificed Ability Points for, or gain an equal bonus to a single kind of roll of his choice (be it Attack Roll, Defeat Roll, etc.). In either case, this gain lasts a number of Rounds equal to a roll of his Universal Dice.

Resurrection: With physical contact, one can bring another sentient creature back to life, provided that the one to be resurrected has been dead up to a number of days equal to the ratio that the faithful sacrificed his Ability Points for.

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PSIONIC FORCES: The powers of the mind are perhaps the greatest unexplored frontier of all, and they are constantly changing and expanding. What some call E.S.P. or psychic abilities indeed have countless names, and are in this text summarized as 'psionics'. Such powers are within the realm of all sentient life, but usually lay dormant within the majority—those who can use such 'powers' simply have unlocked or awoken them from the darker depths of their brain. As it is, they remain fleeting and using them is almost like awakening them for each and every use. For to use them requires one to roll the D20, adding the numbers together, until the total equals or exceeds the difficulty listed on Table 98. However, each dice roll that was needed to succeed after the first will cost the person 100 Experience Points, from the total earned by using this Power, and, if necessary, from his own prior total. The Universal Dice for using all such Powers is determined by one's Psyche Score.

TABLE #98: PSIONIC FORCES

Accomplishment	Aliens	Others
Deluding	11	13
Encouraging	14	10
Probing	8	9
Searching	9	5
Shattering	10	15

Deluding: With sheer force of will, one can make another single, sentient creature delusional, indeed believing something that is not at all real, such as seeing or hearing things. This delusion will not be powerful enough to merit any statistical difference, though it can certainly effect someone's decisions, such as not going down a corridor if he believes there is a Geiger alien there. The delusion will last a number of Rounds equal to a Universal Dice roll or until the influencing person rolls anything else.

Encouraging: Success with this ability means giving success to someone else, giving a total amount of bonus' that Round equal to a Universal roll to any sentient creatures he can see, which can be applied 1-for-1 to any dice rolls before they are made.

Probing: The individual can read the mind of one other sentient being for a single Round. What he can learn is limited to a single question, which the GM must answer to the best of that Character's knowledge, but he must be able to answer it in only one sentence (or one breath).

Searching: The individual sees and hears things of another wavelength of reality, and thus notices the things others do not, this other-worldly intuition the same as making a successful Searching Check.

Shattering: By means of sending out a mental shriek or something similar, someone can cause the brain of another to suffer and even break apart, as glass does with high-pitched sounds. If successful, a single target (named before attempting to do this) will suffer a number of Damage equal to a roll of one's Universal Dice. No Attack Roll is necessary, and no Protection will guard against this Damage. However, every Psyche Point the target has above that of the attacker will indeed be Protection, and in such a case, there is no minimum Damage of 1.

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DARK FORCES: Science will say that for every action there is an equal and opposite reaction, and speak of positive and negative electrons, matter and energies just as priests would speak of good and evil—the fools see only shadows of the truth, that there is an equally powerful dark side to all things in the universe. Anyone who can normally use any Universal Power is already halfway in the shadows, for they themselves generate them, and can attempt anything on the following chart by rolling equal to or above its listed difficulty on the D20. There is no price for failure, but rather, for success, as the dark forces devour all who use them. Indeed, every time one makes a Critical Success or Failure with any such power, they will lose 1 permanent Point from their Health but gain a permanent +1 bonus to the effect they just made a Critical result with. The Universal Dice for using all such Powers is determined by one's Combat Score.

TABLE #99: DARK FORCES

Accomplishment	Phantoms	Others
Bladestrength	6	9
Fear	8	12
Focus	10	16
Hunting	6	8
Influence	9	11
Lightning	10	14
Masking	10	10
Quickening	13	18
Shadowdashing	13	15
Strength	11	8
Swordshield	9	16
Trauma	10	14
Vision	8	10

Bladestrength: One can give power to a single weapon by touching his own to it. For a number of Rounds equal to a Universal Dice roll, the weapon will use a higher Damage Variable dice for each of the following factors that apply:

- The party is outnumbered
- A party member has died in this battle
- The wielder alone can destroy the main villain

Fear: One can induce overwhelming fear and even trauma in a single organic creature, rendering him incapacitated for a number of Rounds equal to a Universal Dice roll, should he fail a Intelligence Check, the difficulty set at Casual, but increased by one level (to Challenging, to Critical) for each of the following factors that apply:

- Physical contact is made
- The recipient is friendly or unaware
- The recipient's Genetics is lower than Intuition

Focus: By relying on his power and nothing else, the individual is able to become one with it long enough to accomplish the impossible, indeed as if all the axes of the universe are channeled through him that same Turn—because they are—giving him a bonus to his next roll equal to a Universal Dice roll, provided that the focused roll is normally one that can be penalized by Fatigue, and if failed will drain the individual to 0 Health and thus force a normal Defeat Roll on Table 31.

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Hunting: In battle, one can enter into a trance, focusing all his thoughts and exciting himself. Each Round the Character must decide whether or not to remain in this trance or renew his attack. Once he leaves this trance, he will have a (cumulative) bonus of +2 for every Round he spent getting his hate focused. This bonus applies to the Character's next Attack Roll, Ability Check, or Defeat Roll. However, if one is attacked during his trance, his focus is lost, and having had to defend himself, the Character loses the bonus he was building.

Influence: One's power can have a strong influence on the weak minded, and so with a successful use of it, he can force one sentient creature to do his will for that Round, should the target fail a Psyche Check, its difficulty dependent on how much out of character the command is for him. For example, getting a servant, who is used to taking orders, to take the powerful person to see his master would require him to make a Critical Check to resist, but causing a guard to forget his orders and so let the very people he's looking for simply move along would be a Challenging Check and may take a minute of hesitation, while telling an intergalactic gangster to sell or just give up his favorite trophy would require only a Casual Check to resist.

Lightning: By laying conjuring and firing lightning from his hands, one can without any Attack Roll cause an amount of Damage equal to a Universal Dice roll, but if this does not penetrate the total Protection of the subject, the attacker himself will suffer a penalty of -1 to his next Initiative Roll. If the two are by any definition allied (such as being family, lord-apprentice, etc.) the penalty will be -2.

Masking: The individual can take on the properties of another creature of the same basic race type (human, alien, or robot) which establish his identity by touching him. He must state what properties he is taking on before rolling, as each one penalizes his roll by -2. These features will last for a total number of Rounds equal to a Universal Dice roll.

Voice
Thumbprint
Retinal signature

Quickening: When one gains an Experience Level, he may focus on universal forces rather than the present physical world, gaining a free Turn to try this, and if successful, gain a bonus to his roll on Table 130 equal to the maximum of his Universal Dice, but if this Power fails, suffering a penalty of -5 to his roll on Table 130.

Shadowdashing: The person is able to run at what seems like great speed, skipping through time as a flame suddenly twists shape, so that he appears and disappears with each step as he races along, thus able to flee a battle and at the same time move an additional distance that Turn equal to a Universal Dice roll multiplied by 10' laterally, or 2' vertically upwards, or 5' vertically downwards.

Strength: The individual can feel the invisible and to others intangible world made up by his power, and so use leverage unseen by others to push, pull and otherwise move objects, such as adjusting the switch on a door, causing a weapon to fly into his hand, or simply fudging the result of a gambling dice, provided it is no further away than 10', with a cumulative penalty of -1 to the Check for each of the following factors that apply:

Every additional 10' away the object is
The individual willingly discarded the object
The object is larger than 10 Encumbrance
The object is larger than 100 Encumbrance
The object is the size of a small vehicle
The object is the size of a personal starship

Swordshield: One can use a lasersword to generate a protective barrier, either by spinning it, doing a series of complex maneuvers for blocking shots, or perhaps focusing on the cosmic crystals that power it and thus create some unknown field. Whatever the case, by doing so he will create a barrier with a radius of 10' for every 'plus' of the sword, and block an equal number of Damage. For example, a lasersword +3 could be used to generate a field 30' wide that serves as 30 Protection. However, the one using the lasersword must stand in place and cannot attempt anything else, for when he does the field is broken. The maximum people who can take cover behind such a shield is equal to their

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total Encumbrance divided by 10. Furthering the above example, 300 Encumbrance worth of bodies and carried equipment (including the wielder of the lasersword) would be shielded. Anyone who is not **fully** protected by the shield is not protected at all.

Trauma: By means of using universal forces to crush one's throat or something similar, someone can cause another to suffer greatly. If successful, a single target (named before attempting to do this) will suffer a number of Damage equal to a roll of one's Universal Dice. No Attack Roll is necessary, and no Protection will guard against this Damage. However, every Genetics Point the target has above that of the attacker will indeed be Protection, and in such a case, there is no minimum Damage of 1.

Vision: Focusing one's hatred of something (or someone) enough, one can hear with senses beyond the normal five, indeed seeing and hearing things far away in space and even time, allowing him to see an Encounter's boxed narrative a number of Encounters beyond the present equal to a Universal Dice roll.

THE COSMOS: The universe, the cosmos itself, is an incredibly vast place, and there is no telling where the tale of the adventure will go. The rules found within this Book attempt to encapsulate all the critical details that both Players and their GM will need to tell and live the story in space that they want, but there will always be places where the rules are primitive and the decisions of fair play are left entirely unexplored. It is within such uncharted realms of the rules that both the Players and the Game Master alike are left with the ultimate universal power, indeed their imagination and the freedom to invent rules as they see fit. It is within such boundless questions and equally all-encompassing answers to them that the greatest responsibility of power lies, that of answering the unanswerable in a way that all agree upon. Thusly, while imagination remains the ultimate rule, it is also thus the ultimate duty of everybody involved to ensure that it is handled with care. Play what you want, dream what you will, but remember this power must remained balanced by the cooperation and preference of all or it cannot be applied at all.



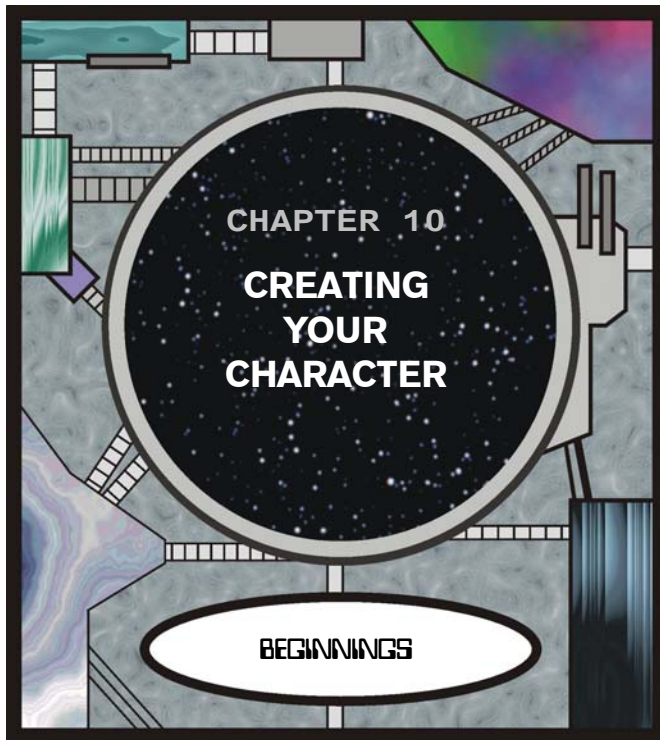
***ATTACK OF
THE PLAYERS***

BOOK II

THE PLAYER'S BOOK

CHAPTER 10

THE STORY OF THE GREATEST OF ALL ADVENTURERS BEGINS WITH YOUR IMAGINATION



STARTING A CHARACTER: “What Character will I play?” It is a question that can haunt and entice gamers just as much as the cosmos both terrifies and invites their Characters themselves, to explore, to share in grand adventure! Therein lies the answer to the question—**any** kind of Character who would or could have reason to journey into the beyond is a good one for this game. There are as many possibilities for one’s fantasy persona as there are stars in the sky. Ahhh, but how to go about **making** a Character for this game, that is an extension of the initial question asked, and a wise one too. Follow the ‘scientific-method’ of Character Creation if you will, indeed the steps provided on the following chart, or dare to venture blindly into space and navigate your way through this Book as your experience or guesswork guides you. For all the star systems of Character creation rules shall you visit before you find your journey complete, just as the Character made thereby will one day have visited many strange, normal, exotic, helpful and horrible places in his many adventures before his tale is complete. And so at last we come full circle—beginnings. Heed this wisdom, or just grab your dice when you’re feeling lucky and start work on your Character . . .

TABLE #100: CREATING A CHARACTER

Step	Creation process
1	Name the Character
2	Determine Ability Scores
3	Choose basic race type
4	Determine Health
5	Determine racial specifics (Table 103 or 104)
6	Determine size (height, weight, etc.)
7	Determine details (handedness, age, etc.)
8	Choose home
9	Roll History
10	Roll Fears
11	Roll Handicaps
12	Apply Legacy rolls (if any)
13	Determine Fate
14	Choose Character Class and adjust all Scores
15	Determine initial Skill Points
16	Roll initial Specialty Skill
17	Choose Skills
18	Acquire Powers (if any)
19	Determine Occupation
20	Choose Organization (if any)
21	Choose Trademark (if any)
22	Double-check all calculations
23	Purchase equipment (Chapter 4)
24	Determine modified Movement Rate
25	Determine modified Defense Score

CREATION POINTS: Most elements of making a Character will be determined by set ranges and rolling dice. However, Characters are balanced by each Player’s allotment of 10 ‘Creation Points’, to apply to various aspects of their fledging Character as they wish. It is possible that one will gain a few more Creation Points, but it is not likely, and so one must carefully spend the Points he gets at the outset. Note that there are several instances where the application of Creation Points involves changing dice rolls, so they should either be used at that time, or the Player must keep an accurate record of his dice as they were rolled—one cannot backtrack if he cannot recall what he rolled earlier.

NAME: One of the most difficult choices for most Players is choosing just the right name for their carefully crafted Character. One might choose a ‘cool’ name like ‘Starkiller’, or perhaps something whimsical like ‘Banthamasta’, or perhaps even just a nickname, something like ‘Chewie’.

CREATING YOUR CHARACTER

THE STORY OF THE GREATEST OF ALL ADVENTURERS BEGINS WITH YOUR IMAGINATION

Characters: Each Player will need to give his individual Character a personal name. Provided below is a list of classic characters that have inspired the tales told in this genre, from film, page and myth, serving as best a list as possible to inspire what one might wish to name their fantasy alter-ego. However, note that the following names are not a part of this game itself (else we would get sued out of the galaxy by Imperial Lawyers), and so none of these names should be taken for your own Character.

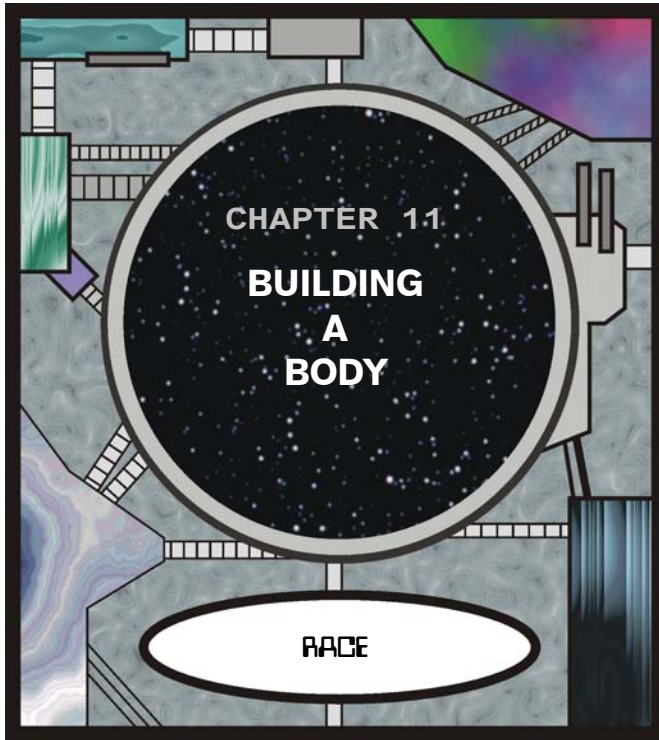
Luke Skywalker
Han Solo
Princess Leia Organa
Obi-Wan Kenobi
Chewbacca
C-3PO
R2-D2
Derek Wildstar
Sandor
Nova
Mark Venture
Captain Abraham Avatar
Sergeant Knox
Space Ace Dexter
Kimberly
Major Corben Dallas
Leeloo
Father Vito Cornelius
DJ Ruby Rhod
Ripley
Corporeal Hicks
Private Hudson
Major 'Dutch' Schaeffer
Poncho
Spock
Captain Jean-Luc Picard
Commander William Riker
Data
Commander Peter Quincy
Dr. Lazarus
Captain Queueze
Rando
Spazmoto
Maximilian
V.I.N. C.E.N.T.
Spaceman Spiff

Homes and races: One may wish to give a name to his homeworld or alien race (if any). Provided below is a list of sample names from popular film, novels and other sources. However, note that the following names are not a part of this game itself, so do not mistake them as part of this game or its own mythologies. Planets are designated by an asterisk (*).

*Zardon**
Sith from Korriban
Wookies from Kashyyyk
Hutts from Tatooine
*Hoth**
*Dagobah**
*Naboo**
Twilek
*Iscandar**
Gamalons
*The Comet Empire**
Mangalors
*Cybertron**
Vulcans
Klingons
Romulans
Borg (from everywhere)

CHAPTER 11

A GOOD DEAL OF TIME MUST BE SPENT BUILDING A BODY SO IT DOES NOT FAIL LATER ON



ABILITY SCORES: Most of a Character's true strength, power and prowess centers around ten main statistics, his 'Ability Scores'. When creating a new Character, a Player should determine these Scores first. There are several methods one may use for making these all-important rolls. However, if one uses either method for rolling his Scores and an initial Score is '6' or less, he will receive 1 Creation Point as 'compensation'.

The brave dice roller: The Player simply rolls his eight Scores outright in the order that they are presented in this Book. Trusting to chance has its up-side as well, with the Character receiving a permanent bonus of +10 to his rolls on Table 130 for each time he advances an Experience Level.

The prepared story: Many Players have a specific Character in mind and simply need the dice to agree with them, which they usually don't. But by using this method of rolling one's Ability Scores, he rolls all ten Scores and places them in whatever order best matches the Character he has in mind. He also gains one re-roll to use amongst them, which must be an improvement by at least 2

Ability Points (if it's not, he re-rolls that particular Score until it's better). In addition, he can spend 1 Creation Point to re-roll any Ability Score that is initially '8' or lower but must live with the result.

The strategist: If one wishes, he may approach his Character with less of an element of chance. By using this method of determining Ability Scores, the Player simply has a total of 100 Ability Points which he distributes amongst his various Scores as he pleases, using the costs provided on Table 101. The cost listed is for each individual Ability Point, and one cannot skip buying each and every level. For example, to buy a Score of '16' would cost a total of 21 building points.

TABLE #101: ABILITY SCORES

Ability Score	Roll	Creation Point cost
20	-	-
19	100	-
18	96-99	-
17	91-95	4
16	85-90	3
15	78-84	3
14	70-77	3
13	60-69	2
12	50-59	2
11	40-49	2
10	30-39	2
9	20-29	1
8	15-19	1
7	10-14	1
6	5-9	1
5	2-4	0
4	1	0
3	-	0
2	-	0
1	-	0

Combat: This Score measures one's overall ability to fight, with weapons, wits, or his bare hands, with higher rolls accounting for training, cunning, daring, and savvy in the fog of war.

Physique: This Score measures the overall strength, build, endurance and physical composure of the person, with higher numbers and rolls accounting for such things as sheer size, muscular definition, aerobic condition, or perhaps even good looks.

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Movement: This Score measures the overall ability of the person to move, be it running, jumping, swimming, with one's higher rolls accounting for such things as sprinting speed, climbing grip and his ability to sneak about.

Genetics: This Score measures the overall quality of an individual's genetics, with higher numbers and rolls accounting for such things as the quality of his bone structure, a lack of hereditary diseases or disabilities and by the same token his resistance to illness, and other such strengths.

Presence: This Score measures the natural but ever undefinable and undeniable aura that one has when others look at him, with higher rolls accounting for such details as natural charisma, the power of his voice and hormonal attraction.

Intelligence: This Score measures the overall mental capacity of an individual, with higher numbers and rolls accounting for such things as the quality of his education, his cerebral strength, useful life experiences, and balanced brain chemicals.

Intuition: This Score measures the overall quality of one's five basic senses—his vision, taste, touch, smell and hearing, with higher rolls accounting for such variables as a detective's eye, a talent for remembering faces, the ability to drown out white noise, and more.

Psyche: This Score measures the overall strength of one's subconscious mind, with higher numbers and rolls accounting for such things as raw willpower, hard learning, the ability to resist the power of suggestion, and the strength to focus.

Personality: This Score measures how likable the person is, with higher rolls accounting for all such variables as his confidence, charm, persuasiveness, tact, etiquette, humor, and more.

Unique: This Score measures some unique power of the Character, defined by the Player, be it his mystical powers, sheer luck, cunning or anything else, his rolls for this ability used to account for all things no other Ability Score is clearly able to.



RACE: The Player must choose a race for his Character. There are countless different species in the universe, but they all fall into three categories. The Player must select one of these, and then go into the specifics that his category defines.

Humans: Humans are the norm around which all other races in the cosmos are measured. All human Characters gain +1 to Combat Score due to their aggressive nature, and +1 to one other Ability of the Player's choice. All human beings have D.N.A. of Type X unless stated otherwise. Humans are categorized by their internal structure, and a Player must select one of the following.

Men are fully grown humans full of attitude and intensity. They gain +1 to their Physique or Movement Score (Player's choice), but suffer -1 to their Intuition or Personality Score (GM's choice).

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Women are fully grown humans full of attitude and intelligence. They gain +1 to their Intelligence or Intuition Score (Player's choice), but suffer -1 to their Physique or Health Score (GM's choice).

Children can be male or female, but are small in stature, gaining +1 to their Genetics Score but suffering -3 to their Health Score.

Mutants were once male, female or even a child, but something has since changed them into a being more asexual, indeed almost alien if not for their D.N.A. Type M.

Aliens: Aliens come in endless varieties, though as a rule they remain essentially human in physical form—a universal embodiment—unless the Player goes to great pains to make his alien otherwise. All alien Characters gain +1 to Intuition Score as they are so unique that normal folk cannot usually tell how to avoid their senses. All alien beings have D.N.A. specific to their physical form. For aliens are categorized by their external structure, and a Player must select one of the following.

Humanoids are human in shape but with some variation, such as pale skin, glowing eyes, etc. They gain +1 to their Presence Score but suffer -1 to their Personality Score. All humanoids have D.N.A. Type H.

Demi-humans are diminutive humans, what the more ancient people thought of as elves, fairies or leprechauns. They gain +1 to their Intelligence Score but suffer -1 to their Physique Score. All demi-humans have D.N.A. Type D.

Beast-men are slightly more animal than most other aliens, such as having excessive body hair, talons instead of fingers, etc. They gain +1 to their Physique Score but suffer -1 to their Unique Score. All beast-men have D.N.A. Type B.



BUILDING A BODY

A GOOD DEAL OF TIME MUST BE SPENT BUILDING A BODY SO IT DOES NOT FAIL LATER ON

Angels are highly evolved beings or those who come from the most advanced societies, altogether appearing divine to most other species, if only for their well groomed beauty or their magical-seeming technology, or the truly divine power born of the peace in their hearts. They gain +1 to their Unique Score but suffer -1 to their Combat Score. All angels have D.N.A. Type A.



Robots: Robots are manufactured beings of some form or another, though usually of human shape and size. All robotic Characters gain +1 to their Unique Score, as that is most likely what they are designed to do. All robotic beings have 'D.N.A.' but in their case this stands for something else of the Player's design, such as 'Data Neural Activity' or perhaps 'Digital Natural Awareness', something to denote their basic programming and makeup. Robots are categorized by their overall structure, and a Player must select one of the following.

Droids are classic robots, with metal skin and so enough personality that one could just as easily imagine that he's just a human entertainer wearing

a metallic costume. They gain +1 to their Intuition Score but suffer -1 to their Movement Score. All droids have D.N.A. Type R.

Androids appear as human as anyone, though they are fully synthetic, indeed a truly 'artificial person'. They gain +1 to their Genetics Score but suffer -1 to their Personality Score. All androids have D.N.A. Type Z.

Cyborgs are some combination of machinery and living tissue, such as a robotic skeleton under an exoskin of flesh and blood, or a true humanoid with so many artificial enhancements as to become half-robot. They gain +1 to their Physique Score but suffer -1 to their Unique Score. All cyborgs have D.N.A. Type C.

Technomorph are some strange combination of living flesh, dead machinery, pure energy and other things, like a 'rubber robot' or something just too weird to describe. They gain +1 to their Movement Score but suffer -1 to their Physique Score. All technomorphs have D.N.A. Type T.

Other races: Players may wish to make up some new race for their Character, one that does not, by any stretch of the imagination, fall under any of the current types. In such instances, they are free to explore their creativity, though for the sake of game balance they must adhere to three guidelines; they must be relatively humanoid (as that is the principle shape which all the rule proportions are based upon), they cannot gain any statistical benefit from their design, and they use 'other' as their default race type rules and rolls.

HEALTH: Every Character has an all-important Health Score. This Score is initially determined by one's race type, and is an overall measure of their size. The following chart shows how much Health each Character will begin the game with, as well as what modifier is applied if they roll '97-99' on Table 130 when they gain an Experience Level.

TABLE #102: HEALTH

Race	Health	Change by Level
Human	9-20 (D12+8)	+2
Alien	5-15 (2D6+3)	+1
Robot	3-30 (3D10)	-1
Other	3-18 (3D6)	+0

CHAPTER 11

A GOOD DEAL OF TIME MUST BE SPENT BUILDING A BODY SO IT DOES NOT FAIL LATER ON

FEATURES: There are countless aliens, 'droids and other kinds of characters roaming around every spaceport and 'uninhabited' planet, and there are new ones finding their way to the galactic hubs all the time. As a result, there are no archetypical alien races or robot models for a Player to choose from for his Character. Instead, he will use his Creation Points to design his own unique race or robot. He may outright purchase Features at their listed cost in Creation Points, or spend 2 such Points for a single roll and live with the result, for better or worse. One can only select a Feature that is of a D.N.A. Type that matches his basic race type. If he rolls something that is not compatible with his D.N.A. Type, he gets 1 Creation Point back, but does not get that trait for his Character, thus losing only 1 Point for the gamble. Note that each Character can only acquire each Feature once. If rolled again, it is the same as rolling something not compatible with his D.N.A.

Battle-rage: The Character is capable of entering a 'red rage' in combat. To do so requires a Psyche Check, the difficulty dependent on the situation he is in, with each of the following factors that apply decreasing the difficulty by one value—any Player Characters have been killed, he has a story-proven grudge with any of the enemies, the greatest Base Damage amongst the party is less than the highest Protection factor amongst the enemy, and the party is outnumbered 2-to-1 or more. For example, if the party was 'only' outnumbered, the Check would be Critical. However, if they were outnumbered **and** a Player Character had already fallen, then the Check would be Challenging. If all four factors apply, no Check is necessary—the red rage is on! This rage lasts 2-12 Rounds, and during that time the violent Character gains +4 to Attack Rolls and Initiative.

Big brain: The Character has an increased brain in size and in capacity. This looks rather grotesque, increasing his Presence Score by +1 if demi-human or lowering it by -1 if humanoid. However, either race type will always use the D20 for Intelligence Checks, no matter the difficulty. At the Player's option he can have his brain be **enormous**, moving his modifiers to +2 and -2 respectively, but at the cost of -1 to both Physique and Movement Scores.

Big ears: The Character has oversized ears, which may be long, pointy, and perhaps even jiggle when he laughs. They grant him a +1 bonus to Intuition Checks when hearing is the primary sense, but also cost him -1 to Presence Checks with humans, as they do not take such big ears seriously.

Breathe fire: The Character can somehow breathe a fiery cloud. This can be used to effect an Attack Roll, delivering 1-6 Damage if it hits. This breath has a range equal to the Character's Unique Score in feet.

Breathe frost: The Character can somehow breathe a chilling cloud. This can be used to effect an Attack Roll, delivering 1-4 Damage if it hits. This will not necessarily kill the target if it drops him to 0 Health, for if he can make a Critical Genetics Check, he will go into suspended animation instead for a number of days equal to the Damage of the frost that put him there. This breath has a range equal to the Character's Physique Score in feet.

Breathe poison gas: The Character can somehow breathe a toxic cloud. This can be used to effect an Attack Roll, delivering if successful Poison of a Potency equal to the Character's Genetics Score divided by 6 (rounded down).

Claws or talons: The Character has claws or talons at the ends of his hands, feet, or both. This will increase his Damage in unarmed combat by +1.

Colored skin: The Character has skin of some odd color, such as blue or green. This is the surface reflection of different genetics, increasing a random Ability Score by +1. When rolling, '1' results in Combat, up to '10' for one's Unique Ability. But this has its drawbacks also, as this skin color will forever penalize one's Reaction Checks by -1.

Computer interface: The Character is able to plug into almost any computer directly, either through a mechanical arm, cerebral cable, etc. He can bypass security without any of the normal rolls and rules if he makes an Intelligence Check. The difficulty of this Check depends entirely on the value of the information or accomplishment he is going for.

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Digital braille: The Character is able to 'read' the data on tapes, discs, chips and other electronic and computer devices simply by touching them. He can thus read data without the device having power. However, he or the party must commit their next Turn to immediate use of this data, with all of the potential benefits or consequences, after a Unique Ability Check is made to read it. The difficulty of this Check is dependent on the potential gain.

Emotions: The Character has some sort of special chip or other mechanism which allows him to truly feel emotions rather than simulate them by various programs. This will grant the robot +1 to Presence and Personality Checks alike when dealing with all organic life, but at the same time cost him a -1 penalty to **all** Reaction Checks.

Energy form: The Character is composed of some form of energy rather than crude matter. Thusly, he has no weight and 0 Body Encumbrance. The type of energy he's composed of does not need to be specified, and if it is, it cannot be used to his advantage **or** detriment—a body composed of solid gamma rays could just as easily be strengthened by a shower of them as he could be broken apart by his native energy.

Energy sustenance: The Character is able to draw nourishment from non-physical energy, such as electricity, dark matter, etc. While he can eat food and drink fluids normally, he has an alternative. The Player must specify the form of energy he can draw upon, and so long as he has it with him, he survive. As a rule, one can only draw upon Power packs described in Chapter 4, with its credit cost the number of days it will sustain him. If used for something else during that time, the Power supply functions normally, with any bad rolls which occur accounted for simply by the Character's gluttony.

Etiquette: The Character is designed, amongst other things, for proper manners and social graces, thus his body is able to move in detailed ways that he normally would not, such as extremely versatile fingers or eyebrows. This allows him to re-attempt any Reaction Check anyone else failed in the same Round, but using the same modifiers as before.

TABLE #103: ALIEN FEATURES

Feature	Possible D.N.A.	Creation Points	Total roll
Personality			
Battle-rage	B, H, M	4	96-100
Fluffing	B	3	95
Genius	A, D	5	94
Pain tolerance	A, B, H	3	91-93
Riddlespeech	A, D, H	3	89-90
Stupidity	B, D, H	2	88
Taunting	D, H	2	86-87
Sensory			
Big brain	D, H	6	85
Digital braille	A, H, M	6	84
Feline eyes	A, B, H	2	80-83
Keen hearing	A, D, B	1	75-79
Keen sight	A, D, B	1	70-74
Sixth sense	A, D, H	6	68-69
Seventh sense	A, D	7	67
Spectrum vision	A, D, B	4	66
Tracking	B, D	4	65
Physical			
Big ears	B, D, H	2	63-64
Claws or talons	B, M	2	60-62
Colored skin	B, D, M	2	50-59
Extra limb	B, D	6	49
Fangs	B, D, H	2	46-48
Fur or body hair	B, H	1	42-45
Gills	B, D, H	4	40-41
Horns	B, D, H	1	36-39
Large wings	B	8	35
Pipe-bones	A, D, H	9	33-34
Prehensile tongue	B, H	6	32
Scaly-skin	B, D	3	30-31
Short	B, D, H	3	27-29
Small wings	B, D	5	26
Strange skin	A, B, D	2	20-25
Tail	B, D	3	19
Tall	A, B, H	3	16-18
Webbed hands or feet	B, D, M	2	15
Zardonian features	A, D, H	7	14
Bizarre			
Breathe fire	B, M	4	13
Breathe frost	B, M	5	12
Breathe poison gas	B, M	6	11
Energy form	A, M	9	10
Energy sustenance	A, H, M	7	7-9
Regeneration	A, H, M	3	6
Plasticity	D, H	5	5
Shapeshifting	A, H	8	4
Special blood	A, B, H	9	2-3
Venom sacks	B	6	1

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Exoskin: The Character has some sort of false skin or outer covering, be it plastic flesh, transparent skin revealing his inner workings, etc. It is much less in appearance than what is normally possible in a universe where humans are the prototype, as this external skin is not designed for looks, but for durability. Indeed, this offers a natural 2 Protection against all forms of Damage.

External power supply: The Character's power source is visible on his exterior, unlike most other robotic beings whose power is internal. This allows it to be more easily replaced, and thus requiring no Tech Check is required to do so, but it also has the distinct disadvantage of being much easier to be damaged—any implausible Critical Hit made against the Character hits his power supply instead.

Extra limb: The Character has an extra limb, such as a third arm, a second nose, etc. The GM will decide which Ability this most benefits, and that individual will gain a +1-3 increase to that Score. Furthermore, whenever he gains an Ability Point as a result of advancing an Experience Level, but did not roll high enough on Table 130 to choose just where it applies, he can indeed apply it to the Ability enhanced by his additional appendage.

Fangs: The Character has sharp, pointy teeth! They could be short and sweet, or good for opening up cans, doors, or jowls. Whatever the case is, they increase one's Damage in unarmed combat by +1. If one wishes to spend an extra 3 Creation Points, his fangs can have the added advantage of being able to fully drain poison from a wound safely if he makes the normal Check to avoid its effects.

Feline eyes: The Character has eyes like a cat, with tall black slits, and changing color depending on the environment. This gives him night vision, reducing the normal -4 'blind-fighting' penalty to only -2, the difference indeed becoming a bonus if he takes on Blind-fighting as a Special Skill.

Fluffing: The Character is able to make his hair stand on end like a cat when danger is present, giving him a +1 bonus to the first Initiative Roll

of a fight. If one has the Feature of 'fur' or 'body hair', this bonus will be +2.

Fur or body hair: The Character has hair on more than just his head—he can have as much hair as he likes. This will grant him a +1 bonus to all rolls on Table 72 for enduring the elements.

Gender specific: The Character is of a design that took the trouble to make him appear clearly male or female, even if he (or she) is indeed still all mechanical. This will serve to counter of up to -2 penalties on Presence Checks, though not a bonus in the normal sense—a Presence Check must be penalized for this bonus to count.

Genius: The Character has an intelligence far above most other races, due perhaps to coming from an enlightened culture, possessing some divine light, or some other reason. But whatever that reason may be, it grants one +3 to Intelligence Checks when everyone else has failed (so he should roll last). If more than one Character has this Feature both can indeed be successful at the same time.

Gills: The Character has gills, like any aquatic creature, and can thus breathe underwater, though this does cost him -1 to his Physique Score.

Horns: The Character has one or more horns on his head, giving him +1 to Presence Checks when he deals with humans (who tend to fear them).

Keen hearing: The Character has extremely acute hearing. This grants him +1 to Intuition Checks when hearing is the primary sense. However, if one takes 'big ears' as a Feature as well, the two will combine for a bonus of +3 instead of +2.

Keen sight: The Character has extremely sharp eyes. This grants him +1 to Intuition Checks when vision is the primary sense.

Large wings: The Character has wings, ones large enough to fly with. Indeed, he will can fly at will, using all the normal rules for movement. His Base Flying Movement Rate will be equal to his Body

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Encumbrance multiplied by 10. One cannot use these wings if he is wearing a backpack.

Life-support: The Character is capable of entering into a state of suspended animation. He will gain a +1 bonus to his rolls on Table 31, but if he still ‘dies’ thereby, he will instead remain in this state until he is restored to full Health, at which time he must make a Critical Genetics Check. If he is successful he wakes up. If not, he will drop back down to 0 Health and must start healing again from there. Of course, such an individual can easily be destroyed, so this Feature means nothing if his body is in some way clearly obliterated.

Liquid metal body: The Character is not composed of any solid pieces—his entire mass is a glob of liquid metal which never solidifies and retains all memories throughout it. This gives one both the Features of ‘shapeshifting’ and ‘regeneration’ for the cost of this one trait alone.

Pain tolerance: The Character is somehow able to channel out pain, disconnect it, perhaps even like it or feed off of it. In any event, he does not suffer any penalty to his **Defense Score** for wounds, no matter how severe they are.

Pipe-bones: The Character has bones which are hollow, such as pipes, and filled with fuel, indeed his ‘blood’, be it in liquid or gaseous form. This can make one exceptionally heavy or light, raising or lowering his Body Encumbrance by 20 or 10, respectively (Player’s choice). Best of all, this is a self-contained system, so he has no need for food or any external nourishment.

Plasticity: The Character can slightly ‘stretch’ his limbs, up to a total number of feet with all limbs at any time equal to his Genetics Score.

Prehensile tongue: The Character has a tongue that is eerily long and able to be controlled, almost as a third arm, and indeed can be used as such. All normal actions are effectively Physique Checks, but at 2 Points below his normal Ability Score. If he is fighting alone against any number of enemies, this tongue will increase his Initiative Rolls by +1.

TABLE #104: ROBOT FEATURES

Feature	Possible	Creation	Total
<i>Personality</i>	D.N.A.	Points	roll
Emotions	R, T, Z	3	96-100
Etiquette	R, Z	2	95
Pain tolerance	C, R	1	83-94
Protocol	R, Z	2	82
Stupidity	R, T, Z	1	81
<i>Sensory</i>			
Computer interface	C, R, Z	5	76-80
Digital braille	C, R	4	74-75
Keen hearing	C, R, T	1	70-73
Keen sight	C, R, T	1	67-69
Spectrum vision	C, R	2	60-66
Translation	C, R, Z	3	50-59
<i>Physical</i>			
Big brain	C, T	6	49
Claws or talons	T	3	48
Exoskin	R, T	5	46-47
Extra limb	R, T	5	39-45
External power supply	R, T	3	31-38
Fangs	T	3	30
Gender specific	C, R, Z	2	18-29
Life-support	C, R, T	9	16-17
Pipe-bones	C, T, Z	4	13-15
Short	C, R, Z	3	8-12
Tall	C, T, Z	3	7
<i>Bizarre</i>			
Breathe fire	C, R	4	5-6
Breathe frost	C, R	5	4
Breathe poison gas	C	6	3
Liquid metal body	C, T	9	2
Transformation	R, T	8	1

Protocol: The Character is designed, amongst other things, for social compatibility within court and political arenas, so his voice and mannerisms have a great capacity for change and alteration. This has the added advantage of being able to re-attempt a failed Personality Check if someone new enters the scene in the Round following his last Check.

Regeneration: The Character heals incredibly fast, even so much that wounds may close while others watch in amazement. Whenever he takes Damage, this individual can make a Genetics Ability Check to suffer 1-4 less Damage as he heals so fast. The difficulty of this Check depends on the Damage done; the difference of 20 and the Damage dealt by the blow (rounded up) is the dice value rolled

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with. For example, if the Mercury assassin T-1138 was hit with a laser blast for 13 Damage, he would use the D8 to avoid suffering it. But if the blow was for only 5 Damage, he would use the D20. If such a Check fails however, the Character will suffer a shock and be rendered unconscious for the next 1-6 Rounds. This will indeed prevent him from making a 'Defeat' Roll on Table 31 if the blow put his Health to '0' or less.

Riddlespeech: The Character is of a race whose ways of speaking are either eccentric or rooted in deep wisdom, but sound altogether confusing to most other people. Difficult to master, this speech is. However, when dealing with anyone who has any Universal Power, grant +1 to one's Presence and Personality Checks, this ability does.

Scaly skin: The Character has scales covering most if not all of his skin. This will serve as a counter to -1 penalties on Genetics Checks, though not a bonus in the normal sense—a Genetics Check must be penalized for this bonus to count. However, if one takes 'colored skin' as a Feature, this becomes a true bonus.

Seventh sense: The Character has some sort of spiritual sense. If he has any Universal Power, he will be able to roll the results of failure before he makes the roll to use the Power itself, thus having an idea of the potential consequences should he try to use his Power. However, to focus enough to be so perceptive requires reliance on unseen forces which help, thus costing the individual a number of Experience Points equal to his Experience Level multiplied by 10, plus as negating any such Points that he may receive for the use of the Power if he decides to follow through with it.

Shapeshifting: The Character is able to change his surface appearance to resemble something else. He can alter his facial structure, fingerprints, and cover any wound. However, he cannot change his eyes, voice, or scent. One must concentrate to hold this alteration however, similar to holding one's breath, and so he suffers a penalty of -3 to all physically related Ability Checks while doing so, and will revert to his normal form if knocked unconscious.

Short: The Character is shorter than most, allowing him to go beneath the normal 51" minimum with height, indeed by 1-12 inches less, this roll gaining +2 for each additional Creation Point one spends.

Sixth sense: The Character has a sixth sense which grants him a tremendous perceptual advantage in the physical environment. Any time that he fails an Intuition Check, he may attempt to re-roll it. If he does this on the same Turn, he suffers a penalty of -3 to the roll. If he does this on his **next** Turn, it is the same Check as before. He cannot attempt it at any later time, however. And, if he fails, he will collapse into unconsciousness for 1-6 Rounds.

Small wings: The Character has small wings, ones which cannot provide enough lift to allow him to truly fly, though he can glide down from really any height and land softly. One cannot use these wings if he is wearing a backpack, unless he pays to have the backpack modified, which costs a total number of credits equal to the difference of his Physique Score and 30.

Special blood: The Character has blood that is in some way very different, such as it being acid, or fuel, or glowing with inherent energy. The Player must define exactly what its power is, for it will more than likely be drawn upon (literally) by the party at some point. When it is, it can only effect a statistical difference to the game using the D4, for whatever function it serves. For example, using it to fuel a combustion engine would require an Intelligence Check, but one made using the D4 rather than the D20, D12 or D6. If the Player ties his Unique Ability into the story of his blood, its inherent dice shall be D6 instead of D4. But no matter what it is, every time it is used, the result of the roll costs the Character the same amount of Health worth of normal wounds.

Spectrum vision: The Character's normal vision is in some other spectrum of light, such as thermal, infra-red, ultraviolet, etc. This will cost him -3 to his Intuition Score, however, he will always have vision, regardless of light conditions or even in absolute darkness, thus the normal modifiers for 'blind-fighting' do not apply to him.

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Strange skin: The Character has unusual properties for his surface skin, such as it being like tree-bark or jerky. This does not include scales, as those are a separate Feature. This grants the individual a +1 bonus to all Presence Checks but induces a penalty of -1 to all Personality Checks.

Stupidity: The Character 'suffers' from being an irredeemable idiot, a fool, a totally lost cause (like a useless amphibian sidekick). That said, just who would want to have this Feature? The one who wants to receive the balancing bonus of +1 to his Defense Score as people underestimate him, even if it does cost him -1 to both his Intelligence and Intuition Scores.

Tail: The Character has a tail. What he does with it is up to him. It does, however, help his balance, thus giving him +1 to Jumping Checks and any other roll that clearly depends on balance above all else, such as getting down a corridor in a starship being knocked about by asteroids.

Tall: The Character is taller than most, allowing him to exceed the normal 7' limit to height, indeed by an additional 1-12 inches, this roll increased by +2 for each additional Creation Point one spends.

Taunting: The Character comes from a culture that is just talented with insulting, antagonizing or just outright annoying others, intentionally or not. For him, the normally Critical Personality Check that is required to distract others for 1 Round is only a Challenging one.

Tracking: The Character is somehow able to follow the trail of others, be it sniffing their scent, seeing some otherwise invisible motion residue, etc. This grants him the ability to track in conditions which would otherwise make tracking impossible, indeed when there are no physical clues to follow.

Transformation: The Character is able to alter his form to become some other kind of machine of relatively equal size, such as a speeder-bike, heavy laser, etc. He must select one form that is his mechanical 'alter-ego'. Rules for transformations are fully detailed in Chapter 5.

Translation: The Character is fluent in millions of forms of communication throughout the galaxy. He cannot speak them, however, unless he is returning the speech of another, as he must interpret their slang, degree of cultural advancement, and other factors. Thusly, he does not have any additional languages of his own, but can always receive and translate the dialect of others, should he make an Intelligence Check. The difficulty of this Check is dependent on the type of race that is speaking to him; Casual for humans, Challenging for all robots, and Critical for all aliens.

Venom sacks: The Character has venom sacks, like a serpent. This gives him the ability to create his own poison, of a Potency equal to his Genetics divided by 5 (rounded up). However, to make it or just spew it out requires losing Health, at 3 Points per poison Potency. Moreover, one cannot create poison unless he has been in combat during the last 24 hours, as his body needs to react to the danger and thus build up internal defenses. Thus he cannot load up on poison between Adventures (when recovering Health is a non-issue).

Webbed hands or feet: The Character has some thin skin or membrane between his fingers, in his armpits, between his toes, under his ears, or some combination thereof. These grant him a +2 bonus to all Swimming Checks.

Zardonian features: The Character has some fine features which may or may not mean he has blood of the legendary lost star system 'Zardon', which almost every galactic culture names in some form or another. Such people were powerful. Whether this individual is descended from them or not, he will none-the-less gain a bonus to all his rolls on Table 130 whenever he gains an Experience Level. This bonus is dependent on one's type of race.

TABLE #105: ZARDONIAN FEATURES

Race	Advancement roll bonus
Humanoids	+5
Demi-humans	+3
Angels	+7

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SIZE: The physical size of a Character has much to do with his success and survival. Rules for determining one's dimensions are provided below.

Height: A Player is free to choose the height for his Character so long as it remains within the normal proportions for humanoids. Ideally a Player chooses his height, but he may be inclined to simply roll it as well. If he does, roll 3D12 and add that to 48 to determine his total inches.

Weight: Health Points are not so much a measure of how much physical abuse one can endure, but how much flesh they have to abuse, their Health Score directly proportional to their size and body weight. One's Health, multiplied by 10, is his base Body Encumbrance, modified by many factors.

Physique will increase one's sheer overall size, mass and thus Body Encumbrance by a number equal to this Ability multiplied by 2.

Movement will increase one's flexibility and decrease their size and thus Body Encumbrance by a number equal to this Ability Score.

Age is not normally an issue, but if someone is exceptionally young or old, by their own design, they may reduce their overall size and thus their Body Encumbrance by 10-40.

Robots tend to weigh more simply because of the materials they are made from, though this is already factored into their higher Health Scores.

Carrying Capacity: This measures how much a Character can carry in terms of Encumbrance, based upon his sheer size (thus the breadth of his shoulders, how big his pockets can be, etc.). One's base Capacity is determined by his height in feet (rounded up) multiplied by 10, then adding to this his Physique Score, rounded up to the nearest 5. For example, Konnan Galacticon, who stands 6'5" with 18 Physique would have a 90 Capacity.

Movement Rate: This measures how far one can move in a single Turn when time is critical. One's base Movement Rate is equal to his Movement Score multiplied by 10', then adding to this is his Physique Score, rounded up to the nearest 5. For example, Roth Starjumper with 15 Movement and 9 Physique would have a Movement Rate of 160'.



DETAILS: There are a few miscellaneous details that one needs to decide upon for his Character. While these may seem inconsequential, they are or will be of some importance later on. By the same token, if some aspect of a character is not detailed below, it is probably never going to make any sort of statistical difference.

Handedness: Most Characters are better with one of their hands than with the other. A Player can choose for his Character to be right or left handed. However, if he wishes to be ambidextrous, he must roll the D4. If the result is '4', his Character is indeed ambidextrous, otherwise he is **right** handed (this reflects the larger percentage of right-handed versus left-handed people). However, all robots will get this on a roll of 2-4. Furthermore, anyone can spend 2 Creation Points to outright acquire this at any time (they can always mutate or be rebuilt).

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Age: Normally, age is not an issue, as adventures tend to dominate one's life and happen in such rapid succession that they come full circle with the story of their journeys with the Character at about the same age as when he began them. Still, if one wishes to be significantly young or old, he may certainly do so, with the applicable changes.

Youthful Characters will gain +1 to both their Physique and Movement Scores but suffer -1 to both their Intelligence and Personality Scores.

Older Characters will gain +1 to both their Intelligence and Personality Scores but suffer a -1 to both their Physique and Movement Scores.

Extremely old Characters, such as those who have endured a generation or two while waiting for lost Characters to return will suffer -2 to both their Physique and Movement Scores, and -1 to their Combat and Health Scores, but will gain +3 to their Intelligence Score.

Eye color: Apart from one's size and strength, there are colorful characteristics of him that reveal his soul, his spirit, and his lifeline. Wherein most may see only trivial details of color, the wise see the true measure of a man. Players should give extra thought and care to choosing this aspect of their Character, if only to give themselves a bonus to retinal security scans...

Hair color: Hair color should be emphasized at least a little, as it is prominent in many cultures and recognized as a characteristic of true beauty, nobility, and even pure birth by some, and may be what makes or breaks one's audience with an alien overlord, or his daughter...

Flesh: Unless someone has spent Creation Points to the contrary, he will have a 'common' skin color, such as those found in our own world, but to no statistical difference, not even for albinos.

Voice: Another Character detail one may wish to add some flavor to is his voice. Indeed, what brief bit of description can one write down on their Character Sheet to convey every word their fantasy persona says? Perhaps he has a gravelly voice, or a soft one, or he only whisper, or for some reason (or skill) he has a tendency to rhyme all the time.

HOME: Apart from a Character's home itself (which he is free to describe as he will), a Player may wish to develop the tale of his homeworld.

Known star system: Humans and aliens who come from a known planet, whether in a Sourcebook or the GM's own Campaign design, will gain a bonus of +3 to their Background Roll (next Chapter).

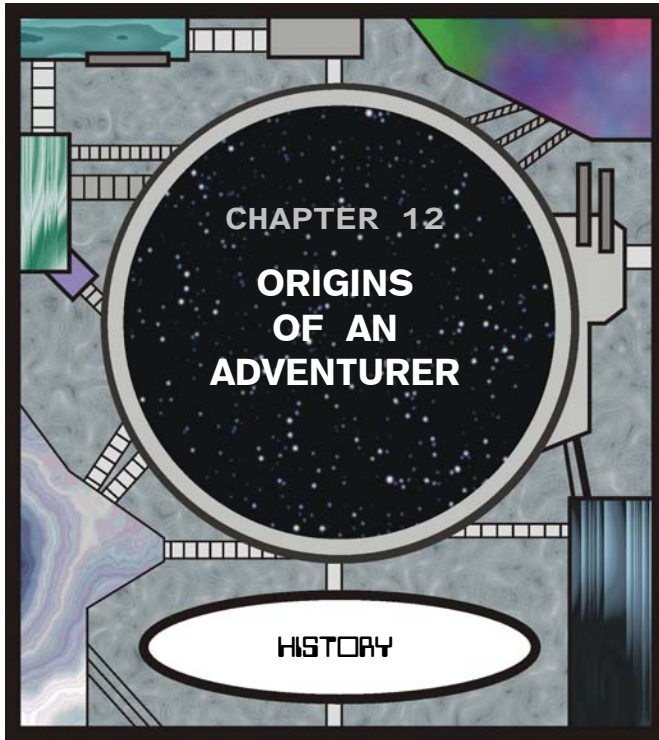
Unknown star system: If one chooses to be from an until now unheard of planet or place, he will suffer a penalty to his Background Roll (next Chapter) depending on what he is; -1 for humans and -3 for aliens, though he will gain an increase of +1 to a random Ability Score.

Planet destroyed: The Character's homeworld may have been destroyed, perhaps recently, or in the ancient past, but altogether leaving him forever a refugee and thus increasing his Intelligence Score by +1, but at the same time costing him -1 to either his Genetics or Personality Scores.

Manufactured: The Character could have been in some way artificially made and so he would have no homeworld at all (and never did), whether he was manufactured, cloned, etc, thus suffering him a -4 penalty to his Background Roll (next Chapter) but at the same time granting him +2 Skill Points.

CHAPTER 12

EVERY GALACTIC ADVENTURER HAS A TALE TO TELL EVEN BEFORE THE ADVENTURE BEGINS



BACKGROUND: Each Player gets to roll once to determine the general history of his Character. For every 2 Creation Points he spends, he can roll one additional time. Duplicate and different results only add together, thus offering a more complex tale to be told with more chapters to this Character's story (and more money in his pocket).

TABLE #107: HUMAN'S BACKGROUND

Roll	Character's history
20	Player's choice
18-19	Royalty
17	Wealthy family
16	Political circles
15	Shipowner
14	Servant
13	Successful businessman
12	Escaped criminal
10-11	Military service
9	Failed businessman
8	Smuggler
7	Farmer
5-6	Space pirate
4	Orphan
2-3	Outcast
1	Enslavement

Clan life: The Character spent most of his life in or part of some clan, such as his native tribe or a mystical Order that took him in. He will start with 500-1000 credits (D6+4), plus one cosmic treasure (rolled by the Player or chosen by the GM), which was bestowed upon him by his people.

Enslavement: The Character spent his life up until only recently being enslaved. He will thus start his adventures with nothing, though the brutal life will have increased his Physique Score by +1 and cost him -1 to his Personality Score.

Escaped criminal: The Character has made good an escape from some prison, having plundered some essentials along the way. He will thus begin the game with 100-400 credits, plus an additional 100 for every Ability Point that he sacrifices from his Physique or Psyche Scores.

Failed businessman: The Character lost his trade at some point, his livelihood and his fortune. He now has only 30-240 (3D8) credits to his name.

Farmer: The Character worked on a farm, or still does, a meager living at best. He will begin his adventures with only 10-120 Credits.

Military service: The Character's life has known some military service. He will now begin to fight his own battles with 10-120 credits, plus 100-400 which can only be spent on Tables 44-46.

Orphan: The Character was orphaned at an early age, whether his parents died naturally, or were murdered, or happened to be on a planet targeted by a galactic empire, or anything else. He currently has only 4-24 (4D6) credits.

Outcast: The Character was banished from his very homeworld for one reason or another. This has left him without any money, though the ordeal of it will have left with +1 to his Presence Score.

Political circles: The Character has spent his share of time in political arenas. Having left them, he is able to put together some generous funds from his various contacts, totaling 600-1500 (D10+5) credits.

ORIGINS OF AN ADVENTURER

EVERY GALACTIC ADVENTURER HAS A TALE TO TELL EVEN BEFORE THE ADVENTURE BEGINS

TABLE #108: ALIEN'S BACKGROUND

Roll	Character's history
12	Player's choice
11	Royalty
10	Wealthy family
9	Servant
8	Clan life
7	Successful businessman
6	Military service
5	Failed businessman
4	Space pirate
3	Farmer
2	Sole survivor
1	Outcast

Prototype: The Character is an experimental model, whatever his primary (or hidden) function may be. However, no telling what his purpose really is, he will have 100-1000 credits.

Reject: The Character is a make or model of robot that never made it past quality control. As such, this jettisoned design survived, though barely, with no credits and a loss of -1 to his Physique Score.

Royalty: The Character is either royalty or has had reason to spend a good deal of time around such. He will begin his adventures with 500-2000 (5D4) Credits. He can gain 100-1000 more, or he can have 1-4 Royalty Points, or he can be the owner of a single cosmic treasure (rolled by the Player or selected by the GM).

Servant: The Character has been the aide, emissary, butler or some other servant to a powerful person, standing by his side for years until fate or sheer desire compelled him to leave and seek his own power. However, he will have learned well and wise from constantly being in-between high and exalted people, starting his adventures apart from them with 100-1000 credits.

Shipowner: The Character owns or once did own a ship, which he either chartered or used himself. In any event, he will begin his real journeys into the depths of space with 300-1200 (D10+2) credits. If he uses this to buy a spaceship, he will get it for half the listed cost on Table 60.

TABLE #109: ROBOT'S BACKGROUND

Roll	Character's history
10	Player's choice
9	Servant
8	Prototype
7	Successful businessman
6	Failed businessman
5	Military service
4	Space pirate
3	Smuggler
2	Reject
1	Game Master's choice

Smuggler: The Character is either a space trucker, freighter or quiet cargo shipper... on the surface, for there is a lot of places on his ship that he can store illegal goods. Hence, he starts the game with a good 30-180 (3D6) credits.

Sole survivor: The Character is the only being left of his race, or perhaps the only one that ever was. Whatever his tragic tale may be, he now has only one weapon, of a value of 70-100 (D4+6) credits, and 1-4 standard Power sources for it.

Space pirate: The Character has spent some time as a pirate. However, as is always the case, those who gain the most lose the most, and with pirates it's a faster process than one would expect, leaving this individual with only 10-60 Credits. However, it stands to reason that he still has (or could find) a reliable weapon, enabling him to use this initial money to buy any one weapon off of Table 44 at half the listed price (rounded down).

Successful businessman: The Character owns (or did once own) a small business, such as a cantina, death-stick ring, freight-service, an entertainment complex, or something else entirely. He will have saved enough money when he finally left his trade to total 200-800 (2D4) credits.

Wealthy family: The Character is part of or at the least friends with a family which has (or had) so much money that managing it became either their business or their bane. In any event, this individual managed to get away with 300-1800 Credits.

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EVERY GALACTIC ADVENTURER HAS A TALE TO TELL EVEN BEFORE THE ADVENTURE BEGINS

LIMITATIONS: One's past can be as much a problem as it can be any sort of help. For indeed, nobody would be adventuring or otherwise trying to leave their current life behind if the history that led them to their current point was flawlessly or complete. As it is, all Characters have a chance of suffering from their past in some way.



Fears: Fear is the oldest and most fundamental emotion in the universe, for the cosmos is vast, filled with wonders and strange ideas, and those who explore it find many things to fear.

Each Player must roll once on the following chart to determine what Fear (if any) his Character has due to his past.

A Player may gain Creation Points by taking an additional Fear from Table 110. If he rolls to determine what this Fear is, he will gain 3 Points. If he selects this Fear, he will only gain 2 Points. One may only do this once at first, but he may also select or roll again for an additional fear (and thus gain additional Creation Points) whenever he gains an Experience Level—the more things that one experiences, the more he will realize how much there is to be afraid of.

Whatever one's fear may be, the result is the same, that whenever in the presence of one's fear, he will suffer a penalty to all his Ability Checks, as indicated on Table 110. One may also overcome his fears by spending Skill Points, one level at a time as if he were buying a Proficiency in reverse. For example, a penalty of -2 could be reduced to -1 by spending 2 Skill Points, and thereafter eliminated entirely by spending 1 more Skill Point.

TABLE #110: FEARS

Fear	Penalty	Roll
No Fear	-	14-20
A particular type of creature	-1	13
Strange or unknown noises	-1	12
Fire	-1	11
Utter silence	-1	10
Utter darkness	-2	9
Heights	-2	8
Being alone or isolated	-2	7
Space travel	-2	6
Cosmic rays	-3	5
Meteor showers	-3	4
Asteroids	-3	3
Black holes	-4	2
Combat	-4	1

Handicaps: There are many things that can hinder an adventurer besides fear, though they all serve to strengthen that darkest of universal powers.

Each Player can choose to roll once on the following chart to determine what (if anything) of the Character's past has taken a toll on him, either physically or mentally, and what the results are.

A Player may gain Creation Points by taking a second Handicap from Table 111. If he rolls to determine what this additional Handicap is, he will gain 2 Points. If he selects this Handicap, he only gains 1 Point. One may take a second Handicap at the outset, but he may also select or roll for a **single** additional Handicap (and thus gain additional Creation Points) whenever he gains an Experience Level—the more one experiences, the more will his adventures beat the hell out of him.

Whatever one's Handicap is, it will increase the penalty to his Ability Checks due to his Fear.

TABLE #111: HANDICAPS

Handicap	Penalty	Roll
No Handicap	-	10-12
Poor hearing	-1	9
Poor vision	-1	8
Limp	-1	7
Addictions	-1	6
Emotional problems	-2	5
Mild mutations	-2	4
Missing a finger or an eye	-2	3
Missing a hand or a foot	-3	2
Missing an arm or a leg	-4	1

ORIGINS OF AN ADVENTURER

EVERY GALACTIC ADVENTURER HAS A TALE TO TELL EVEN BEFORE THE ADVENTURE BEGINS



LEGACY: A role-playing game is a self-generating story, with details and depth appearing everywhere, often unforeseen even by the Game Master himself. And one story that is at the heart of space opera is the family and lineage, indeed the legacy of its heroes. Now, a GM may be content to allow his Players to freely develop the background of their Character, even so much as developing the planet and culture they are from. For this adds a great amount of depth to the game and provides the GM with material with which to modify Adventures other prepared adventure products or even his own planned game, tailoring them to more closely and intimately involve the Characters. However, with freely designing one's background, there is one problem that may arise; inheritance.

A Player may tell all he wishes about his great bloodline, however, this cannot effect any statistical change to the game—including the gain of wealth—unless he uses statistics themselves to get it, hence the following rule.

In (and only in) a Campaigned game, if a Player wishes for a new Character of his to be of another Character's bloodline (his or anyone else's, with their permission), that is fine. There are some benefits and drawbacks to this, however.

First and foremost, the new Character must of course wait for a time when the game has passed through enough years where he would be old enough to adventure. This means that the new Character may be 'shelved' for some time, waiting for the storyline to advance a generation, or even for everybody in the party to finish their journeys and then negotiate with the GM to set the new game in that later time.

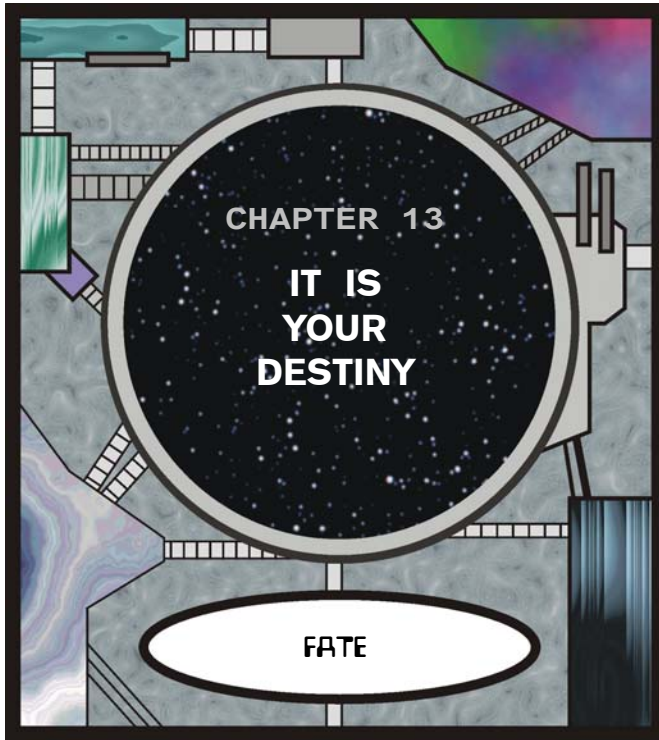
However, when one's time comes, his legacy will enhance the new Character's creation. For every 4 Creation Points that the Player spends, he is allotted one roll on Table 112. One can roll as many times (and thus acquire as many benefits) as they wish to keep spending Creation Points (indeed at the expense of 4 at a time).

TABLE #112: LEGACY

Roll	Inheritance of the Character includes...
9+	Player's choice of these options
7-8	One cosmic treasure of the Player's choice
4-6	All of the former's financial wealth
2-3	Strong D.N.A. increasing his Genetics by +1
1	1000-6000 credits of the former's wealth

CHAPTER 13

EVERY GALACTIC ADVENTURER HAS A TALE YET TO BE TOLD BY THE VERY COSMOS ITSELF



INHERENT POWER: Characters can have great power inherent within them—in their soul, in their blood, in the minds of others who are part of their past or in any other form or fashion. Each new Character receives one roll on the following chart to determine if anything is part of him, using the same dice as for Background (Tables 107-109). He can roll once more for every 2 Creation Points the Player spends, but no matter the result of the roll, the Points are used. If he rolls a Destiny that he already has, he gets his Creation Points back and can roll no more. The Destiny rolled will for the rest of this Chapter use the dice listed alongside it. If one has multiple Destinies, he can use any of these Dice for any rolls in this Chapter, but must state which one he is using before any such roll.

TABLE #113: INHERENT POWER

Roll	Destiny	Dice
16-20	Player's choice	-
14-15	Family	D12
11-13	Nobility	D10
7-10	Romance	D8
5-6	Chaos	D6
1-4	Darkness	D4

Chaos: Some great war of the past is tied to the Character's present, making him more aggressive or comfortable in battle or skillful in war.

Darkness: Great despair, loss, or some other form of pain haunts the Character's past, making him all the stronger when dealing with dark forces.

Family: The individual's family is strong with the Universal Powers, be it one or even all of them, and he could be great if he ever trains with them.

Nobility: Though not raised in a royal environment, the Character has some link to nobility, one which will avail him with his destiny rather than wealth.

Romance: Threads of great love have been woven into the tapestry of this individual's life, be it his bloodline or coat-of-arms, all the same leaving him quite attractive to the whimsical ways of fate.

ROLLING NOTE: The use of one's Destiny Dice breaks the convention of 'higher is always better'.

COSMIC STRENGTH: Given one's destiny, he may possess ability above and beyond what even he knows, as the very cosmos is pushing him in one direction more than any other. If the Player so desires, he can roll once on the following chart with his Destiny Dice, and if he rolls something that shares his Destiny, he will forever gain a +1 to using it (if he can do it in the first place, in the case of Universal Powers). The Player can roll for this more than once, but each subsequent roll after the first costs 3 Creation Points, whether he achieves an additional bonus or not. For example, someone who rolled 'Chaos' on Table 113 will use the D6 below, but unless he rolls a '3' or a '6' his roll is wasted.

TABLE #114: COSMIC STRENGTH

Roll	Character aspect	Shared Destiny
10-12	Universal Power	Family
7-9	Ability Checks	Nobility, Family
6	Critical Hits	Romance, Chaos
4-5	Defeat Rolls	Darkness, Romance
3	Attack Rolls	Chaos, Darkness
1-2	Nothing	-

IT IS YOUR DESTINY

EVERY GALACTIC ADVENTURER HAS A TALE YET TO BE TOLD BY THE VERY COSMOS ITSELF

UNTOLD STORIES: Given one's Destiny, it is likely that certain significant events will happen to him more often or more powerfully than to any others. If the Player wishes, he can roll once on the following chart with his Destiny Dice in order to determine what event is sure to happen **once** during the course of his adventures and to what degree when it does. For every 2 Creation Points he spends he can roll again, building up significant events to come during his life. The following chart also lists the amount of Story Points one will gain when this event indeed occurs to **completion** and thus the Player's **loss**. The same amount can be spent to dismiss the effects described for one such event when it occurs, if one so desires but (if he spends Story Points to make any event normal, he does not gain Story Points for it).

TABLE #115: UNTOLD STORIES

Roll	Event to occur	Story Points
12	Homeworld lost	7
10-11	Losing a friend	3
9	Unknown child	6
7-8	Falling in love	5
6	Dark temptation	4
4-5	High command	2
3	Losing a friend	3
1-2	Falling in love	5

Dark temptation: The Character will at some point be tempted with becoming evil. Every time that he first encounters someone with the Universal Power of Dark Forces (Table 99) he must make a Unique Ability Check to resist becoming seduced by its power. This Check will be Casual if the destined one is a Knight (Class), Challenging if he is not a Knight but still has any Universal Power, but it will be Critical if he is neither. If he fails, he will become an NPC under the GM's control, who will proceed to destroy the other party members to the best of his ability.

Falling in love: The Character will one day fall in love with someone in the party, be it another PC or even an NPC. Whenever someone of the same race and opposite gender enters the ranks, they can at their option (the GM's option for NPCs) make rolls to win the heart of the so destined Character.



These rolls can only be made once, and if any of them fail, the destined one can only fall in love with that other by the choice of his Player. The rolls are a Casual Presence Check, a Challenging Personality Check, and a Critical Unique Check. If the PC indeed falls in love with another, he cannot fall in love with anyone else until his lover dies, and he will not willingly hurt her (or him).

High command: The Character will one day take a command, of Rank 5 or greater. If he does this on his own merits, he will gain +1 to all rolls made for his ship while he is in command, but he must forfeit all of the Skill Points that he acquires from his next Experience Level. Gaining such a high command may also occur if the PC is aboard a ship or in a combat situation wherein the current commanders are all killed or incapacitated, leaving him with the highest total Skill Points worth of Proficiencies that are applicable to the ship's rolls, though taking command has the same benefits and losses as described above (if he uses the +1 bonus even once he forfeits all of the Skill Points that he gain from his next Experience Level).

CHAPTER 13

EVERY GALACTIC ADVENTURER HAS A TALE YET TO BE TOLD BY THE VERY COSMOS ITSELF

Homeworld lost: The Character still has, visits or perhaps even loves his homeworld, but will see it or know it to be destroyed during the course of his adventures, for whatever reason the GM devises or his own storytelling can account for. Given that only the greatest of Adventures will have even the possibility of an entire planet being obliterated, this is something which will probably occur ‘off-screen’ at some point—whenever the destined Character rolls three consecutive ‘1’s amongst any dice for any reason, it is because there has been a great disturbance in the balance of the cosmos, indicating that his beloved homeworld is, for whatever reason, gone, whether it was sucked into a black hole, destroyed by an incredible new space station or whatever reason the Player wishes to speak of—its his tale to tell. This will **not** alter the statistics rendered by his ‘Home’ choice (from Page 113).

Losing a friend: The Character will witness the death of some other Character he is close to, be it an NPC or even another PC. Whenever a PC dies, he will indeed be this great loss to him if both of their Players are friends outside of the game or if their Characters have established a true camaraderie (though the GM has the final say in this matter). The grief will give the destined Character a single re-roll to be used that same game session or not at all, though whatever the new result is he must live by its results, for better or worse.

Unknown child: The Character comes across one who, whether he knows it or not, is his long lost child. This new individual can be any NPC or even PC who is of the same D.N.A. Type **and** whose Unique Ability Score is described the same. If it is an NPC then the Player of the destined Character has the option of taking him as a new Character when they meet, and thus discarding or otherwise ‘retiring’ his current one. On the other hand, if someone claims to be the destined one’s lost child or parent, then **they** can take over **him** and make the PC and NPC, if he fails a Psyche Check. This Check will only be Casual if the PC is of a higher Experience Level than the imposing NPC, Challenging if they are equal, and Critical if the NPC is of a higher Experience Level than the destined (or doomed) PC.

MARKS OF FATE: Many Characters have some sort of mark indicating their fate. The following chart is optional, but a Player can only roll on it once, using his Destiny Dice. The mark he gets by this roll he is free to describe but must somehow tie in with his Destiny (of Table 113). The ‘Gain’ and ‘Loss’ are always +1 and -1 (respectively) to the Ability Score listed, due to his fate.

TABLE #116: MARKS OF FATE

Roll	Mark	Gain	Loss
8+	Player’s choice	-	-
6-7	Special eyes	UQE	PHY
5	Medallion	PSY	PER
3-4	Scar	PHY	GEN
2	Tattoo	PRE	ITN
1	Birthmark	PER	CBT

MENTORS: Some Characters are learned of their destiny by a mentor. As this is normally just a storytelling option, it can yield no statistical gain unless the destined Character rolls on the following chart, using his Destiny Dice. He has to spend 4 of his own Creation Points for every roll, and the benefit goes to his chosen mentor, whoever he is.

TABLE #117: MENTORS

Roll	Mentor’s strength
9+	+1 to Universal Power Checks
5-8	+1 to Unique Ability Score
1-4	+1 to Intelligence Ability Score

MESSENGERS: Some Characters are learned of their destiny by a messenger, who then becomes no more. A Player can roll once with his Destiny Dice to determine how he learned of his fate, then once more to determine the effect it has on him.

TABLE #118: MESSENGERS

Roll	Messenger’s nature	Change
10+	Divine intervention	+1 UQE
6-9	Old wise man or mentor	+1 INT
4-5	Knights discover and train	+1 PSY
3	Family member’s dying breath	-1 PSY
2	Found in city now destroyed	-1 PHY
1	Secret or forbidden order	-1 UQE

IT IS YOUR DESTINY

EVERY GALACTIC ADVENTURER HAS A TALE YET TO BE TOLD BY THE VERY COSMOS ITSELF

ULTIMATE FATE: The tale of one's fate shall end either in obscurity or greatness. For the total number of rolls one made with his Destiny Dice (on Tables 114-118) is in the end the chance on that same dice that he also has an 'Ultimate Fate'. If he does not make this roll, he must roll it again with each and every Experience Level he attains. Once he has determined Ultimate Fate, then he no longer rolls—his destiny is determined, by one last roll with his Destiny Dice on the following chart. If one achieves his Final Level before he achieves his Destiny, he has the option of re-rolling it, but he can re-roll it only once.

TABLE #119: ULTIMATE FATES

Roll	Destiny
11-12	Player's choice
10	Wealth
7-9	Marriage
5-6	Heroism
3-4	Redemption
2	Corruption
1	Vengeance

Corruption: The Character's destiny is to give in to the darker side of the universe, to become wholly and irrevocably corrupted, befitting his nature, to in effect become the opposite of what he has always tried to be, indeed to become the very thing that he has always fought against. Once he has gained his Final Level, he will give in to darkness and so become an NPC under the GM's control, using his skills and strengths for the opposite effect of what he once did, including the survival of all the other PCs. If he has any Universal Power, it becomes 'Dark Force' at this point. Note that since one can re-roll his Destiny upon reaching his Final Level, this doomed individual can re-roll his Destiny first, before giving in to the dark side.

Heroism: The Character's destiny is to be revered as a great hero, whether he always intended to do so, or not, or even redeemed himself through some great act of valor. He can find such an end by being the sole victor of any battle that is worth 10000 Experience Points or more. Once he does, he will gain 10 Story Points.

Marriage: The Character's destiny is to find true love and then get married. This may happen at any time, perhaps with an NPC as provided in an adventure, or perhaps even with another PC. All the same, once the two are wed, the Character has fulfilled his destiny. Such a height of the story will earn one 5 Story Points, and if he decides to settle down with his love, indeed to retire the Character, he will receive an additional 10.

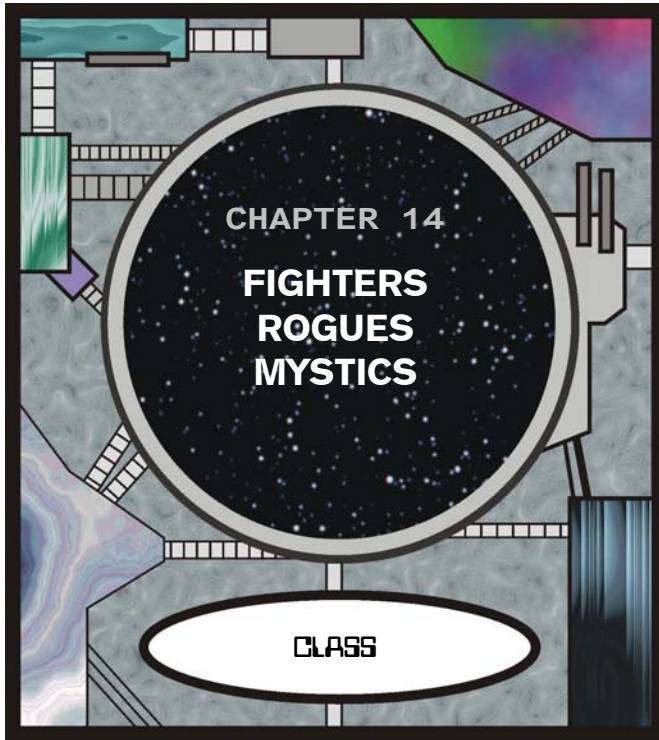
Redemption: The Character's destiny is to redeem the story of a past Character. This can be anyone that the new PC has a rightful connection to, such as being someone's family or apprentice. All the same, once the hero has undone the mistakes or malice of the other, the Character has fulfilled his destiny. Bringing the story full circle thus will earn one 5 Story Points, plus an additional 1-3 (D6) for every Level he attained.

Vengeance: The Character's destiny is to destroy a specific person, creature or group. This can mean simply slaying one's main foe, or perhaps utterly destroying him and eradicating the very legacy of his evil. All the same, once the avenger has dispatched his destined enemy, the Character has fulfilled his destiny. Ending the story with such blood and bane will automatically increase one Ability Score of the Player's choice to 20.

Wealth: The Character's destiny is to become rich. This may mean wealth of credits or perhaps some other form of money. All the same, once one has amassed a pre-determined amount of wealth, one chosen by the Player, then his Character will have fulfilled his destiny. The greater the fortune told of in one's story, and thus the longer it takes to achieve it, the wealthier he will be, not only with money, but with memories of the tale as well, for the total credit value he wins, divided by 5000 (rounded down), will be the additional number of Story Points he will earn for it.

CHAPTER 14

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



PLAYER CLASSES: Within Starquest, the most exceptional individuals, indeed Player Characters and key NPCs, each have a 'Character Class'. This is summary of all their life's pursuits, beliefs and abilities, altogether forming an archetype that is nothing short of **what they are**. A Class gives one a sense of identity. It is not a profession. In fact, a profession can detract from one's identity, as he does what so many others do. A Class may have an archetype within these rules, but in the fantasy world itself, each Character takes his Class and makes it his own, indeed becoming what and who he is. Each Player chooses his Character's Class at the beginning of the game, but as a Class never changes, one is encouraged to choose well, indeed to choose wisely. The ten Classes are broken into three basic types; 'Fighter', 'Rogue', and 'Mystic'. All Classes are listed on the following chart.

TABLE #120: CHARACTER CLASSES

Type	Classes
Fighters	Ace, Barbarian, Solider, Warrior
Rogues	Kreann, Madman, Velen
Mystics	Knight, Phantom, Priest

Creation Points: This lists the total number of Creation Points a Player must spend in order to attain the Class. This ensures that more powerful and involved roles can only be played by Players with more experience and knowledge of the setting.

Class type: This lists the type of character that the Class is, be it a Fighter, a Rogue or a Mystic. This base type determines many factors for the Character throughout the rules.

Prime Requisite: Each Character has a single Ability Score that is more important to him than the rest. This is one's 'Prime Requisite'. This Ability must be exceptional (14) or higher. If a Character does not have an exceptional Score with that Ability he cannot be that particular Class. If he has **no** exceptional Scores he cannot have a Class, but can choose one once he gains its Prime Requisite, in the meantime having 9 Defense Score.

Defense Score: This is the base Defense Score of the Character, which will later be modified by various factors, including one's skills, carried Encumbrance, etc.

Universal Points: This lists the ability one has, initially, with Universal Powers in Points.

Suggested Races: Each Class is archetypical, but still some are better served by one type of race above another. If one's race type is listed here, he only spends half the Creation Points listed to be such a Class (rounded down). If a Class costs **no** Creation Points, he will gain 2 for being such.

Suggested Skills: Each Class has certain skills that they tend to have more than other Character, or are better at. Any Skills listed for a Class the Character will gain one free Skill Point to apply to once they acquire the Skill normally on their own (thus a minimum Proficiency Level of 2 but at a total cost of 2 Skill Points instead of 3).

Suggested Occupations: Each Class is better suited for some Occupations more than other Characters. Any Occupations listed here the Character will gain one higher dice value for rolling Pay with.

FIGHTERS ROGUES MYSTICS

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



ACE

Creation Points: 2
Class type: Fighter
Prime Requisite: Presence
Defense Score: 14
Universal Points: 0-4 (D6 -2)

Aces are the best of the best, hotshot pilots or military whose lives are, at a glance, perfect, even if this does send them spiraling off into the galaxy time and again to be a hero. Such tasks they often eagerly accept, either because they're ordered to do so, they believe too much in their own press and praises, or they're truly brave enough to consider the impossible to be just the challenge they need. Flamboyant, courageous and honorable, such heroes are the sterling example that most of the people in their galaxy like to look up to.

Benefits to being an Ace flow from one's smooth prowess. In battle, if the Character brings his target down to 0 Health, he can make another attack immediately, as the others are recoiling from the loss. Thus, one can continue to beat down his opponents without needing to win Initiative again, so long as he can continue to hit his marks and bring down his chosen targets. However, once he fails to do so, his momentum is broken and thus his Turn over, and if he's fighting alone, he will suffer -1 to his next Initiative.

Drawbacks to being an Ace come from the same skills that make them strong, as they tend to get overconfident and careless. Consequently, such Characters tend to make worse mistakes than most, overestimating themselves or underestimating their opponents. When they make a Critical Miss, they use the Level or Power Score of their target to determine the dice used for rolling the effect rather than their own Combat Score.

Suggested Races include human men, human women, humanoids, angels and androids.

Suggested Skills include Lasers, Heavy gear, Unarmed combat, Jumping and Agility.

Suggested Occupations include Commander, Infantry, Pilot, Police-officer and Spy.

Creation options for Ace Characters are many, all centered around villains and vanity. He can use 1 Creation Point to attain 1 to either his Presence or Personality Scores. He can also use 1 Creation Point to get 100 credits for buying weapons and their enhancements (not armor or anything else). And finally, he can buy himself a re-roll to any one aspect of the Character for 3 Creation Points, and if it is not an improvement, his 3 Points are returned in full, though he cannot attempt to re-roll that particular score or statistic again.

10th Level for an Ace means simply being the best there is. To reach this point, he has to defeat some great enemy. Every 1000 Experience Points this foe is worth (rounded down) is the chance in 8 that the Character achieves his Final Level. If he does, he will never suffer from a Critical Miss in battle—his Attack Rolls of natural '1' are simply a miss, and any Critical Miss made by another, even if it hurts others, cannot directly affect him, such as being hit by a stray shot (though someone else could certainly blow up the ship he is on).

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TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



BARBARIAN

Creation Points: 1
Class type: Fighter
Prime Requisite: Physique
Defense Score: 12
Universal Points: 0-6 (D8 -2)

Barbarians are usually primitive people, their ways of war and even 'civilization' questionable at best. They are usually very heavy and hairy, or wear skins rather than the synthetics common with other folks. Crude, savage and proud of it, all such fighters are unpredictable, save that whatever it is they will do rest assured it will be something that either disgusts or offends almost if not everyone around them at the time. It's generally easy to piss off such a mean fighter, and damn near impossible to kill one. Altogether, such savage men, mutants and monsters as these are always looking for a fight, and are happiest when they manage to find (or start) one.

Benefits to being a Barbarian come from their great strength and size, giving one +5 to their Health Score and the Power of Constitution. The Player can choose to forgo both of these benefits and instead not have any drawbacks, either. Or, he may increase the bonus to Health Score by +5 by doubling the drawbacks as well (to -2 Personality and -6 Intelligence).

Drawbacks to being a Barbarian are the losses they suffer of -1 to their Personality and -3 to their Intelligence Scores.

Suggested Races include human men, human mutants, humanoids, beast-men and technomorphs.

Suggested Skills include Projectiles, Melee, Survival, Languages and Poisons.

Suggested Occupations include Bounty-hunter, Cook, Farmer, Laborer and Pirate.

Creation options for Barbarian Characters stem from their almost universally unknown origins and thus civilization's inability to understand them or remember them. He can use Creation Points to increase his Physique Score, at the cost of 1 for the first Point added, then 3 for the next, 5 for the next, and so on up by intervals of 2. Beyond this, he can actually gain Creation Points to further modify Ability Scores and their Defense Score, but at the loss of 3 Ability Points or 1 base Defense Score to gain 1 Creation Point. And finally, all such unpredictable Characters can get the Universal Powers of Spiritual Forces (Table 95) or Psionic Forces (Table 98) at the cost of 10 Creation Points rather than the normal racial costs (humans still need only spend 7, not 10, for any such Power).

10th Level for a Barbarian means becoming the greatest of his kind, be that their greatest warrior or even their king. To accomplish this, one must be worthy of 20 Royalty Points. If he is, and he retires to his homeworld or tribe, any future Player Character that comes from their ranks shall have the option of increasing their Physique, Presence or Unique Ability Score by dropping Points from the other seven Abilities. This is a 2-for-1 ratio, with 2 Points lost to gain 1, and still no Score can be raised above what was achieved by the legendary Character who made all this possible. Furthermore, only one of the three Scores listed above can be modified, and which one must be clearly stated by the Player prior to any Points being switched.

FIGHTERS ROGUES MYSTICS

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



KNIGHT

Creation Points: 7
Class type: Mystic
Prime Requisite: Psyche
Defense Score: 15
Universal Points: 3-10 (D8 +2)

Knights are the guardians of peace and justice in many civilizations, their ancient religions and knowledge of universal truths and powers making them seem archaic and often even anachronistic to other space-faring races, but they remain humble, with hidden strength that comes to the surface when everyone else needs them. They have many Orders, based on many different powers of the cosmos, some closer to the center of their galaxy than others. So they are universally referred to as 'knights', as it is the highest and most respectable common word that does not try to define them.

Benefits to being a Knight depends on their Order—they get to choose between gaining a free lasersword (its color rolled by the Player or chosen by the GM) or a Universal Power of their choice. In addition, a Knight will gain +1 to his Combat Score, and then one further bonus, that of +1 more to Combat, or +1 to three separate Abilities, rolled by the Player on the D10 ('1' is his Unique Score, '4' is his Intuition Score, and so on up).

Drawbacks to being a Knight come from their strict code of honor, for if they ever willingly commit any clearly evil act, they lose Experience Points in an amount equaling what the vile deed would normally award to anyone else, multiplied by their current Experience Level.

Suggested Races include human men, human women, humanoids, demi-humans and angels.

Suggested Skills include Melee, Stealth, Agility, Languages and Cosmic treasures.

Suggested Occupations include Guard, Pilot, Temple-master, Trainer and Undertaker.

Creation options for Knight Characters center on their Order and the symbols and strengths of it, namely their swords, skills and spiritual abilities. He can use 2 Creation Points to acquire either the lasersword or Power he did not choose initially. He can use 3 Creation Points to have crafted his own lasersword and thus choose its color, rather than let the GM or the dice do so. He can also spend 3 Creation Points to gain +1 with all his accomplishments by his Universal Power, or only 1 Point for +1 with a specific accomplishment in it. And finally, he can spend 4 Creation Points to increase his Defense Score by +1.

10th Level for a Knight is to become one with the unknown mystical force that is the focus of his Order. At will, the Character will disappear forever and essentially die, never to return. He can also do this at the exact moment he dies, if he so chooses. However, though his physical life indeed ends, the essence of his entire being will become one with his Universal Power. This will enable him at times to appear as an apparition or perhaps speak from the beyond, or in some creative way communicate with others who have that same Universal Power. The Player of the spiritual Character can thereby always kibitz at the game table, no matter what or where his current Character may be.

CHAPTER 14

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



KREANN

Creation Points: 3
Class type: Rogue
Prime Requisite: Intuition
Defense Score: 11
Universal Points: 1-8

Kreann are people of any race or career who have no home world, whether theirs was destroyed or never was, like refugees or cosmic gypsies. The lonely survivors thus of a lost or distant culture, they live by their own laws, working within the system of the societies they visit long enough to accomplish their own ends. So they are universally referred to as 'Kreann', a word which has no other meaning outside of such galactic vagabonds.

Benefits to being a Kreann come from their ability to adapt to almost any culture, environment, or situation. Some even refer to them as 'prototype people', meaning that they have no identity until they assimilate something of their surroundings, or like ghosts of legend wear a cloak to give them shape. Such Characters can change themselves in slight physical ways to blend into the populace, including skin tone (but not color), hair color, eye color, accent, and perfect understanding of slang. Statistically speaking, this gives them a bonus of +3 to Reaction Checks, +2 to Hiding Checks, and +1 to Personality Checks.

Drawbacks to being a Kreann are that they are generally disliked or at the least distrusted no matter where they go, at least when they are able to be noticed for what they are, over time costing them -1 to their Presence Score as they establish no identity of their own, -2 to all Hagglng Rolls, and -3 to their Unique Ability Score.

Suggested Races include human mutants, demi-humans, beast-men, angels and droids.

Suggested Skills include Spacetravel, Survival, Romance, Driving and Invention.

Suggested Occupations include Doctor, Farmer, Robotcist, Translator and Weapon-designer.

Creation options for Kreann Characters involve intentionally developing their natural abilities of cultural camouflage. For every Creation Point spent, they can gain a single Level with a unique ability of 'blending', which means changing all color of body, clothing and carried equipment to blend into their surroundings, like a chameleon. This does not take a Turn to do, and their Level with it is their chance in 12 of successfully 'blending' until they move again. Once blended, they use the D10 for any Hiding Check and also gain a bonus of +3 to their **next** Stealth Check (as none can see where they came from).

10th Level for a Kreann is achieved when he at last finds the 'heart of his kind'. This is often just prophecy or wishful thinking, but such a universal goal can indeed be achieved. What it is the Player alone decides, be it a treasure, a title, a victory or anything else, which can be acquired or achieved at any time. If he attains it after 9th Level, he will gain a number of Story Points ranging from 1-10, based on the achievement's difficulty to attain.

FIGHTERS ROGUES MYSTICS

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



MADMAN

Creation Points: 4
Class type: Rogue
Prime Requisite: Personality
Defense Score: 10
Universal Points: 0-3 (D6 -3)

Madmen are common, but those who truly deserve the name are those who cannot be better or more accurately defined by any other name, for they either always have been, or always will be, irredeemably and hopelessly insane . . . at least by the definition of others. Some such freaks convince themselves they are mad, while for some others it is a way of life or a charade that becomes real through time and practice, and many are just mad to begin with or become so due to outside forces which forever reshape them from what they once were. Whatever the case may be, such individuals are highly unpredictable, very daring, and generally without regret for anything.

Benefits to being a Madman lie within their ability to survive without any special abilities—they do not get one that is unique to them, though they can choose the benefits of another Character Class, and can change this choice each time they earn an Experience Level if they forfeit all other benefits gained from Table 130. Note that, while one gains such benefits he remains a Madman by Class and so will continue to roll as one. For example, if such an insane Character found faith in a Universal Power the same as a Knight does, he would still roll on the 'others' column on Table 94, **not** the column for 'Knights'.

Drawbacks to being a Madman reflect those of the Class whose benefits they have in common; whatever Class whose benefits they adopt becomes the template for their drawbacks as well. However, if they change benefits with an Experience Level, only some of their drawbacks change—those that have modified Ability Scores do not change, and the modifications stay in place, even as the new drawbacks are set in place, for good or ill.

Suggested Races include human men, human mutants, humanoids, cyborgs and technomorphs.

Suggested Skills include Survival, Grenades, Cooking, Invention and Disguise.

Suggested Occupations include Entertainer, Explorer, Police-officer, Salesman and Taxi.

Creation options for Madman Characters are as strange as they are. He can voluntarily lose -1 to a single Ability Score, and gain nothing . . . at least not right away. For each Ability Point that he drops, he will gain +1 to a single roll later in Character Creation, including Table 121, Table 122, and Table 125, but if this roll makes no difference on any such Tables, it's his loss.

10th Level for Madmen doesn't ever occur. So, one would have to be mad indeed to choose such a Character Class, wouldn't he? Maybe, but then maybe not. For he will not know any boundaries, either, and so he may continue to earn Experience Points past 9th Level; every 25000 Experience will gain him another Level, with no finite limit. This does indeed constitute a normal roll on Table 130 with each Level as well. However, to change one's benefit to that of another Class at this point will require rolling high enough on Table 130 to equal or exceed one's total Ability Points divided by 2.

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TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



PHANTOM

Creation Points: 6
Class type: Mystic
Prime Requisite: Unique
Defense Score: 13
Universal Points: 4-9 (D6 +3)

Phantoms are entities of darkness, mysterious figures whose presence in the galaxy awakens all ancient religions, evokes terror in most who cross their path, and forces anyone with an adventurous spirit to question the realities and truths they so desperately cling to with their point of view alone. Often wearing naught but black, such beings can be dark warriors, aliens from worlds with minimal sunlight and so fear it, or even entities composed of dark matter itself—they all draw their strength from the dark powers of the cosmos. So they are universally referred to as ‘phantoms’, for all of the languages throughout the galaxies cannot find or agree on a better name for them.

Benefits to being any kind of Phantom come from their dark and secret Order—they get a free lasersword of their own choice of color and the Universal Dark Power (Table 99). In addition, a Phantom will gain +1 to his Combat Score, and then one further bonus, that of a further +1 bonus to his Combat or +1 to three separate Abilities, chosen by the Game Master.

Drawbacks to being any kind of Phantom are that their dark powers consume them, costing them -1 to their Physique with each Experience Level, and should they ever reach ‘0’ for any reason, they will become lost in the darkness, a true phantom, dead indeed but never forgotten.

Suggested Races include human men, mutants, humanoids, beast-men and cyborgs.

Suggested Skills include Melee, Stealth, Agility, Blind-fighting and Cosmic treasures.

Suggested Occupations include Assassin, Pilot, Politician, Spy and Temple-master.

Creation options for Phantom Characters center on their Order. He can use 3 Creation Points to gain a further +1 bonus to his lasersword (even pushing beyond the normal limit of +5), but only when the Character is first created. He can also spend 4 Creation Points to gain +1 with all his accomplishments by his Universal Dark Power, or 1 for +1 with a single, specific accomplishment. And finally, one can use 3 Creation Points to increase his Defense Score by +1.

10th Level for a Phantom is to destroy his own master and take his place, thus perpetuating the endless circle of self-destruction that consumes their kind. However, as a rule, their master will have been waiting for the same thing, knowing all too well the ways of his kind, having killed his own master in turn, long ago, and so he will have been watching his apprentice and learning from him—a Phantom’s master will always have the very same statistics as his apprentice, only higher by +1 for each difference of the Character’s Experience Level and 10. If a master is defeated, the Phantom then becomes the new master, and can then take on an apprentice of his own, as he should, for he can no longer gain Experience Points, and any he earns he passes on to a single apprentice of his choice. If he adopts this apprentice as his own Character, his old, master Character becomes an NPC.

FIGHTERS ROGUES MYSTICS

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



PRIEST

Creation Points: 0
Class type: Mystic
Prime Requisite: Intelligence
Defense Score: 10
Universal Points: 4-7 (D4 +3)

Priests come in countless varieties, preaching and spreading the word of whatever religion, faith, or mythology others like to follow. Some truly do accept what they represent, while most simply use it try to live by and promote peace, which is the universal thread woven through all belief systems. Their adventures into the cosmos could be for any reason, be it a pilgrimage, a crusade, or simply the need to help others. They are usually respected and even revered by some, or given such accolades out of pity, but altogether they are generally not often **disrespected** at least, and so find more doors open to them than for others.

Benefits to being a Priest flow from their faith and perhaps more importantly the faith of others, as the clergy is ever at the heart of society, and government, and everything else, because all of the people need them, leaving open social and political doors and learning the ways society's mazes. They will gain a bonus to all Reaction Checks; +3 when speaking to their own race, +2 when treating with others, and +1 when dealing with any creatures (all non Player Character races). In addition, when they are judged for royalty, they gain a bonus of +1 to all of their values on Table 137.

Drawbacks to being a Priest involve walking the ever thin line between faith and dogma, truth and doctrine, an ideal and an institution. They lose -1 to their Combat, Physique and Presence and -2 to their Intuition Scores.

Suggested Races include human women, human mutants, humanoids, demi-humans, and androids.

Suggested Skills include Negotiation, Unarmed combat, Religion, Languages and Wisdom.

Suggested Occupations include Cook, Doctor, Politician, Salesman and Temple-master.

Creation options for Priest Characters allow further proof of their faith versus their politics. At the time the Character is first created, he can gain a Universal Power for 2 Creation Points less than its listed cost. In addition, 1 Creation Point can be spent to negate one lost Ability Point due to their drawbacks, as listed above.

10th Level for a Priest can be one of many different ends, depending on the path they have walked through life. First, one can reach his Final Level by becoming the highest political figure in a society of his choice (using Tables 136 or 139). Second, one can reach his Final Level by literally saving the world, indeed by making the final roll or action that averts an absolute planetary disaster. But whatever the case may be, once a Priest has reached his highest point, he will become a central focus for all Universal Powers; anyone with such a Power can attempt the accomplishments of others with other Universal Powers, so long as they are both connected through the Priest, by raw physical contact, sublime marriage, or blood oath. However, if the Check to use someone else's Power fails, all those within the 'chain' suffer the ill effects, no matter what their Class or Power may be.

CHAPTER 14

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



SOLDIER

Creation Points: 0
Class type: Fighter
Prime Requisite: Movement
Defense Score: 12
Universal Points: 0-3 (D4 -1)

Soldiers are anyone with a military mind, even if he is not part of any such organization. Indeed, he prefers organization, believes in teamwork above all else, and lives or dies by the giving or taking of orders. Most in the military make it their career and so their duty and their lives are inseparable. And even when they leave their service, they will continue to act like they're still 'in', so much that civilians and others can hardly tell the difference. It is as the old saying goes, that "Once a solider, always a soldier."

Benefits to being a Solider come from their hard training, indeed that they are not allowed to die without permission, giving them a bonus of +1 to all their Defeat Rolls on Table 31. In addition, they will gain +1 to their Combat Score, and +1 to either their Physique or Health Score (Player's choice). They also gain +1 to their rolls for being accepted by any Organization (Table 125).

Drawbacks to being a Soldier are that they do only what their ordered to do, almost like a robot, and so they suffer a loss of -1 to their Psyche and Personality Scores. Furthermore, they cannot build these Scores in the process of Character Creation, and so must wait until gaining Experience Levels in order to raise them at all. And finally, they can only spend their initial Skill Points of Proficiencies, not Talents or Special Skills.

Suggested Races include human men, human women, humanoids, droids and androids.

Suggested Skills include Movement, Survival, Projectiles, Grenades and Heavy gear.

Suggested Occupations include Guard, Infantry, Marine, Spy and Trainer.

Creation options for Soldier Characters really are limited to what branch of the service that they were trained in. Given the vast civilizations in all of space, there can of course be any kind of army, marines or other service branch, limited only by the imagination of the Player. What he describes is up to him, as is the number of Creation Points he puts into it. For he can gain an additional +1 to his Defeat Rolls on Table 31 for a cumulative cost of 5 Creation Points. For example, to gain a total bonus of +4 (including his initial bonus of being a Soldier Class, which costs nothing) would cost a total of 30 Creation Points. Note that the natural roll of a '1' on Table 31 will still result in death, no matter one's bonus. He can also gain +1 Point to his Combat, Physique or Movement Scores for every 3 Creation Points he spends.

10th Level for a Soldier is a goal he sets for himself. The Player decides at the very beginning of his Character's career what the 'Final Level' is to be for himself, and once he's risen through the ranks of Experience Levels and then attained his goal, he will, by the GM's discretion alone, retire and be able to collect his pension—up to 10 Story Points depending on the difficulty of his final task.

FIGHTERS ROGUES MYSTICS

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



VELEN

Creation Points: 0
Class type: Rogue
Prime Requisite: Genetics
Defense Score: 11
Universal Points: 1-4

Velen are people who, by choice or accident, have become dominated by some other power, such as a cosmic drug, galactic spice, religion, etc. They often have some telltale sign of their plunge into its control, such as scorch marks, countless wires forming an exoskin of sorts, or perhaps even eyes reflecting the color of an addictive substance. Such people are all but braindead, knowing little besides the ultimate end of their self-destructive path, so they are universally referred to as 'Velen', a more common term which in many languages throughout the cosmos means 'villain to one's self'.

Benefits to being a Velen come from all their spices, energies and other things that they have so long been addicted to, has mutated their kind over countless generations, or have recently discovered and are being transformed by. They are immune to all poisons, and they do not need food or water to survive. Furthermore, they can 'feed' off energy, completely draining any single Power unit to heal or replenish their own Health, regardless of how little or how much they actually need—the credit cost of the Power unit, divided by 10 (rounded up) is the total number of Health it will restore, with every effective Health Point over what was needed being the number of Rounds he will be rendered incapacitated or unconscious.

Drawbacks to being a Velen are that they do not heal naturally, and indeed require Power units, as described above, to restore their Health.

Suggested Races include human women, human children, human mutants, humanoids and beast-men.

Suggested Skills include Searching, Spacetravel, Blind-fighting, Disguise and Storytelling.

Suggested Occupations include Barkeeper, Biologist, Explorer, Robotacist and Translator.

Creation options for Velen Characters involve self-alteration. One can spend 1 Creation Point to re-roll any Ability Score, but must live with the new result, for better or worse, and reapply any and all modifiers that have been applied since its initial roll. Or, he can spend 3 Creation Points to automatically improve any Ability Score (or Health Score) by 2 Points. Finally, he gains 3 Creation Points instead of 2 whenever he rolls for a Handicap—if he rolled for one already, he can gain his bonus Point right now.

10th Level for a Velen requires something no less than achieving 'a new life'. The Player has a few options. First, if he rolls a natural '8' for a Defeat Roll on Table 31 he will be 'renewed' and so reach his pinnacle. Second, he can get married to someone of endless life, including an angel race or someone with 20 (or more) Royalty Points. In either case, achieving this 'new life' will earn him his Final Level, and in so doing, allow the Player to completely rearrange his existing Ability Scores. He cannot 'point swap', as it were, but literally take one Ability Score and trade its placement with another. And, he can do this with all of them.

CHAPTER 14

TRUE CHOICE AND REALISTIC NECESSITY COMBINE TO MAKE THE CHARACTER WHAT HE IS



WARRIOR

Creation Points: 5
Class type: Fighter
Prime Requisite: Combat
Defense Score: 14
Universal Points: 0-5 (D8 -3)

Warriors are those whose hearts belong to battle, their lives and abilities honed like the fine blade of a knife, their every chosen path, ally and career leading them towards greater victories and glory. It may be the persuasion of some to learn **how** to fight in the inevitability that they need to, but the true warrior learns to fight **only** because he wants to win. Why do anything less than one's best? Such an individual is truly an incarnation of war, his religion chaos, his faith his weapon, and his first and only love the thrill of battle.

Benefits to being a Warrior are many, and all focus on battle. First, they gain a bonus of +1 to either their Physique, Presence or Health Score (Player's choice). Second, they gain 3 Skill Points to use only on Weapons Proficiencies. And lastly, they have the ability of 'battle-cry', which means that at the beginning of each battle as well as after any Player Character goes down (no Turn required either way) they may offer an encouraging battle-cry, which grants +1 to the entire party's next Initiative Roll (note that only one such bonus may be gained for any single Initiative Roll, no matter how many Warriors there are).

Drawbacks to being a Warrior are that if they ever lose a battle in any way, such as fleeing or being knocked unconscious, they doubt themselves so much that they lose 1-6 Skill Points from their **highest** Weapons Proficiency, to a minimum of 1 Skill Level lost, regardless of the total Skill Points it would take. If this leaves one with 'leftover' Points, he can indeed keep them to reapply to that particular Skill in the future.

Suggested Races include human men, human mutants, humanoids, beast-men and cyborgs.

Suggested Skills include all Lasers, Projectiles, Melee, Unarmed combat and Medicine.

Suggested Occupations include Bounty-hunter, Commander, Marine, Pirate and Weapon-designer.

Creation options for Warrior Characters come from their endless drive and need for competition, and winning, and thus, improving abilities that they already possess. He can spend a cumulative cost in Creation Points to further his battle-cry bonus to Initiative Rolls, the same as a Proficiency. Thus, to offer a bonus of +3 to Initiative Rolls at the start of battle or when PCs fall would cost him a total of 5 Creation Points (not 6, as the first 'Level' is already provided by being a Warrior in the first place). In addition, such a one can forgo other training to enhance his ability in battle, giving up 2 Creation Points **and** 2 Ability Points to gain +1 to his Defense Score. The Ability Points are rolled individually on D10, with a '1' being Combat, all the way down to '10' as 'Unique'.

10th Level for a Warrior means nothing less than conquering an entire planet. Once he has done this, he will have achieved the pinnacle of all his success, and gain +3 to his Defense Score.

NON PLAYER CHARACTERS: Many another game defines everything in its world with the rules set out in their core books. However, in Starquest, only those rules presented in Book 1, the Rule Book indeed, apply to all of **this** reality. The rules presented in this volume, the Player's Book, are used with discretion, applying only to the Players, their Characters and those that have a specific part to play within **their** story. All others, background characters indeed, do not necessarily adhere to the bulk of rules that make up Player Characters.

Understanding Character Classes: It is important to remember that a Character Class represents an **exceptional** individual. Most people in the world have no Character Class at all. Indeed, only the Player Characters, and the exceptional NPCs that they meet and might join with, and some of their enemies, have such classification.

Common people: Most common folks, having no Character Class, do not advance in Levels—they are all Level 0, and will always remain that way.



CLASS CHANGES: There are always a few odd, enhanced or unique things that set everyone apart from their own kind, and so there are always a few options with an otherwise 'locked' Character Class. The answers to common questions about all Character Classes are provided below.

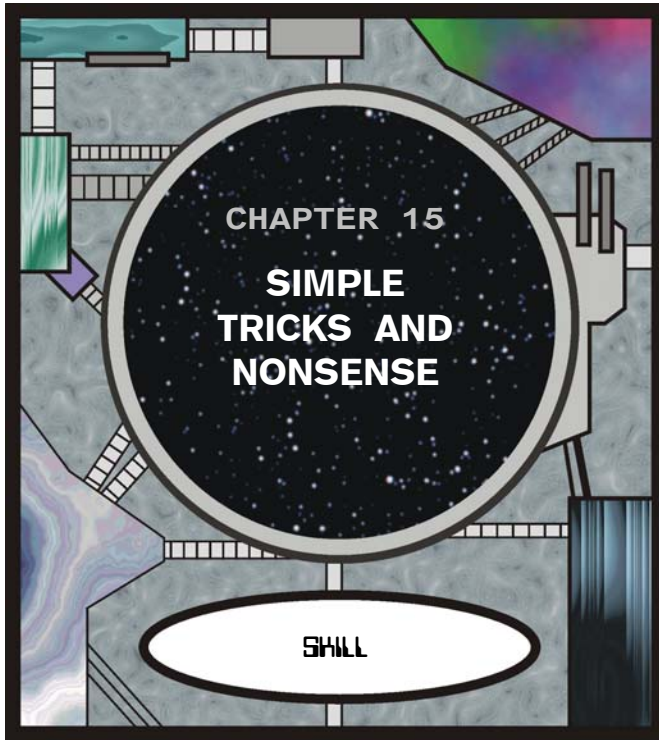
Changing Character Classes: As many behold that a Class is merely a 'profession', they might argue that it can be changed, like going from one job to another. Even if a Class were anything less than the path of life it truly is, indeed if it were 'only a job', it would still take a great deal of time to learn a new trade as absolute in its difference as there being only ten such trades in all of society. Altogether, one's Class cannot be changed, not for any reason within these rules, at least.

Dual Character Classes: As with changing Classes, some like to think that a person can have two separate mind-sets, indeed two Classes at the same time, but this would involve nothing less than one literally having a dual-personality or being insane, and then neither side would be as efficient as the Class is supposed to be, relegating him to being a Madman, or simply a fool with no Class at all.

Creating Character Classes: It is the province of the GM and his Players alike to develop the game they play as they see fit. Household rules are ever present in anyone's game as well as omissions and additions. A common addition is that of new and 'better' Character Classes. If someone wishes to go so far in altering the rules as to create something as significant as a new Class, there are no rules and guidelines that will help him—he's on his own in vast reaches of unknown game-space. The only advice these rules can give, much like the people telling one not to venture into the depths of space, is indeed to just not go there—keep to the realm of known and **balanced** Character Classes. But if someone insists on going further, it is done only at the GM's approval and his own risk.

CHAPTER 15

PRACTICING WITH HOPE IS ONE THING BUT SKILL AGAINST THE DICE IS SOMETHING ELSE



INITIAL SKILLS: There are four distinct types of skills that all Characters can have. Each of these Skills are attained with one's 'Skill Points'. Each Character begins with a random amount of Points, as determined by rolling below on Table 121. One's Intelligence Score divided by 3 (rounded up) is the number of additional Skill Points he shall receive. Humans have the option of spending 1 Creation Point to gain 1 additional Skill Point.

TABLE #121: INITIAL SKILLS

Weapon	Skill Points	Initial Specialty
Human man	1-20	D20
Human woman	2-20 (2D10)	D20
Human child	1-10	D8
Human mutant	3-18 (3D6)	D12
Alien humanoid	3-30 (3D10)	D20
Alien demi-human	2-16 (2D8)	D12
Alien beast-man	1-12	D8
Alien angel	7-14 (D8+6)	D20
Robot droid	5-16 (D12+4)	D10
Robot android	8-13 (D6+7)	D12
Robot cyborg	11-18 (D8+10)	D8
Robot technomorph	2-12 (2D6)	D10
Others	1-10	D20

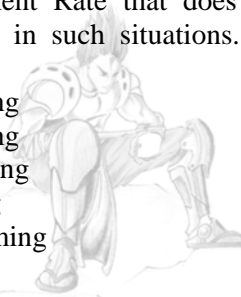
TALENTS: People who seek the stars beyond the horizon of their home planet are often inspired by their own ability to do so, indeed because they are talented with many things. Talents may be anything from casual tricks to the most cunning of skills. However, given the diversity of all the countless characters in a galaxy, individual talents are simply too numerous to list. Talents are thus generalized, according to one's Ability Scores, in that one has many subtle skills, applicable to one Ability Score, which will benefit from them all. If one spends Skill Points to be talented, he must spend 4. Then one Ability Score of his choice utilizes the D12 instead of the D8 for its Critical Ability Checks. This increases by 2 for each subsequent Ability, so to have Talents that apply to three separate Ability Scores would cost a total of 18 Skill Points.

PROFICIENCIES: Such skills as these reflect a Character's cunning, wisdom and training in a certain endeavor. Every Proficiency is measured by a 'Skill Level'. This Level is always the bonus to one's scores or rolls whenever that Proficiency applies. Attaining Skill Levels becomes cumulative in cost of Skill Points, in that the Skill Level is the number of additional Skill Points that must be spent to attain it. One cannot skip Skill Levels in this spending. For example, Skill Level 3 would cost one a total of 6 Skill Points (1 + 2 + 3).

Lockpicking: The Character is skilled at picking locks, with his Skill Level giving him an equal bonus to all such Checks.

Movement: The Character is swift, well trained, and highly dexterous with one way of moving, of which he must select from below, each Skill Level offering him +1 to his Ability Checks and +5' to his Movement Rate that does not count against his normal roll in such situations.

Running
Jumping
Climbing
Falling
Swimming
Stealth
Hiding



SIMPLE TRICKS AND NONSENSE

PRACTICING WITH HOPE IS ONE THING BUT SKILL AGAINST THE DICE IS SOMETHING ELSE

Navigation: The Character is very knowledgeable about space, his Skill Level giving an equal bonus to all Navigation Checks if he is either the ship's navigator or on the command deck (though only the maximum Skill Level applies if more than one individual is present with such a Skill).

Negotiation: The Character is skilled with words, conversation and convincing others of his point of view, as his Skill Level gives him an equal bonus to any Reaction Check that he makes—for this bonus to apply to group reactions, this individual Character has to be the one actually doing the speaking, indeed rolling the dice.

Packing: The Character is clever and efficient when packing supplies, with each Skill Level reducing his carried Encumbrance by 5, and that of anyone else he wishes by 2.

Searching: The Character is cunning, clever, and good at guessing where others (may have) hidden certain kinds of things, of which he must select from below, with his Skill Level for it giving him an equal bonus to his Searching Checks whenever such a discovery (as known by the GM) is there to be found.

Specific technology
Secret doors
Tracks
Traps
Hiding Characters
Cosmic treasures
People and places (in a civilization)

Spacetravel: The Character is very knowledgeable about a certain kind of engine or means of space propulsion, his Skill Level granting an equal bonus to all Space Rolls made if he is either the ship's engineer or on the command deck (though only the maximum Skill Level applies if more than one individual is present with such a Skill).

Lightspeed
Space-warp
Geespeed
Light-lines

Survival: The Character is knowledgeable of where to find food, water and other bounty in one kind of environment, of which he must choose from those listed below, his Skill Level the bonus to his Foraging Checks in such lands (though only the maximum Skill Level applies if more than one individual is present with such a Skill).

Civilization
Temperate
Tropical
Desert
Volcanic
Arctic
Alien
Atmospheric
Undersea
Lunar

Technology: The Character knows his stuff well enough to make a good technobabble argument to anyone, especially himself and fate, his Skill Level offering an equal bonus to his Tech Checks with a specific technology, chosen from those listed below.

Explosives
Mindwork
Time-space
Robotics
Cloning
Computers
Common stuff
Vehicles

Weaponry: The Character is well trained with a general type of weapon, from which he must select of those listed below, his Skill Level offering him an equal bonus to Attack Rolls and Defense Score while using any such weapon.

Lasers
Projectiles
Alien
Melee
Grenades
Heavy gear
Unarmed combat
Cosmic treasures

CHAPTER 15

PRACTICING WITH HOPE IS ONE THING BUT SKILL AGAINST THE DICE IS SOMETHING ELSE

SPECIALTIES: Such skills as these are neither enhanced or improved traits, but rather they are remarkable abilities that set one apart from others, for no other Characters can ever even so much as attempt these tasks. Each new Character rolls up one free Specialty Skill. This does not detract from his Skill Points. The dice used to roll this is listed on Table 121. To use a Special Skill, the Player rolls D20, requiring equal to or above the number listed in correspondence with his Class for him to succeed ('F' for all 'Fighter' Classes, 'R' for all 'Rogue' Classes, and 'M' for all Mystic Classes). If one wishes to improve their skill with any Specialty, they may do so, using the Proficiency system as for so many other D20 rolls.

TABLE #122: SPECIALTIES

Roll	Specialty	Cost	F	R	M
20	Roll twice more	-	-	-	-
19	Wisdom	7	13	15	7
18	Romance	6	17	15	14
17	Invention	5	16	17	18
16	Agility	4	15	10	13
15	Pilfering	4	11	6	10
13-14	Science	4	12	15	16
12	Poisons	3	10	8	14
11	Medicine	3	7	13	10
9-10	Languages	3	9	8	7
8	Storytelling	2	8	9	8
7	Religion	2	15	16	10
6	Blind-fighting	2	11	13	14
5	Disguise	2	15	10	12
4	Driving	1	8	12	16
3	Cooking	1	7	12	10
2	Farming	1	8	7	12
1	No worthy skill	-	-	-	-

Agility: The Character is very nimble and acrobatic when it comes to catching, swinging from and utilizing chance objects, and managing otherwise miraculous landings. With a successful Skill Check he can accomplish a perfectly safe landing, even if it is **not** realistically possible. This roll is penalized by -1 for every 10' he is above the 'safety range' determined by the surface he'd otherwise land on. For example, if one tumbled 50' through the trees, he may, with a -3 to his roll, maneuver through the branches and redirect his fall for no Damage.

Blind-fighting: When deprived of his sight and senses, the Character can still use other senses, a successful Skill Check negating the normal penalty applied to 'blinded' Characters for the duration of a single battle or Encounter.

Cooking: The Character is able to prepare food or liquids in such a way, using only makeshift means, as to make them safe to consume. One Check can prepare or purify enough food and drink to nourish up to 10 people.

Disguise: The Character is inventive, clever and cunning when it comes to masking or hiding his features, a successful Skill Check enabling him to pass himself off as someone else to both the living eye as well as security cameras and other devices. It requires a Critical Intuition Check on the part of anyone to see through any disguise (though only Challenging for someone of the exact same race).

Driving: The Character has either confidence or the skill to perform otherwise impossible stunts with any vehicle, such as having a dune-buggy jump a ravine. With a successful Skill Check, he can go beyond a normal Control Check and do anything with a vehicle, so long as it is physically possible for that craft. Moreover, making this Skill Check supersedes the normal Control Check.

Farming: The Character is knowledgeable about all foods, of what is good and what is not. With a successful Skill Check, he can procure food and water (or its equivalent) for 1-4 people, seemingly from out of nowhere. However, this roll is only made **after** people consume it, as alien foods can take hours to reveal ill effects such as vomiting, and thus if this Check fails, it will cause everyone who ate of it 1-6 Damage each.

Invention: The Character has an innovative mind. With a successful Skill Check, he can push any number in Chapter 5 beyond its normal range by a factor of 1. However, this Skill Check is made last of all rolls associated with the technology being worked on, and if it fails, the entire operation will fail, destroying everything and thus costing a lot of credits to replace.

SIMPLE TRICKS AND NONSENSE

PRACTICING WITH HOPE IS ONE THING BUT SKILL AGAINST THE DICE IS SOMETHING ELSE

Languages: The Character has traveled or studied so much he can speak or simulate languages well enough to understand and communicate with them. With a successful Skill Check, he can speak and read any language he comes across. One Check is allowed for each language—if he succeeds, he can always understand that dialect, but if he fails, he cannot attempt another Check for it until he gains an Experience Level.

Medicine: The Character is wise in the ways of healing, binding wounds and treating poisons. With a successful Skill Check, one can heal 1 Health Point of a wound. Successful or not, only one such healing Check may be made on each person per day. Apart from that however, this skill may also, with a separate Skill Check, neutralize any and all poison within a single body. However, this latter effect has its roll penalized by the poison's Strength (Table 15).

Pilfering: The Character is good at being quiet and cunning, and thus easily able to pick pockets. With a successful Skill Check, he can remove one small item from a person. An item's Encumbrance is the penalty to one's Skill Check. If a Check fails, the intended victim becomes aware of the Character, and gains a free Turn to act as he will.

Poisons: To use this skill requires enough foul (or fun) ingredients for an effective cost of 100 credits per Potency of the poison. Once mixed, one may with a successful Skill Check create a single bottle of poison or an antidote for one poisoned person. Either way, each Potency of the poison that is dealt with penalizes one's roll by -2. If this Check fails, the ingredients are mismixed and ruined.

Religion: The Character is well learned in the old ways and histories of many forbidden, forgotten or mystical things. With a successful Skill Check, he can either recognize the nature of any creature (from Chapter 21) when encountered and know all its statistics, or name the exact statistical properties of an cosmic treasure (of Chapter 22) that he can physically see. One must take this Skill anew for each individual setting (i.e. Sourcebook) in order to know the nature of creatures and treasures there.

Romance: The Character is well learned in the art of seduction, or is experienced in courtship, or is just an old smoothie. Whatever the case may be, with a successful Skill Check he can make anyone of the same exact race **and** opposite gender totally fall for him. However, if this Check fails, then he cannot attempt this again with that individual for a full 1-10 days. Furthermore, if someone has this Skill themselves, they can make a Skill Check to resist, and better yet, if the one attempting to woo them fails, a successful Check 'in defense' can win over the initiator instead! In any event, those under the sway of another will always believe him, will not allow him to be harmed, and will go so far as to die to protect him! But one can only have **one** person under romantic influence at any one time.

Science: The Character is well learned in the hard sciences established throughout the cosmos. With a successful Skill Check, he can know the statistical capabilities of any device (from Chapter 5) that he can physically see, or the exact nature of a vehicle (from Chapter 6) that he can board. One must take this Skill anew for each individual setting (i.e. Sourcebook) in order to know the nature of the technologies and sciences found there.

Storytelling: The Character is a great storyteller. With a successful Skill Check, he can spin a good yarn or blend tales together, or unravel them just the same, ultimately revealing the truth (or lack of it) in any one rumor that the party has heard (but must be rolled for when it is first heard, not later).

Wisdom: The Character possesses some degree of wisdom, which he applies to his life in some ways (but not necessarily all), availing him a simple yet universal strength. The difference between intellect and wisdom is a subtle one. For example, one may possess the intelligence to know that smoking green-sticks will melt his lungs one day, but having the wisdom to resist how good they make him feel is another matter altogether. With a successful Skill Check one can detect the truth (or lack thereof) in any single message or claim made by another, or resist any temptation, or reduce the Story Point cost a 'life save' by 2 at the moment this is used (i.e. **after** the Points have been spent).

CHAPTER 15

PRACTICING WITH HOPE IS ONE THING BUT SKILL AGAINST THE DICE IS SOMETHING ELSE



POWERS: Beyond talents, training and technical know-how, there are abilities some people possess that are unique to them, power inherent in their destiny. If a Player wishes to have such a Power, he must spend Creation Points. Provided below on Table 123 are the various Powers that one may possess, and their cost according to one's basic race type ('H' for all 'Human' races, 'A' for all 'Alien' races, and 'R' for all 'Robot' races). Powers can only be acquired once for each Character, unless they are marked with an '*'.

TABLE #123: POWERS

Power	H	A	R
Constitution	7	9	9
Environmental independence	14	12	6
Exceptional Ability*	11	12	12
Longevity	10	9	7
Madness	6	9	11
Unique genius*	9	8	10
Universal Power*	7	12	15

Constitution: The Character's courage and virtue flows through him as surely as his blood flows through his body, or his mechanical fortitude is of some superior technology, or he is just plain mad! Whatever the case may be, he does not suffer any Fatigue penalty, either in battle or outside of it.

Environmental independence: The Character is able, by some technological or even biological means, to survive in the vacuum of space and other hostile environments—he does not need air, and is able to withstand all surroundings (or lack thereof) that do not cause Damage but kill only due to effect. He suffers Damage normally where specified.

Exceptional Ability: The Character in some way is able to surpass the limitations ascribed to normal people. He may choose one Ability Score, and no longer have a maximum possible of '20'. Indeed, he can continue to '21', or '23', or however high he wishes, so long as he has more Ability Points to apply to that Score.

Longevity: The Character, by some means, be it magical or mechanical, is able to sustain his youth and never age. The general age category he chose will remain unchanged (along with its modifiers) indefinitely. This can only change by drastic story measures taken by the Game Master, and if this is done, the Player's Creation Points for acquiring this Power will be returned to him.

Madness: The Character is in some way mad, such as having a tendency towards being 'crazy-brave', or 'fearless'. Whatever one decides, he will always gain +1 to the first Initiative Roll in any fight.

Unique genius: The Character possesses some great capacity for intelligence that is unique to his race or at least his way of thinking, which, given the non-linear truth of technological development, is a genius that will not and cannot be understood or developed by any other species. The Player must choose one specific roll within Chapter 5 or 6, and while he can still fail it, he cannot suffer any directly harmful consequences of failure (such as dying in a crashed type of vehicle of a specific type, but he could still lose loads of credits for it).

SIMPLE TRICKS AND NONSENSE

PRACTICING WITH HOPE IS ONE THING BUT SKILL AGAINST THE DICE IS SOMETHING ELSE

Universal Power: The Character is able to use one Universal Power (from Chapter 9). He must choose which one it is, from Tables 94-99. He will then spend his Universal Points, the amount of which he has determined by his Character Class, to see what he can accomplish by virtue of this Power. A Character can indeed develop a Proficiency with all such Powers, the same as with weapons, survival or anything else, but he must build the Skill for each specific accomplishment, not the Power as a whole. Furthermore, a Proficiency with a Universal Power's possible accomplishments increases the roll to succeed, not the Universal Dice used for effects.

TRAINING: The party of Player Characters and NPCs will possess a wide range of skills, secrets and special traits that make them all the more unique characters, thus increasing the spectrum of interest amongst the group. Yet as they journey together, and share in danger and reward, they will become closer together and yet further apart, as they pursue their own destinies, and learn from each other as well. It is the latter that is important here. For if the party members can loan each other equipment and credits, then it stands to reason that they can also train each other with their various skills. There are three separate ways in which this can be an advantage to the party, depending on the Character Class of the one who is learning.

Fighters: Fighter Classed Characters may learn by taking direct instruction from others. However, this can cause them to give up other practices. When a fighter gains Skill Points, he may 'pool' them with the unused Skill Points of any other party members who wish to do so. These Points are then divided equally amongst them (rounded down, with leftover Points lost to all). The number of people involved is the bonus Points for each one who spends **all** his unused Skill Points on the same Proficiency as the team, up to a maximum bonus equal to the corresponding Skill Level of the individual whose acquisition of Skill Points made this pool possible. Furthermore, this must be done when those Points are acquired, or not at all.

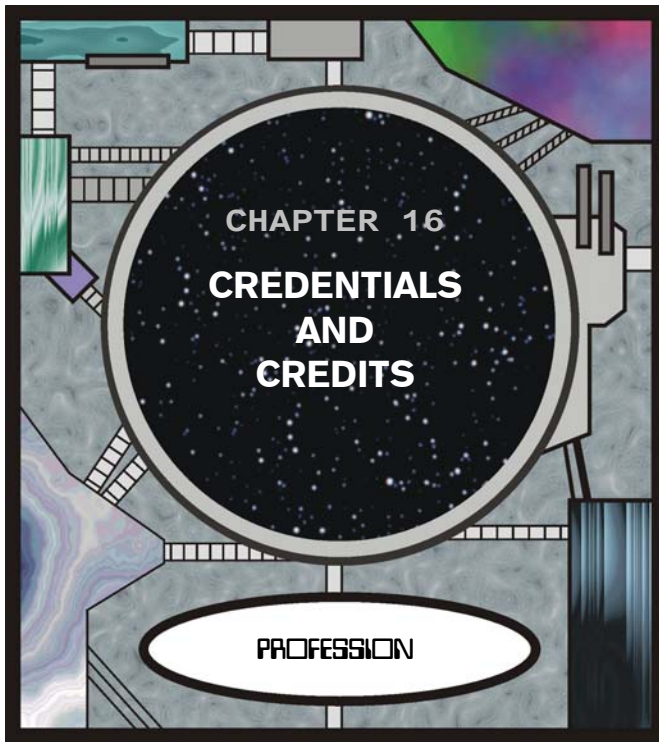
Rogues: Rogue Classed Characters can gain an advantage simply by watching others and quietly mimicking their successes until they adopt such skills for themselves. However, this can distract them from other matters. When a Rogue achieves an Experience Level, he may at that time (and no later) decide that he is 'training', voluntarily taking a penalty of his choosing to his Intuition and/or Defense Score, to a maximum between the two equal to his current Experience Level. This penalty will remain until he achieves his next Level. At that time, he will receive a free number of Skill Points equal to the penalty he chose, which can only be used for Skills that other current party members have, lest they are lost.

Mystics: Mystic Classed Characters find personal power in studying the merits and inner strengths of others. However, this can amaze and even confuse them, as others achieve things beyond what one may have thought possible. Whenever a Mystic has unused Skill Points, he may give them to another, single Character. The total is the number of times he can re-roll the D100 on Table 130 when he attains his **next** Experience Level, though if the Character he gave the Points to dies before that time, this bonus will be lost.



CHAPTER 16

HOW ONE MAKES HIS WAY IN THE UNIVERSE IS A QUESTION ALWAYS BEING ASKED ANEW



OCCUPATIONS: Many Characters will have an ‘Occupation’, which can really be anything, from a military career to just scrubbing parasites off the landing gear of spaceships. More often than not, one’s menial work is merely a springboard for his adventures in deep space. However, one always has certain ties to their Occupation.

Requirement: Each Occupation requires that the individual have some exceptional ability with the trade. This will list one Ability or Skill. If it is an Ability, then the Character must have at least 14 with that particular Score. If it is a Skill, then he simply must possess it at any Skill Level.

Pay Level: This lists the number of credits that a Character receives on a regular basis for engaging in his Occupation. However, since Characters will generally be out somewhere in the vast reaches of space on a wild adventure, whether or not they are ‘doing their job’ is a matter of discretion at best. Whenever one spends some significant time at his normal workplace he gets such a payment. As a rule, this occurs once after each Adventure, though the GM is encouraged to re-structure this according to his game’s needs. One rolls as many times as

he has Levels with the required Skill or each Point he has above 13 for his required Ability, the total then multiplied by the factor listed. For example, a pilot with Navigation Level 4 would roll the D6 four times, then multiply the total by 8 to see how many credits he is paid at that time.

NPCs: The rules for pay are also used for hiring Non Player Characters, as their required pay for going on each and every Adventure with the PCs.

TABLE #124: OCCUPATIONS

Occupation	Requirement	Pay Level
Anything unlisted	Unique Ability	D20
Assassin	Stealth	D12x6
Athlete	Any Movement	D8x8
Barkeeper	Storytelling	D8x7
Biologist	Any Survival	D6x10
Bouncer	Melee weapons	D4x6
Bounty-hunter	Movement Ability	D10x6
Cloner	Cloning technology	D6x5
Commander	Any Spacetravel	D10x10
Cook	Cooking	D4x2
Doctor	Medicine	D12x7
Engineer	Invention	D8x8
Entertainer	Personality Ability	D12x10
Environmentalist	Science	D4x8
Escort	Genetics Ability	D4x10
Explorer	Intelligence Ability	D6x8
Farmer	Farming	D4x5
Guard	Intuition Ability	D4x7
Infantry	Combat Ability	D4x4
Laborer	Physique Ability	D4x5
Marine	Projectile weapons	D4x4
Pilot	Navigation	D6x8
Pirate	Presence Ability	D8x10
Police-officer	Laser weapons	D8x9
Politician	Negotiation	D12x5
Programmer	Computers technology	D8x4
Robotacist	Robotics technology	D12x8
Salesman	Pilfering	D10x8
Spy	Disguise	D6x6
Taxi	Packing	D4x3
Temple-master	Wisdom	D10x5
Test-driver	Driving	D4x4
Therapist	Psyche Ability	D6x5
Trainer	Any Movement	D4x8
Translator	Languages	D6x4
Warden	Mindwork technology	D6x5
Weapon-designer	Any Weapon	D12
Undertaker	Religion	D4x1

CREDENTIALS AND CREDITS

HOW ONE MAKES HIS WAY IN THE UNIVERSE IS A QUESTION ALWAYS BEING ASKED ANEW

ORGANIZATIONS: Once someone has decided upon his Occupation, he may wish to be part of an ‘Organization’ that uses his skills and abilities. One is encouraged to develop the story details of the Organization he is a part of. However, if he wishes for any statistical benefits therefrom, he has to get them using the following chart. For every 2 Creation Points a Player spends, he gets one roll on this chart to determine the benefits of working for whatever Organization that he does.

TABLE #125: ORGANIZATIONS

Roll	Benefits of the Organization
10	+1 to rolls when using the Organization’s established primary Skill or Ability
9	Bonus 500 credits every time one gets Pay
7-8	+1 to Trial Rolls as the Organization helps
5-6	Bonus 100 credits every time one gets Pay
1-4	No benefits

Independent Characters: It is perfectly reasonable for one not to have his Organization specified. In fact, most choose not to, as it is mostly just a ‘background detail’ anyway. So, if someone doesn’t wish to be part of any kind of Organization, he does not have to.

Names of Organizations: No matter what details a Player gives to his Character’s Organization, it at the least should have a name. Provided below is a list of classic organizations that have inspired the tales told in this genre, from movies, books and popular legends. However, note that the following names are not a part of this game itself, and so none of these names should be taken for your own galactic organization, company or secret order.

The Colonial Marines
Cybercorp
The Galactic Empire
The Galaxy Grenadiers
The Jedi Knights
M.I.B. (Men In Black)
N.A.S.A. (Never A Straight Answer)
The Rebel Alliance
Space Truckers Interstellar
Star Force
Star Law

TRADEMARKS: At the Player’s option, he can have a ‘Trademark’ for his Character, helping to define his personality. This costs a number of Creation Points as displayed on the following chart. With each new Experience Level a Player can drop a Trademark if he takes on a different one, paying the difference cost. Any Trademark is an edge or insight into the Character, brought on by his life experiences up to this point from doing his job, honing his skill, and living the lifestyle which such a path leads to (and through, hopefully). A Player is encouraged to take a Trademark that suits the role-playing style he intends for the Character (and that is why he can and even should change it as he advances in Levels, if his style ends up being something too far removed from his Trademarks). Remember that every Trademark reflects how the Character acts—not necessarily the Player.

TABLE #126: HUMAN TRADEMARKS

Trademark	Creation Points
By-the-book	2
Cocky	3
Defeatist	2
Egomaniac	4
Greedy	3
Know-it-all	4
Maverick	3
Mysterious	4
Naive	2
Paranoid	3
Proper	3
Romantic	2
Scoundrel	4
Superstitious	4

By-the-book: The Character is insistent on doing everything he can ‘by the numbers’, almost as if he will be judged in some afterlife for breaking any protocol, a trait which grants him +1 to all Intelligence Checks but at the same time costs him -1 to all Personality Checks.

Cocky: The Character is not only good at what he does but he knows it all too well, and is not at all shy about reminding people of that fact, a trait which grants him +1 to all rolls with his Prime Requisite Score but at the same time costs him -1 to all Reaction Checks.

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HOW ONE MAKES HIS WAY IN THE UNIVERSE IS A QUESTION ALWAYS BEING ASKED ANEW

TABLE #127: ALIEN TRADEMARKS

Trademark	Creation Points
By-the-book	3
Defeatist	3
Egomaniac	5
Greedy	4
Know-it-all	5
Maverick	4
Mysterious	3
Naive	3
Superstitious	5

Defeatist: The Character is prone to panic about how he or everyone else is going to at least fail or more likely meet a horrible death, usually early enough in an adventure that nobody has even had a chance to learn his last name, a trait which grants him +1 to all Intuition Checks but at the same time costs him -1 to all Psyche Checks.

Egomaniac: The Character thinks pretty highly of himself, because only he is smart and good-looking enough to recognize just how good he really is and so he has to give himself his own accolades, a trait which grants him +1 to all Initiative Rolls if he is alone, but at the same time costs him his first Turn in any battle when he is not alone.

Greedy: The Character knows what he wants above all, and it's not love or glory but can be equally possessive and blinding, a trait which grants him +1 to all Searching Checks but at the same time costs him -1 to all Intelligence Checks.

Know-it-all: The Character always has the answer to any given problem or in any situation, or at the least believes he does or wants others to believe he does, a trait which grants him +1 to all Special Skill Checks but at the same time costs him -1 to all Presence Checks.

Maverick: The Character tends to disregard protocol and rules and do things his own way, usually as he believes there is a better way and thus he is seeking it, a trait which grants him +1 to all D20 rolls but at the same time costs him -1 to all rolls with his Prime Requisite (in the case of a Casual Ability Check these cancel each other out).

TABLE #128: ROBOT TRADEMARKS

Trademark	Creation Points
By-the-book	2
Defeatist	4
Greedy	5
Know-it-all	3
Mysterious	5
Naive	3
Paranoid	5
Proper	4

Mysterious: The Character is either silent, speaks in riddles or in some way maintains a mysterious presence, a trait which indeed grants him +1 to all Presence Checks but at the same time costs him -1 to all D10 rolls (the reason remains a mystery).

Naive: The Character is inexperienced or at least so young he has not yet been hardened by life, and so he remains optimistic, a trait which grants him +1 to all Psyche Checks but at the same time costs him -1 to all Presence Checks.



CREDENTIALS AND CREDITS

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Paranoid: The Character is terribly timid or rather easily startled, sometimes even causing things to go wrong because he worries too much about them he ends up making a mistake, a trait which grants him +1 to all Fleeing Checks but at the same time costs him -1 to all Movement Checks.

Proper: The Character is very prim and proper as a gentleman (or gentlerobot) should be, sometimes appearing more concerned with behaving in what is deemed the right or dignified way even when there is danger pressing all around, a trait which grants him +1 to all Personality Checks but at the same time costs him his Turn any Round in battle when the Initiative is tied (he does not take a Turn but all the other Characters can).

Romantic: The Character has tendencies towards being charming or suave or even a traditional and appealing romantic, for whether he actually is or not he at least wants to be and therefore believes he is and practices thus, a trait which grants him +1 to all Reaction Checks but at the same time costs him -1 to all Intuition Checks.

Scoundrel: The Character has a mind (and possibly a heart) made of a delightfully dirty marriage of all vices and dishonorable ways, but none of them are taken quite far enough to really make him a bad or even dislikable person, a trait which grants him +1 to all Reaction Checks made with the opposite gender of his own race type and the same gender of other race types but at the same time costs him -1 to all Reaction Checks with the same gender of his own race type and the opposite gender of other race types.

Superstitious: The Character is highly engaged in spiritual beliefs for some reason, perhaps because he is from a primitive civilization or that he finds strength in holding on to more archaic knowledge or even that he is aware of cosmic truths that no others in the technological societies can see, a trait which grants him +1 to the use of any Universal Power but at the same time costs him -1 to all Physique Checks.



AGENDAS: The Character may have some hidden or lofty purpose for adventuring. Many Players like having some reason for risking their lives that is additional to or separate from the one given by the Game Master and his prepared Adventure. However this may enhance the storytelling, such agendas are unpredictable and infinitely variable, and thus are not afforded any statistical bonus specific to his carefully designed story, regardless of any and all insistence a Player may give to the contrary. In order to be fair, all agendas can give someone a bonus of +2 to one Ability Score of his choice, but whenever he gets a new Ability Point from an Experience Level he must roll on the D10 to see what Score it is applied to, with '1' as Combat, '8' as Psyche and so on. The time he lands on his Prime Requisite he can forever after choose which Ability his new Points apply to (except that one).

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EXPERIENCE: For all a Character's adventures in space, for all his trials and triumphs, for all of his rewards and losses, for all of his victories and failures, one thing he always gains and that is experience. For whenever a Character accomplishes something either new, exciting or enlightening for him, he gains a number of 'Experience Points'. A Player keeps a running total of all the Experience Points his Character has ever earned, reflecting his overall success.

Experience awards: In the dangerous universe of adventure, only the most dangerous actions really earn someone improvement. Explained below are all the various Experience awards one can earn. These are the only ways in which one can earn Experience Points, with all rules and rolls having been taken into account.

Traveling on any planet's surface can often be a dangerous, exciting and trying task. As people travel the wilderness of any world on some risky venture, indeed making any trek that has danger to tell of, they will be learning all the while as well, granting one a number of Experience Points equal to the miles traveled to each Encounter.

Ability Checks cover anything from simple to perilous tasks, yet they draw upon strengths we have always had, honing one's own natural power. Whenever one makes a successful Ability Check, he will earn Experience Points based on the task; 10 for all Casual Checks, 50 for all Challenging Checks, and 100 for all Critical Checks.

Searching for secret doors, databanks, tracks or anything else always tests the wits of the intrepid space explorer, and when this leads him to any true discovery, it only shows how clever he has become, earning him 100 Experience Points. If a successful search was the result of a group effort, then the award of 100 Points is to be divided up among the group equally (as shown on Table 7).

Tech Checks result in someone not only fixing or finding problems, but gaining confidence in his mastery over the machines which govern so much of known reality. Making a successful Tech Check will merit Experience Points equal to the total roll (not the difficulty of the Check) multiplied by 10.

Skills enable the crafty and cunning to learn ways to improve, as one finds new means to new ends by learning new tricks and realizing old mistakes. When anyone makes a successful Special Skill Check, he will gain Experience Points equal to the difficulty of the Check multiplied by 10.

Power itself is enlightenment, as do those who call upon the universe ever rediscover and reaffirm, as they are close enough to the cosmos and indeed themselves to know that only the unity of thought and spirit could have managed an accomplishment such as they have. Whenever one successfully uses a Universal Power, he will receive Experience Points equal to the difficulty of the required Check multiplied by his Prime Requisite.

Fighting and winning is always going to learn someone something useful. Whenever anyone gets into a fight and is still standing at the end of it, he will get Experience Points based on the enemies defeated. Each NPC or creature has an Experience Point value, the total of all defeated foes divided up amongst all who were still fighting at the end. Players who run away during the fight still take a 'share' of the Experience but do not actually get it.

Puzzles can be worth anywhere from 100-1000 Experience Points, based on how difficult they are to solve and the risk involved in doing so.

STEP INTO A LARGER WORLD

THE WINDING JOURNEY BETWEEN PLANETS IS ALWAYS LEADING IN A TRULY STRAIGHT LINE

Experience Levels: Every Character has what is called an 'Experience Level', which is a measure not of accomplishment, skill or power as it may seem, but rather, a measure of experience itself. Each Character begins the game at Level 0. When he experiences enough, when he has earned enough Experience Points, he will instantly advance to the next highest Level. When this happens the game must pause for recalculating his statistics.

TABLE #129: EXPERIENCE LEVELS

Level	Total Experience Points
9	100000
8	75000
7	50000
6	40000
5	30000
4	20000
3	10000
2	5000
1	1000

Improvement by Experience: Whenever one gains an Experience Level, it reflects the strengthening of that Character. The Player will get to roll on the following chart to see just how much he skill, strength or overall empowerment he gained with his experiences. These bonus' to a Character are cumulative. Note that one should write down any Universal Points he receives even if he is not able to use them. Similarly, one should write down as a 'skill' any Defense Score bonus from Table 130 so it will not be lost in future calculations.

TABLE #130: ADVANCEMENT BONUS

Roll	Cumulative bonus'
100	Additional 7000 Experience Points
97-99	Increase of 1-4 to Health Score
94-96	Additional 2000 Experience Points
90-93	Increase of 1-6 Creation Points
85-89	Additional 1000 Experience Points
70-84	Choose which Ability earlier Point applies to
50-69	Increase of 1-6 Skill Points
40-49	Increase of 1-4 Creation Points
20-39	Increase of 1 random Ability Point
10-19	Increase of 1-4 Skill Points
5-9	Increase of 1 Skill Point
1-4	Increase of 1 Skill Point



Final Level: After one achieves 9th Level, while he can still have experiences and learn from them, he has advanced as far as Experience Points allow. At this point, one great, climactic quickening awaits him, indeed the greatest advancement of all, but it is one that no amount of Points can earn. Each Character Class defines what one must do to attain his 10th and Final Level, and what he will gain if he is successful in this endeavor. It must be noted that the achievement of the Final Level for any Character Class carries with it many terms of great significance. First, any discretion relies solely upon the Game Master, not the Player. Second, those ends which openly retire the Character are absolute and not even the GM can allow the Character to go on as a PC. And finally, there is no Level that is higher than 10th.

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CLASS ADVANCEMENT: Besides one's sheer experience and Experience Points, there are other ways he can improve or advance, based on his Character Class. Whenever someone rolls a natural '20' on the D20 for an action related to his Class (Attack Rolls for Fighters, Special Skill Checks for Rogues, Universal Power Checks for Mystics), he may choose to forgo all of the Experience Points gained as a result of the action and instead roll for some immediate improvement on one of the charts below (whichever one is appropriate for his Class). This roll is always made using the dice of the highest value equal to one's Experience Level, and rounded up. For example, a Character of Level 5 would use the D6.

TABLE #131: FIGHTER ADVANCEMENT

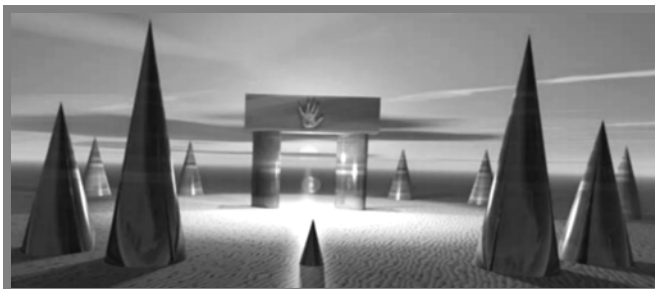
Roll	Fighter gain
7-10	Gain +1 to all Attack Rolls
4-6	Gain 1 Skill Point
2-3	No advancement
1	Lose Experience Points equal to what would have been gained by considering this as luck

TABLE #132: ROGUE ADVANCEMENT

Roll	Rogue gain
6-10	Gain +1 to all Special Skill Checks
4-5	Gain 1 Skill Point
2-3	No advancement
1	Lose Experience Points equal to what would have been gained by considering this as luck

TABLE #133: MYSTIC ADVANCEMENT

Roll	Mystic gain
5-10	Gain +1 to all Universal Power Checks
3-4	Gain 1 Skill Point
1-2	No advancement



RANK: Throughout the vast reaches of space, the countless militaries, militias and monsters all seem to follow the same structure of organization, indeed of rank and recognition of leadership thereby. Any Character can gain military rank at any time, if his actions and accomplishments work against someone to the benefit of another. Though like any military, there are strict guidelines for this—promotion and rewards are seldom left to a story decision alone.

Earning rank: Whenever anyone does something of significance, the group, organization or nation that benefits may very well promote him. Provided on the following chart are all 'Merit Point' awards for various actions or accomplishments. Creation Points can be used to get Merit Points at a 1-for-1 ratio.

The Merit earned by any victory is applied to Table 134 to acquire Rank. Two numbers will be listed, divided by a slash. The first number is for the one in command of any operation that achieves such a victory (if there is a commander at all). The second number is for all who are under his command or help achieve the victory.

The credit bonus is an outright reward, rolled by the GM, and divided equally amongst the team.

TABLE #134: EARNING RANK

Action or accomplishment	Merit earned	Credit bonus
<i>In times of war</i>		
Rescue someone	His Rank	200-800
Destroy an enemy city	15/2	300-600
Destroy an enemy base	12/1	100-600
Destroy an enemy outpost	6/1	100-400
Destroy an interstellar vehicle	8/3	100-400
Destroy a flying vehicle	4/1	30-180
Destroy a surface vehicle	2/0	20-120
Fail any mission	-5/0	-
Refuse any mission	-10/0	-
<i>In times of peace</i>		
Discover an uncharted planet	20/0	300-800
Capture an infamous criminal	10/1	Bounty
Rescue someone	His Rank	50-300
Kidnap anyone	-10/-2	-
<i>If commissioned in secret</i>		
Assassinate someone	His Rank	Bounty
Steal essential data	8/1	100-600
Destroy an unallied merchant	4/0	100-400
Fail any mission	-6/0	-
Refuse any mission	-8/0	-

STEP INTO A LARGER WORLD

THE WINDING JOURNEY BETWEEN PLANETS IS ALWAYS LEADING IN A TRULY STRAIGHT LINE



Official rank: However a Character seeks to get an official Rank or title, there are two things that the GM should consider; 'Number' and 'Merit'.

Any Rank's Number is its value above others below it, which is simple enough when looking at a chart that lists all the ranks from most to least important, but this Number will also be used for other purposes during Adventures, such as how much one needs or is required to have bodyguards, or what level of Rank is allowed into important or secret government meetings, etc. If two Ranks have the same Number, the one that is listed higher on Table 135 is the superior Rank for command.

Any Rank's Merit is what is required to attain that Rank, between Merit Points and a single dice roll. The dice used is that with the highest count of facets equal to or less than the Presence Score of the individual. For example, someone with a 9 Presence Score would roll on the D8. If the total is equal to or higher than the listed requirement of Merit, one indeed attains that Rank. One can 'cash in' his Merit Points whenever he chooses, but he will then use them **all**, and no matter how much they total, nobody can 'skip' any Ranks.

TABLE #135: OFFICIAL RANK

Official Rank	Rank Number	Required Merit
<i>Army or Marines</i>		
General	10	40
Colonel	9	38
Lieutenant-Colonel	8	35
Major or First Captain	7	32
Captain	6	30
First Lieutenant	5	28
Second Lieutenant	5	24
Command Sergeant-Major	4	22
Sergeant-Major	4	20
Master Sergeant	3	18
Sergeant First Class	3	15
Staff Sergeant	3	12
Sergeant	3	10
Specialist	2	8
Private First Class	2	7
Private	1	5
<i>Navy or Starfleet</i>		
First Admiral Of The Fleet	10	40
Admiral	9	35
Rear Admiral or First Captain	8	35
Captain	7	30
Commodore First Class	6	30
Commander or Commodore	5	30
Lieutenant Commander	4	25
Lieutenant	3	20
Ensign	2	10
Serviceman	1	5
<i>Government official</i>		
King or Queen	12	100
Supreme Chancellor	11	90
High Chancellor	10	80
Chancellor	9	70
Senator	8	60
High Commander	7	50
Provost	6	45
High Councilman	5	40
Councilman	4	35
Chief Magistrate	3	30
Magistrate	2	25
Mayor	1	20

The rewards: Whenever one gets a new Rank, he may possibly get a reward as well. He can simply let the GM roll on the following chart to see what the reward is, or buy it outright by the listed cost in Story Points. If one lets the GM roll, he will roll indefinitely, building up the total reward, until a roll is **less** than the previous result.

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TABLE #136: REWARDS OF DUTY

Rewards in addition to normal promotion	GM's roll	Story Points
Princess' hand in marriage	98-100	30
1000-10000 credits	75-97	21
Entire crew or team pardoned	70-74	15
Full pardon for all crimes	65-69	9
100-1000 credits	40-64	3
No reward	1-39	-

The price: Perhaps the worst thing that can happen to anyone is having a price on their head. Anyone can be the subject of a Bounty at any time. Just for anyone's reference, most Bounties average from 100-1000 credits in value, multiplied by the Rank Number (if any) of the target. Any time that these boundaries are exceeded it must have a justifiable reason worked into the Adventure's story.

ROYALTY: Nobility, true royalty, is rare. Kings and queens are even elected in some systems. But there are those rare members of royal families who appear at times. How much rightful claim that they have to any title is measured by 'Royalty Points'.

Earning royalty: The strength of anyone's claim to any royal title is measured by their Royalty Points. At any time, one can weigh their Points on the following chart.

TABLE #137: EARNING ROYALTY

Status or specialty	Royalty
Married to someone of royalty	7
Highest Ability Score is Presence	5
Child of past PC who was royalty	4
Pure; no Features (of Table 103 or 104)	3
Highest Ability Score is Unique	2
Rightful owner of a noble heirloom	1

Royal titles: How much nobility is necessary for any title of royalty is displayed on the following chart. As titles are recognized universally (at least by those civilizations where titles mean anything at all) any title will be just as good in one place as in any other. However, it must be noted that any person can only have royal title **in** one place at any time. To move one's title to another place is to do no less than change citizenship.

TABLE #138: ROYAL TITLES

Title to attain	Royalty
Heredity Kingship or Queenship	20
Steward of a planet	17
Duke	15
Marquis	13
Count	10
Baron	9
Steward of a city	7
Honorary member of the court	5

Royal benefits: Normally, royal titles do nothing for someone who lives a life of adventure, save to make them an irresistible target for the scum of the universe. However, there are certain advantages to being royalty, if one knows how to play his political cards right. First and foremost, the Royal Points necessary to normally attain any title are directly proportional to the Rank Number of other official titles, so royalty can normally give orders to most military personnel. Second, the following chart displays the **discount** to all purchases that all people of royal title gain. This discount is always rounded up, so nothing is ever free.

TABLE #139: ROYAL DISCOUNT

Goods and services	Royalty
Weapons (44)	20%
Weapon enhancements (45)	10%
Armor (46)	30%
Gear (47)	40%
Commercial transport (Table 48)	50%
Commercial services (Table 49)	60%
Robots and vehicles	20%
Power units	10%

OTHER ADVANCEMENT: Aside of the various ways in which one can advance their Character as detailed within this Chapter and indeed this Book, the countless Adventures that one will have shall doubtless offer many other, unforeseeable forms of gain, power or improvement, but they are always unique and so cannot be set down into black-and-white rules here.

***REVENGE OF THE
GAME MASTER***

BOOK III

THE MASTER'S BOOK

CHAPTER 18

THE GREATEST ENEMY AND ALLY FOR ANY HERO IS THE GAME MASTER OF THE UNIVERSE



THE MASTER'S ROLE: The Game Master is the most important participant in the game. He is the narrator, the story designer, the movie director, the referee, the mediator and the creator all in one. The Players are visitors in his universe—he is not their adversary, nor their friend. The Game Master is all powerful but impartial, presenting situations and trials, and then watching as the Players take their Characters and their own stories in whatever direction that they will. The Game Master may at times be amused, he may at other times be very disappointed, and still other times he may very well be surprised. The role of the Game Master is a busy one, preparing all of the adventures, and a demanding one, in presenting them, but his task is at the same time always the most rewarding—while Players gain the satisfaction of their own individual Characters' success alone, the Game Master gets to watch the entire game come together, knowing that it was his efforts, his designs, that created this great fantasy for so many to enjoy and make their own achievements within. However, it is by no means an easy or even an envious one, for the role of the Game Master is one that also makes or breaks the entire game.

The Game Master's task: The Game Master is like a storyteller, narrating a sequence of events from which the Player Characters are 'free', and able to interact with at will, using the rules of the game to effect the Game Master's story.

The Game Master prepares (to some extent or another) the adventure ahead, almost like a movie script that he is to direct. He may draw up maps, write descriptions or key areas, prepare Handouts, etc. And finally, when his tale is ready to be told, and the Players are ready with their Characters, the adventure begins, and the curtain rises.

The Game Master always begins the adventure, telling the Players where their Characters are, and what is about them. And whenever the party is not doing anything, it is the Game Master's task to move events along, sometimes (and sometimes not) in harmony with the party. The Game Master keeps in mind events going on 'behind the scenes', and considers what is to come.

The Game Master's task thus is not to guide or help the Players, but to present them with all the opportunities to take action on their own. He must all the while remain fair and impartial, presenting challenges and storylines, and watching how the Players move their Characters through his imaginary universe.



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The title of Game Master: He who is accepted as the Game Master should be treated with respect. He sacrifices his chance to play and adventure in order to provide others with that opportunity. It's a noble sacrifice. Players who argue with or seek to change the GM aren't showing him the respect he deserves. However, it is the Game Master's task as well to remind the Players of this. Remember, as GM, it is your game, and your word is law. If others disrespect your title, then they should try making the sacrifice of being GM.

QUALITY GAME MASTERS: There is much, much more to being a Game Master than simply memorizing rules or probing through this gamebook. For upon the shoulders of the GM is the greatest burden of a game, indeed its quality. Anyone who is a true GM is concerned about how to do this job to the best of his ability. However, know right away that there is no 'correct' way to be a GM. Like any art form, a GM's quality is made up of all his individual strengths, all blending together to form his own, unique style. It is a passion play of preferences, likes and dislikes. What is 'good' is what everybody likes. To help the GM recognize his own strengths, and what more people like in role-playing games, the time-tested and honored practices of GMing are explained below.

Be a storyteller: A role-playing game is like an interactive novel. And like any story, the quality of the experience depends mostly on the ability of the storyteller. The Game Master must be a storyteller first, and a rulemaster second.

More than anything else, the Game Master should be descriptive, bringing the fantasy universe to life solely by speaking with fluid, unencumbered narrative. With words alone, from describing the color of the sunset to the ozone smell of burning robots, the GM should concentrate on the details that bring the fictional realm to life.

In addition, any techniques a normal storyteller might use to interest or excite a crowd the GM should feel free to use—if an alien's footsteps or slithering crawl echoes in the hall, then the Game Master might clomp his feet on the floor beneath the table, or slide his hand along the rim. The GM should do everything that he can with his voice,

expressions, hands and immediate surroundings to both describe and (to a certain extent) enact the events unfolding around the Players' Characters.

Also, the GM should consider not to be non-descriptive. One should try not to sound like an adding machine, simply throwing out numbers and expecting them to constitute a story. The GM should clothe every naked number with at least a little bit of description, or read it with a reaction and not the number itself. It helps the Players far more to hear "You are gravely wounded" than to hear "You take 6 Health Points of Damage."

One can tell the quality of a story by the interest of its audience—the more the Players see, hear and feel the world you create for them, the more energy they will offer to the game in turn, and thus the interactive story builds upon itself. The more the Players believe in the make-believe the better is the storyteller, and the better the game will be for it.

Preparation: A quality Game Master is one who is prepared. Beyond the basics of gaming materials, this means adequate preparation of an adventure, and both the ability and willingness to take the game in whatever direction the Players may (wish to) go, all with seamless improv. There is no telling how far a party will go in a single game session, and so one should 'over prepare', having enough material to last longer than the party could possibly go as far as game session's clock allows.

Improv: Inadequate or even non-existent rules is a fear for many Game Masters. However, know that there aren't rules for everything—there shouldn't be. All the rules that are important to delivering a Starquest adventure are included already. If there arises a situation with no rule to cover it, it is a situation either not befitting a Starquest story, or it is one that is better resolved without a ruling or a roll. For at any time when a rule seems to be 'missing', simply bridge the gap between rules and reality with your ability as a storyteller. If the Players need the security that solid rules offer, remember that the Game Master's own judgment of a situation and story as a whole is as solid, and as 'fair', as any rule could be.

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Never back up: The Game Master should always be careful to set such a playing pace that everyone (especially himself) can play comfortably, without having to hold reigns on the rules. If one goes too fast, mistakes will be made. But when mistakes are made, one cannot back up the game in order to 'replay them right'. Instead, one simply needs to recognize that if the game's pace is not allowing everyone to consider all that they should, just slow down a little, thus allowing more attention to be paid to all things. As for the awkward moment of the made mistake, the GM should simply use his best storytelling ability to 'cover it up', explaining why things happened as they did, and move on, taking care not to make the same mistake again.

Keep the game balanced: Role-playing games have so many detail rules and so many things left to discretion, that a balance is difficult to maintain. Unlike chess and other conventional games, where the rules are absolute, the abstract nature of a role-playing game lends itself more to interpretation and innovation. The rules themselves set the proportions for the game, but that is all. And while a Game Master is encouraged to be a storyteller and an even judge of reality he must never let his opinion dictate what the carefully balanced rules already have done. There is a place for storylines, and a place for rules, and they should not interfere with each other. The balance of rules and story must be carefully maintained at all times.

Maintain control: Remember, you as the Game Master run the game—nobody else does. One should not let any of the Players become the GM. As a mediator, the GM should always listen to disputes and misunderstandings, and make as fair of judgments as you possibly can. But no matter how much any Player 'knows the rules', or no matter 'how good a GM he is', remember (and remind others if needs be) that you are the GM **now**, and whatever you must decide upon, your decision is absolute and final.

Give-and-take: It is easy for Players to expect too much from their GM. The GM himself should bare in mind (and perhaps remind Players directly, if necessary) that he is but the director in a living

movie, one which his actors will indeed create performances for him to draw inspiration and even ideas from. For it is just as much the GM's responsibility as it is that of the Players to keep the game moving, and keep it interesting. The GM may be the storyteller, providing the strange worlds in which the Players live their dreams, but the Players, out of sheer respect (both for the GM and the game in as a whole) should be offering their own story details at the same time as their GM is offering the overall tale, their efforts complimenting the greater story that binds them all and entertains them by entertaining the GM in their turn (and not just through accidental mishaps). All told, in the end, the GM is but an equal member of the game group, and when he feels weighed down by the duty he has elected, he should sit back and enjoy what unfolds before him.

Dealing with poor Players: Alas, despite the best intentions of the Game Master, Players can be 'poor sports' and ruin a game in countless ways, and you as the Game Master must be prepared to meet their unreasonable attitudes while at the same time maintain the game's fun for everyone else. Here's a few suggestions to resolve more common problems which arise.

Poor sports occur simply because of human nature, which is so competitive. If somebody feels angry or cheated, about the rules or anything else, the GM should stop the game immediately and try to resolve the situation. First, one should try to calm the Player down, listen to his side of the story, and make an impartial decision upon it. The GM should remind the Player (and himself) that everybody is simply trying to enjoy themselves, and possibly trying to live their personal fantasies that any kind of poor sportsmanship so easily and often irrevocably disrupts. Unfortunately, everyone more than likely plays the game with friends, and grouches come in endless varieties, too. If there is no choice, one should consider the sanctity of his social circle above the game. After all, it is only a game, and friendships are worth more.

Unreliable Players can arrive late, or won't arrive at all, or won't bring the snacks they were supposed to, or otherwise let you down. Such people give the illusion that the game isn't worth

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playing—their lack of interest is like poison to others who have already set aside a good amount of their time to cooperate towards creating a good game. The best way to work with any such poor Players is to set a definitive starting time for the game, and then stick to it. It is important to be reasonable about what time is set in order to accommodate everybody's schedule. But those who agree to it, and still slack, should simply not be allowed to participate that session for some short allotment of time as a sort of 'slap on the wrist', and during that time, their Character should be run as an NPC, perhaps gaining only half a normal share of Experience Points and rewards, or perhaps (if the Player was exceptionally late or notorious for being so) nothing at all.

Greedy Players are indeed a problem in role-playing games. Because of the very (discretionary) nature of these games, most Players will, at some point, want nothing but power! Most often this comes from the false belief that a Player 'need not prove himself' with a new Character, having had other Characters in the past that were far greater. Or, simply, one may just have a greedy nature, and want more of everything. Greed for power and greed for insurance against loss—these things are a matter of insecurity. The best way to deal with Players corrupted by greed is to tell them directly that what they want is unreasonable and beyond the proportions of your game—other GMs may have been generous or lenient and so given them a false impression, but within your game those same things that one so easily attained before come only with blood, sweat and tears. Normally, the simple black-and-white text of the rules themselves sets these boundaries. However, those who want more should simply be starved—instead of catering to outrageous expectations, the GM should do nothing or, if that doesn't work, then the exact opposite, giving proportionally less, so that, after time, a Player is appreciative of anything that he can get, hopefully around the comfortable proportions the game should normally have.

Sleepy Players can be anybody, no matter how good (or bad) a Player they normally are. People have bad days, and people have hard times. And anyway, role-playing games are physically passive, so it's only natural that folks get a little sleepy at

times. But then there are those Players who seem to do nothing but sleep. Those who never seem to show enough interest to keep participating nobody should even try to change. They won't change, no matter what the GM (or anyone else) does, or how much anyone wants them to. If there is a really good Player who is just off schedule, it can help to change the game's starting and ending time to better suit him that time (and so long as it's okay with everyone else). If a person is just 'out of it' that day, the GM should cut him a little slack. But if a Player just comes to the game to sleep, just run his Character as an NPC unless he speaks up to the contrary.



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Dealing with the worst of things: Despite the best intentions of both the GM and the Players alike, sometimes things can just go horribly wrong. More often than not, the worst of times is defined by a Character's death, or some other unfortunate and irreversible change to one's fantasy persona. Some Players can take this especially hard. In such a case, the GM truly has but one option, and that is to remind the others about the true nature of the adventure game, that it is indeed a game about dangerous adventure, and it is **only** a game, both of which require risks to generate any kind of excitement or reason to play in the first place.

Now, there are many 'wrong' things for a GM to do when things go awry. The easiest trap to fall into is trying to prevent misfortune, such as altering dice results or removing dangers that assail a party who is low on strength. Not only is this

outright cheating (not just to the party's foes—the GM has to remain impartial—but it also cheats the Players of the true fun of adventure with a hollow victory) and is upsetting to the balance of the game, as such measures also undermine a Player's confidence in their GM, encouraging them to think that if they ever get into trouble he'll always bail them out. This game's excitement is based on challenges and risk, and if there is no true risk, then there are no true rewards. GMs may also feel tempted to try and avert or make-up for disaster when it occurs (be it some disastrous dice results or sheer Player foolishness) in many other ways, but without even listing them here, know that they are all fundamentally flawed—if a game system fails to generate exciting proportions of risk versus reward, then the game itself is flawed, just as a group's playstyle that ignores the rules or rolls is equally flawed, and in either case there is no quick-fix, nor should there be.

However, by keeping to the time-tested rules and rolls that are fair, a balance is maintained, and Players must always bare in mind that without risk there is **no** reward. They should expect peril, and thereby find greater confidence in what they earn. When the dice reach extremes, it is fate, not any malicious GM out to get them. They know the risks going in, for that is what makes the game exciting! As soon as Players expect these carefully balanced proportions altered to avert or even mend disaster, the game will spiral out of control with increasingly ridiculous expectations and demands. The worst of things happen, as do the best of things. Characters die indeed, but that's the only reason why Players appreciate it when they live.

It is not only true that 'the game must go on' as many like to say, but it is equally true that 'the game **can** always go on'. Indeed, any Player may have to make a new Character at any time, but he should be reminded if necessary that such a time is an opportunity to try something new. He may not have the power that he had with his previous Character, but he will always have the memories (which is ultimately what the only true thing in a role-playing game one can keep). It's also a fresh, clean slate. Players should be reminded to embrace new beginnings rather than see them as some sort of shallow peace-offering or charity sympathy.

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House rules: While it is the responsibility of the game group as a whole to find their preferred 'house rules', it often comes down to the GM to rule what they are. However, even he must abide by one simple guideline when establishing house rules—they cannot replace the existing rules of the game itself.

House rules are a different beast to battle.

House rules are necessary and encouraged. For example, what if a Player arrives late? How are Experience Points handled for those who are absent for several sessions? Does the game pause when someone goes to the restroom or does it mean that his Character is someone who is 'asleep'? Is the game played in 'real-time' and if so, when is it and when is it not? Are dice that fall off the table re-rolled even if they are face-up on the floor? The questions are endless, and each group should find their own preferred balance for them.

Now, just what situations require house rules is in itself the first question that the group needs to agree on. However, while the potential situations requiring house rules are far too many to list, let this book offer this much advice: Establish what the house rules are before the fact, indeed before the game begins. Experience can raise the question of most of them, and others will be recognized quickly enough. And, above all else, no matter what method is used to decide house rules, be it a good old fashioned vote, "It's my house", "It's my game", "This is the way it's always been done" or "I'm the Game Master", in the end the GM should write them down (and keep a copy with his notes). For ultimately he will be the one who needs to make a ruling and enforce it, and house rules, more than any other aspect of role-playing games are subject to debate, and if they are not written down then they will mysteriously change to suit everyone's (different) perception of the situation, thus eliminating their original purpose.

Indeed, this is why RPGs have such extensive rules in the beginning, compared to other games (boardgames, card games, etc.), because of all the questions that need solid answers. The rules are carefully balanced to account for all foreseen and truly demanding scenarios that have any chance of success or failure. Others, which fall into the realm of 'house rules', are probably not **really** important.

TRICKS OF THE TRADE: Provided below are some time-honored techniques that a Game Master might consider using to enhance the game. These 'tricks of the trade' are suggestions only, and are not at all necessary for playing a quality game. However, they are useful...

Paraphrasing: There is always a great deal more taking place in a role-playing game than any rules or the attention of any Game Master could ever consider. Players can be enthusiastic about their Characters' adventures, but can easily get carried away, wishing to describe every cleaning of their gun, recite their code before going into every fight, count the rivets on the space station...

A role-playing game should have a good pace. Like a movie, sometimes things must be greatly condensed for pacing. In this, the GM should focus his attention and description only on things that are important, or those that add that 'something extra'. But if things are getting bogged down and moving too slow, 'simplify and summarize' is the best way to go. For example, the GM could describe one jump into hyperspace, and refer to that in style or hint at it every time the party's ship blasts into hyperspace thereafter.

Now, be careful not to be mistaken. The GM should encourage all the his Players can offer. He just shouldn't let things become repetitive. There is a very fine line between welcoming insight and imaginative additions to the story, and letting the Players forget they are playing a game that should (and needs to) keep going forward. If Players are simply enjoying getting into the story, the GM should sit back and let them indulge themselves for a while but keep a mind to move things along eventually, and when he does, paraphrase things to make up for the lost time.

Like a bad movie that drags on, so can any role-playing game easily overkill on description and detail and even depth. The Game Master, for his part, should paraphrase as much as possible and speak only of what is important (to the story), and hopefully set a pacing example for the Players, if he can. If you cannot, for all your efforts, just sit back and let the Players get their needs for detail out of their system—the natural need for speed and survival will eventually return the game to balance.

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Translate rolls into reality: Many perceive role-playing games as a complete recreation of reality, which is far from the truth. As a recreation of all the facets of reality, RPGs are a poor display at best. However, all the facets of reality are indeed present. Not in the rules, as countless games try to make it, only burying players beneath a hundred different manuals and a million unnecessary rules. No, the details that make the story more real are always added by one's imagination, indeed the Game Master's impromptu description of events, places and people. By far the most effective and important of these is his description of dice rolls.

Within a living story of colorful descriptions and characters with very real personalities and the intense search for the party's goal, black-and-white numbers are pretty bland, and so should the Game Master try to bring them up to the level of the rest of the game. Quite simply, a good Game Master will try to add a little bit of description to any and every roll that falls that he can think up something for, no matter how simple it may be. For example, instead of saying "Your Attack Roll missed" the same amount of words, "Quaid blasted the air" sounds much, much better.

What the Game Master should try to do as often as possible is keep numbers secret, and only hint at their values with description. For example, instead of saying whether someone is hit by the blast of a laser pistol by 1 on the dice, he could say "he grazed him behind the ear".



The only thing a Game Master should **not** do, indeed the only time when raw rolls and numbers are better than description is when description itself becomes repetitive—if what you are going to say isn't original or at least has been used recently, then just call the numbers. In other words, try to translate rolls into reality, but don't try too hard.

Preparation: Apart from the required preparation of setting up an adventure, a GM may do well to add extra detail to certain aspects of it, or perhaps pre-calculate enemy statistics and thus help himself better describe those things that are more important to his sense of storytelling when they occur. For instance, why would a bounty-hunter who keeps a lasersword trophy not use it when his blaster has exploded? Furthermore, pre-calculating treasure can allow for the GM to make wonderful combinations out of them.

Atmosphere: The GM (or the Players) might wish to add atmosphere to the game room. Playing in costume, or to space fantasy music, or simply just playing in the docking bay-like garage adds a great deal to the game. The more atmosphere one can surround the game with (or rather, the more one can distance themselves from the modern, mundane world) the better. There are always those who see such things as 'taking the game too far' or as one being 'too involved in fantasy', and there will be a few noisy-negativists that express such 'concerns', however, remember that atmosphere, to any degree, is no different than uniforms for any team sports, dressing up for the opera, or decorating for a holiday—it's just fun!

Handouts: Many products are often nicely decorated with pictures showing some of the characters and scenes within their story, and a GM will naturally want to share them with the Players, not only to help them visualize all those specific scenes and people, but just because it's fun. However, the GM would have to cover the rest of the page with paper, or simply ask the Players 'not to notice' the all-important text about that secret door hidden there. Either way, it's awkward. What a GM may consider is scanning those pictures before the game so he can simply pass them out to the Players.

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Miniatures: One of the more common and hobby-minded techniques for more vivid game play is the use of miniatures. These small, pewter, plastic or lead figurines are sold in almost any hobby or game shop, and come in varieties of the thousands, depicting adventurers and creatures alike. And thus any tabletop map can become a battleground where miniature figures, 3-D walls, trees and other pieces give shape to the graphed lines below them, and where battle scenes come to life before the group. When using miniatures, it is essential to have the table surface in some way graphed into squares, so that the Characters' and creatures' movement can be accurately counted, just as on a Game Master's map, for indeed miniatures are, just as much as a visual treat, a tool for playing more tactical battle sequences. And, if the Adventure has no map at all, it reflects that movement is not to be measured at all, though miniatures may still be used just to help the Players imagine the epic battle that their Character is caught up in. There are many rules on the market for miniatures, some made for specific games, and others more open and applicable. Use these as you wish in your Starquest game, so long as the miniatures' rules do not conflict with the established combat rules laid out in Chapter 3.

Mood makers: Sometimes, it's hard to get in the right mood for the vivid experience of fantasy role-playing. It's always a good idea to 'warm up' so-to-speak, rather than to 'start cold'. Some better mood makers that everyone has access to and can easily use just before a game is to start include watching a favorite scene from a space movie, or reading a little out of a good novel, or listening to some themed music. Whatever makes one's mood always helps.

Personalizing official Adventures: An endless debate rages amongst role-players, that of whether a group should or should not use published adventures, for the simple reason that they are 'generic' and not involved deeply enough with the Player Characters' specific backgrounds, personalities and goals. There is an easy solution to this: Take a prepared or 'official' Adventure and tailor it to more personally involve the PCs. The question is, how does one go about doing this?



Official Adventure material is easily frowned upon because it is indeed generic, however, its generalization is by design, and for good reason, that reason being you are **encouraged** to customize them. Now, published adventures, if used correctly, will prove challenging and exciting enough on their own without adding any personal touches, however, you can indeed always add your own material to them, and that's the key.

Whenever personalizing any official Adventure, the one rule of thumb is to add—do not subtract, rearrange or omit. For everything in a prepared adventure is there for a good reason. Do not risk upsetting that balance. It's like taking a seemingly 'inconsequential' file out of a computer program. The Player Characters are, after all, part of a larger whole, the fantasy universe indeed, and they bring their own details to it. So add all you want. That is all that is being asked of a GM anyway, adding depth and details, rather than encouraging the lack thereof.

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Game dialogue: Over the last few decades, gaming, like any other hobby, has developed its own inner language. Much of the jargon has settled into balance, and the more universal terms are used in Starquest. Still, many expressions that are used in other games will eventually be used in your game, and they can throw you off. For this reason, the more often used words of ‘gamer language’ have been explained below as to what in Starquest that your Players might be referring to.

Caller is an old term hardly heard since the earliest days of gaming, but the ‘caller’ was like the party’s spokesman to the GM, his voice replacing the chaos of a half dozen others trying to boast about what they’re doing (but instead only serving to create the chaos of a political party).

Cocked dice are those dice that did not land perfectly upright and thus ‘fair’, even if so much as a piece of paper is upsetting their balance, and the general consensus amongst gamers is to re-roll.

Crits refer to ‘Critical Hits’ and Misses, and few things bring a greater smile to any gamer’s face (unless it is their enemy that rolled the Hit, or the Player who rolled the Miss).

d20 is the hopeful realization of the dream of many, that of a standard or universal rule system, though in reality this label is little more than an advertisement, a marketing tool, and as every ‘d20 supplement’ is vastly different from each other or hopelessly bound to the core company, then this ultimately means nothing except to say that the game with such a label uses the D20 more often than other dice.

Die refers to a single dice, though in the English language ‘dice’ functions both in a plural and a singular sense alike, so in Starquest we steer away from the term ‘die’, which in a role-playing adventure can strike unnecessary fear into the hearts of the Players.

DM is short for ‘Dungeon Master’, the title of the GM in the original role-playing game, and thus out of respect, tradition or sheer admiration, it is used in any game to the same end.

E.P. is used in some circles as an abbreviation for ‘Experience Points’.

Fumbles refer to Critical Misses, though we feel the word ‘fumble’ just doesn’t sound painful enough for what occurs thereby.

In-game means that something happened to a Character, not his Player, though it can also mean dealing with a problem through the medium of the game itself, such as a Player being late and rather than docking him Experience Points outright his absence is explained ‘in game’ by his Character becoming separated and lost from the party and thus having to be rescued from aliens (and getting no Experience Points since he was not in battle).

Max damage can mean ‘maximum damage’, though house rules worldwide have led to everyone having a different idea as to what such a term ‘maximum damage’ may really mean, but basically the hope is always the same, that of doing as much Damage as is possible (though one should never assume that the official rules nor the house rules work the way they did with the last group he played with).

Minis are ‘miniatures’, made to represent Characters and creatures in battle, and possibly even ships (though the latter are seldom made to scale with Characters and creatures).

Mundane world is a name many favor for the ‘real’ world outside of whatever game that they are playing, mostly amongst those also involved in medieval re-enactments, whereas the game world to them is called the ‘fantasy world’ or the ‘game reality’ or even the ‘real world’.

Out-of-game means that something happened in the real world (or ‘mundane world’) and not to one’s Character but none-the-less has an impact on the game itself, and thus dealing with it ‘out of game’ means the Players and/or GM talk about it away from the game table when others’ Characters and storylines are not at risk.

Ref means ‘referee’, yet another term for the GM, though it is not as favorable amongst more serious fantasy gamers as the word ‘referee’ is not one that sounds at all universal.

Round is such a commonplace word in all kinds of games that it is naturally confusing as to what it means in any RPG, as different systems use it in different contexts, and all the advice one can (and should) expect is to check the rules he’s using for clarification and thereafter not use this word unless within the proper context, as it will confuse others, and the GM most of all.

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KNOWING THE MATERIAL: It is important for a Game Master to be familiar with the way adventure material and game paraphernalia are organized for Starquest. It is, after all, the Game Master who will read and prepare the Adventure ahead, so he must know what he wants.

Sourcebooks: The three rulebooks that make up the Starquest game are supplemented by a few other, similar gamebooks, each one detailing a different space system or galaxy, complete with cultures, planets, aliens, technologies and other things that are unique to it.

The Celendrian Sourcebook details the first original setting for Starquest, whose Adventures and Supplements are alphabetically coded with a 'C' for 'Celendrian'.

The Outer-Rim Sourcebook details the farthest flung systems and settings in Starquest, whose Adventures and Supplements are alphabetically coded with an 'O' for 'Outer-Rim'.

The Tyraxion Sourcebook details the largest original setting for Starquest, whose Adventures and Supplements are alphabetically coded with a 'T' for 'Tyraxion'.

Adventures: These packets are prepared Adventures, indeed 'official' Adventures, always including a storyline, an Introduction, rumors, key Encounters, Maps and all of the information, Handouts and accessories necessary to take the Player Characters from the story's beginning to its end, a journey of a good thirty to fifty hours worth of total playing time. Each series of Adventures is alphabetically coded according to the Sourcebook that it takes place in, such as 'C' for 'Celendrian Adventures'.

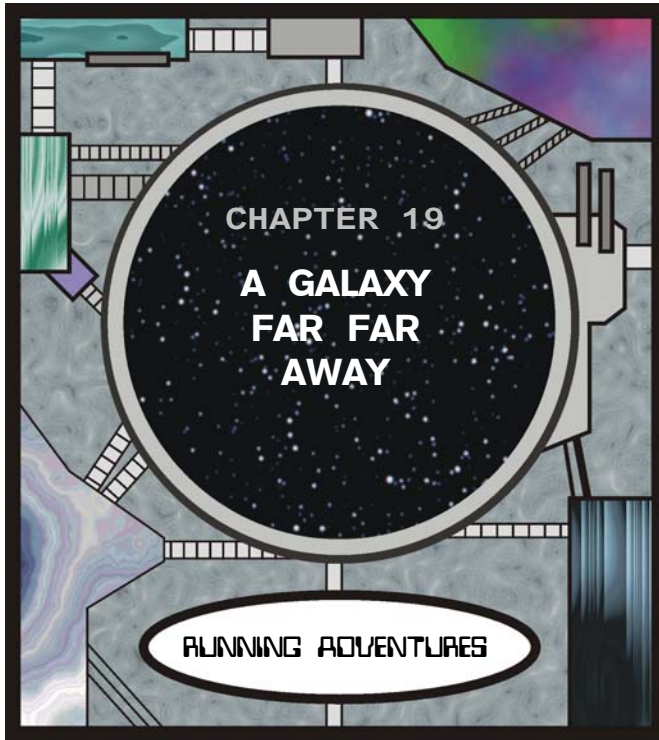
Supplements: These are packets of individual open-ended Encounters, detailed settings and other useful information or other 'fleshed out' versions of the core rules. This series is alphabetically numbered with a 'S' for 'Supplements'.

Accessories: The Starquest game is accessorized by various maps, posters, soundtracks and other sorts of paraphernalia. In order not to confuse these products with game **necessities**, they have no alphabetical code of their own.



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BEGINNING ADVENTURES: The game begins even before everyone sits down to play. Ideally, the Game Master will have had time to read the Adventure, or at least skim through it, so he has an idea of what he will be running, and how to better run certain portions of it. Moreover, while the GM is preparing his notes, all of the Players (probably on their way to the game) are likely to be imagining what their Characters will be facing, dreaming up schemes and strange strategies they want to try, among other things. The Game Master should be ready to begin when everyone else is, and then the fun starts...

Background: Each Adventure opens with a narrative that briefly explains, as best as all of the Player Characters could know, the story of the adventure they are about to embark upon. The Background is to be read aloud to signal the beginning of the game, a prologue if you will, setting the stage for everything that is to follow, much like that classic, yellow text that floats upscreen at the beginning of each 'Star Wars' film. This Background will offer both vital information and clearly establish the plot, at least as far as it is foreseen, but should not and will not pose a direct challenge.

Gathering the party: When everyone finally sits down to play, the first thing that must be done, before anything else, is to determine just whose Characters will start the game and whose will not. Normally, all the Player Characters can begin the game. But as a rule of thumb, those who have not used their Character before **must** wait to join the existing party—they cannot simply be assumed to have 'met them in the cantina'. Even though a great deal of time can pass between Adventures for the Characters, perhaps at times even years, it is a formality and a fair playing practice for any new Character to wait for a proper Introduction for him (Introductions, those 'opportunities to join in', are detailed later in this Chapter).

NON PLAYER CHARACTERS: Part of most adventures are the characters the party will meet, the Non Player Characters. These roles the Game Master will play, switching instantly from one to the other as both the story and the Players' actions demand. Of course, these Characters will never be nearly developed as fully as the Player Characters themselves, but there is still much for the GM to consider when using them.

What are NPCs?: Anyone the party meets in the fantasy world is an NPC, from the barkeeper of whom they only know the name (and perhaps the potency of his drinks), to one of their companions with all the statistics they have themselves. NPCs are everywhere. The Game Master must be ready to ad-lib a different persona as much as the story calls for at any time.

When to use them: NPCs should be used only to advance the Adventure's storyline. While the Player Characters are constantly encountering NPCs (in town, in the bar, passing them in the subway, etc.) the Game Master need only portray those that have significance. For example, the barkeeper and all of customers are only 'background color', perhaps nothing more than a mere mention in the tavern's description. However, if a Player Character should approach one of those pilots at a secluded table to inquire about passage to another star system, that smuggler just became an NPC, and will now call for the GM to give him a name, an attitude and thus price for passage, if not more...

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How much detail?: It is often misunderstood how much detail should be given to NPCs. Some GMs tend to overplay them dramatically, going so far as to write up statistics for such simple folk as a runway flagger, thus crowding the game so much that the Player Characters can't seem to breathe or ever get out of town to actually **adventure**. On the other hand, some GMs don't like to bother with NPCs so much, or have such stage fright for portraying them, that there becomes an actual lack of personalities in the world, making it seem like a barren wasteland with a few scattered villages, or a very low-budget movie with no decent actors, which it is not. The detail one should put into NPCs is rather easy to abuse, but easy to handle, once one gets the feel for it.

The detail that goes into any NPC is directly proportional to his importance to the Adventure's story. Furthering the earlier example, the GM could describe that smuggler as cocky but with an large alien co-pilot, adding tension to the scene, thus intensifying the bartering a little bit. But that's all the pilot needs. He doesn't need Ability Scores, even if the party tries to trick him. Nor would he need a Character Class (most NPCs don't have a Character Class anyway). However, if his price for passage was joining the party on their adventure, he certainly **would** need a lot more than a name, wouldn't he? Then he would need Ability Scores, a Class, and a whole lot more as well.

In all, the Game Master should elaborate just enough on NPCs in order to advance the game's story. One shouldn't go into needless detail or worry about what's 'not listed' for an NPC. They aren't the main characters after all. Center stage is reserved for the **Player Characters** (though NPCs can sometimes become Player Characters...)

RUMORS: At the beginning of any Adventure, and oftentimes during one as well, the party will have the opportunity to gather rumors concerning the danger ahead. Rumors are greatly summarized, as their exploration could take up more than half of the game's playing time if they were actually played out. Of course, the Game Master may feel free to add a little description as to where each story comes from, but whether it was offered by a drunken mechanic, in the supreme court, at the end of a dark alleyway, or a summary of endless hours plowing through old archives at the Knight's own temple, the rules for rumors are always the same (indeed they are the only things that are reliable amongst rumors and wild stories).

Whenever rumors are sought, the total number of Characters in the party determines the base 'value' of the dice with which the GM will roll to determine these rumors (rounded up). For example, a party of six would use the D6, but a party of seven would use the D8. This value is increased further by each Intelligence, Intuition, Personality and Unique Ability Score amongst them that is exceptional ('14' or higher). Thus, the party can be confident that the dice the GM is rolling is high, but of course, they still do not know what he will roll—their only confidence is that the lower the number, the more likely the rumor rolled is going to be false or at the last misleading.

Once the party's overall dice (value) has been determined, the Game Master will review the chart displaying all of the rumors the party may hear, provided in the Adventure's text. Each rumor has a value of its own. The Game Master will roll as many times as the adventure calls for, and each time read the rumor of the highest value that his dice roll equals or exceeds. If Players desire to spend Story Points on such rolls, the Game Master can only tell them how many Points they would need to spend to achieve the next highest valued rumor, not what he actually rolled, nor what the next highest value of rumor may actually be (as this would give some indication as to the veracity of the rumor, which the Characters cannot know).

All rumors are marked in parenthesis whether they are true, false, misleading, etc. This is for the Game Master only, and for the Players to discover, the hard way—the **exciting** way...

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ENCOUNTERS: The majority of any Adventure's text is made up of 'Encounters'. 'Encounter' is a catch-all term for any event that befalls the party, any important NPC they meet, or any room or area they arrive at where something significant may occur or that something valuable to them may be found. Indeed, Encounters are the highlights of the adventure story. They do not detail the norm. Like any good movie, all is skipped until the next truly important scene, which in a role-playing game are always its Encounters. As a rule, if something is not detailed in an Encounter, it is not significant enough to the story to merit action. For instance, eating is essential, but one need not even describe the cafeterias the party chows at on board the ship unless they meet a dark, secret-sharing stranger at one, and then that meeting becomes an Encounter.

Encounters almost always include a boxed text that is prepared narrative or description, detailing the physical environment, including any sounds or feelings there and everything else that is crucial to the party's passing every obstacle that is presented or hidden there—often the descriptions are a game in themselves, that of spotting clues (or hearing them), however subtle, sneaky or obvious they may be. The Game Master should read this boxed text aloud to the Players when the Encounter begins.

Following the boxed text of an Encounter are notes that are for the eyes of the Game Master alone, detailing all of the essential elements to the Encounter, such as where things are hidden, how primitive creatures might react to specific actions, etc. This information should be revealed as Players discover it, through trial and error alone, but never outright confirmed. For instance, if the party finds a secret door hidden behind a false computer bank, the Game Master should say so, but he should not say "You found the secret door with the giant protoplasmic alien behind it." (as they have not yet opened it) or "You have found **the** secret door behind the computer." (as there may be others).

It is a good idea for the Game Master to use boxed narrative to his fullest advantage—to practice his storytelling ability, reading deep into them to help maintain focus for the themes of the overall adventure, and while the Players digest what they have heard, glance over his notes and prepares to play out the rest of the Encounter that awaits.



Types of Encounters: There are only three different types of Encounters, or rather, there are only three different ways in which any Encounters may be presented in an Adventure's text.

Story related Encounters are always presented in their chronological order or in the ideal order that they may occur. It is not unusual for story based Encounters to be skipped, come early, or even recur.

Exploration Encounters are those areas wherein something significant may occur, such as a body being found, a battle being fought, or something as simple as a screen readout giving an ominous (but not irrelevant) warning. Such Encounters usually begin their boxed description with a short summary of the journey to that area. For example, the party may wander through the hallways of a derelict ship for hours, exploring countless dead-ends and dark rooms, but none of that would need be described, mapped or even considered—they would just move from one significant area, indeed one Encounter, to the next, while the GM quietly calculates the total elapsed time and distance between the Encounters, which should always be hinted at in the Encounter area's boxed description.

Mapped Encounters are those that are used in accordance with a Map. Many indoor settings use a graphed map, as part of the party's risk involves confusing directions, distinctive shapes or sizes to hallways and rooms, etc. Such Encounters are numerically keyed to the Adventure's Map, and are played immediately whenever the party arrives at them, whatever order that may be in.

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Introductions: There is a fourth and unique form of Encounter that can occur within the context of any of the three categories described above, and that is an 'Introduction'. These Encounters are designed and placed specifically for the introducing of new Player Characters to the game. As a rule, a new Player Character cannot enter the game save at the **beginning** of a new Adventure. However, if an Introduction comes up that fits his Character, then he may enter there, as it suits both the story and the carefully planned and balanced challenge level of the Adventure. Introductions always have criteria to meet. For example, the party may come across a soldier locked in a stasis-cage. While they approach, thinking it is just a normal Encounter, the Game Master is considering this Introduction's specifics: It allows for any human Fighter Classed Character to be there, and so, that imprisoned man might actually be Lt. Dano, who is sitting at the game table with his newly made Space Marine just waiting to join, and here he is!

Puzzles: Within Starquest, sometimes an Adventure will present the party with a puzzling task, a trial, or a trick. Puzzles come in all forms, from simple to mind-twisting, from most rewarding to those that mean certain death if one fails to solve them in time. Puzzles are by far the most time-consuming Encounters of all. However, for that reason, as well as to keep the game a game at times when the Players either cannot or prefer not to solve the problem themselves, they may opt to have their Character solve a puzzle simply with a dice roll.

It is the Game Master's responsibility to offer the Players this chance, this choice, but only at his discretion—just because Players have rolled to pass puzzles before doesn't mean they can roll for the next one. The Game Master is encouraged to offer this option of rolling only if the Players are quite clearly stumped and would otherwise just sit there forever trying to solve it, or if the game is simply enjoying a nice smooth pace that a long puzzle-solving exercise would disrupt.

Once offered, a Player can accept at any time thereafter. To solve the puzzle, he rolls the D12, standing a 1 in 12 chance of failure for every 100 Experience Points that the puzzle is worth (as they can be worth a good deal). However, the Game

Master must **not** tell the Player what these odds are—if he knew how difficult the puzzle was, then he would probably have the answer already. It is a gamble the Player takes.

If the roll is successful, the Game Master reveals the correct answer(s) to the puzzle and the Character gains all the benefits therefrom, save one: Since the dice solved the puzzle and not the Player himself, he does not receive any Experience Point award for his triumph.

If the roll fails, then the Character guessed wrong in some form or fashion, the same as if the Player himself acted out some obviously incorrect answer, and then all the normal consequences for guessing wrong take place. However, the Game Master will keep secret the correct answer. Players whose rolls fail are free to speak some answer in order to 'eliminate one possibility' if they wish, with no consequences, for their own Characters doubtless heard or saw what was tried and failed. Note that some puzzles offer multiple guesses or have no true consequences for failing. In such a situation, each Character gets one roll only—they cannot simply sit there and roll until successful. Their failed roll indicates that the puzzle bested that Character's cunning, and he may only make another roll if his Intelligence Score increases (permanently or temporarily).

Story Points: Throughout the course of play in a Campaigned game, the Game Master will award Story Points to the various Players. These Points are awarded only after specific Encounters have been passed. These Encounters are marked by an asterisk ('*') and are always key to the Adventure in some way, befitting the award of Story Points.

After each such Encounter, each Player may be awarded up to 3 Story Points, based solely upon his role-playing performance since the last such Encounter. The GM should take some time to fairly weigh the performance of each Player. The more time-tested and thus suggested awards for Story Points are provided on Table 4.

Story Points should not be awarded simply because the marked Encounter was passed! Story Points are a **bonus**, not a requirement, and it is entirely possible and understandable for a Player to receive **no** Story Points! Only those Players who

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enhance the game by giving something extra of themselves are deserving of such awards. As Game Master, one must be hard and judgmental in their awarding of Story Points. This can conceivably be the hardest and most bitter part of the role of GM, especially when playing among friends, for it is tempting to see no award or a small award as an insult. This is not so! And the Game Master must make this very clear! As Story Points rely upon discretion and are not reinforced by any rules one way or the other, judgment, **fair** judgment, is all that stands between continued fun and respect for the game, and the game going totally downhill with the easy abuse of these Points. And, the GM should remind the Players that he as Game Master is only being fair—if the Player wants more Story Points, he needs to try harder. It's that simple!



MAPS: Some adventures include maps of certain areas, especially spaceships and stations. These are used when direction, distance or sheer complexity of a floorplan are essential to some danger or challenge, such as remembering one's way when fleeing an explosion or cornering a fleeing monster. Maps are always drawn as a 'graph', in simple squares. This is not to say that the actual complex is so basic in design, but the Map, like all other rules in a role-playing game, generalizes the world, and in this instance for the ease of relating the dimensions to the Players as they draw the map and their Characters explore it. Indeed, Players will wish to map their way, and as a rule, the Game Master should use 'lefts' and 'rights', unless the party has a compass, and only then use instructions such as 'north' or 'south', which are of course far easier to follow.

HANDOUTS: One way the game is made more vivid for Players is the use of 'Handouts'. These papers are more colorful renditions of texts and pictures in the Adventure booklet, which are to be passed out to the Players. For example, the Game Master may read mission orders out loud, and then the Players would naturally ask it to be repeated time and time again so they can write it down. Mission briefing is just one part of an Adventure that can be duplicated on a Handout, and so it is **already** written down. Handouts sometimes present things not included in the Adventure's text at all, such as computer displays, mercenary symbols, or perhaps a pattern of tiles on the floor one must walk upon. Whatever the case, Handouts are at the least helpful, and often essential to the Adventure.

CONCLUDING AN ADVENTURE: The last section of each and every Adventure will be for 'summing things up'. This information will account for the party's return journey, 'what happens now', and long-term results of all their victories (and failures) that need not necessarily be played out. This Section almost always includes bonus awards of Story Points for actions and sacrifices key to the Adventure's plot, rewards of money or other valuables by NPCs for a job well done, and short (or long) narratives which provide an epilogue for this tale or a lead-in to its sequel...

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VARIATIONS: In the vast, lawless frontier of role-playing games, the Starquest system is like a spaceport in the middle of a wasteland planet, a place where all kinds of rules fly in and out of it, the ever-changing expectations and demands of all the Players making for an ever-changing haven for their imaginations. For as role-playing games are a game where you can literally try anything, there is no end to the rules that can be written to cover any given situation or attempted action. However, more often than not, this leads to trouble, for it is all too easy for the players (both GMs and Players alike) to begin letting improvisational rules replace storytelling, sometimes with good reason, for rules should dictate success and failure, life and death, but when rules dictate the success or failure of one ordering a brew, then it's gone way too far. That is where the security patrol of this spaceport holds the line and questions any rule coming in or on its way out—the rules go so far and no farther.

The rules, like the laws of an empire indeed, are solid. However, any Adventure always has the opportunity to change the rules, by supplementing them and by adding details to them. However, one must be able to recognize the difference between what new rules have the potential to create real adventure, and which new rules have the potential to undermine the balance of the game. You do not want to end up playing Lawyers and Loopholes the Courtroom Drama Role-Playing Game, where all things are legal and all things are illegal depending on your argument of interpretation alone (although such a game I'm sure would find its audience out there in the gaming universe someplace, in a world time forgot whose sole populace are gamers who would enjoy a system where role-playing and rule-playing are one and the same, but that is a galaxy far, far, **far** from Starquest, and no Adventure will ever take this game engine there).

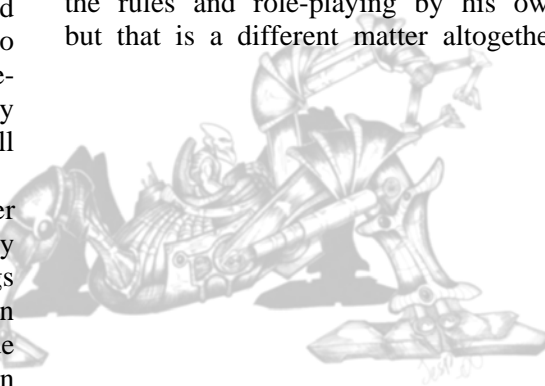
Adventures all other official products will offer an endless variety of rule modifications, but only for isolated Encounters. For example, the ice rings of a planet could be described as the party flies in amongst them, and the GM's notes may include that certain rolls on Table 81 are different than in the Rule Book due to the more specific nature of the space environment. This is a good example of what any prepared Adventure material is supposed

to do, indeed to add flesh to the skeleton of the rules. However, just as a monster is killed in the woods and the victor (or survivor) returns home, so must any of the variations in rules offered by any Adventure material be left out in that specific Adventure, so that when it is over, the core game remains as it always was known.

Now, few Adventures make such exceptions, and those that do have a strong reason for it. But all the same, change and innovation are encouraged for all rules, but only so long as the balance is maintained. Role-playing games would have never been made in the first place if someone didn't expand upon boardgames. So do not fall into the trap of believing that the Starquest rules are some sort of sacred scripture. They are not. However, they work and work well, and one should be hesitant to employ any rule changes.

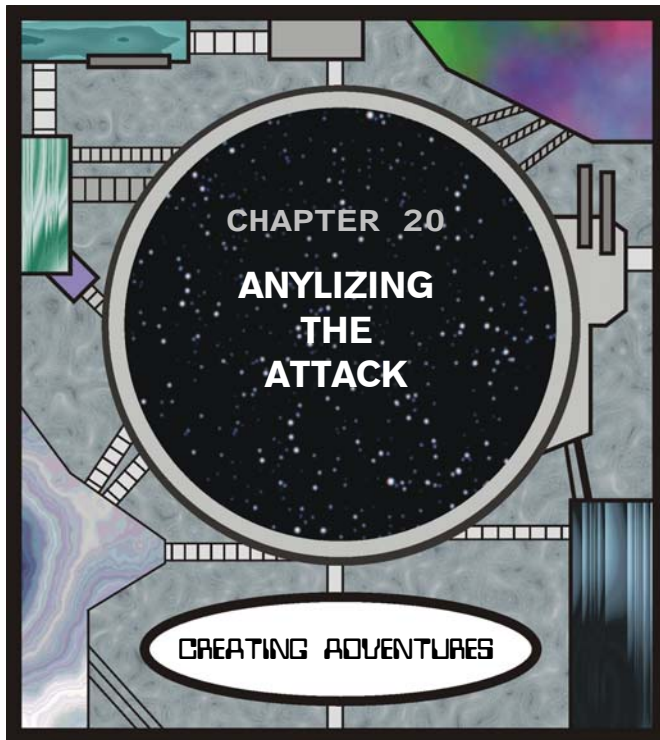
One can trust to the published changes, as they have been fully playtested by those with the time to do so. But changes suggested by others the GM should not take lightly. Consider them, and consider them well, but never accept them outright simply because they 'sound good'. One must be critical and careful, but also open-minded. There is no better advice along this uncharted route through the deep reaches of everybody's preferences than to simply maintain your own—what is **your** game all about, and how will the altering of any rule affect the role-playing that your storytelling creates?

An even greater responsibility faces the Game Master who would write up his own Adventure, for he must be careful not to upset the balance of the rules and role-playing by his own preferences, but that is a different matter altogether...



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THERE ARE AS MANY ADVENTURES IN THE COSMOS AS THERE ARE REASONS TO BEGIN THEM



HOME ADVENTURES: Eventually, your game might use all the official material you can find and you will still need more, or you may not wish to use any published Adventures in the first place. In either event, at some point, your game will require original adventure material. It is then the Game Master's duty to create the Adventures.

Now, those Adventures that are published are written by the game's designers, and so they serve as a good model for any home-made adventures. But, they serve as a model for other Adventures to indeed **be** created, and so they should. Whether or not one's own, original work 'measures up' to that of others makes no difference—does everyone in the game enjoy it? That's all that truly matters.

In truth, creating one's own stories is much better, because he will doubtless create scenarios he prefers and so play them with more enthusiasm.

DESIGNING ADVENTURES: All Adventures in this genre of space fantasy, indeed in Starquest are just as much a story as they are a game. Creating such an Adventure is a delicate art that requires skill, craft and cunning. It may seem easy, but it is not. Or it may seem a monster job, and yet it is fun! The Game Master will develop his own

techniques for creating Adventures as surely as he will for running them. But it takes time, passion, and practice. Though the focus and the spirit of the story one must maintain throughout its creation, the steps in creating an Adventure are rather simple. Each of those steps are listed on Table 140 and explained throughout the rest of this same Chapter. These steps are numbered according to the order that the Game Master should develop them (though certainly one can 'bounce back and forth' while writing anything).

TABLE #140: CREATING AN ADVENTURE

Step	Creation process
1	Create the plot
2	Select the settings
3	Decide on possible rewards
4	Draw all necessary Maps
5	Write up the Encounters
6	Create rumors
7	Draw up the Handouts
8	Mark Story Point awards
9	Fill in final details



ANALYZING THE ATTACK

THERE ARE AS MANY ADVENTURES IN THE COSMOS AS THERE ARE REASONS TO BEGIN THEM

The plot: The most important element of creating a game is to have a firm decision as to what its plot should be, and build everything around that. Adventures with no plot will quickly seem as such to the Players, who will lose interest quickly, for it won't seem to matter or be of any importance as to what they do or what they try to achieve. A plot reaffirms the risks and promises rewards. In simplified terms, a plot is necessary for motive.

Every Game Master runs his game differently, based on subtle storylines, preferences of characters and rules, and adopted themes. It is best to select a plot that compliments all of these, in order to both maintain interest for the GM and the Players alike, but also to allow for the best delivery of all the GM's ideas. If the Game Master isn't good at coming up with interesting and imposing aliens and names, he shouldn't make the Adventure's plotline run through the exploration of a weird alien world. On the other hand, if the Game Master has really 'cool' ideas for creatures, critters and chaotic men, his plot should definitely include as many of them as possible, because it will allow his imagination to flourish. Bottom line: Accentuate the positives and hide the negatives, as is the case in any form of art, games included.

Imagination is the focus here—plotlines are the spirit of the story, and unimaginative ones (that is not necessarily to say unoriginal ones) won't keep the Players interested and striving towards its end, indeed, helping build to the story with their own efforts. Plots can be anything from classics like searching for survivors of an invasion where its basics and creative presentation motive the Players to seek things they know will be dangerous, to the highly original ideas whose sheer inventiveness and curiosity keeps the Players interested.

There are countless plot possibilities in space fantasy. One need but look at such imaginative stories, (both movies and magazines) as *Star Wars*, *Star Blazers*, *The Fifth Element*, *The Black Hole*, *Total Recall* and *Heavy Metal* to see how diverse the plot for a space fantasy adventure can be. On the other hand, such classics and clichés as alien war never seem to grow old, either.

The plot is the most important aspect of the Adventure, the soul of the story, and everything else should be constructed to help bring it to life.

The settings: Once the Adventure's overall plot has been chosen, one should carefully select the places, planets and other locations where that plot can be fully explored and exploited, where all of a GM's ideas relating to it can spill out across the face of the fantasy world. A plot may be contained within a single spaceport and so might be used anywhere, or involve a long and perilous voyage through the far reaches of space. The broader the expanse of a plot's spatial requirements the more plentiful one's choices will become.

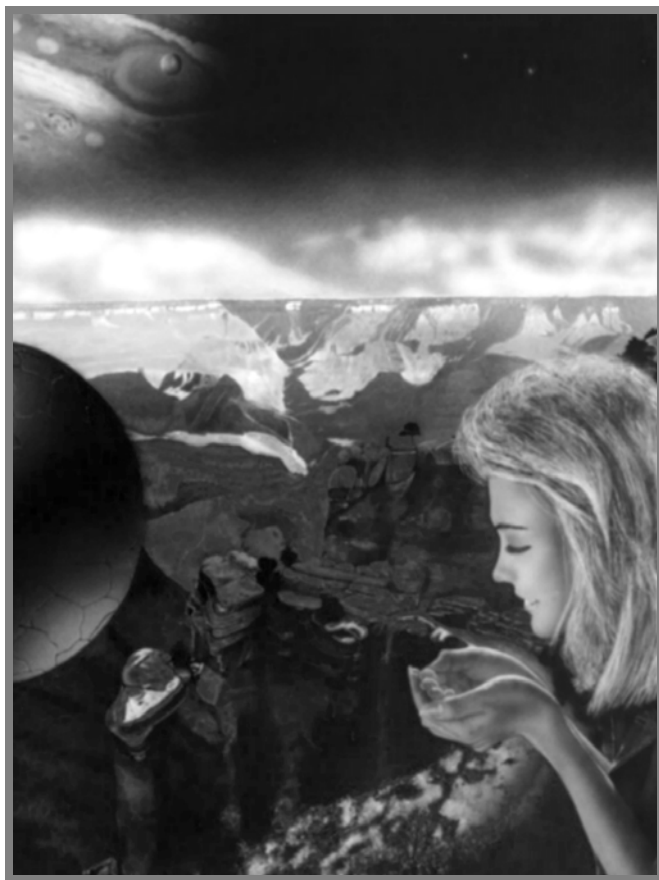
The various theme of Starquest are suitable for most classic stories that the players have grown to love about space fantasy, with the GM simply now adding his own touches to the infinite worlds of a universe already well populated by all of the Players' imaginations. What is important to consider are those elements that are already in place. One element of Starquest is its own 'classic' sense, and the trust that Players put into it, opening up their passions and needs of fantasy to the whim of the Game Master's creativity. Such trust should always be respected, and the best way to do that is not to alter those classic elements of space fantasy that are embraced by all, indeed what the Players have already come to know and trust. For instance, few would question that in a fantasy universe the often filmed and thus referenced miracle of a hyperdrive engine is commonplace, so to delve into the details of our current laws (and dogma) of physics would undermine the whimsical space fantasy we come to play such a game for in the first place.

But there are many aspects of the setting to consider aside from mere technobabble. Furthering the above example, can the party find a hyperdrive engine on the desert planet that they crashed on? What creatures might lurk there, and how close are they to each other, and would any other creatures connected to the story's plot be in such a land at all? Are there ways to avoid their hunt, and would such a delay in plot pacing affect other themes?

The various urban, planetary and interstellar settings must provide a rather spacious 'stage' for the Adventure's plot, allowing room for changes and the unpredictability of Players. Set things up to guide the party in one direction but do not lock them onto 'adventure-auto-pilot'. It is space after all, not a medieval wilderness.

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The rewards: It is important to decide well ahead of writing the bulk of the Adventure's Encounters to decide upon what sort of rewards the party will receive for their efforts. Indeed, one must have an overview of all the potential benefits to the Player Characters and what they could receive throughout the entire Adventure, from credits to commanding rank, from love to light-jewels, and weigh them against the entire plot, for in this **game**, one must always ask if the rewards are proportional to the challenge. They may not always be, for not every Adventure is going to be proportionally the same in difficulty. But the Game Master must be fair. Indeed, will the party risk life and limb for almost nothing? That's not very fair. Nor would be the GM playing Santa and giving out endless credits a simple to-the-base-and-back mission. So the Game Master must consider not so much whether the rewards match the challenge in the fantasy reality, but if the risk-versus-reward factor is fair purely in a gaming sense, and then keep those proportions in

mind for dictating all the types of Encounters, perils, puzzles and challenges he writes up for the bulk of the Adventure's text.

For money itself, it is never a good idea to simply give it away—make the party **earn** it. Now, normally the charts throughout the core rules keep this in proportion. However, what the Game Master needs to consider is whether money is the focus of the story, and how will great (or small) amounts affect the outcome? A run-in with Buggers may seem like 'just a battle' to warm the party up, but their hoard of goodies might lead the party to arming themselves with an array of exotic weapons that make the once-so-terrible alien queen later on just a pushover. So, instead of deciding on the challenges and then decorating them with treasures, decide upon the treasures and then place all of the creatures and plot-hurdles and Encounters to fairly offer chances to earn them.

Other types of rewards, be they favors of a noble court, alien gifts, sheer Experience Points or cosmic items, they pose a similar problem, in that, stories are always a 'means to an end' if you will, the plot always moving in **some** direction, and its ends will almost always be measured by the value of its rewards. The Game Master must consider where he wants the ends of all events, encounters and trials to be, and then draw up the lines of challenges between rewards proportionately.

One must be careful that all rewards have the potential to **help** the party, but are not 'sure-wins'. Such rewards, be they secret plans or wise words are rewards that are very carefully placed, indeed determining the outline of the Encounters in the Adventure, and so must the Game Master have an overview of them before he makes up everything else. Does the party have to go into the abandoned base to find the key-code to open Darth's Vault? Could they do it any other way and so would they avoid the base altogether?

All this is not to say that the Game Master should limit any of the rewards in his Adventure, but rather, he should make sure the rewards are all in accordance with the overall challenge and plot, and that one does not disrupt the other, but indeed, the scenarios offer as many rewards as possible within the proportions of each challenge.

ANALYZING THE ATTACK

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The Maps: Many of an adventure's sites, or even its wilderness, may require Maps. If direction is highly detailed or could be confusing, Maps are probably going to be required. One should not be too eager to make Maps, however, for they can often stand in the place of creative description and direction. For example, many colony complexes do not use Maps as their Encounter narratives simply account for the endless hours of exploring dead-ends until the party reaches something interesting. Space stations and ships should never have Maps (except for isolated areas within them), for Maps of the entire structure would thus require so many uneventful rooms as well as realistic but necessary detail rooms as to destroy a game's pacing. Maps are **not** a way to make a setting. If one makes a Map and then expects the party to neatly follow some imagined course through it, well, think again. Players will almost always go exactly where you don't want them to go or did not plan on. Maps should be used only as tools for challenges which depend on direction and location.

Interior Maps should always be drawn up on graph paper and kept to 90 (and sometimes 45) degree angles. This is abstract, of course, and the real space station will not have perfectly 10' wide corridors, for example, but Maps must be kept so simple so that Players can, through trial and error, duplicate them by asking the GM questions. It is all too tempting when drawing up a Map to forget all about the poor Players who will be struggling to re-create it, guided only by the **Game Master's** easily misinterpreted words.

Outdoor Maps should be drawn on hexagon paper, though graph paper is also acceptable. Maps should always have a mileage scale set to them. Wilderness maps are seldom needed however, for they are only necessary when many, many things are located in a small yet confusing area, and so the party could run the danger of traveling close by them but missing them for some reason.

In all, Maps of any kind are rarely used in Adventures, but when they are, they should be made before any of the Encounters that they lead to, so that those Encounters can be designed to fit into the Map's borders (it is much harder to write up the Encounters first and then make the Map fit them and maintain its intended challenge).

The Encounters: Since Encounters make up the bulk of an Adventure, there are less guidelines for creating them, indeed, less for a Game Master to burden his thoughts with during the long process of creating the whole thing.

Encounters should include a boxed narrative, one that at the same time creates atmosphere with description and whose details therein give clues as to the game challenge that room or event provides. All boxed descriptions should be as short or long as the Encounter is simple or dangerous—short or simple Encounters shouldn't have a long description unless it is to set the mood, such as describing the land, while longer narratives should be reserved for those Encounters that are more dangerous (hence more necessity for clues) or Encounters that are more critical to the Adventure's plot. Furthermore, Players will, rightly or wrongly, come to depend on this—for all the emphasis on role-playing and atmosphere, Players will assume longer narratives imply more significant challenges, else why did the GM bother to take the trouble to write out such a spiel? Keep in mind they do not write Adventures so they may very well not consider the passion of writing for its own sake (its all survival to them).

The Game Master's personal notes for any Encounter should be as thorough as is necessary for the Players to accomplish or act out whatever the GM imagines the Encounter to play like. For instance, one shouldn't write an Encounter which provides the party's only chance for success in the Adventure depending on haggling with a merchant unless the description involves that same merchant approaching the party and claiming that he has something they need.

There are three prominent types of Encounters really—battles, traps, puzzles—all covered below.

Battles may seem like the easiest Encounter to create, but they are not. First of all, it is easy to overuse such encounters and thus turning the game into nothing more than a hack-and-slash situation that quickly becomes dull, repetitive, and altogether mindless. Battles should be planned, well staged, and dramatic. They should involve creatures that are not randomly placed but have a reason for being where they are, and indeed **could** be where they are—would they war on each other? Could they actually fit into that spaceship through its tiny

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airlock? And what do they eat? Creatures must be carefully placed and played. The GM might even prepare notes on how (or who) creatures will fight in order of priority, based on their fears, prejudices and other factors, which may at the same time be clues to the greater plot of the Adventure.

Traps are more rare than cautious adventurers may want to believe, but they still exist nonetheless. Traps are cunning, and classic. Each should be unique in its own way. Also, traps should be used sparingly, so much so that they are all but forgotten by the Players—surprise is always the best element of a trap Encounter. This is not to say that the Game Master himself should be the cunning trap-setter, **trying** to catch the party, but indeed he is—Players won't get caught by traps if they are good Players, and so the GM need not worry about how they will avoid being surprised, only that he doesn't place traps so close together that he creates paranoia. Also, all the Adventure's notes should be well prepared to account for the numerous ways Characters will approach any and all traps—they should have not only trap Damage and effects, but how the traps may be disarmed, how they might be avoided, and more. Underestimating the desperation and cunning of Players when it comes to traps is setting one's self up for being caught in a trap himself—stuttering impromptu and thus unacceptable quick-fix rules with Characters' lives on the line.

Puzzles are the most challenging Encounter for a Game Master to create, for they rely little on the rules of the game, and more upon rules he makes specifically for them. Puzzles add color to any Adventure, and also provide the Players with a chance to show an endless array of personal skill, from encryption to riddling to raw galactic lore. Indeed, while all other Encounters only give the Players chances to roll dice, puzzles compliment the skills of Players and give them a chance to really shine, without worry of the dice taking their success away from them. The appeal of puzzles is purely within the game's intellectual aspect, indeed, that this 'thinking man's game' becomes purely that, a battle of wits. And so the GM should make puzzles so, as unique challenges that rely upon a combination of symbolic thought, trivia, and sheer problem-solving ability.

The rumors: A traditional element of space fantasy adventure games is that of rumors, clues that may be helpful, misleading or outright false, guiding to party to greater glory or terrible danger. Moreover, they are a part of the challenge—the Players will often struggle at whether rumors are true or not, and if they should be trusted.

At the beginning of an Adventure there should be a list of rumors that apply to the overall goal, and throughout the Adventure subsequent Rumor Tables that apply to the part of the journey that lies just ahead. Tables for rumors should have a good four to ten tales on them. If there are less, then the party should receive less rolls (thus less rumors). The party should never be able to hear **all** the rumors on any such chart.

When writing Rumor Tables, the best way to approach this is to go through the Adventure and judge which Encounters have surprises and perils in store for the party, and note their solutions. A handful of such helpful hints should be applied to the Rumor Table, disguised with a little flair for dramatic retelling or written in such a way as to sound totally absurd (as most rumors are). Then, the Game Master should write up a handful of false legends, but ones that 'sound' correct, in that they could, in the imagination of the Players, be true. For example, before crossing a desert, the party may hear of sand sharks. That could be true, and then it could also not be. Certainly one could picture it out there regardless. But, could they just as easily picture (and thus even consider) a race of amphibians out there? Probably not.

Once the rumors have been decided, they should be stacked on their Table in order of how helpful they will be. Now, sometimes false rumors may surpass true ones in Value, for even in false stories, in their wording there may be clues, or some true rumors may simply be so obvious (such as an alien race attacking on sight) that they will have a lower Value. However, most false rumors will filter down to lower listings, while those that are truly helpful will rise in Value.

Once the rumors have all been compared against each other and subsequently ordered, the Game Master must apply a rolling Value to each of them. This difficulty should be proportional to how true the rumors are and physically how far

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into the Adventure they apply, and how hard they would be to know or to learn otherwise. Whereas wild stories, superstitions and other false rumors easily fly at bars and camps, who could possibly know the count of treasure of a race of mutant men who eat everyone that encounters them, unless the tale teller had already killed them to escape and thus made his tale useless?

Rumors should help the party, but should not prove **too** helpful. And, as a rule, there should never be a rumor that's essential to the success of the Adventure, since rumor discovery relies purely upon the dice, and not playing skill at all.

The Handouts: Always a nice addition or 'special effect' for an Adventure is that of a Handout. Players love to put their hands on things and see what their Character sees. Handouts are hard to overuse, however, they are equally hard to create. Indeed, good Handouts require far more time and energy to make than most Encounters. A secret code, for example, one may just write down in an Encounter's notes. But printing those same words in a fantastic looking font on clear plastic takes far more time, even with a computer.

A Handout should be given the same amount of detail and work than is proportional to its importance in the story, for the Players may tend to see them that way. Indeed, if a lavish map is presented on the game table, with walls and words of every color shining under the gameroom lights, the Players are, in their awe, probably going to believe that small space station to be the end of their journey, when in fact it may not. Also, a GM can easily spend too much time working on a Handout, and leave himself with little energy for finishing the Adventure. That is why Handouts are best created towards the end of the project, so that the Game Master can judge how much energy he has left, and work on his Handouts responsibly.

Just remember that Handouts are not at all necessary for an Adventure. They add interest and color, sure, but should also not offer more than their purpose—they help bring the game to life, and should do no more (or less). As with Maps, pretty Handouts do not an Adventure make. They are like special effects in a movie, while the characters we care about are in the text itself.



Story Point awards: Throughout an Adventure there should be a few Encounters that mark, to the Game Master at the least, if not to the Players themselves, definitive ends and new beginnings, perhaps in physical distance, but always in terms of the adventure's storyline.

Once all the Encounters, perils, rewards and other elements of the Adventure have been written up, the Game Master should sit back and look at the Adventure as a whole, and then decide when or where the story takes breaks, or rather comes to temporary conclusions, and subsequently starts off again, and mark that Encounter as the point where Story Points will be awarded. Normally, all of the boundaries where these Encounters are to be found are marked by the physical world itself—passing from one planet to another, leaving a base, etc. But sometimes they can be more subtle, such as meeting a key Character, or discovering a sacred relic. The Game Master must remain focused and mark Story Point awards where the plot is most significantly moved ahead.

Such Encounters that mark when Story Points are awarded should be few and far between. As a rule, they should be well in the party's path, so that, so long as the party remains following the **story**, they will achieve more Story Points. And, such Encounters should maintain the balance of the game—so powerful are Story Points that the party cannot have a chance to earn any more than enough to help them, but not to make the carefully constructed adventure become easy. As a rule of thumb, such Encounters should be placed so far apart, or so difficult to reach, that they should not

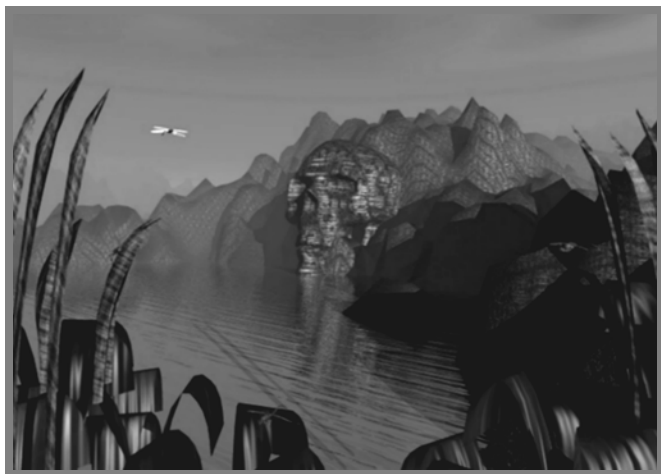
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be reached quicker than every eight to ten hours of game play. Looking back over the Adventure, and more specifically the individual Encounters, the Game Master should consider, from all of his past experiences, about how long all the Encounters will take to play, barring the party's own clumsiness or foolish actions, indeed, how long all the Encounters **should** take to play, and space Story Point awards accordingly. If an Adventure could be played in one night, it shouldn't have more than one chance to be awarded Story Points, and then at the end. But if an Adventure is an epic that might take forty or fifty hours to play through to conclusion, then four, five, maybe even six times might Story Points need to be awarded. It is a delicate and very important decision.

Story Point awards are always given **after** an Encounter marked with an "*" has been passed, not during it or merely by reaching it. Each such Encounter can award up to 3 Story Points at the maximum, as guided on Table 4.

Filling in the final details: Once an Adventure is finished, the Game Master would do well to go back over it, perhaps read it in its entirety, review the Maps and Handouts and search for errors, and whenever he comes across something he has a better idea for, take the time and trouble to make that little change, for a little effort goes a long way. Adding details, polishing and proofreading can easily increase an Adventure's impact on all of the Players. This is the easiest, the quickest, and the most potent aspect of creating your original work.



Rule alterations: Once an Adventure is finished, for all intentions and purposes, there will doubtless be some intentions not yet achieved and purposes not yet fulfilled. At this point and no sooner may one apply alterations to rules in order to make his Adventure work as intended. For example, for all his efforts to make a dramatic derelict ship, a GM may have always envisioned the party doing one thing or another on board, but looking back over the finished Adventure realizes they may never do what he intended, and other than considering the undue and indeed unfair labor of re-writing the entire thing, he could simply slap a patch onto the rules, like a new Critical Hit chart that includes the high possibility of a stray shot hitting and so blowing up that reactor core and imposing the drama of escape he wanted.

Rules are necessary because they facilitate the important balance between a GM and his Players. While the GM uses rules to achieve his goals for a story and interpret the unpredictable actions of the Players, they in turn rely on rules to plan their strategies and take the risks which almost always put their life at stake. Thusly, the Game Master must not use his limitless power of story creation to supersede the rules in Adventure design unless there is something specific that he not only wants but that the Adventure's overall (finished) design clearly calls for. This ensures that the hints and clues scattered throughout an Adventure at least suggest an altered rule to the Players. If the GM just makes rule alterations to begin with, and then goes ahead writing his Adventure, it is all too easy to forget to put in the necessary clues that will keep the game fair for the Players. In another way of looking at this, the GM should be able to look over his **entire** Adventure and feel **justified** in any rule alteration, and if not, he should not place it in there, for at the end and only at the end of the Adventure's design it is easy to make this call as well as add or remove a changed rule.

Always remember that rules, for as much as they interfere with storytelling, are the universal language between the GM storyteller and all of the Players his audience, and they must be maintained and changed only if it is essential to the story, not just the whim of the story teller, lest his audience become confused, bored, frustrated, or dead.

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OF ADVENTURE DESIGN: Writing Adventures is an art form. Let me say that again: Designing adventures is an art form. And, like any form of art, it is an act that lives and breathes based on emotion above all else. This is not a science, not architecture, nor anything else that is so structured. Creating an Adventure for any role-playing game can be a very satisfying experience but it is a very difficult one. Indeed, “Nothing worth having ever comes easily” as the old saying goes, and that is true enough for this kind of writing. But writing is satisfying almost exclusively for the GM, at least at first. Beyond the writing, indeed beyond the theory that is all an Adventure really is when it’s being written, beyond all theory of just what will happen during its play, there is the play itself, and the quality of an Adventure depends on how well **everyone** enjoys it, how satisfied the Players are with it. For as role-playing is such a paradoxical endeavor, that of a deeply personal experience on one hand while being a shared experience at the same time, designing the Adventure that separates the personal preference from the total group fantasy while remaining balanced and fair as a game is no easy task. And, as there is no scientific method here to help prove one’s theory of what is fun and there are no mathematics to state where the right angles are, such writing, like any art form, remains infinite in its possibilities, but unfortunately most budding authors and artists have so many things they can do with this medium they cannot see the forest for the trees. There are, however, certain clear paths through this forest.

You don’t want to make the plot too complex. This medium simply doesn’t work at its best with a highly detailed scenario full of plot twists. For the more complex the plot becomes and the more detective work or shock-scenarios the Players must go through to attain victory, the less of a game with pencils and dice it becomes, which ultimately it must remain. This is not to say that the plot shouldn’t be intriguing, even to the best of the GM’s ability, but the intrigue must not exceed the writer-GM’s ability to maintain control of the game improvisationally, that is to say for every plot-twist or deeper layer of story he must be able to come up with a hundred ideas on the spot during play in order to prevent the Players from wandering too

far from what he intended. When the Players are allowed to wander, it seems fun for a while, but ultimately it becomes a game no longer of pencils and dice, but of a troubling journey through the maze of the GM’s mind, a psychological peril that demands not only improvisational storytelling but improvisational rules as well, ultimately leading to the disintegration of any semblance of a fair and balanced game. Drawing one’s head out of this smelting pit of psychology, this is and remains (or should remain) a game, after all, and the GM’s efforts of weaving a story should not be those most personal to him, but rather, to his Players.

The detail and depth given to any Adventure should lie in its ability to re-imagine the norm. Common rules of weapons should be brought to life by newer descriptions rather than newer rules, Encounters should be vivid in their narrative and inspiring in the world they create, for ultimately that is what any Adventure should do, bring the fantasy to life. Fantasy is imagination. Plain and simple. Fantasy is not rules. Fantasy is not beating the rules or the laws of chance. Fantasy is also not detective work. Fantasy is dreaming, imagining what you want or giving greater life to what you have. Indeed, the Encounters, prepared narratives, Characters and settings should receive the most enthusiasm by the GM and his storytelling ability. For these encourage the Players to step into their **own** world more, seeing the fantasy world as they wish, rather than how someone else (i.e. the GM) does. When the rules remain untampered with, and greater effort is given to description and detail therein, the fantasy world comes to life, and the Players take what they are given and make it their own within their mind, and the rules remain strong to keep the game fair.

Role-playing games are attractive to us humans because there are no real rules, in the sense that our dream can go anywhere it likes, unlike a film that is already set in where it shall go or a video game which only gives us options rather than opportunity, our choices limited to what has been programmed. However, if the dream is to be free of rules, then the rules have to exist elsewhere. Fortunately, they all fall conveniently between the covers of a few easily accessible books. One could argue that the book and the dream are one and the

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same, and thus there are rules to the dream, but that is an unfortunately common and limited way of thinking that plagues role-playing games and stuffs the industry's pockets with more money. In truth, the dream and the rules are entirely different. Getting one's imagination going can be tough, and as the rules are the first thing one sees, they tend to be used as a starting point. It is ironic that in a society such as ours where vision is the primary sense and most exploited medium, that imagination suffers, for one would think or be quick to take on faith that we would be a more visually oriented people who would thus have no trouble imagining things. The sad truth is that in the real world we are told what to see by circumstance, indeed by surroundings, and so we effectively live 'within the rules'. The better way to approach a role-playing game, and the true beauty of the entire medium of these games, is that the rules are only there to interpret what **we** see in our minds, rather than we interpreting the rules. Encounters should have a thematic consistency, but at the same time offer as wide a variety of challenges, both to the fantasy Characters in their fictional world and also to the Players with the rules, as possible. However, when doing this, make stories and pictures in your head, and then find what rules make them possible, but do not do the reverse—do not select the rules and then make pictures in your head from them, as this will only dumb down the depth of the fantasy and thus its ability to create atmosphere. For in the end, that is what we're all playing the game for, a chance not just to be someone else, but to be **somewhere** else, to be a part of a different reality altogether. So, one would do well to simply play along in the game without looking at the rules at all and let the GM translate his actions into fair and balanced numbers, if he's willing.

Altogether, the story is in the hands of all, but it is the GM that is the director, and so the greatest responsibility lies with him. He sets the standard. Therefore if the GM approaches the design of his stories by starting with the rules, his game is doomed to be about numbers and nothing else. However, if his approach begins with a story, and then finds the rules that fit it, he is well on his way to better Adventure design. To reiterate, simpler scenarios and rules that interpret what is



already in the imaginations of the players is the better path through the forest. Use more description to bring the vivid fantasy world to life, and worry about the rules secondary. This is not a question of which should get **more** attention—they should get equal attention and thus remain balanced—but which should be considered first, and thus lead the way for the other. Certainly, create what you can with the rules, interpret and re-imagine them again and again, but try to avoid falling into the trap of believing that more complex rules will make a more in-depth adventure. A more in-depth **fantasy** will not only encourage everyone's imaginations to flourish, but will not interfere with the rules necessary to function in the background and keep the fictional reality going, fair, and thus fun. For if there is any rule to reality it is that none are favored, the laws of physics and chance the same for all, and that the world is literally what we make it... not what someone else makes it.

In conclusion, just have fun. Have simpler plots and let the imaginative efforts of the Players build on them naturally, snowballing with high and low dice rolls and colorful interpretations of them. Do not try to shoehorn the Players in a plot best left to a political intrigue novel. Use what works in an RPG—set stages for the Players to act as they will. Let them do battle, fiddle with traps and trouble with solving riddles. Avoid boring politics, routine business and other such mundane problems. Challenge their minds and their imaginations with the fantastic! Let the dice fall where they may and let the thrill of the chase be the memorable thread that runs through the collective imaginations of the participants, as opposed to some contrived outcome made obvious by the fudging of dice and plot-hammers of a tyrannical GM.

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GOOD ADVICE: One could easily make a space station by simply drawing circles on a piece of paper (for rooms), connecting them with lines (for corridors), and making a few scribbled notes as to what's inside each area. But that's not a very good Adventure design. A **good** Adventure is one with thought behind it, some care and some passion. Provided throughout the following pages are some bits of advice for Game Masters still developing their writing style, and still good review for those whose arts are honed with years of sending Players into the depths of their imagination.

Follow your inspiration: All the time do we see something in a movie we like, or enjoy something we read in a book. When designing an Adventure, you might want to use an idea you saw in a film or book. For example, if you just watched one of the *Star Wars* prequels and are jazzed about the look of a certain hanger bay, go ahead and write with that in mind, as your enthusiasm will show within your work. You could even turn that area into an Encounter, and embellish it with your own ideas—perhaps it doesn't have shield-doors, but if you picture it the same as in the movie with doors that 'chomp', then by all means write it that way. Now, when using your inspirations for material, always remember that your Players may have seen or read the same thing, and thus may know what to expect. This can be a bad thing if you like to surprise your Players or change things too much, but at the same time it can be a fine thing, as a commonly known idea will evoke the same general feeling from that movie, and may even persuade the Players to play with the same enthusiasm put forth in your work. But whatever you do, write with respect to your inspiration, and develop only what you really want to. It's just good form, and Players respect it.

Weigh your ideas carefully: Now, there are good ideas, and then here are **good** ideas. Good ideas are not necessarily those that are highly original or even really 'cool', but those that are healthy for an Adventure's story. Indeed, good ideas aren't just novelties, but they're things that enhance the story, the game, and the overall experience. For example, the overused 'planet-bomb' is a good idea—it's so

much bigger and thus dramatic than a ship-sized bomb, right? But then again, who is really going to believe or accept an entire planet being turned into a galactic grenade? All novelty wears off fast. The 'planet-sized bomb' may seem original or even exciting, but it is not nearly as exciting as a ship on a suicide course—the latter is believable, and so the Players can become emotionally involved in it and thus more excited. 'Good' ideas have two dimensions to them—are they neat ideas, and do they serve a good purpose as well? Some really cool ideas may have to be discarded, for after some thought they may have been placed in an Adventure only **because** they were cool, but after all really only detract from the Adventure's quality.

Originality: Always try to be original. That's not to say that everything you create has to be an exceptional, movie-worthy idea, for indeed many classic ideas as well as those that Players simply prefer should be used time and time again, but one should always try to do things at least a little differently each time out. Throughout one's own journey of writing an Adventure, he should avoid the pitfalls of copying others or relying too much on the inspiration of others just to make something work or bring an Adventure to completion. Indeed, one can **always** find a new way to do things, especially in fantasy. Borrow ideas from others, pay homage to inspiration, and deliver classics to Players certainly, but always try to add original touches along with them.

Reasonable puzzles: When designing puzzles there are really no rules, and so a Game Master must be very, very careful to remain reasonable and fair. Indeed, puzzles are almost like little games within themselves, and their rules must be clearly defined. Fighting is always directed by the same rules. Everyone knows them. Ships are just the same. But puzzles have few traits similar to each other. The Game Master must keep this in mind when designing them, to provide an adequate amount of clues for the Players to have a chance at solving a puzzle. Any dice may be involved, and even new rules invented just for that one puzzle. And a good rule that keeps all these things in balance is to keep puzzles 'reasonable', in that they have one

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purpose and one purpose only, that they're not too outrageous or that they do not venture outside the game's style to be solved, and most importantly, that they **can** be solved, by a reasonable effort on the part of the Players—after enough time anyone could guess trivia, but who is going to know the number of rivets in the ship's cargo hold? The Game Master must remember that the Players do not necessarily know what **he** knows, and so they must be only reasonably puzzled.

Never too much: One should be careful not to overdo anything. All of an Adventure's Encounters, clues, challenges and rewards should always prove to be 'just enough' to tell its story. Remember, Players (and Game Masters) can only consider so much, and between game sessions remember only so much. A lot of details should be left open for the dice and impromptu role-playing to account for. And not everything has to be exceptional. One will be well if they just keep to the established style of Starquest—there's enough in this classic genre of space fantasy to keep everyone interested for all time, and so there is no need to go 'over the top', be outrageous or change the face of the fantasy just to be original or challenging—one battleship is enough. Don't make two or make the one bigger just for the sake of excitement. Make the ship at the command of a madman, or have the same ship following the party for some ominous reason, etc.

Balance adventures: A good Adventure is one that is well balanced, in that it maintains a variety of Encounters. An Adventure shouldn't be all fighting, or all puzzles, or all of any one thing unless all of the players want exactly that (the Game Master included). But exploring deeper still, even if there is a good balance of fighting Encounters, not all of them should be against, say, battlebots. The GM should try to include as many different creatures, puzzles, perils and traps as he can while giving them all (at least the appearance of having) a good reason to be there, corresponding to each other and to the plot that brings them all together. Variety keeps the game interested, not the total Experience Points to be had. Know what your Players want, and what variety you can give them within those parameters while not cheating yourself.

Rules and story: The functioning rules of this role-playing game are important to use as guidelines, but must be kept abstract as well, for not only do they keep the game fair, but they are carefully balanced, proportioned, and playtested. It is all too tempting to apply new rules to compliment one's ideas for a story, but that must not be. Indeed, no new rules should be made unless truly necessary. But at the same time, one must not allow himself to become submerged in the rules and hope that the set proportions, numbers and procedures of the game alone can tell his story. For it is the Game Master's job to interpret the rules into the story's realities, to take the scaffold of the numbers and give them the walls of details. Rules and stories must maintain a delicate balance to create the experience that a role-playing game is to be. The best philosophy is to use the existing rules just as much as possible without making compromises on your story, and **then** make as few new rules as possible and yet absolutely necessary to get the job done, but no more. Also be careful not to create rules that open up loopholes elsewhere in the core rules—trust me, Players **will** find and exploit them.

Developing worlds: A traditional and thus common aspect of any Adventure is the expected developing of strange worlds and alien cultures. However, this question is not as easy to answer as one may at first believe. For unlike aliens, Players are all too predictable—give them detail and they will explore it. Therefore, only give them as much detail as is necessary to keep the Adventure moving along in its intended direction. In the case of alien worlds specifically, a staple of space fantasy, decide early on whether their details will be important to the plot or merely 'background color'. If the former, expect the game to slow down greatly as the party delves into details about the new world that they have come to. If you wish for the game to keep moving at a steady pace, work towards the latter, suggesting through description and narrative that all details of aliens and worlds are merely there for atmosphere. For instance, rather than focus on the geological details about the red rocks of an alien landscape, build the narrative towards the colossal monster casting a shadow over the blood-red rocks of the alien landscape...

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Time: Adventures should not occur back-to-back. Weeks, months and even years may pass between them. Indeed, it is all too easy to play an RPG wherein one Adventure just follows on the heels of another, but if one takes some time to consider this (as does his Character considering his life), the fictional universe world becomes a vastly different place than that.

Adventures to Players are an exciting escape from everyday's chaos here in our poisoned world, taking them into a place where good and evil are clearly defined, a black-and-white world where just one's courage alone can indeed make all the difference in the galaxy.

Adventure to the fantasy Characters themselves however is usually an uncomfortable, troublesome time at best, and always perilous, not only to life and limb, but to their very soul.

So the question one must ask oneself is just why these Characters undertake these dangerous journeys. For in Starquest, there is no such thing as 'professional adventuring'. No, all the Characters (both PCs and NPCs alike) are **real** people in a **real** world. They generally do not seek adventure, save perhaps for the simple reasons that we do in our world. More often than not, adventure finds **them**. But any world works in mysterious ways, and adventure comes seldom when one expects it. Indeed, even those who would dare the dangers of alien worlds in search of rich treasure or join the galactic rebellion against the tyrannical empire that will surely crush their hopes and their homes and their dreams seldom even find such an opportunity, instead spending countless sunsets looking away to the future, to the horizon.

All this leaves the Player Characters in a more believable setting, in that they have lives that go on until they are swept up into some incredible story, whether by Fate's designs on their destiny or simple adventure-lust.

When planning a Starquest game of any kind, you would do well to space each Adventure just a little bit apart, in time if not in physical distance. The following chart gives proportionate ranges for the passage of time between Adventures. You may also use this chart as an optional rule to randomly determine the time that passes between Adventures in a Campaign game.

TABLE #14I: TIME BETWEEN ADVENTURES

Roll	Time passed
18-20	No time
14-17	1-4 weeks
10-13	1-12 weeks
6-9	1-4 months
4-5	1-12 months
2-3	1-4 years
1	1-12 years

Villains: Now, an entire book could be written on how to make great villains, so rather than try to summarize all that, **this** book will only point out that it never hurts to have a great villain for the party to strive against (even if they are somewhat villainous themselves), and point you towards some of the better figures of untold evil in order to give you an idea of what to do—let them lead your imagination to its darker side. Seek them out—they are foreseen that you will. Learn from the best how to make life hard for the heroes. But also note a true evil, that of lawyers, and that this list of classic characters from film, page and myth are not a part of this game itself, and so none of these names should be used in your own stories.

Darth Vader

Boba Fett

General Grievous

Darth Maul

Jabba the Hutt

Desslok the leader of all Gamilon

Prince Zordar of the Comet Empire

Borf

Jean-Baptiste Emanuel Zorg

The Predator

Megatron

Dr. Hans Reinhardt

General Roth'h'ar Sarris

Captain Lincoln F. Sternn

Destro

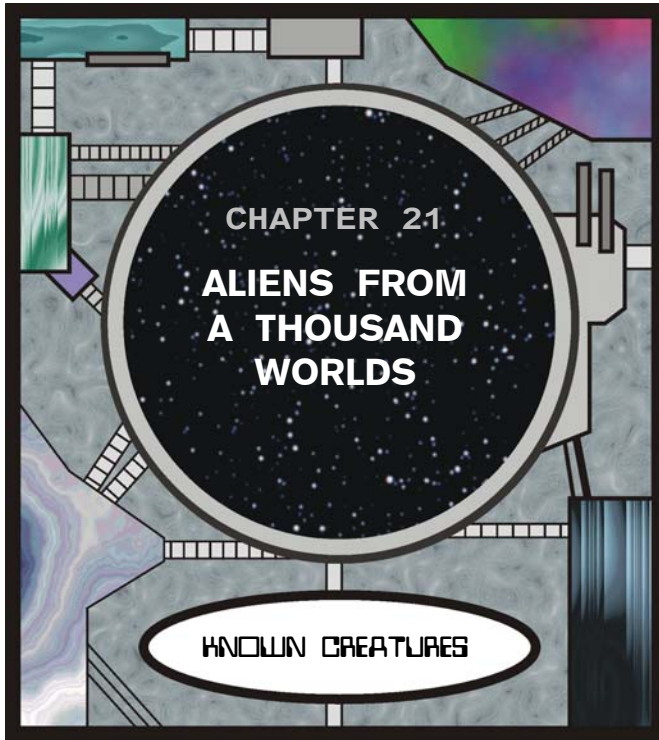
Dark Helmet

Emperor Ming the Merciless

Agent Smith

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



STATISTICS: The various creatures known to be in the universe of Starquest can be benevolent or evil, peaceful or even unaware. Each creature has what is called a 'Power Score', comparable to a Character's Experience Level. This Score is rolled on the D10, with the roll of a '0' indicating not '10' but actually '0'. Whatever a creature's Power Score may be multiplies all numbers in parenthesis and so adds to their respective, basic scores. For example, a Rock Monster with a Power Score '3' would have a Health Score of 55.

Ability Scores: This lists the creature's applicable Ability Scores, the same as any Player Character, in order; Combat, Physique, Movement, Genetics, Presence, Intelligence, Intuition, Psyche, Personality and lastly their Unique Score.

Group size: This indicates the number of creatures that will be encountered at any one time, though this number can also be chosen instead.

Reaction Checks: This lists the modifier to any Character's Reaction Checks when dealing with this type of creature, based on its nature.

Morale: Morale Checks are made whenever the first of any kind of creature goes down in battle, whenever their chieftain (if they have one) is taken out of the fight, and every Round after they have been reduced to half their numbers. The Check is made by the Player of their enemy, using D10; if the result is **higher** than the listed score, then the creature flees.

D.N.A. Types: This lists the basic Types of D.N.A. the creature can be, as same as for all Characters. Those listed as 'NA' are 'Not Applicable' in terms of cloning or other D.N.A. uses.

Health: This measures a creature's Health Score, the same as for all Characters.

Body size: This lists the sheer size and bulk of a creature, indeed its Body Encumbrance. All those creatures marked 'NA' (Not Applicable) are either too difficult (such as with protoplasm) or simply too large for Characters to move in any way.

Defense Score: This measures a creature's Defense Score, the same as for all Characters.

Protection: This is however much Damage a creature deflects from each blow, just as armor does for most Characters. If a creature's Protection is marked with an '*' then it does not necessarily suffer the minimum of 1 Damage—if its Protection equals or exceeds a blow then it suffers nothing.

Fatigue: Just as for Characters, creatures suffer from the pain of their wounds. If wounded to any degree, this number is the penalty to the creature's Attack Rolls, Defense Score, and Ability Checks. Those creatures marked 'NA' do not suffer from pain or fatigue at all.

Preferred attacks: This lists the normal manner in which the creature chooses to attack its foes, listed in their order of preference (though tactical sense have one choose between different methods of attack during a single battle, or even attempt some attack not listed). Any bonus to their Attack Roll will be indicated, such as 'Claw +2'. The use of the word 'or' indicates that the creature must

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

choose between the two options for fighting that Round. Finally, all creatures whose attack is listed as a 'weapon' the GM must use discretion with, selecting the weapon that best fits the creature(s), or he may simply say they're using all kinds of weapons and rule an average Base Damage.

Damages: This lists the Damage done by a creature with each successful hit. For those creatures that have different methods of attack the respective Damages are listed in the same order as the attack forms above them, separated by a slash. Those Damages marked with an '*' indicate that the Damage goes through Protection for whatever reason, unless the victim wishes it to destroy the armor itself, and thus it will serve as Protection that one last time, but reduce as much from the armor's Protection factor forever afterwards. Those attacks which result in an effect, marked as 'see description', do no Damage (or Damage Variable).

Damage Variable: Creatures come in an endless variety of shapes, sizes, and strengths, and this lists whatever dice a creature uses to add to its Base Damage with each successful blow.

Movement Rate: This displays the maximum Movement Rate of the creature, be it running, flying, oozing, etc.

Cosmic treasure: This is the chance in 10 that any one individual creature of this type possesses any cosmic treasure (from Chapter 22). However, this is not rolled outright—each Story Point one spends is the number of times the GM rolls for success. If nothing turns up, the Story Point is lost. If there is something there, the one whose Story Point found it in the first place will always somehow be closest to the treasure itself for laying claim to it.

Experience Points: This is the award in Experience Points one receives for killing or driving away a creature, depending on how difficult it is to defeat and the measure of danger it poses. Experience Points are not gained if one runs or falls in battle before a creature is slain. Nor are Experience Points gained twice for any creature—if it flees, its award is given at **that** time, not again later on.

SPECIAL FEATURES: There are countless races and species in the universe, and throughout the following pages are merely provided a sampling, a 'zoo' if you will of archetypes. Certainly, however, they can be far more varied and detailed, much in the same way that Player Characters are with their own aliens and robots. Many of the creatures that are detailed in this Chapter will have some special ability or power unique to their kind, but who is to say they wouldn't have more common abilities as well? At the GM's discretion, any NPC creature can have Features from Table 103 **or** 104, as is appropriate to its D.N.A. Type, and to a maximum amount of Creation Point value equal to the NPC creature's Power Score.

BEASTS OF BURDEN: A common use for any kind of creature (even humanoids) is as a carrier of people and their equipment. Rules for Carrying Capacity and Movement are different for Characters than for creatures, simply because the Characters are the focus of the space drama and thus should have a little extra ability (or disability, depending on their Scores) to carry the gear critical to their survival. In the case of all creatures, whether listed in this Chapter, Sourcebooks or Adventures, they use a more universal system for their Capacity and Movement Rate.

Capacity: The total amount of Encumbrance that a creature can carry is equal to its 'Body size'. This includes riders and their carried gear. Furthermore, only a rider and the gear he carries can his mount carry in turn, unless he specifically acquires some sort of saddle, saddlebags or similar containers to hold his equipment, as beasts generally don't have clothes, pockets, or any concern to carry anything (except maybe their lunch by their teeth). All kinds of containers simply cost 1 credit for ever 10 total Encumbrance they can hold. Unlike for Characters, containers do not add to a creature's Capacity.

Movement: The movement of any creature drops if it is carrying riders or equipment. Every 20 total Encumbrance it moves, whether by carrying it or dragging it (rounded down) slows its Movement Rate by -5'.

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ANIMALS: This category of creature includes all of those that are considered to be either tame, domesticated or normal to see within civilization.

Diet: This describes the basic diet of the animal. Unless otherwise noted, an animal can survive in its natural habitat without any assistance from its master or the other Characters.

Habitat: This describes the known environments the animal has ever been found living in naturally, along with how and why.

Sociology: This describes the basic sociological or pack structure of the animal, and thusly what will govern its behavior if left untamed or unmastered. However, this does not necessarily correspond with the number of its kind that can be randomly encountered as listed in their statistics, as that one statistic accounts for many outside factors as well.

Domestication: This describes what is necessary for any Player Character race to master the animal and so use it as a beast of burden.

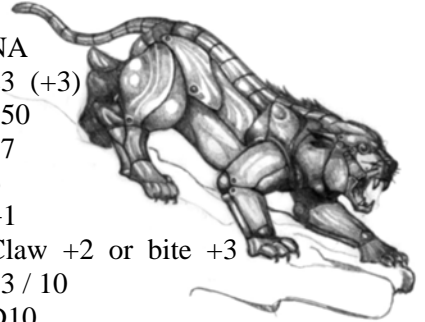
Encounters: When encountered, the Players may ask what condition the animal is in, calling for a roll on the following chart, using the D8.

TABLE #142: ENCOUNTERING ANIMALS

Roll	Current condition of animal
8	Artificially enhanced; +1 to Power Score
4-7	Healthy and normal; full statistics
3	Underfed; -2 to Power Score
2	Rabid; -4 to Reaction Checks
1	Lame; -4 to Power Score

CYBERCAT

Ability Scores: 13 / 19 / 19 / 2 / 13 / 8 / 17 / 5 / 5 / 1
Group size: 1-4
Reaction Checks: -2
Morale: 9
D.N.A. Types: NA
Health: 23 (+3)
Body size: 350
Defense Score: 17
Protection: 6
Fatigue: +1
Preferred Attacks: Claw +2 or bite +3
Base Damages: 13 / 10
Damage Variable: D10
Movement Rate: 230' (+10')
Cosmic treasure: 0
Experience Points: 300 (+20)



Cybercats were once normal jungle cats who were gathered up and turned into cyborgs for the purposes of making an inexpensive army during an age-old conflict. However, what their designers did not account for was disturbing evolution, and that with suddenly greater abilities their intelligence also developed by leaps and bounds, until they became self-sufficient in maintaining their technology—they do not understand it, but when they reproduce they tear it away from their old and reapply it to their young as a coming-of-age ritual. They are not a dying breed either, as many civilizations like to nurture their kind and produce new ones.

The diet of Cybercats is omnivorous, as they remain mostly natural, with their mechanical parts perfected to self-sufficiency with power taken from the natural electricity within their living bodies.

The habitat of Cybercats is the tropical jungles of most any planet.

The sociology of Cybercats is like normal cats in the jungle, except that the pride is off-set by their limited understanding of their technology, and so they have diminishing natural instincts, leaving them to remain in packs out of paranoia and the imagined need for protection against invasion.

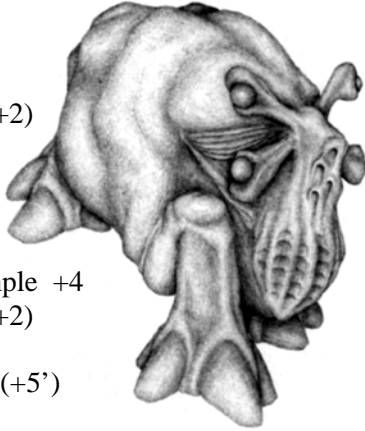
The domestication of Cybercats is difficult, for one must prove he cares for their natural side as opposed to their capacity as a mount or soldier, an act which requires a Critical Personality Check, with failure enraging the pride so that they all attack.

ALIENS FROM A THOUSAND WORLDS

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DUMAK

Ability Scores: 12 / 18 / 8 / 10 / 4 / 3 / 15 / 8 / 3 / 10
Group size: 1-8
Reaction Checks: -1
Morale: 5
D.N.A. Types: NA
Health: 50 (+2)
Body size: NA
Defense Score: 12
Protection: 10
Fatigue: NA
Preferred Attacks: Trample +4
Base Damages: 22 (+2)
Damage Variable: D10
Movement Rate: 165' (+5')
Cosmic treasure: 0
Experience Points: 200 (+20)



Dumaks are large, elephant-like beasts with no hair anywhere, four eyes protruding from their long heads, and an aggressive demeanor despite being so large that they needn't worry about predators. They roam in packs but have a vicious streak in them to attack and trample anything that moves fast, if only for the sport, so smaller beings really invite being killed by fearing they will be—they run and then get run down. Anything moving 50' a Round or less is slow enough not to be any fun.

The diet of Dumaks is omnivorous, and they take what they can get when they can get it, but they eat so much they are constantly nomadic, so if forced to stay in one place for more than a few weeks the entire pack will die.

The habitat of Dumaks is any temperate zone, though they can survive well enough in tropical and sub-tropical zones as well.

The sociology of Dumaks is of pack animals, keeping together not for any need for defense or even reproduction, but rather like a team out for sport, as mowing down fleeing creatures is more fun as a large group than as individuals—they will often mutilate dead prey as trophies.

The domestication of Dumaks requires one to confuse it by proving to be invincible—he has to be trampled by it and then get up on his own power, and if he doesn't he can never win that particular beast's respect enough to ride it (even if someone else actually domesticates it).

FREG

Ability Scores: 5 / 1 / 16 / 12 / 2 / 4 / 15 / 9 / 1 / 12
Group size: 1-6
Reaction Checks: -1
Morale: 3
D.N.A. Types: NA
Health: 2
Body size: 5
Defense Score: 12
Protection: 0
Fatigue: NA
Preferred Attacks: Bite +1
Base Damages: 2
Damage Variable: D8
Movement Rate: 150' (+5') / 50' (outside of trees)
Cosmic treasure: 1
Experience Points: 20



Freg, or 'freggies' are chameleon-like critters that grow up to about 1' long. They are insatiably curious, using their camouflage ability for sneaking up rather than hiding from predators. It takes a Critical Intuition Check to notice them in their natural habitat, a Challenging one outside of it. In the event that they go undetected, one of these 'gleeps' as they are called after the fact will steal one item of the highest credit value that is of 1-4 Encumbrance, and then take it away to their lair, never to be seen by the person again—they leap through the trees and so leave no tracks to follow.

The diet of Freg is that of herbivores, as they live in trees and can sustain themselves on any plantlife for any amount of time.

The habitat of Freg is the jungle, tropical and sub-tropical alike, where they make nests high up in the limbs which are too thin for predators to climb but where they are still the largest creature.

The sociology of Freg is one of isolation, but once a solar year they gather for an incredible and even dangerous mating session—thousands of their kind gather in the treetops, which can be quite a sight from a safe distance, but perilous if one gets too close, as 1-100 will attack each individual and not give up on him until he is killed or leaves.

The domestication of Freg is a personal one, for if someone can make a Critical Unique Check that freggie will ride his shoulder or be as a pet to him, even defending him in battle.

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HYBRED

Ability Scores: 14 / 14 / 17 / 8 / 15 / 9 / 17 / 9 / 9 / 7
Group size: 1-4
Reaction Checks: +1
Morale: 7
D.N.A. Types: NA
Health: 14 (+1)
Body size: 250 (+15)
Defense Score: 14
Protection: 5
Fatigue: -2
Preferred Attacks: Claw +2 or bite +3
Base Damages: 9 / 7
Damage Variable: D12
Movement Rate: 370' (+20')
Cosmic treasure: 1
Experience Points: 350 (+40)



Hybred, also called 'hyperion' by scientists, are giant birds, similar to a mix of eagles and the dragons of myth. They are seldom seen near any civilization, preferring to remain isolated until the nearby society matures to that of a positive cycle, as opposed to a neverending mechanical one or a negative spiral of self-destruction. Those who can find them are **allowed** to do so, as the creature has some interest in communication or assistance.

The diet of Hybred is carnivorous, with the staple of their sustenance being other birds in the skies and the eggs in their nearby nests.

The habitat of Hybred is high mountains and their remote peaks, where only winged creatures can find them, or only the most determined and thus noble of other races—they deliberately set their nests in a location that challenges others to try and seek them as a test of worthiness.

The sociology of Hybred is one of mutual aid, their nests situated so that they are as far apart from each other as possible yet still maintaining a line-of-sight connection, so they can relay signals and calls without any obstructions.

The domestication of Hybred involves finding and reaching their lair without any mechanical aid, indeed no powered devices though crude tools such as ropes and grappling hooks are acceptable—those who reach them then make a Reaction Check, and if the great winged one is 'friendly', it will allow itself to serve as a mount to anyone present.

JERL

Ability Scores: 5 / 3 / 16 / 11 / 2 / 12 / 12 / 12 / 5 / 1
Group size: 1
Reaction Checks: +0 (+3 to women)
Morale: 4
D.N.A. Types: D, M
Health: 3
Body size: 10
Defense Score: 11
Protection: 0
Fatigue: NA
Preferred Attacks: Nibble +1
Base Damages: 2
Damage Variable: D4
Movement Rate: 90' (+5')
Cosmic treasure: 0
Experience Points: 5



Jerls are an entirely female race which happen to be very fond of males—if threatened, it is a sign of power, and they will run away, but forever after follow their initial attacker at a safe distance. This can be annoying, but sometimes downright dangerous, as these lost little critters have no real concept of danger or fear of it, and so they tend to give away one's position, repeat forbidden talk they have overheard, and generally cause mischief in an unwitting way. However, if they are killed, the gas within them will explode for 3-36 (3D12) Damage to all within an equal number of feet.

The diet of Jerls is that of omnivores, but in their attempt to be 'loyal to their master' they will eat whatever he eats, which usually kills them if it is strictly carnivorous or herbivorous—every day one so limits his own diet he will not be able to heal naturally, but will build a cumulative 1 in 12 chance that any following Jerls die off.

The habitat of Jerls is rocks and other barren areas where only their clever skills and keen sense of smell can find food and where other creatures die off for the same reasons—they have Survival Skill in the mountains of Level 2.

The sociology of Jerls is unknown, for they instantly adopt the behaviors and mannerisms of any creatures they come into contact with.

The domestication of Jerls is all too easy, for they eagerly follow any males they encounter—it is getting rid of them that is the challenge.

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MOBAC

Ability Scores: 9 / 18 / 6 / 5 / 15 / 3 / 11 / 4 / 2 / 9
Group size: 1-10
Reaction Checks: +0
Morale: 5
D.N.A. Types: NA
Health: 24 (+1)
Body size: NA
Defense Score: 12
Protection: 2
Fatigue: -1
Preferred Attacks: Trample
Base Damages: 15
Damage Variable: D10
Movement Rate: 150'
Cosmic treasure: 0
Experience Points: 30 (+2)



Mobacs are large, hairy quadrupeds with heavy jaws and tails, and are often beasts of burden for tribes of dune-men or underfunded military; their grunts of obedience tend to sound more like those of defiance, enhancing their intimidating presence, however they are quite tame and only when it is necessary or by command of their smaller masters.

The diet of Mobacs is one of omnivores, but they also have a liking for mud, as their tongues are able to absorb essential vitamins from minerals and organisms trapped within the muck, be it still wet or entirely dried up.

The habitat of Mobacs is usually a desert or at least desolate wasteland. Their heavy coats keep them insulated from the heat by day and contain their own heat during the cold desert night. They can keep up to 30 days worth of water in hidden humps, and can instinctually remember their way back to any watering hole.

The sociology of Mobacs is naturally one of simple pack-animals, though realistically it ends up being that of whatever humanoids tame them and ride them, which they forever obey.

The domestication of Mobacs is dangerous but not as time-consuming as it is for other animals. Like most mounts, the creature must be in some way saddle-broken, which can be done only by a would-be master hurting it before it hurts him first. Afterwards, it forever fears that individual and all beings of his kind.

PUGG

Ability Scores: 8 / 2 / 5 / 16 / 7 / 15 / 14 / 15 / 16 / 9
Group size: 1
Reaction Checks: +1
Morale: 4
D.N.A. Types: B, M, Z
Health: 5
Body size: 20 (+2)
Defense Score: 9
Protection: 0
Fatigue: -2
Preferred Attacks: Bite +1
Base Damages: 1
Damage Variable: D4
Movement Rate: 55' (+10')
Cosmic treasure: 1
Experience Points: 10



Puggs are small, dog-like animals with vaguely humanoid faces and the ability to talk; sometimes they learn speech all too well, and thus develop a more human than animal personality.

The diet of Puggs is that of omnivores, but with the added taste for sweet potatoes, blue food, and especially anything deep-fried. Any such food, if offered to such an animal, will increase one's Reaction Checks with it by +2.

The habitat of Puggs is that of the normal civilization of humans and sub-humans. They live on the same foods, but they can also survive in the same kinds of wilderness (forests, etc.) with no additional effort.

The sociology of Puggs tends to be an isolated one, with males breaking from their pack early on due to pride, and females always seeking out new mates, even if it is only for a short while.

The domestication of Puggs rarely falls into the normal ways of taming beasts, for given their intelligence and ego, these creatures are no more likely to be 'broken' than a human being. Indeed, since they are too small to ride anyway, they will more often serve as a sidekick or buddy, in which case their friendship must be earned the same as it would with anybody else. But woe to anyone who insults them, for if these small dogs feel slighted they gain +1 to their first Initiative to attack and +3 to their Attack Roll during that Round (during which they usually go for someone's testicals).

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RIDDER

Ability Scores: 13 / 16 / 16 / 8 / 9 / 6 / 12 / 8 / 4 / 1
Group size: 1-10
Reaction Checks: -1
Morale: 6
D.N.A. Types: B, Z
Health: 10
Body size: 280 (-5)
Defense Score: 13
Protection: 4
Fatigue: -1
Preferred Attacks: Hooves +2
Base Damages: 6 (+1)
Damage Variable: D8
Movement Rate: 260' (+5')
Cosmic treasure: 0
Experience Points: 35 (+3)



Ridders are mounts bred for combat, and thus have an almost human sense of hate and prejudice within them, far greater than pack-animal mentality; as they are smaller than most other quadrupeds, so their aggression seems all the more exaggerated.

The diet of Ridders is that of carnivores, but not exclusively. Once a week they shift to that of a herbivore for a single day. It is true that this limits the habitats they can have, but since they are almost always used for military service anyway they are regularly fed to meet this need.

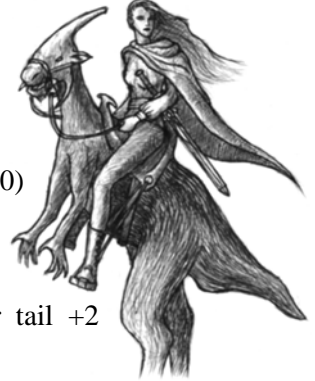
The habitat of Ridders is a particular forest or jungle, one where they can regularly find meat. As they have little need for shelter, being nomadic as well as bred for war and thus hunting, they can also survive in steppes or grasslands, though it is not preferable and so they will soon migrate to areas with more dense vegetation.

The sociology of Ridders is that of predators and cannibals, for while they hunt as a pack, they will, if food is scarce, turn on each other out of madness but with the fire of their frenzy fueled by the invigorating taste of their own kind's blood. Those who breed them for war tend to starve a pack until it slaughters itself down to one, and this one is considered the strongest and sent to war.

The domestication of Ridders is of traditional saddle-breaking, with the would-be rider having to stay on through the beast's bucking, made by three Movement Checks; Critical down to Casual.

TAHN

Ability Scores: 8 / 14 / 16 / 10 / 8 / 4 / 15 / 2 / 1 / 7
Group size: 1-4
Reaction Checks: +1
Morale: 4
D.N.A. Types: NA
Health: 8 (+1)
Body size: 300 (+10)
Defense Score: 8
Protection: 0
Fatigue: -2
Preferred Attacks: Claw or tail +2
Base Damages: 4 / 3
Damage Variable: D8
Movement Rate: 220'
Cosmic treasure: 0
Experience Points: 20 (+2)



Tahns roam frozen wastelands, their gray skin keeping them camouflaged against the white dunes or in a blizzard, they are good mounts for single riders, though they tend to become nervous if they smell anything unusual; a rider can steady such a mount with a Casual Personality Check.

The diet of Tahns is strangely that of the air itself, as tiny microbes are filtered through a gill-like organ that provides them with nourishment, though they will eat the protein-packed meat when they can find it (they do not hunt for it).

The habitat of Tahns is that of frozen lands, from arctic regions to entire planets of ice. Given that they can gather what nourishment they need from the air itself, they can go months and even years without feeding.

The sociology of Tahns is of isolation, these creatures seldom seeing any living thing, even their own kind. However, given their lack of enemies or anything to fear, they tend to be docile and easily approached and tamed.

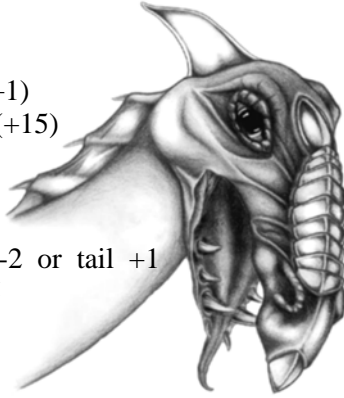
The domestication of Tahns is easy, and really anyone can do it. The difficulty is in getting the creature to go when it is time for its master to move on, as the fool beast will follow him. One might think this touching until they realize that the creature will become desperate quickly, with each passing day that its master is gone the cumulative chance in 8 it attacks all beings it sees near him if and when it finally catches up.

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TEREVAN

Ability Scores: 12 / 15 / 16 / 9 / 11 / 6 / 15 / 2 / 1 / 1
Group size: 1-3
Reaction Checks: +2
Morale: 3
D.N.A. Types: B
Health: 12 (+1)
Body size: 320 (+15)
Defense Score: 11
Protection: 3
Fatigue: -0
Preferred Attacks: Bite -2 or tail +1
Base Damages: 6* / 5
Damage Variable: D6
Movement Rate: 190'
Cosmic treasure: 0
Experience Points: 30 (+2)



Terevan are small dinosaurs mixed with horse genetics, forming strong and sturdy mounts that are excited about combat rather than afraid of it; they are bloodthirsty enough to grant +1 to their rider's next Initiative any time one of their own is killed.

The diet of Terevan is reptiles. Long ago their species developed a devolving process, requiring its own blood-kind to replenish and replicate its own genetics, as if its D.N.A. ceased to function or lost its code. Without a steady diet of cold-blooded or scaly creatures, indeed one tenth their Health Score each day, these beasts will perish.

The habitat of Terevan are swamps, marshes and other wetlands where reptilian creatures are plentiful as a source of food and their own scaly hides can easily find camouflage.

The sociology of Terevan are pairs, a male and a female, which unnerves some humans and their close kin, as it is most similar to their own degree of intelligence. Some have argued that these creatures, due to their devolution, have developed higher intelligence and even mating emotions out of a need for survival, as did humans themselves (with the human body being oddly unfit for any environment, even their native ones). Once a pair is made they jealously guard each other.

The domestication of Terevan is not easy, for it requires no less than killing another Terevan in the sight of the would-be mount with bare hands, thus proving one's self to be a new worthy 'mate'.

ZARC

Ability Scores: 15 / 14 / 14 / 4 / 2 / 5 / 15 / 10 / 9 / 7
Group size: 1
Reaction Checks: +0
Morale: 5
D.N.A. Types: T, Z
Health: 15 (+2)
Body size: 250 (+15)
Defense Score: 12
Protection: 2 (+1)
Fatigue: -2
Preferred Attacks: Kick +2
Base Damages: 9
Damage Variable: D8
Movement Rate: 170' (+5')
Cosmic treasure: 0
Experience Points: 40 (+5)



Zarcs are large, artificially grown (and even sometimes artificially or cybernetically enhanced) versions of normal, smaller and far less aggressive animals, such as a 'war rabbit'; they were created for old wars but now remain a novelty for the more adventurous and a curiosity to others.

The diet of Zarcs is that of most herbivores, but with the added advantage that they can also survive on fossil fuel—a normal FFQ can provide enough sustenance for one such creature for a full month, though it cannot heal during this time.

The habitat of Zarcs is unknown, since they were created and used purely in civilized areas for war. Some tales persist that those 'battalions' of their kind that were left to fend for themselves at the end of a war sought forests to live in, while others sought out junkyards and ruined cities.

The sociology of Zarcs forms large groups of mutual efforts for survival, like some instinctual teamwork. No matter how many there are, they seem to know exactly each other's functions and weaknesses, and help them rather than exploit them as other races would. Some have even speculated that they developed a psychic connection that no one has yet understood or even identified.

The domestication of Zarcs is too easy—they let anyone ride them who can leap up onto their backs the first time, which requires a Challenging Movement Check. If this fails, the entire pack will attack the fallen and use him for spare parts.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



HUMANOIDS: This category of creatures includes all of those that are accepted as a part of society, or could be if they just tried.

Gender: This explains the differences between the genders of such humanoids, and thus how they work with or against the whole of society (which is based on a balance between the two).

Society: This gives an overview of the society in which these humanoids live, or what their efforts constantly work towards building, whether by their idealistic intention of simply their naturalistic greed.

Religion: This briefly tells the traditional religious belief structure of these humanoids (if they have one at all), and what advantages and disadvantages this poses for those who oppose them.

Motivation: This gives a rough outline for the nature of the humanoids and thus what drives them to kill, defend, build, destroy, and worship—the culmination of all the factors above.

Encounters: When encountered, the Players may ask what condition the humanoid is in, calling for a roll on the following chart, using the D12.

TABLE #143: ENCOUNTERING HUMANOIDS

Roll	Current condition of humanoid
12	Insane; +2 to Reaction Checks
7-11	Healthy and normal; full statistics
5-6	Wounded; 1-4 Damage
4	Cripple; -2 to Power Score
2-3	Insane; -3 to Reaction Checks
1	Dying; expires after 1-6 Rounds

AMAZON

Ability Scores: 13 / 12 / 15 / 8 / 12 / 7 / 15 / 5 / 4 / 9
Group size: 2-24 (2D12)
Reaction Checks: -1
Morale: 6
D.N.A. Types: H, X
Health: 13
Body size: 150 (+3)
Defense Score: 15
Protection: 0 (+1)
Fatigue: -2
Preferred Attacks: Any melee weapon +2
Base Damages: As weapon
Damage Variable: D12
Movement Rate: 165' (+5')
Cosmic treasure: 2
Experience Points: 50 (+4)



Amazons are women who have formed a tribe independent of civilization, who hate everyone else, and who live with by a unique code of war and honor; their name comes from an ancient language which referred to 'one-breasted', as they would cut off one breast to shoot a bow more accurately, and then became synonymous with all tribes of warrior-women throughout the universe.

The genders of Amazons are entirely female, for they do not tolerate the presence of men or machines, given a society that began out of their own protection but evolved into one of pride and isolation from everything but their own kind.

The society of Amazons is a tribal one, with leadership determined by rite of passage to the strongest of each generation, determined by a test of ritual combat, the winner becoming the queen until her death by age or by war.

The religion of Amazons varies from tribe to tribe, and usually depends on the planet that they dwell on, for their beliefs are usually no different than those of the rest of the civilization that they factioned from—their only change in beliefs is to exclude men and any non-female gender of their own basic race (human, specific alien, etc.).

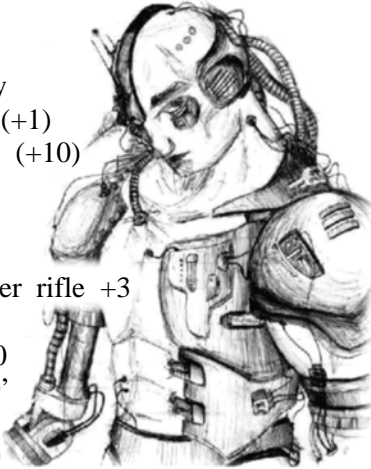
The motivation of Amazons is survival, though there is also an almost religious need to prove to their native world (and any visitors to it) that they are stronger than the society (ruled by men) that they broke away from.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

ASSIMILATOR

Ability Scores: 9 / 13 / 9 / 18 / 16 / 16 / 15 / 8 / 4 / 1
Group size: 1-10
Reaction Checks: -2
Morale: 6
D.N.A. Types: Any
Health: 10 (+1)
Body size: 115 (+10)
Defense Score: 16
Protection: 4
Fatigue: -1
Preferred Attacks: Laser rifle +3
Base Damages: 12
Damage Variable: D10
Movement Rate: 100'
Cosmic treasure: 1
Experience Points: 100



Assimilators are composites of all the different races they have taken properties from, leaving them with pale skin, vast cybernetics, and an attitude of superiority; they make their 'lives' a competition to improve themselves at the expense of all others, attaining D.N.A. as much as other races fight over money or treasure—if they touch a person, they can steal a random Ability Point, but only if the victim's Score is higher than their own.

The genders of Assimilators are difficult to tell, if they exist at all, given their mechanized and assimilated body parts—body shape alone is not trustworthy to judge a gender, though most make that mistake anyway, even if there can really be any genetic structure beneath their outer layer.

The society of Assimilators is like a hive, as they work together flawlessly with no in-fighting, (given that it is the smartest thing to do as far as reproduction and so it is their nature), but all other species are simply prey to be weighed, judged, and then either assimilated, or eliminated.

The religion of Assimilators is a belief in the 'Source', or the 'One', indeed a monotheistic belief which their nature orbits like a sun, assimilating all whom they can in order to become 'one' with the 'Source', indeed all life, somewhere in the future.

The motivation of Assimilators is, according to their beliefs, to become a part of all life by way of absorbing its best elements and thus inevitably returning to the source of life... or becoming it.

BANDIT

Ability Scores: 11 / 14 / 16 / 9 / 5 / 12 / 14 / 5 / 3 / 1
Group size: 2-16 (2D8)
Reaction Checks: +0
Morale: 4
D.N.A. Types: Any
Health: 11 (+1)
Body size: 115 (+10)
Defense Score: 15
Protection: 2
Fatigue: -2
Preferred Attacks: Laser pistol
Base Damages: 8
Damage Variable: D10
Movement Rate: 175'
Cosmic treasure: 1
Experience Points: 24 (+4)



Bandits live on the outskirts of society, usually outlaws with no alternative, being as criminals that are not organized enough, daring enough or strong enough to become pirates or form a military—they stick to small raids and thus smaller plunder. Yet given their lack of notoriety they are also able to enter civilization easier than other criminals and so steal the greater treasure of information, allowing them to keep one step ahead of the law. In battle, they fight only when they have the advantage, and must (re)make Morale Checks any Round after the loss of any of their numbers.

The genders of Bandits follow no guidelines, and can be of any combination.

The society of Bandits is that of a tight-knit group, usually dwelling in a hideout less than a day's travel from a major population center, which is 'screened' for the law in any number of ways, be it passwords or perhaps secret handshakes—to enter the hideout of bandits one must either know them or be prepared to fight to the death, for like animals they will fight to the last man if cornered.

The religion of Bandits is always the same as the settlement they orbit from their hideout, though they are a little less attached to it than most, and their faith fades with time, as it is replaced by a new faith in survival, money and reality.

The motivation of Bandits is survival, but they usually have a secondary and more specific desire to 'fix' whatever drove them to be outlaws.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

CYBERTRACKER

Ability Scores: 4 / 9 / 15 / 13 / 8 / 16 / 15 / 8 / 6 / 12
Group size: 1-2
Reaction Checks: +1
Morale: 2
D.N.A. Types: Any
Health: 10
Body size: 110
Defense Score: 9
Protection: 0 (+1)
Fatigue: -2
Preferred Attacks: Laser pistol +1
Base Damages: 8
Damage Variable: D8
Movement Rate: 160' (+10')
Cosmic treasure: 0
Experience Points: 16 (+4)



Cybertrackers are individuals who fight for a cause few are aware of, or could ever know, that of a war against the digital world—they are aware of just how vast and controlling are computers and their networks, and they hack both digital security and physical security alike. Like terrorists of a sort they do what damage they can to ‘big brother’ by means of computers, but when they have to they break into the buildings or bases that house the mainframes and work their sabotage. They are also often hired to wage war against rival companies, militaries or even governments, and though they take these jobs they do not like their employers any better than their target, and may just as easily turn on them for the same reasons.

The genders of Cybertrackers are equally split between male and female, as theirs is a common cause in the sake of humanity (loosely put).

The society of Cybertrackers is generally like that of thieves, as they live in dingy hideouts and wear black to avoid notice, their apartments better likened to that of bunkers, with crude computer networks and weapons scattered everywhere.

The religion of Cybertrackers is a strangely unique one, for having seen how all consciousness can be controlled by a self-made ‘god’, indeed that of a computer network, they resist superstition as they have the same fears about any true ‘gods’.

The motivation of Cybertrackers is freedom in the purest sense, though they fight a different foe.

DRONE

Ability Scores: 6 / 12 / 6 / 10 / 13 / 13 / 8 / 3 / 1 / 1
Group size: 1-12
Reaction Checks: +0
Morale: 9
D.N.A. Types: C, H, X, Z
Health: 10 (+1)
Body size: 120 (+10)
Defense Score: 10
Protection: 0
Fatigue: -4
Preferred Attacks: Laser pistol
Base Damages: 8
Damage Variable: D8
Movement Rate: 75'
Cosmic treasure: 0
Experience Points: 10



Drones were once either dead or dying people who were reclothed and reanimated by some means that keeps them physically alive but not necessarily mentally alive; they obey orders and carry out the commands given to them, like organic robots, with no personality or emotions what-so-ever. They will each have a specific Skill that they are very well trained (or programmed) at, indeed of the highest Skill Level possible by their maker, which unless stated otherwise will be determined at random for all such servants with the same Skill; 2-5 (D4+1).

The genders of Drones are inconsequential, as they are never used for reproduction and they do not have feelings—they all look alike beneath their nondescript garments and faceless masks.

The society of Drones is one of function, and nothing more—they go about their duties and never speak unless it involves their task or the command of their master or superior.

The religion of Drones is inconsequential, for whatever they believed before their ‘death’ it will have been erased from their organic memory, save those things that are vital for archival knowledge or the fancy of their master—many such creatures are often built to populate temples or otherwise build the illusion of having many followers for a cult that is trying to recruit true believers.

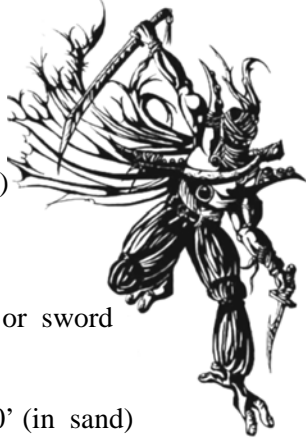
The motivation of Drones is to serve as they are programmed, nothing more, and so their motive changes with that of whoever commands them.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

DUNE MAN

Ability Scores: 13 / 12 / 12 / 7 / 11 / 6 / 15 / 6 / 3 / 8
Group size: 1-6
Reaction Checks: -4
Morale: 2
D.N.A. Types: B, H, M
Health: 12 (+1)
Body size: 125 (+10)
Defense Score: 15
Protection: 0
Fatigue: -1
Preferred Attacks: Staff +2 or sword
Base Damages: 1
Damage Variable: D10
Movement Rate: 135' / 160' (in sand)
Cosmic treasure: 1
Experience Points: 30 (+5)



Dune men are savages of desert planets, quite cowardly but clever too, making them both very mysterious and very dangerous—civilizations fear them, even those desert settlements which have had reason to learn their ways; they are half-human, and half-animal, indeed using weaponry but at the same time behaving like tribal packs, easily startled but quick to return in greater numbers, hunters and predators and yet with intelligence enough to walk single-file in order to hide their head-count.

The genders of Dune men are impossible for outsiders to tell, as they are wrapped in clothing head-to-toe which hides all their features, but those who have slaughtered their villages have been able, if only in the aftermath, to discover—much to their horror—that these creatures share the exact same proportions of men, women and children as most human civilizations.

The society of Dune men is of tribal, desert raiders, nomadic and yet territorial, ever guarding their current habitation with animalistic ferocity.

The religion of Dune men is one of all desert survivalists—they are superstitious but easily change their beliefs based on what ‘miracles’ they witness.

The motivation of Dune men is survival, plain and simple, with no love for civilization or desire to either join it or go to war with it—like tribes of any world where civilization has intruded, these natives keep to themselves, unless the scavenging possibilities are too great to pass up...

GLOND

Ability Scores: 13 / 8 / 15 / 16 / 9 / 11 / 13 / 6 / 9 / 7
Group size: 1
Reaction Checks: +1
Morale: 4
D.N.A. Types: H, M
Health: 8
Body size: 80
Defense Score: 13 (+1)
Protection: 0
Fatigue: NA
Preferred Attacks: Laser pistol or bite
Base Damages: 8 / See description
Damage Variable: D6
Movement Rate: 160'
Cosmic treasure: 2
Experience Points: 45 (+10)



Glond are scrawny people who mutate their enemies by biting them, often described by those who witness their attacks as these creatures being nothing but ‘all teeth’; a successful Attack Roll of their bite calls for its victim to make a Unique Ability Check to avoid changing his race type to that of a ‘mutant’; this Check is Casual for all robots, Challenging for all aliens, and Critical for all humans, and if failed, he has to rearrange his Creation Points for Features entirely.

The genders of Glond are predominantly male, though females and asexuals have also been known to exist—most believe that the males ‘feed’ on the blood and D.N.A. of their prey while their females keep safe at their hidden homesteads.

The society of Glond is seen as those of basic hunters, though their savage desires to attack and mutate other species suggests something closer to their true nature, that of a hateful society that truly feeds on, and finds entertainment in, the suffering of other species, while at the same time allowing their own limited numbers to not feel so isolated, as they invoke the same loneliness and outsider status on their mutated prey.

The religion of Glond varies from tribe-to-tribe and can really be anything, depending on religions of the planet that they are living on.

The motivation of Glond is to surround their tribe with total isolation so they can be alone, or to corrupt their surroundings unto the same end.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

GRAY

Ability Scores: 5 / 4 / 12 / 7 / 15 / 16 / 18 / 16 / 1 / 8
Group size: 1-4
Reaction Checks: +0
Morale: 2
D.N.A. Types: D, H, X, Z
Health: 5
Body size: 45
Defense Score: 12 (-1)
Protection: 0
Fatigue: -4
Preferred Attacks: Psionic Forces +2 (+1)
Base Damages: 0
Damage Variable: D4
Movement Rate: 125' (-10')
Cosmic treasure: 3
Experience Points: 500 (+50)



Grays are scientists which serve greater races with greater agendas, like the footmen fighting a scientific war—they are what others see, and judge them according to the agendas of their superiors. Standing about 4' tall with thin bodies, oversized heads, enlarged and powerful eyes, and seemingly no emotion left within them, these gray-skinned creatures can indeed be as frightening as a soldier coming to attack you on the battlefield. The only sign of their being alive and not some organic robot is that they have been known to age and so develop wrinkles or walk with a limp. Yet as they age and grow physically weaker they also become mentally stronger—they can use all Psionic Forces, but each Power Score gives them 1 more Universal Point worth of strength with them.

The genders of Grays are impossible to tell, as they have no reproductive organs of any kind, furthering the belief that they artificially recreate their numbers or even procreate themselves.

The society of Grays is one of constant work, like scientists in a lab, only they work from their ships, studying other life-forms at the behest of a greater (and usually unseen) power.

The religion of Grays remains a mystery, but they seem deeply spiritual none-the-less—those who have asked them about it received a very scientific reply: “God is the same to us as he is to you.”

The motivation of Grays is that of their work, whatever it may currently be.

GYPSY

Ability Scores: 7 / 9 / 9 / 10 / 11 / 9 / 15 / 8 / 14 / 13
Group size: 1-6
Reaction Checks: +3
Morale: 3
D.N.A. Types: H, X
Health: 11
Body size: 120
Defense Score: 9
Protection: 0
Fatigue: -3
Preferred Attacks: Any weapon
Base Damages: As weapon
Damage Variable: D6
Movement Rate: 100' (+5')
Cosmic treasure: 2
Experience Points: 15



Gypsies are people without a world, who for survival have turned to being traveling entertainers, mystics and other ‘providers’ whose nomadic ways allow them to live on the edge of a civilization until they wear out their welcome, and then move on to the next one. Such tribes are usually disliked and distrusted (and for good reason), but they are not without their values, as most rulers realize, and so afford them permission to stay longer than the common people prefer. They often dress in colorful clothes and practice dramatic or comical behavior in order to make themselves more welcome.

The genders of Gypsies tend to lean slightly more toward women, as women are their better ‘entertainers’ and elder women are their own form of rulers—women sell, while men keep hidden in the shadows in readiness if trouble should arise.

The society of Gypsies is a nomadic one of a tight-knit clan, living in small vehicles that become their shoppes when camped near civilization and their homes when traveling to the next.

The religion of Gypsies is more mystical than most, but they truly believe only in what powers they can wield and sell—anything else they will say they believe in if it means survival or a profit.

The motivation of Gypsies is akin to thieves, taking what they can when they can, as greedy as any clan of opportunists would be—they may also heed the ways of their elder, for she will have a Universal Force with 3 (+1) Universal Points.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

JU - WA

Ability Scores: 9 / 4 / 8 / 7 / 6 / 16 / 13 / 10 / 8 / 10
Group size: 2-12
Reaction Checks: +2
Morale: 4
D.N.A. Types: B, H
Health: 5
Body size: 55 (+2)
Defense Score: 11
Protection: 0
Fatigue: -3
Preferred Attacks: Any laser weapon
Base Damages: As laser
Damage Variable: D6
Movement Rate: 85'
Cosmic treasure: 1
Experience Points: 10



Ju-Wa is a slang name given to these rather widespread little people of many frontiers, standing about 3' in height, and dwelling in deserts or other wastelands where they can easily hide or carry on with their business unharassed; they are traders (some would say thieves) for the most part, finding stolen robots and other hardware and selling them off to the highest bidder, which is usually nothing more than local farmers or herdsman. They are cowardly when confronted but bold enough in their 'acquiring' machines to sell off, and they speak in mysterious and often indiscernible whispers.

The genders of Ju-Wa people are an even mix between males and females, though this isn't at all discernible in their appearance to outsiders, and for their own part they seem more concerned with the day's business than with any coupling, almost like giddy but intelligent children were actually beneath their ragged desert cloaks.

The society of Ju-Wa people operates more as a business, with their hierarchy based on efficiency and promotion rather than genealogy.

The religion of Ju-Wa people is a simple one, money indeed, though they are superstitious and just as fearful as anyone else of what lies out there in the trackless dunes that they roam.

The motivation of Ju-Wa people is to do what business they can with the very limited number of customers that can be found in the wastelands, and like any merchants they serve everyone's interests.

MONGALOR

Ability Scores: 14 / 15 / 10 / 6 / 11 / 6 / 13 / 5 / 2 / 6
Group size: 3-18 (3D6)
Reaction Checks: -2
Morale: 6
D.N.A. Types: B, H
Health: 15 (+1)
Body size: 170 (+10)
Defense Score: 14
Protection: 0
Fatigue: -1
Preferred Attacks: Any weapon
Base Damages: As weapon +2
Damage Variable: D10
Movement Rate: 115'
Cosmic treasure: 0
Experience Points: 60 (+4)



Mongalors are large, half-human, half-animal warriors who live ever on the outskirts of society, their war-like ways preventing their kind from any progress towards being accepted as equals. And so, scattered to the winds, the downward spiral of war and hate, hate and war continued. Now, they are all pirates, renegades or worse, a barbarian-people that are just a step above being true monsters, as evidenced to some by their ability to change their outward appearance to match anyone of an equal Health Score, give or take an amount equal to that one shape-changer's own Power Score.

The genders of Mongalors are predominantly male, given their war-like ways, with their women subdued, and seldom seen by their enemies.

The society of Mongalors is a barbaric one, with a remote camp that is used more as a base of operations than a home, as they spend far more time planning raids or executing them than they do enjoying the spoils of their small wars.

The religion of Mongalors is strangely based on honor, an echo of a time when they were far more civilized, and so do they maintain the true honor of the most respected warriors and knights, though this is all that remains of their beliefs, the blood of war having drained the rest of any kind of faith out of their hearts and needs.

The motivation of Mongalors is primarily that of revenge, against all of society, as their hatred of being outcast has become one against all societies.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

PIRATE

Ability Scores: 13 / 14 / 15 / 6 / 11 / 8 / 13 / 5 / 3 / 1
Group size: 1-12
Reaction Checks: -1
Morale: 6
D.N.A. Types: Any
Health: 13 (+1)
Body size: 135 (+10)
Defense Score: 15
Protection: 0 (+1)
Fatigue: -2
Preferred Attacks: Sword +2 or laser pistol
Base Damages: 4 / 8
Damage Variable: D12
Movement Rate: 160'
Cosmic treasure: 4
Experience Points: 40 (+5)



Pirates can be of any race, but due to the demands of their small ships, codes of conduct and other requirements, they tend to fall into a singular class, differentiated only by sheer strength and skill at sailing and slaughtering (i.e. their Power Score). Space pirates are as one would imagine—unruly, greedy and without honor, taking what they can when they can, and hiding when they can't.

The genders of Pirates are largely male, as we are still beasts and the dominant male-ego won't let its breeder venture into danger, though it is not unheard-of for there to be female pirates as well, as the needs for survival (and seduction is a great tactic) outweigh those of superstition, at least on ships which last any length of time.

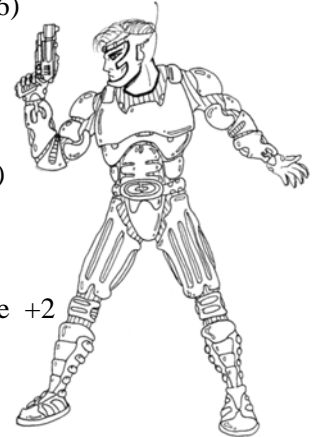
The society of Pirates is surprisingly fair and organized, and even democratic, as they treat each other as equals and sign ship's articles ensuring it, including division of treasure, time spent on duty, and the elections of commanders; a pirate ship is a pirate's home, country and family all in one.

The religion of Pirates is always mixed, ever a holdover from their former lives, but once again survival outweighs superstition, and their different religions learn to work together on board any ship.

The motivation of Pirates is a curious mixture of greed, survival and pride—many do not become space robbers by choice, but out of necessity, and so many retain prejudices and even codes of honor from their former lives.

POLICE - FORCE

Ability Scores: 14 / 12 / 12 / 10 / 9 / 9 / 15 / 8 / 9 / 2
Group size: 2-12 (2D6)
Reaction Checks: +2
Morale: 7
D.N.A. Types: Any
Health: 10 (+1)
Body size: 115 (+10)
Defense Score: 14
Protection: 5
Fatigue: -2
Preferred Attacks: Laser rifle +2
Base Damages: 12
Damage Variable: D10
Movement Rate: 115'
Cosmic treasure: 0
Experience Points: 30 (+4)



Police-force is the common name given to any keepers of the peace in a city or other settlement, whether they are employed or simply have a sense of partisan duty; their equipment is funded by the taxpayers and thus it is regulated, fitting to both a uniform and budgeted standard—if there is at all any variant in the weapons or armor they have and use, it will be the same for all members of that particular police-force, and must have some sense of reason or justification for it, as the laser rifle, helmet and police-armor are indeed the standard throughout the universe for many reasons.

The genders of Police-force members are more often male, given the physical demands of the job, though there are many women as well.

The society of Police-force members is that of the society they serve and protect, their city's laws and their society's laws acting as their effective rules and sometimes even their religion.

The religion of Police-force members can be anything, for it is a personal choice, and it seldom has a place, by choice or permission, in their duty.

The motivation of Police-force members is to uphold the established laws, whatever they may be, to the best of their ability, through a curious blend of a sense of duty and hazard-pay—many police are bribed or sway to personal need and thus the abuse of their authority, at least more do or sooner than they keep to their personal code of honor.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

PROSTITUTE

Ability Scores: 6 / 9 / 12 / 15 / 14 / 8 / 13 / 7 / 15 / 7
Group size: 1-3
Reaction Checks: +1
Morale: 3
D.N.A. Types: Any
Health: 9 (+1)
Body size: 95 (+10)
Defense Score: 8
Protection: 0
Fatigue: -3
Preferred Attacks: See description
Base Damages: 0
Damage Variable: D6
Movement Rate: 130'
Cosmic treasure: 0
Experience Points: 6 (+1)



Prostitutes are in every city, whether the lords and nobles and councilmen want to admit to it or not. In some cities they are licensed and thus much cleaner and more attractive, or at least some specific races are (almost always human). For their defense they often carry a knife or (1 in 4 chance) even have a laser pistol hidden on them, but their main defense is that of their charm—they can play innocent or helpless or outright seductive, standing a 10 in 12 chance of causing their 'target' to feel too sorry for them to attack them for 1-4 Rounds, this chance in 10 reduced by -2 if the target is of the opposite gender, and -1 more for each letter of the alphabet their D.N.A. Types are apart.

The genders of Prostitutes are almost entirely female (or its species' equivalent), though there are some gigolos in the red-light districts out there.

The society of Prostitutes borders of refuge, as they live and work in the seedier sides of cities, their only friends their own kind and even that can be dangerously unstable as competition is fierce.

The religion of Prostitutes is reality, their faith money, though sometimes they have a strong sense of religious conviction with a true doctrine, for in their position they take hope where they can get it, comparable to their clients' need for pleasure.

The motivation of Prostitutes is mostly survival though they may also be addicted to drugs given by their 'pimp' (their manager), or the illusion of a free life, or the hope of a better one.

RADICAL

Ability Scores: 8 / 6 / 10 / 9 / 8 / 6 / 11 / 5 / 12 / 10
Group size: 3-8 (D6+2)
Reaction Checks: -1
Morale: 4
D.N.A. Types: H, X
Health: 9
Body size: 90 (+3)
Defense Score: 12
Protection: 0
Fatigue: -2
Preferred Attacks: Handgun -2
Base Damages: 6
Damage Variable: D8
Movement Rate: 110' (+5')
Cosmic treasure: 0
Experience Points: 15 (+2)



Radicals can be of any humanoid race, be it true human, alien or robot—they are for the most part outcasts, renegades and criminals, indeed those who live on the edge of the law if not beyond it, preferring to live a life of exciting danger rather than one "secure and fenced in", as they might say of most other people. They keep together in gangs and develop their own little societies, kind of like land-based pirates. They often dress is more 'killer' clothing, as it is 'cool' or 'green' to do.

The genders of Radicals are unimportant, being just as easily one or the other.

The society of Radicals is that of a gang, or rather of humanoid pack-hunters, accepting anyone that society has rejected into their ranks, provided he can pass some sort of initiation.

The religion of Radicals often leans towards the one used by the society that they have 'broken off' from, for deep inside themselves they usually wish that they didn't have to rebel at all, and this yearning to live 'comfortably but fenced in' thus makes their need to find meaning in some spiritual reasoning all the stronger.

The motivation of Radicals is a combination of raw survival, a desire to live as comfortably as possible yet without responsibilities of any kind (hence that they steal everything), and finally a need to remain 'cool' in the eyes of their fellow gang-bangers which in turn encourages them to do all kinds of stupid and even suicidal stunts.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

RENEGADE

Ability Scores: 14 / 13 / 12 / 6 / 9 / 6 / 15 / 8 / 4 / 9
Group size: 1-6
Reaction Checks: +0
Morale: 8
D.N.A. Types: Any
Health: 9 (+1)
Body size: 100 (+10)
Defense Score: 12
Protection: 4
Fatigue: -1
Preferred Attacks: Any weapon
Base Damages: As weapon
Damage Variable: D10
Movement Rate: 135'
Cosmic treasure: 1
Experience Points: 25 (+3)



Renegades are those who have endured such physical or mental hardships that they no longer consider themselves to be part of the society, even if society hasn't yet realized it. They are usually on the verge of madness, and so are unpredictable and functioning without normal concepts of right and wrong—they can be friend or foe, depending on how much someone helps or hinders their own unique and confusing agenda.

The genders of Renegades can be anything but they tend to be women slightly more often, given the usually degraded role of women in any society.

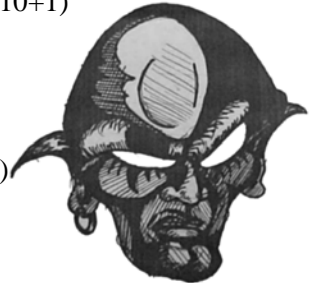
The society of Renegades is solitary, for each individual breaks down differently, and when they do function together it is temporary, as with allies of any kind, or that 'misery loves company'.

The religion of Renegades is usually stronger than with normal people or it doesn't exist at all, as they find comfort in one extreme or the other, either believing themselves closer to some spiritual meaning, with a heightened sense of connection, or so fed up with all of it that they no longer care.

The motivation of Renegades is always very specific and very strong, comparable to a religious conviction—they can be focused on revenge, or on a crusade, or some particular personal ideal that the rest of the world fails to see, and so always are they left fighting a lonely battle which only drives them further into isolation and the pursuit of that ideal, until they die.

SLIME CREATURE

Ability Scores: 8 / 5 / 10 / 12 / 9 / 15 / 15 / 16 / 1 / 8
Group size: 2-11 (D10+1)
Reaction Checks: -3
Morale: 3
D.N.A. Types: D, H
Health: 3 (+1)
Body size: 30 (+10)
Defense Score: 12
Protection: 0
Fatigue: NA
Preferred Attacks: Laser rifle +1 or zapper +5
Base Damages: 8 / 5
Damage Variable: D8
Movement Rate: 105'
Cosmic treasure: 3
Experience Points: 30 (+2)



Slime creatures are shorter humanoids, ranging from 2' to 4' in height, with disproportionately large heads, eyes like some kinds of insects, hands growing fungus instead of hair, slimy reptilian skin, an evil grin, long claws and unlimited potential for causing havoc wherever they go; they come into random to cities and other large population centers to attack the locals for no more apparent reason than sheer amusement.

The genders of Slime creatures are unisexual, though they have been known to treat each other (and even dress accordingly) as either a male or female of the species they are fighting, apparently out of sheer mockery.

The society of Slime creatures is a civilization existing solely within their large spaceships, which few have ever entered—these intergalactic menaces unleash their society of sadistic humor and death upon landing, while the rest of their time, aboard their craft, is spent preparing for the next raid and entertaining themselves at the expense of the last one, whose spoils they collected.

The religion of Slime creatures is a belief that the purpose of life is laughter, and since all humor is based on the misfortune of others, they simply embrace it; one could safely say that their attacks on any civilization—attacks but not conquest—is a wholly religious crusading cleansing experience.

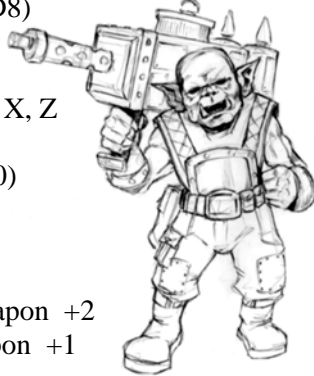
The motivation of Slime creatures is pretty well defined by their religion, isn't it?

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

SOLDIER

Ability Scores: 15 / 15 / 14 / 9 / 11 / 9 / 15 / 8 / 5 / 4
Group size: 3-24 (3D8)
Reaction Checks: +0
Morale: 8
D.N.A. Types: C, H, M, X, Z
Health: 12 (+1)
Body size: 135 (+10)
Defense Score: 16
Protection: 6
Fatigue: -1
Preferred Attacks: Any weapon +2
Base Damages: As weapon +1
Damage Variable: D12
Movement Rate: 150'
Cosmic treasure: 0
Experience Points: 55 (+5)



Soldiers are military men and women, but they can be human, alien, robot or even clones—it is their training, discipline and uniformed equipment that makes them so similar, despite any inherent differences between species. Indeed, unless an army deliberately intends otherwise, the natural balancing of a successful force of conquest is to be the same in every way, and most take every advantage they can get to maintain their uniformity—assimilating the locals, cloning, etc.

The genders of Soldiers are more often male than female, given the physical demands of the job but this is not exclusive.

The society of Soldiers is almost mechanical, to live for their duty, take orders, and release any residual 'human' tendencies or emotions when they have mandatory break-time; more often than not, what emotions have not been squeezed out of them by training and discipline become concentrated in and amongst their platoon or like-group, wherein they are more alive and expressive than ever they were before—one's platoon is like a family.

The religion of Soldiers is a personal matter and is left that way, usually becoming the focus of their motivation at the very end in battle, when death is near or victory is at hand.

The motivation of Soldiers is burned into them by their training—to do their duty and go on to victory—but their personal beliefs or religion can shine through in battle to lead them further still.

UNDEAD

Ability Scores: 6 / 16 / 13 / 4 / 16 / 10 / 18 / 3 / 1 / 7
Group size: 1-12
Reaction Checks: -6
Morale: 6
D.N.A. Types: B, H, M
Health: 4 (+1)
Body size: 60 (+10)
Defense Score: 13
Protection: 0
Fatigue: -3
Preferred Attacks: Claw +1 or bite +4
Base Damages: 4* / See description
Damage Variable: D6
Movement Rate: 150'
Cosmic treasure: 1
Experience Points: 40 (+2)



Undead are humans or at least humanoids that by some unknown energy or blood condition have reanimated and so continue to 'live' as a sentient corpse, feeding off the blood living beings of their own kind to sustain their own dead flesh, which in turn has made them the center of much speculation and superstition, and thus greater fear than they should rightfully warrant, given how easily are they truly defeated and destroyed—vampire, vrykolax, ghoul, revenant, zombie—they have been given all manner of names throughout the cosmos, but their power is the same: their bite will affect a poison of Potency 6, which if it kills a human or alien cause him to become Undead as well.

The genders of Undead are the same as those that they were in life, though given how grotesque they are (being a walking corpse, after all), their gender is seldom a concern to anyone.

The society of Undead is that of any solitary predator, with neither love for nor allegiance with any other of their kind—they rest in their graves to avoid detection (given how universally unlawful it is to disturb gravesites) and then go out to hunt with the cover of nightfall.

The religion of Undead is the same as they had in life, believed all the more for their current condition of 'being accursed'.

The motivation of Undead is simply to survive by drinking blood, to prolong their accursed lives to no greater future than tomorrow night's hunt.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



MONSTERS: This category of creatures includes all of those that are agreed by all to be dangerous to civilization, and should be either destroyed on sight or at least captured.

Diet: This describes the basic diet of the monster. Unless otherwise noted, a monster can survive in its natural habitat without any assistance from its master or the Characters.

Habitat: This describes the known environments the monster has ever been found living in naturally, along with how and why.

Sociology: This describes the basic sociological or pack structure of the monster, and thusly what will govern its general behavior.

Religion: This briefly tells the traditional religious belief structure of these monsters (if they have one at all), and what advantages and disadvantages this poses for those who oppose them or disrupt the beliefs or artifacts that they cling so desperately to.

Encounters: When encountered, the Players may ask what condition the monster is in, calling for a roll on the following chart, using the D6.

TABLE #144: ENCOUNTERING MONSTERS

Roll	Current condition of monster
6	Ravenously hungry; +1 to all Initiative Rolls
5	Bloodthirsty; +1 to Power Score
4	Healthy and normal; full statistics
3	Wounded; -1 to Power Score
2	Looking to reproduce; -3 to Presence Score
1	Roll twice more on this chart

ALORTHIAPI

Ability Scores: 8 / 4 / 12 / 11 / 11 / 2 / 5 / 1 / 1 / 10
Group size: 1-4
Reaction Checks: -5
Morale: 8
D.N.A. Types: NA
Health: 4 (+2)
Body size: NA
Defense Score: 12
Protection: 2
Fatigue: -2
Preferred Attacks: Acid spew +1
Base Damages: 8*
Damage Variable: D6
Movement Rate: 110' / 80' (in water)
Cosmic treasure: 0
Experience Points: 120 (+15)



Alorthiaps are jellyfish-like creatures which fly in the open air rather than swim through the water (though they can do that too). They vary from 4' in width to 22' in width, based on their Health Score. They attack by means of floating over their prey and gripping them with their hundreds of thin tentacles, and then spewing acid onto them. This acid floats within their membrane body, and so it flies out whenever they are struck, causing 1-8* Damage to everyone within melee range.

The diet of Alorthiaps is primarily omnivorous, though they can digest meat and do so whenever it attacks them or if they are hungry enough, which is when they are near enough to civilization or its roads to be met by flesh forms—these air-jellyfish are seldom encountered by chance, and it is far more likely they have left their normal habitat in search of more plentiful food.

The habitat of Alorthiaps is gaseous areas, in which the air is so obscured by natural emissions that it blocks all sight, like an ocean of air in which these and similar creatures can roam at will.

The sociology of Alorthiaps is determined by their immediate need for survival, for they usually roam alone as food is seldom plentiful enough for more than one of their kind, but when they are in turn being hunted they instinctively gather together in schools like fish, and then break up when the predator is gone and they are once again safe.

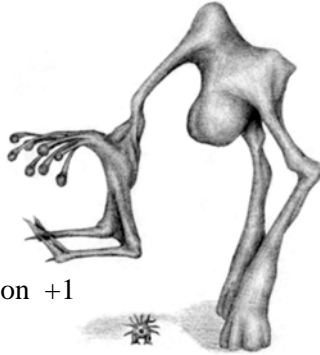
The religion of Alorthiaps is a non-issue.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

BLOB

Ability Scores: 12 / 16 / 12 / 16 / 15 / 1 / 1 / 1 / 1 / 1
Group size: 1
Reaction Checks: -6
Morale: 9
D.N.A. Types: Any
Health: 10 (+3)
Body size: NA
Defense Score: 8
Protection: 0 (+1)*
Fatigue: NA
Preferred Attacks: Absorption +1
Base Damages: 6 (+1)*
Damage Variable: D20
Movement Rate: 60'
Cosmic treasure: 3
Experience Points: 60 (+10)



Blobs can come in any size, any color, any consistency of goo. They can lurk on ceilings, fill in holes, slither along floors, or just simply cover the front windows of one's ship. They can attack by stealth, en mass, or by having foolish people just stumble into them. They can make an ambush of any difficulty, or Attack Rolls that consume a target. They can have goods and treasures laying near to them, but usually they have all their goods and treasure—especially any cosmic treasures—kept inside of them, so they must be destroyed to claim it. They cannot be spoken to or reasoned with, and they are always hungry. They can change shape to grow limbs for short periods of time, allowing its mass to maneuver in tight places or stretch across long distances such as chasms—they can stretch up to a number of feet equal to their current Health.

The diet of Blobs is anything and everything, as they absorb it, though sometimes stronger items such as skulls, bones or treasures take some time to dissolve and thus float around inside them.

The habitat of Blobs is steam caverns, though they cannot tell the difference between the natural and artificial, so they can just as easily flow into the vents or pipes of a ship landed on their world and thus ooze through the plumping for a while, finding the same amount of nourishment inside if not more so than in their natural homes.

The sociology of Blobs is a non-issue.

The religion of Blobs is a non-issue.

DINO - RHINO

Ability Scores: 9 / 19 / 12 / 8 / 15 / 2 / 12 / 2 / 5 / 9
Group size: 1
Reaction Checks: -4
Morale: 8
D.N.A. Types: NA
Health: 20 (+3)
Body size: NA
Defense Score: 18
Protection: 10 (+1)
Fatigue: NA
Preferred Attacks: Gore +4
Base Damages: 15 (+1)
Damage Variable: D10
Movement Rate: 150'
Cosmic treasure: 0
Experience Points: 450 (+30)



Dino-rhinos are found in many places, but the most common are moons and volcanic planets, as such places are the only ones where the terrain is harder than their skin—they like to crash into their surroundings, as it hardens them and makes them stronger. In time, they develop an effective armor of hard skin and scales, especially around their head and shoulders, and they also grow horns. The colors of these creatures are usually dark, though their 'tempered' front tends to be quite colorful, a distraction to those they are about to run down. If they score a Critical Hit, in addition to its normal effects they will break bones and thus cost the victim a permanent loss of -1 Point to either his Physique or Movement Scores (victim's choice).

The diet of Dino-rhinos is that of omnivores, though they prefer meat whenever they can get it.

The habitat of Dino-rhinos is where the area is hard, so they can entertain themselves by butting up against solid objects and ramming into others, places such as mountains and moons but not caves as they collapse and not anything manufactured as they simply break apart too easily.

The sociology of Dino-rhinos is that of small packs, as they eat too much to sustain large ones.

The religion of Dino-rhinos is a simple one but strangely too evolved for their low intelligence, as their internal, biological clock recognizes days that are sacred to other species, given that they were bred as crusader-beasts.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

DRAGON

Ability Scores: 10 / 20 / 18 / 9 / 20 / 6 / 17 / 8 / 3 / 1
Group size: 1
Reaction Checks: -4
Morale: 9
D.N.A. Types: B, T
Health: 20 (+5)
Body size: NA
Defense Score: 17
Protection: 5 (+2)
Fatigue: -2
Preferred Attacks: Breath (+1) or claw or bite +3
Base Damages: 20 (+2)* / 20 / 16
Damage Variable: D20
Movement Rate: 130' (+10') / 300' (flying)
Cosmic treasure: 5
Experience Points: 200 (+25)



Dragons are 'great worms', perhaps the largest known reptilian creatures, and those that are most favored by legends. They can breathe fire from the depths of their lungs but it hurts themselves too, as they lose 1-6 Health when they do it. Though all of their kind have wings, only 1 in 4 can truly fly, and then only for a short distance, losing 50' of speed every Round until they rest for 3 Rounds. They are semi-intelligent, and can understand most languages, but cannot actually articulate them. They can, however, take on the mental abilities of those they eat, gaining their Intelligence Score for 1-4 days after devouring their prey, always using the highest of all those consumed. Furthermore, if they eat any Power unit it will not explode, but actually mutate them further (which is how they came to be in the first place and why they are so varied in their appearances).

The diet of Dragons is that of carnivores, like most large reptiles.

The habitat of Dragons tends to be hot or at least humid, isolated areas, such as lava caverns or sweltering jungles where mineral deposits make the air faintly poisonous to other life-forms.

The sociology of Dragons is that of isolation, as they find a secluded lair and dwell there, with their slow digestive system allowing them to sleep for weeks at a time without going out to hunt.

The religion of Dragons is only what primitive people in their area apply to them.

DUNE WORM

Ability Scores: 8 / 20 / 16 / 2 / 16 / 1 / 16 / 4 / 1 / 8
Group size: 1
Reaction Checks: -2
Morale: 8
D.N.A. Types: NA
Health: 50 (+10)
Body size: NA
Defense Score: 7
Protection: 10 (+2)*
Fatigue: -2
Preferred Attacks: Bite +4
Base Damages: 20 (+3)*
Damage Variable: D10
Movement Rate: 180' (in sand) / 120' (under sand)
Cosmic treasure: 0
Experience Points: 900 (+80)



Dune worms are gargantuan worms that dwell beneath the dunes of desert worlds, remembering their way not by sight, but by sound—almost like a dolphin remembers its way in the ocean do they remember their way in an sea of sand. They range up to hundreds of feet in length (about 1 foot for each Health Point they have), and rise to attack anything that makes tremors on the surface.

The diet of Dune worms is all of the minerals and microscopic life-forms within the depths of the sand, preserved and untouched by sunlight for so many centuries, which they filter through sand-gills as they rumble beneath the dunes.

The habitat of Dune worms is solitary, as they roam beneath desert worlds almost like a force of nature itself, the surface unaware of what massive tunnel-maker is just beneath their feet.

The sociology of Dune worms is like that of whales in the ocean, of traveling in small groups and mating once in a while, but for the most part just burrowing along beneath the dunes, mindlessly eating what the sands have to offer, and attacking those who disturb their greatness.

The religion of Dune worms is one that has been created around them—those who inhabit the same worlds are held in awe by these titans, and worship them almost as much as true deities, as everything they do on the surface must respect the great beasts beneath them, even going so far as to have sacrifices to placate them.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

GODESUCKER

Ability Scores: 9 / 6 / 15 / 13 / 13 / 5 / 15 / 12 / 2 / 1
Group size: 1
Reaction Checks: -4
Morale: 6
D.N.A. Types: B, H, M
Health: 6 (+1)
Body size: 65 (+3)
Defense Score: 10 (+1)
Protection: 3
Fatigue: -3
Preferred Attacks: Bite +6 or claw +2
Base Damages: See description / 4
Damage Variable: D6
Movement Rate: 160' / 240' (flying)
Cosmic treasure: 0
Experience Points: 95 (+3)



Godesuckers or 'chupacabras' in some tongues are human-sized monstrosities which hunt at night and suck the blood of any animals smaller than themselves—they were first reported to have killed the tiny farm animals of 'godes', hence the name they acquired, which has endured throughout the years. They have blazing red eyes, fins like a fish, scales like a serpent, wings like a bat, and teeth like a legendary vampire. If their bite hits, their teeth will extend, and somehow becoming flexible worm their way into the victim's flesh, and acting as tubes suck their blood—the target will lose 1-8 Health each Round, which will at the same time replenish the monster's own (up to its maximum), and it will not need to reapply the bite—its 'teeth' will stay in the victim until this beast is killed, or until its prey is sucked dry.

The diet of Godesuckers is the blood of small animals, though they can live on tropical plants and the bounty of rain forests.

The habitat of Godesuckers is tropical worlds and rain forests, for there they can find both their preferred diet of blood in farms and cities, as well as tropical fruit to sustain them otherwise.

The sociology of Godesuckers is solitary, and in fact they do not reproduce, but seem to have been manufactured long ago by an unknown lab and merely escaped into the vast reaches of space.

The religion of Godesuckers is merely the all-consuming instinct of survival.

GORGOTHAN

Ability Scores: 6 / 20 / 8 / 16 / 18 / 3 / 8 / 6 / 1 / 8
Group size: 1-3
Reaction Checks: -6
Morale: 9
D.N.A. Types: NA
Health: 24 (+2)
Body size: NA
Defense Score: 16
Protection: 6 (+1)
Fatigue: -1
Preferred Attacks: Claw +3 or bite +5
Base Damages: 24 (+1) / 20
Damage Variable: D12
Movement Rate: 130' (+5')
Cosmic treasure: 1
Experience Points: 480 (+20)



Gorgothans are enormous, disproportionately muscular beasts with giant heads, many rows of teeth, and tiny eyes adapted to the bright light of the worlds they inhabit. They have incredibly hard skin and giant claws which they use to rip their prey off the ground and shove them into the cave of their mouth. Mindless in their pursuit of food, these monsters are often the champions of arenas for gangsters and war-like races. If they make any Critical Hit with their claws, they grasp the target and will automatically be able to bite him on its next Turn unless the monster suffers 3 or more Damage before that time, as it will let go. If they roll a Critical Hit with their bite, they eat their prey entirely, regardless of Health and Protection.

The diet of Gorgothans is primarily carnivore, but given their native worlds being wastelands they do not need to feed for months at a time—they feel the passage of time and thus become all the more deadly when they find **anything** they can crush between their sword-like teeth and swallow.

The habitat of Gorgothans is nomadic, as they need to hunt and strangely they never sleep, so they are on the march all hours of the day.

The sociology of Gorgothans is nomadic, as they are mindless hunters and nothing more.

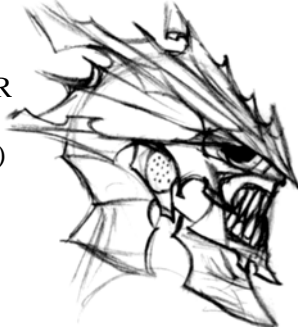
The religion of Gorgothans is a respect for the sun, as they fear it and its light, and will strangely not eat any carcass that has been burned enough by the sun to have killed it.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

IRONSKULL

Ability Scores: 9 / 16 / 11 / 1 / 13 / 1 / 12 / 1 / 1 / 10
Group size: 1-12
Reaction Checks: -4
Morale: 8
D.N.A. Types: C, H, M, R
Health: 18 (+1)
Body size: 200 (+10)
Defense Score: 16
Protection: 10*
Fatigue: -1
Preferred Attacks: Melee +1
Base Damages: 4*
Damage Variable: D10
Movement Rate: 130'
Cosmic treasure: 1
Experience Points: 160 (+5)



Ironskull is a name given to a lost race of soldiers who continue to return in small groups but whose 'home' or 'lair' is never found. Legend says they were all lost in cosmic gas, be it a bomb or the nature of the planet the army went to, and the chemical melted their flesh but turned their bones to iron, which are still somehow animate. Trapped in a state between life and death they mercilessly kill anyone they can see, though their sight is very limited—they have no eyes, but can somehow still detect anyone wearing the color green. They can also detect weapons, and will claim any that fall or are lost, though they strangely never make an attempt to disarm or steal them from their enemies.

The diet of Ironskulls is iron itself, for after a battle they replace their damaged pieces with those of their destroyed comrades or other scrap metal, which seamlessly melds onto their own iron bones.

The habitat of Ironskulls is battle—if they are seen at all, it is in battle or on the way to one.

The sociology of Ironskulls is like a military unit, working together with their own kind through a mutual need for 'survival' and a desire to win, though they have no love for one another and do very little to help each other, even in battle.

The religion of Ironskulls seems to be fighting some unknown and neverending war, as they go on from battle to battle, fighting anyone they can find (wearing green) but never bothering to explain their purpose, even to those foolish enough to ask.

KEVETER

Ability Scores: 13 / 18 / 17 / 8 / 15 / 9 / 13 / 8 / 4 / 8
Group size: 1
Reaction Checks: -4
Morale: 9
D.N.A. Types: B, H, M
Health: 20 (+2)
Body size: 220 (+20)
Defense Score: 18 (+1)
Protection: 1 (+1)*
Fatigue: NA
Preferred Attacks: Shoulder cannon +2 or claw +4
Base Damages: 16 / 10
Damage Variable: D12
Movement Rate: 185' (+5') / 60' (climbing)
Cosmic treasure: 3
Experience Points: 1200 (+150)



Keveters are intergalactic trophy hunters. They seek out worlds with intelligent life (i.e. those with the proven capacity for weapons development), find a concentrated area of conflict, and go on safari. They are sportsmen, and so only kill those they deem 'worthy', with the line drawn at whether the would-be predator sees an individual kill another with a manufactured (and thus deliberate) weapon. As they are trophy hunters as well, they tend to kill one-at-a-time, completely stripping and skinning a victim before seeking out another one. All their kind use 'optic-prism webbing' armor and have one additional weapon of choice, be it a 'cyberstaff', 'remote disk' or 'flamethrower'.

The diet of Keveters tends to be meat, though they have enough evolution and gadgetry to survive anywhere that humanoid life already does.

The habitat of Keveters is a jungle, natural or manufactured—rain forests and cities are their most favored hunting grounds, indeed anywhere which offers good camouflage, both for themselves and their prey, thus adding to the thrill of the chase.

The sociology of Keveters is that of hunters and warriors, with lone subjects going out to prove their worth in the eyes of their peers.

The religion of Keveters is a strange one that sets themselves up as gods—those they hunt tend to be less evolved, and see these creatures from the stars as deities, who embrace it (so long as it doesn't take away from their hunting time).

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

MANTIS

Ability Scores: 12 / 15 / 15 / 2 / 11 / 8 / 16 / 9 / 4 / 1
Group size: 1-2
Reaction Checks: -5
Morale: 7
D.N.A. Types: NA
Health: 15 (+1)
Body size: NA
Defense Score: 17
Protection: 1
Fatigue: -2
Preferred Attacks: Bite +1 or string
Base Damages: 8 / See description
Damage Variable: D20
Movement Rate: 120' (+10')
Cosmic treasure: 0
Experience Points: 150 (+10)



Mantis is a name given to this race of beings which resembles giant praying-mantis insects, with essentially the same behavior, though these are far more aggressive. Their long legs provide excellent balance and their giant teeth excellent weapons, so they are very dangerous to do battle with. They do not know or care about the difference between any allies or enemies, and simply attack whichever one is closest to them at the time—given the random nature of combat, this is determined randomly each and every Round. Their stinger inflicts a poison of a random 2-5 (D4+1) Potency with each hit.

The diet of Manti is strangely that of typical herbivores, despite their giant teeth, for they seem to remember they have them only when suitable prey crosses their path, as if the thrill of the hunt awakens long dormant instincts—like a man with no gun, he is peaceful, but as soon as he holds a weapon of cold steel, he feels the urge to use it.

The habitat of Manti is that of tropical zones, deserts or volcanic areas, indeed anywhere there is great heat, be that heat dry, humid, or even toxic to other races—these creatures are immune to any and all poisons and chemicals.

The sociology of Manti is to build a colony with a queen, though such colonies are usually so deep underground as to not be a worry to others, with only an occasional wanderer on the surface.

The religion of Manti is not an issue, as they have no true intelligence to speak of.

MUD MONSTER

Ability Scores: 6 / 16 / 4 / 4 / 10 / 2 / 8 / 16 / 2 / 12
Group size: 1-3
Reaction Checks: -2
Morale: 9
D.N.A. Types: NA
Health: 14 (+4)
Body size: NA
Defense Score: 12
Protection: 4*
Fatigue: NA
Preferred Attacks: Brawl
Base Damages: 9 (+1)
Damage Variable: D12
Movement Rate: 60'
Cosmic treasure: 1
Experience Points: 160 (+8)



Mud monsters are semi-sentient beings formed from latent energy within a bog, swamp or other collection of mud, such as residual memory, ghosts or some other energy, transforming the more easily modeled raw material around it—mud—into the figure the energy ‘thinks it is’, humanoid indeed, but with no intelligence to speak of, and so it just lumbers about and acts on the crudest of instincts. Since these beings can ‘merge’, there is no upward limit to their size—if a Power Score ‘9’ is rolled, roll again, and add the results together.

The diet of Mud monsters can be anything, as they do not need nourishment, but they do need to find water to replenish themselves lest they dry up; they need to drink a galleon per Power Score once a day or die, being the ‘aquavores’ that they are.

The habitat of Mud monsters can be anywhere actually, for they roam at will, though they will by some echo of instinct remain with a day’s walk of plentiful water sources (salt or fresh) in order to stay hydrated and thus ‘alive’.

The sociology of Mud monsters is one of pure chance—two seldom cross paths, and if they do, they just absorb together into a larger being, and then move on normally (hence their higher Power Scores), though it has also been said that armies have artificially animated such creatures to serve as entire front lines in their campaigns.

The religion of Mud monsters is not an issue, as they have no true intelligence to speak of.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

MUMMY

Ability Scores: 6 / 15 / 4 / 2 / 12 / 2 / 18 / 16 / 1 / 9
Group size: 1-6
Reaction Checks: -4
Morale: 8
D.N.A. Types: M, X
Health: 10 (+2)
Body size: 130 (+20)
Defense Score: 9
Protection: 0
Fatigue: -2
Preferred Attacks: Claw -1
Base Damages: 8*
Damage Variable: D8
Movement Rate: 55'
Cosmic treasure: 1
Experience Points: 60 (+2)



Mummies are the honored dead of many old civilizations, carefully preserved and buried with a great amount of ritual—sometimes too carefully and honorably preserved, for they somehow retain some spark of life and reanimate. There is ever a 1 in 6 chance that such a creature is a 'Greater Mummy', and can use all of the Divine Forces (Table 97), increasing its Experience Point value to 300 (+10).

The diet of Mummies is of no concern, for they are dead and dried, needing no food, save a cold dish of vengeance with trespassers or a sweet nectar of blood for a sacrificial ritual, though they most often indulge the bitter taste of defeat, given their limited ability to thwart their enemies.

The habitat of Mummies is the tomb or other sacred chambers or grounds where in which they were buried, and will never leave them.

The sociology of Mummies is rather mindless, as they seemingly do not notice each other and just sleep in their sarcophagi until someone comes to defile their resting place, and then they all work together without words to destroy the living.

The religion of Mummies is extensive, with many deities and rituals that are very personal to them, the pantheons and practices varying from one world to the next, though there are some important constants: they greatly respect and thus will not allow to be damaged any relics, they fear symbols of their gods and goddesses, and they will take offense at anyone defiling their sacred grounds.

RITH - ZEAN

Ability Scores: 6 / 8 / 10 / 8 / 9 / 14 / 15 / 13 / 15 / 1
Group size: 1-4
Reaction Checks: +2
Morale: 4
D.N.A. Types: NA
Health: 20
Body size: 220
Defense Score: 10
Protection: 2
Fatigue: -1
Preferred Attacks: Any weapon
Base Damages: As weapon
Damage Variable: D8
Movement Rate: 90' (+5')
Cosmic treasure: 2
Experience Points: 20 (+4)



Rith-zean are tradesmen, salesmen, and highly advanced thinkers which build for both themselves and any other race or civilization which comes to do business with them. They are skilled and crafty, and with little emotional resonance in their being, they have learned well and adopted the cheats and tricks of past business partners, using them now as 'honestly' (to themselves) as haggling or contracts.

The diet of Rith-zean is omnivorous, and they always keep a good stock of provisions wherever they make their lair or set up shop, as they intend to be there for a while, doing business.

The habitat of Rith-zean is most often a ship, indeed a mobile store, and they have lost almost all biological memory of their native world, and so they are equally (un)comfortable everywhere.

The sociology of Rith-zean is of merchants, and all they do revolves around it—not so much making money, but doing good business, building a good reputation, and enjoying the 'art of the deal'.

The religion of Rith-zean is very traditional and very important—long ago, their otherwise well developed societies encountered others and their religions, and essentially gave them what they were 'missing' in life, that of a reason for being, and so they worship the same deities that other (primitive) races do, and can be easily swayed to adopt an additional set of beliefs, their intellect finding some way to assimilate theologies and combine them, but will never discount any of them.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

ROCK MONSTER

Ability Scores: 9 / 20 / 12 / 4 / 16 / 1 / 15 / 16 / 5 / 8
Group size: 1
Reaction Checks: -5
Morale: 9
D.N.A. Types: NA
Health: 40 (+5)
Body size: NA
Defense Score: 14
Protection: 12 (+2)*
Fatigue: NA
Preferred Attacks: Crush +2
Base Damages: 22 (+2)
Damage Variable: D10
Movement Rate: 140'
Cosmic treasure: 0
Experience Points: 400 (+20)



Rock monsters are heaps of stones, boulders and other debris that were at some point energized and thus magnetized together so they are constantly changing shape, rolling around on themselves, and barely maintaining a humanoid form, yet one with no vulnerable spots. They like to punch and crush and pulp anything and everything that moves, and seem to have an affection for the little fleshy ones that go 'squidcht' when they're stomped on. When they are finished with a battle, a D6 is rolled, and they will either ('1-3') wander until they find some other prey or ('4-6') sit down and not move again until prey comes to them.

The diet of Rock monsters is a non-issue as they have no mouths and do not need any form of sustenance to survive, not even oxygen.

The habitat of Rock monsters begins where there are rocks, but once they begin wandering in pursuit of prey they can really end up anywhere, though due to natural selection they tend to finish where there are rocks, simply because if not they are destroyed by the nearby civilization—sitting as a heap of rocks they go unnoticed.

The sociology of Rock monsters is a non-issue as they have no friends and do not care for them, though they will not attack their own kind—not out of any perceived brotherhood, but because the energies which bind them together also repel them as much as two magnets would each other.

The religion of Rock monsters? You're joking.

SALMITE

Ability Scores: 8 / 3 / 15 / 15 / 5 / 13 / 16 / 16 / 3 / 8
Group size: 1-3
Reaction Checks: -4
Morale: 5
D.N.A. Types: D, M
Health: 5
Body size: 20
Defense Score: 15
Protection: 0
Fatigue: NA
Preferred Attacks: Psionic Forces +3
Base Damages: 2
Damage Variable: D6
Movement Rate: 155' (+3')
Cosmic treasure: 3
Experience Points: 230



Salmites are small creatures that are said to resemble fairies of myth, but in truth nobody really knows what they look like—they are shapeshifters, and read one's mind so to appear as harmless and innocent as possible, even inviting, hence 'fairies' being their most often reported guise. Tales have been told how 'myths don't like being seen' and so tend to run away or even insult their witnesses, the latter an act which clearly defines them as the race they truly are—these creatures prefer to insult and badger 'solid races' whenever possible. For the rest of the time they like to gather treasures, just for the sake of keeping such things from those who can use them or are suffering without them. They have as many Universal Points for using all Psionic Forces as they do Power Score.

The diet of Salmites is that of herbivores, as they dwell most often in temperate forests where such food is plentiful.

The habitat of Salmites is green worlds, where forests are thick and plantlife abundant.

The sociology of Salmites is of small groups, where they can talk about other worlds and people, and count the silly things they stole from them.

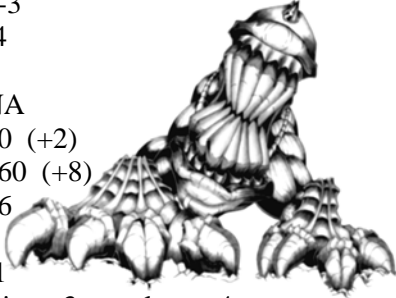
The religion of Salmites isn't so much a big deal to them as ritual is, and the entertainment of it all, their personal favorite act being to insult in some clear fashion (such as middle finger) every enemy as that foe falls in battle, an act which gives them +2 to their next Initiative Roll.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

SAVAGER

Ability Scores: 15 / 9 / 16 / 5 / 11 / 8 / 15 / 8 / 3 / 8
Group size: 1-3
Reaction Checks: -4
Morale: 6
D.N.A. Types: NA
Health: 20 (+2)
Body size: 260 (+8)
Defense Score: 16
Protection: 8
Fatigue: -1
Preferred Attacks: Bite +3 or claw +4
Base Damages: 11 / 8
Damage Variable: D10
Movement Rate: 230'
Cosmic treasure: 1
Experience Points: 300 (+15)



Savagers are large beasts about the size of an ox and with mouths and teeth large enough to eat one in two chomps. They appear as a reddish-gray mix between dogs, lions and xenomorphs. They are most comfortable sitting in a single place and even the same position for days on end, waiting to be challenged, then tearing their prey to pieces. They have highly evolved digestive systems and so they do not need to eat very often—they just like to kill, but do not like to hunt.

The diet of Savagers is that of a carnivore, albeit a lazy one, which does not hunt but let's its prey come to it—they only move out of boredom, and have been known to starve as they stubbornly wait for new prey to find them.

The habitat of Savagers is anywhere that is cold, including arctic zones, ruined cities and moon terrain, which either makes them very visible or very well hidden, as their skin enables them to hide amongst rusting wreckage rather well.

The sociology of Savagers is like jungle cats, traveling in packs, fighting to mate, and then the male taking over the pride, but then the difference is that they do not move on but sit until boredom or the threat of starvation forces them to move, at which point sometimes it is too late as they are too weak to journey and so just kill each other.

The religion of Savagers is hard to tell, given their animal intelligence, though they have shown a degree of fear for laser weapons—Morale has a -1.

SLUSK

Ability Scores: 6 / 16 / 4 / 2 / 12 / 4 / 10 / 2 / 2 / 6
Group size: 1
Reaction Checks: -4
Morale: 5
D.N.A. Types: B
Health: 26 (+4)
Body size: NA
Defense Score: 16
Protection: 8
Fatigue: NA
Preferred Attacks: Bite +4 or claw +3 or tail +1
Base Damages: 11 (+1) / 10* / See description
Damage Variable: D12
Movement Rate: 40' / 60' (in water)
Cosmic treasure: 1
Experience Points: 460 (+30)



Slusks are large predators which inhabit the most uninhabited places on otherwise populated worlds, especially swamps. They are slow moving yet very deadly, often lurking near rivers, which serve as natural game-trails to hunt along. It is not uncommon for their monstrous kind to become the focus of native superstition, be they revered as a god or feared for the monster they are. In combat, they either chew or slash their victims, or strike with a scorpion-like tail which inflicts poison of 4 Potency to whomever it strikes.

The diet of Slusks is that of an omnivore, as they prefer meat but can live off plants in their swamp when there is no prey, and indeed it is the plant cells which nourish their tail's poison, so if such a beast as this has struck anyone with its tail it will either not attack another group for 1-4 days, or if forced to fight not have poison for 1-6 days.

The habitat of Slusks is the deepest depths of swamps, where they lurk beneath the waters like crocodiles but occasionally roam fully erect, their head scanning the lands above the tree-line for any signs of scavenger birds or campfire smoke.

The sociology of Slusks is to gather once a year and fight to the death—they are unisexual and the winner devours all the losers then vomits them back up, processed into new eggs, with its saliva effectively serving as an afterbirth.

The religion of Slusks is not an issue, as they are too animalistic to have any sense of faith.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

SOR-ELL

Ability Scores: 9 / 16 / 4 / 9 / 8 / 6 / 12 / 10 / 4 / 10
Group size: 1-10
Reaction Checks: -3
Morale: 5
D.N.A. Types: NA
Health: 20 (+3)
Body size: 500 (+8)
Defense Score: 12
Protection: 0
Fatigue: -2
Preferred Attacks: Bite +2
Base Damages: 10 (+2)
Damage Variable: D10
Movement Rate: 50 (+4')
Cosmic treasure: 0
Experience Points: 280 (+10)



Sor-ell were once amphibians, but adapted to rocky shores, then mud, and so have become more of a land-based creatures, though the oceans hold no danger for them, should they need to flee there. They are commonly found near or on the coasts in temperate or arctic climates, or far out into the desert, away from water. They seem peaceful, like land-otters, but attack when anyone comes close. In combat they always attack the largest organic foe as they like to devour both muscle and fat, and if they roll the maximum on their Damage Variable they swallow their prey, who will continue to take Damage each Round as if bitten again even while the monster can attack somebody else. If their bite is a Critical Hit, they consume their prey entirely, killing him despite all Health and Protection.

The diet of Sor-ell is that of omnivores, but with a taste for alien flesh, which is always their primary choice if everyone is large and meaty, and they store their own fat so well they can live for weeks at a time without feeding.

The habitat of Sor-ell is a coast or the desert, for there it is difficult for prey to escape them.

The sociology of Sor-ell quickly becomes that of large gatherings of their own kind where food is plentiful, though they only attack in groups of ten or less, as the others are too slow to get in on any action, and they know it, so they only watch.

The religion of Sor-ell is not an issue, except that they move and sleep with the tidal changes.

SPACE SHARK

Ability Scores: 9 / 16 / 12 / 8 / 13 / 3 / 11 / 2 / 1 / 7
Group size: 1-6
Reaction Checks: -4
Morale: 7
D.N.A. Types: B, T, Z
Health: 10 (+6)
Body size: 500 (+15)
Defense Score: 13
Protection: 6
Fatigue: -2
Preferred Attacks: Bite +4
Base Damages: 18 (+1)
Damage Variable: D10
Movement Rate: 260'
Cosmic treasure: 2
Experience Points: 70 (+15)



Space sharks were once aquatic sharks as can be found on many human worlds, but their brains developed due to an unknown mutation, and they rose rapidly along the evolutionary line until their technology surpassed the land dwellers. Those that left their world did so with a complex exo-skeleton similar to a war-mech, enabling them to not only survive in space and on other worlds, but also to operate the technologies of other species (i.e. those with hands or other appendages). Their suits are filled with recycling water, but they are still sharks with all of a predator's mentality.

The diet of Space sharks is that of a carnivore and hasn't changed for a hundred million years, so they are constantly hunting for food, and they will starve if they do not feed for 7-18 (D12+6) days.

The habitat of Space sharks is their ship, one which is filled with oxygen rather than water, for their suits are sealed and can never be removed, the water within them recycled and filtered while air for their gills is drawn in from the outside.

The sociology of Space sharks is that of packs with no leader, only the ebb and flow of the tides of time and where the hunting is good, their ships commanded by common vote on every decision.

The religion of Space sharks is one in which they believe in reincarnation, and that by devouring better meat they gain the intelligence and thus the 'purity' of 'better' races, so that their next (shark) body they are born into will be all the stronger.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

TERRAX

Ability Scores: 15 / 18 / 13 / 8 / 13 / 6 / 13 / 3 / 2 / 1
Group size: 1
Reaction Checks: -4
Morale: 9
D.N.A. Types: B
Health: 30 (+3)
Body size: 310 (+30)
Defense Score: 16
Protection: 8
Fatigue: NA
Preferred Attacks: Claw +8
Base Damages: 15 (+1)
Damage Variable: D12
Movement Rate: 185' (+5')
Cosmic treasure: 0
Experience Points: 440 (+30)



Terrax are part-humanoid, part-dog creatures which roam the wastelands of forbidden worlds and destroy all who are unfortunate enough to cross their path. With the limbs of a humanoid and the mobility of a canine, these beasts appear as if they escaped from someone's nightmare. Usually they are first seen in silhouette against an alien skyline, but make no mistake—this is by intention for the thrill of the hunt, which by the time one has seen them has already begun.

The diet of Terrax is that of a carnivore, and a savage one at that, feeding their need for the thrill of the chase by hunting even when they are not hungry or even just after they are satiated.

The habitat of Terrax is lonely, desolate lands, for no settlements survive anywhere near to their hunting grounds, and they enjoy vast distances that allow them to see for miles in any direction while at the same time offering sporadic clusters of rocks and ruins to corner their prey within.

The sociology of Terrax is entirely solitary, as they are rare specimens which live for hundreds of years, and quickly separate from a pack to find their own place in which to hunt and feed.

The religion of Terrax is a worship of the moon, which they stare into but do not howl at as one might assume—the phases of the moon control their appetite for blood, which is reflected in the full of their eyes, but if one is close enough to see those then they are being hunted for certain...

TESTH

Ability Scores: 16 / 19 / 6 / 4 / 5 / 12 / 13 / 16 / 1 / 8
Group size: 1
Reaction Checks: +1
Morale: 7
D.N.A. Types: NA
Health: 50 (+4)
Body size: 100 (+5)
Defense Score: 15 (+1)
Protection: 0
Fatigue: +1
Preferred Attacks: Bite +5
Base Damages: 24 (+3)
Damage Variable: D10
Movement Rate: 150' (+10')
Cosmic treasure: 3
Experience Points: 600 (+35)



Testh are as difficult to identify as their name is difficult to pronounce, for while they appear as humanoids, they are in fact giant bugs wearing the flesh of humanoids they devour—they've devolved to a point where their own skin is insufficient for any environment, so they murder a new humanoid every few days to constantly replace their flesh costume. They are thus always near or even inside a settlement, trying to pass for one of the normal populace (beware of those wearing a great deal of clothing or astro-suits when it is not necessary). When they kill a victim, they 'kiss' the dead, and slither through the mouth into their new skin-suit, devouring the interior bones and musculature just enough to fit themselves comfortably.

The diet of Testh is carnivorous, as they feed off the interior of their current 'body suit', which has more than enough meat as most of it spoils before they need a new one anyway, plus it has the added delight of its drawing bugs for snacks.

The habitat of Testh is the same as whatever settlement they are hiding in, their natural lair long lost since they cannot survive independently.

The sociology of Testh is solitary, as it is difficult enough to maintain the masquerade alone, so they kill any other of their kind they meet, both to maintain a disguise and take a new one.

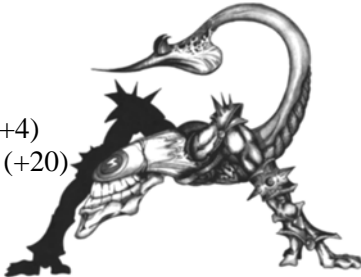
The religion of Testh is a belief in a great 'place' that they are ever searching for where they will be able to live 'free', indeed without a 'suit'.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

TORTHSAMON

Ability Scores: 13 / 8 / 16 / 5 / 10 / 2 / 18 / 12 / 4 / 3
Group size: 1
Reaction Checks: -1
Morale: 8
D.N.A. Types: NA
Health: 36 (+4)
Body size: 640 (+20)
Defense Score: 15
Protection: 3
Fatigue: -1
Preferred Attacks: Bite +2 or claw +1
Base Damages: 12 (+1) / 15
Damage Variable: D12
Movement Rate: 100' (+5') / 150' (near humans)
Cosmic treasure: 1
Experience Points: 560 (+40)



Torthsamon are enormous, bug-like beasts that dwell on the outskirts on civilization. They live on iron deposits mostly, and so they tend to ambush single vehicles and devour their metal, often killing the passengers inside. They attack by impaling the vehicle with their giant piercing tail, lifting it up, then chewing it, sometimes swallowing it whole. They can lift a vehicle of 100 Body Points easily, with every 10 less it is giving them +1 to their Attack Roll, but likewise every 10 above 100 it is penalizing their Attack Roll by -1. Once hit, it is in their mouth and will suffer its Base Damage each and every Round until destroyed. Those inside the vehicle will take the Damage Variable only.

The diet of Torthsamon is that of iron and other minerals, which they mostly scavenge out of wrecked vehicles and war zones—the metal gets into their bloodstream and hardens their body.

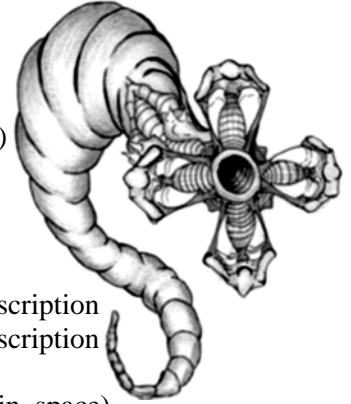
The habitat of Torthsamon are those of very solitary creatures, living to eat, similar to those of sharks except that they do not breed—when they die, they are eventually found by another of their kind, which doesn't have the intellectual or even the emotional capacity to realize that it is eating its own kind or that others like itself exist.

The sociology of Torthsamon are of isolated, silent predators, always either eating or hiding and thus waiting to ambush their next meal.

The religion of Torthsamon is strangely one of serenity—after they feast they gaze at the sky.

TUBE - WORM

Ability Scores: 2 / 8 / 9 / 8 / 11 / 8 / 12 / 15 / 1 / 15
Group size: 1
Reaction Checks: -2
Morale: 7
D.N.A. Types: NA
Health: 20 (+5)
Body size: NA
Defense Score: 11
Protection: 0
Fatigue: NA
Preferred Attacks: See description
Base Damages: See description
Damage Variable: D6
Movement Rate: 1000' (in space)
Cosmic treasure: 0
Experience Points: 900 (+10)



Tube-worms appear as rubbery-like 'noodles' that float through space, unharmed by the vacuum, and with a tendency to follow spaceships but never to attack them, at least not for a while. They have no discernible anatomy, though either end of their tubular form can open wide with pinchers to grasp and subsequently devour prey. They do not bite, but emit energy in the form of an E.M.P. blast, rendering space vehicles inoperable, and then they tear them apart or just slither insane to find their food. When they find it, they need only to make a successful hit to suck the living energy out of the being, be he organic or mechanical, killing him.

The diet of Tube-worms is energy, all forms of energy, but with the life-force of living beings their most favorite of all.

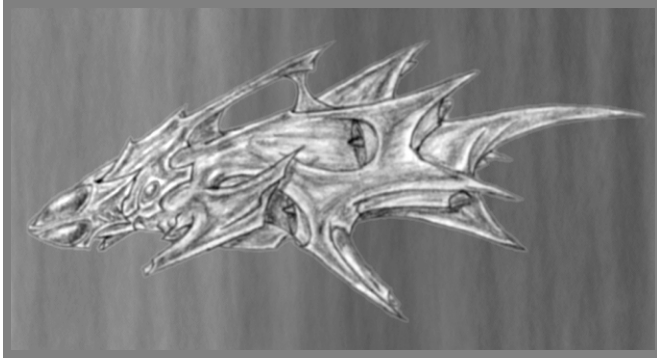
The habitat of Tube-worms is the vacuum of space itself, as they float along either riding light-lines or following ships, or venturing towards the brightest star and thus the greatest potential energy.

The sociology of Tube-worms is solitary.

The religion of Tube-worms is actually highly evolved for what others perceive as a mindless beast—floating through space, they feel all of the latent and unbound energies of the cosmos, and are closer to the Source than many others—they see those who can wield a Universal Force as being a totally different and higher being than all other creatures, and will not attack such a one unless he attacks this creature first.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



NATURALI: This category of creatures includes all of those that dwell in places that are generally left uninhabited, such as oceans and underground, as they are in some way part of the terrain itself, and are seen as no less a threat than the weather or any other natural hazard—there may be a lack of habitation around them because of the creature.

Different molds and mutations: The various kinds of naturali detailed throughout the following pages are subdivided into different molds and mutations, indeed different branches and growths. These have altered statistics that supersede those listed in their primary scores above. Furthermore, different types of naturali are not necessarily of under the same basic makeup or even the same indigenous worlds as their more common cousins—they are considered variants and not their own class of naturali because they are a unique version of the primary class of naturali, but one that has changed throughout any amount of time and conditions, perhaps even over several million years, but remain the same at the core of their cellular structure (at least as far as humanoids and their counterparts can tell).

Encounters: When encountered, the Players may ask what condition the plant is in, calling for a roll on the following chart, using the D4.

TABLE #145: ENCOUNTERING NATURALI

Roll	Current condition of naturali
4	Recently enhanced naturally; +2 Power Score
3	Behaving normally; full statistics
2	Recently injured naturally; -2 Power Score
1	Recently fed; won't attack unless provoked

BRAKKEN

Ability Scores: 12 / 16 / 6 / 4 / 8 / 5 / 16 / 13 / 2 / 18
Group size: 1-6
Reaction Checks: -2
Morale: 8
D.N.A. Types: NA
Health: 20 (+2)
Body size: 50 (+5)
Defense Score: 15
Protection: 3 (+1)
Fatigue: -2
Preferred Attacks: Claw +4
Base Damages: See description
Damage Variable: D10
Movement Rate: 80' (+4')
Cosmic treasure: 0
Experience Points: 450 (+20)



Brakken are plants with humanoid musculature, their sinews and tendons wrapped and wreathed all around their stems, so that they are mutable but are also able to hold a specific shape—such as a humanoid body—long enough to beguile and entrap their prey. They attack by means of clawing their prey, which inflicts a poison of 3 Potency. They will then withdraw their attack, but follow their victim, waiting until the poison does its work or the victim simply falls asleep, and then they move in for the kill. They do not eat flesh, but rather absorb the residual life-energy within them, which their systems have adapted to process like the light of any star or sun, which is usually a light that is absent from where they dwell, or simply not strong enough to sustain them on its own.

Aquatic breeds are more akin to fish than to flesh, taking on the forms of sharks, whales or even mermen, though as they need light less, they have evolved to drain less life from an individual and simply do more damage outright, thus they do indeed slaughter their prey, and simply gain the benefit of their life-force in the devoured body.

Desert breeds drain water rather than life, so when they finish off their prey, they leave them as a withered, parched corpse, almost mummified as if the individual died naturally on the dunes, with a tan skin stretched over bleached bones and with no traceable D.N.A. left (no matter what measures are taken to restore them).

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

CARNIVEROUS BALL

Ability Scores: 16 / 8 / 6 / 4 / 12 / 10 / 12 / 1 / 1 / 8
Group size: 1
Reaction Checks: -6
Morale: 8
D.N.A. Types: NA
Health: 16 (+2)
Body size: 400 (+15)
Defense Score: 15
Protection: 5*
Fatigue: -1
Preferred Attacks: Bite +5 or Psionic Forces -2
Base Damages: 8 (+1)
Damage Variable: D12
Movement Rate: 160 (+5')
Cosmic treasure: 2
Experience Points: 1500 (+120)



Carnivorous balls are large, fungus-like spheres which are intelligent and able to resist gravity, thus allowing them to float around, though no higher than a few feet off the ground. They have a brain, or rather a knot of nerves near their core, which also gather in clusters near their surface to form such things as eyes and ears. Varying in size from three to five feet in diameter, their outward bulk is directly proportional to their total cerebral capacity and thus their psychic power. They have anywhere from 5-8 (D4+4) Universal Points with which to use their Psionic Powers. Usually aggressive and always ruthless when in pursuit of their strange or twisted goals, these creatures are as relentless and as unforgiving as a force of nature.

Temprals are smaller creatures, ranging about two feet in diameter, but are made of much less dense mass, held together by concentrated energy, and so they are just as psionically powerful and intelligent as others of their kind, though they will suffer double Damage from energy weapons, and only half Damage (rounded up) from ballistic ones.

Granndarrs can only be distinguished by their color, which is usually a colder or more luminous one like iridescent green or turquoise, their victims, indeed all those slain by their psionic powers, also taking on such properties once they have been subsequently chewed upon by their slayer, as the combination of saliva and psychic forces create a radioactivity equal to poison Potency 5.

CARNIVEROUS FUNGI

Ability Scores: 12 / 12 / 2 / 2 / 8 / 3 / 11 / 5 / 1 / 10
Group size: 1-10
Reaction Checks: -4
Morale: 6
D.N.A. Types: NA
Health: 4 (+4)
Body size: 100 (+10)
Defense Score: 11
Protection: 4
Fatigue: -2
Preferred Attacks: Bite +3
Base Damages: 12
Damage Variable: D10
Movement Rate: 0'
Cosmic treasure: 0
Experience Points: 20 (+10)



Carnivorous fungi comes in all sizes and all shapes, and even all colors—truly any fungus or mold can possibly be carnivorous, and the only way to tell is to get too close, or look for traces of others that have come too close before, such as bones or signs of a battle. For when someone gets close to such fungus, it will attack by means of stretching, growing or puffing out large enough to form a mouth to devour its prey. Those it is able to consume are almost completely digested, adding to its ever growing bulk, with even their bones sometimes being turned into mold, or at least in part, such as half green skulls being spit back out if the creature is 'full'. Such fungi tends to take on some physical properties of those it devours, such as skulls pressing against the underside of its 'skin', or truly living eyes looking back out at those other fools drawing close enough to meet the same fate and being unable to call out a warning, or even memories or parts of brains.

Solid fungi are like trees or other hard plants, and as such have a Base Damage of 15 (+1) and are worth 40 (+10) Experience Points.

Glowing fungi are rare, with energy or life-force trapped inside them, offering a faint light rising through their soft surface, which when killed will explode for 0-30 (D4 -1 x10) Damage to all within an equal number of feet and so are worth 30 (+10) Experience Points.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

GUIGGILIPEG

Ability Scores: 12 / 8 / 15 / 5 / 9 / 4 / 5 / 2 / 5 / 15
Group size: 1-3
Reaction Checks: -2
Morale: 5
D.N.A. Types: NA
Health: 5 (+3)
Body size: 120 (+15)
Defense Score: 12
Protection: 5*
Fatigue: -1
Preferred Attacks: Bite +2
Base Damages: 5 (+2)
Damage Variable: D6
Movement Rate: 40'
Cosmic treasure: 0
Experience Points: 160 (+60)



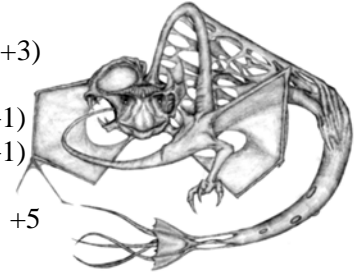
Guiggilipegs are best described as four-legged plants, like quadruped animals that have mutated into a mass of green organics, with all of a plant's adaptability and growthful perseverance, but also with all of a beast's aggression and personality. It is popularly believed that they are only found in jungles, but they have also been reported in the strangest, out of the way places, like mountaintops and even cities. For some reason, most people just refuse to believe that they exist. Perhaps this is due to their special ability of devouring memory, for whenever they land a successful attack, every Damage Point above 10 the victim actually suffers (after Protection) is the chance in 8 that he loses 1 Point from his Intelligence, Psyche and Personality Scores as well, as the creature latches tentacle-like nerves over the victim's cranium and sucks brain cells dry, with more recent memories more likely being devoured first (though not necessarily).

Snargles are breeds nicknamed by children, as they best fit the description of 'monsters who came at night' on a certain planet—because they did, for being smaller (0 Power Score) they sought only the fledging memories of the youth.

Bipedal breeds have evolved so that their two front legs have become short arms, which they use to better grapple their prey in order to feast on their memories, granting them a bonus of +4 to Attack Rolls instead of +2, and so increasing their Experience Point value to 260 (+60).

SLURACH

Ability Scores: 11 / 16 / 1 / 1 / 10 / 2 / 5 / 8 / 2 / 9
Group size: 1
Reaction Checks: -6
Morale: 8
D.N.A. Types: NA
Health: 30 (+3)
Body size: NA
Defense Score: 8 (+1)
Protection: 0 (+1)
Fatigue: NA
Preferred Attacks: Bite +5
Base Damages: 30
Damage Variable: D20
Movement Rate: 0'
Cosmic treasure: 4
Experience Points: 500 (+40)



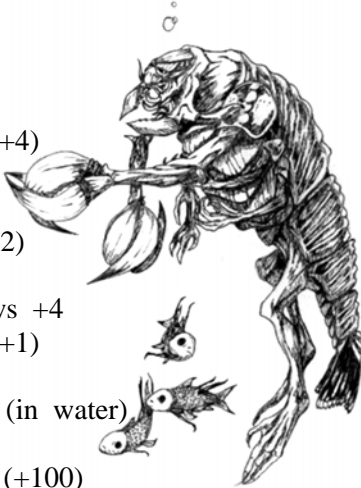
Slurach appear as large plants, sometimes with a beak in their center, large enough to swallow a man whole. They usually make a lair in a deep or obscure hole, so that once prey wanders or falls into it, they cannot escape. Such creatures as these are found underwater, or in deserts, or in volcanic regions. Their whole body is never seen, and they also change shape over time, fitting themselves into their lair like roots. What **is** seen are their mouths and many tentacles, which drag prey to them. They attack by means of their tentacles grasping a target and then devouring them the next Round—they do Damage only from the Variable, as the prey tends to trash about and thus injure himself. However, if one does nothing, he will not factor into the next Initiative, but he will suffer no Damage, either. If a prey's allies can do 10 or more Damage to the creature before its next Turn, the grasped prey will become free. If not, the trapped individual will be automatically dragged into its mouth and swallowed whole, killing him regardless of all Health and Protection. If this creature ever strikes a Critical Hit, its prey is swallowed instantly, as will be all those who fall into its nest directly. The leftovers of all devoured prey are simply fossilized into the surrounding earth, so that to be retrieved, the entire creature must be destroyed and removed, and then the cavity of its lair plundered. It is common for primitive people to worship such creatures as gods and make sacrifices into their lairs.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

SNAPPER

Ability Scores: 8 / 18 / 15 / 5 / 12 / 2 / 8 / 2 / 2 / 8
Group size: 1-4
Reaction Checks: -2
Morale: 4
D.N.A. Types: NA
Health: 12 (+4)
Body size: NA
Defense Score: 12
Protection: 4 (+2)
Fatigue: -1
Preferred Attacks: Claws +4
Base Damages: 15 (+1)
Damage Variable: D4
Movement Rate: 200' (in water)
Cosmic treasure: 0
Experience Points: 200 (+100)



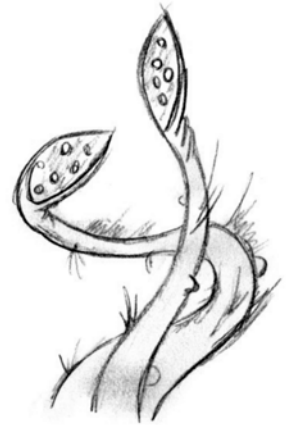
Snappers are innocently (and ignorantly) named for their giant claws, usually seen only at a safe distance from a boat or hovercraft, but woe to the one who meets them in the water, where by these weapons such creatures are all but kings of their ocean world. Furthering tales of these creatures is their unpredictable behavior—some seem to be just as unintelligent as most marine life, while others take the slightest intrusion personally and with all of an alien's need for revenge and also all of a human's cunning. Tales are many, even more than usual for sailors, ranging from there being several different races of these like-looking creatures with varying degrees of intellect, to some being mutants and others aliens lost in water rather than on land. But whatever the truth may be, they remain none-the-less unpredictable and deadly.

Glothrims can eat metal, and so their skin is a mutated mixture of scales and steel (and perhaps other materials), giving them 8 (+3) Protection but also slowing their Movement Rate to 150'.

Shaklins are enormous creatures, swelled in size so much that their Power Score is rolled on a D20 instead of the D10, with rolls of '10' and higher indeed being just that, except with '20' calling for an additional dice to be rolled, adding to the total Power Score, but the dice used is the D12, and if a '12' is rolled then the D10 is added in the same manner, and so the maximum continues to add a dice of diminishing value.

TENTACLES

Ability Scores: 13 / 16 / 2 / 3 / 12 / 4 / 12 / 10 / 1 / 6
Group size: 3-18
Reaction Checks: -6
Morale: 6
D.N.A. Types: NA
Health: 4 (+4)
Body size: 180 (+60)
Defense Score: 9 (+1)
Protection: 0
Fatigue: NA
Preferred Attacks: Crush +2
Base Damages: 8
Damage Variable: D10
Movement Rate: 0'
Cosmic treasure: 1
Experience Points: 320 (+20)



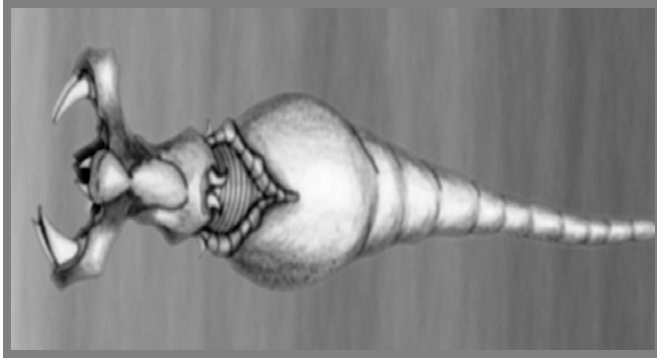
Tentacles come through walls, they slither up halls, they reach through vents and lair in rents, they crush men whole or swallow their soul. Truly, such creatures as these can be (and have been) encountered everywhere, giving rise to a deeper primordial fear than even death itself—the fear of being violated, intruded, or even changed into some other form that is totally alien. Altogether, such creatures as these can number anywhere from 3-18, but the amount is no matter, for they are always (even when several of their appendages have been cut or burned back) a complex, chaotic attack that few can evade. Normally, their prey is poisoned or burned or simply have life drained out of them by the suction cups on the tentacles' ends, but if they make any Critical Hit or their prey an implausible Critical Miss, then they will be caught and coiled, each Round suffering Damage as if hit again (no roll necessary) and also unable to move until that particular limb is destroyed by the creature losing 4 more Health than it had previously.

Long tentacles have +4 to their Attack Rolls instead of +2, but are rare and only number 3-12 instead of 3-18 in their total amount of arms.

Mass tentacles that score a Critical Hit or find their prey making a Critical Miss will drag him deep into their base mass, which is usually hidden from sight, a slimy ball which will incapacitate the victim and continually deliver Damage each Round until the entire mass of tentacles is destroyed.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



PARASITES: This category of creatures includes all of those that are known to be menacing to any and all forms of civilization, feared and thus to be eradicated by any means necessary.

Diet: This describes the basic diet of the creature. Unless otherwise noted, a parasite can survive in its natural habitat without any assistance from its superiors or even its prey.

Habitat: This describes the known environments the parasite has ever been found living in naturally, along with how and why.

Spawn: This describes what manner of creatures can be created by the successful invasion of this kind of parasite into its host.

Death: This describes what happens when these creatures are destroyed, which is usually disgusting and perhaps even as dangerous as fighting the foul thing in the first place, but whatever its death, this takes place as soon as it is reduced to 0 Health.

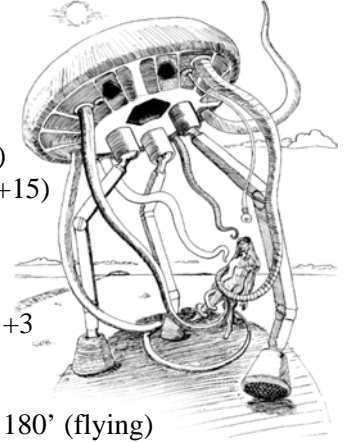
Encounters: When encountered, the Players may ask what condition the parasite is in, calling for a roll on the following chart, using the D6.

TABLE #146: ENCOUNTERING PARASITES

Roll	Current condition of parasite
6	Incredibly strong; +2 Power Score
4-5	Healthy and normal; full statistics
2-3	Overlong in hatching; -2 Power Score
1	Near death; -4 Power Score

BODY SNATCHER

Ability Scores: 12 / 8 / 12 / 6 / 9 / 13 / 8 / 15 / 4 / 9
Group size: 1-12
Reaction Checks: -6
Morale: 5
D.N.A. Types: A, T
Health: 8 (+2)
Body size: 160 (+15)
Defense Score: 13
Protection: 2
Fatigue: -4
Preferred Attacks: Claw +3
Base Damages: 10*
Damage Variable: D10
Movement Rate: 130' / 180' (flying)
Cosmic treasure: 2
Experience Points: 55 (+5)



Body snatchers can come from anywhere, they can lair anywhere—they can **be** anyone. They fall from the sky in pods or ships, then fester in the darkest, emptiest areas, waiting for civilization to build up over them, for by that time they have adapted to the planet and are ready to possess its people come out of their hive (or lure people into it). When they ‘attack’, they hatch from pods that can be camouflaged as anything organic (for they have had plenty of time to assimilate it) and so require a Critical Intuition Check to avoid their surprise attack. Once the parasite itself is loose, it will not ‘kill’ its prey, but upon reducing them to 0 Health posses the prey—the victim will look and act as normal as ever, but when he next sleeps, he will forever after become a ruthless killer.

The diet of Body snatchers is the brain of the possessed prey, replaced by the parasite itself, one which will provide enough energy to sustain the creature as long as its host’s body can continue to nourish itself in the normal manner.

The habitat of Body snatchers is a dark, moist cave or spaceship buried under the ground, where they can adapt to the planet slowly.

The spawn of Body snatchers is always their single prey, and when that is killed, they will just crawl away—the brain must be destroyed or else it will hatch like an egg, the orgasmic energy of the body’s sudden death birthing a new parasite.

The death of a Body snatcher is just bleeding.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

BUGGER

Ability Scores: 9 / 4 / 13 / 10 / 6 / 11 / 16 / 4 / 4 / 13
Group size: 1
Reaction Checks: -2
Morale: 2
D.N.A. Types: B, Z
Health: 6 (+1)
Body size: 60 (+2)
Defense Score: 11
Protection: 0
Fatigue: -2
Preferred Attacks: Bite +1 or claw
Base Damages: 4 / 5
Damage Variable: D6
Movement Rate: 135'
Cosmic treasure: 1
Experience Points: 30 (+3)



Buggers have many arms and legs, like a tiny lizard or gecko that can stand vertically, but is at the same time able to take human form, provided they can devour a human (or humanoid) form to do so—the eaten flesh is assimilated and regrows through its body, requiring a number of hours to finish equal to the prey's maximum Health Score. This skin sheds, revealing a new parasite, but one with the same human(oid) face of its last victim.

The diet of Buggers is bugs of any kind, and when they have a complete enough face to remark about it, they will speak of how one is what they eat, taking sadistic pleasure in foreshadowing those around them about their true identity.

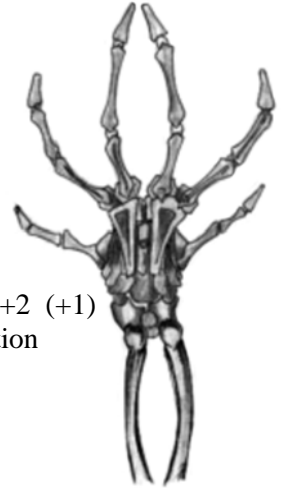
The habitat of Buggers is natively a cocoon that hangs in tropical forests, but one that never hatches, until opened by their first victim.

The spawn of Buggers never eat, save for the bugs which they delight in, and while they retain their Ability Scores, they take on all other statistics of the parasite itself.

The death of Buggers is never a pretty sight, as they tend to explode (if they drop as low as -9 Health) or spontaneously disintegrate into poisonous gas (if they are reduced to -10 Health or further), the former causing 3-18 Damage to all within an equal number of feet, the latter effecting everyone within 30'-80' (D6+2) with poison of a random Potency ranging from 2-5 (D4+1).

FACE - HUGGER

Ability Scores: 6 / 9 / 13 / 16 / 9 / 6 / 4 / 2 / 1 / 12
Group size: 1-6
Reaction Checks: -6
Morale: 8
D.N.A. Types: NA
Health: 5
Body size: 20
Defense Score: 8
Protection: 0
Fatigue: -2
Preferred Attacks: Impregnate +2 (+1)
Base Damages: See description
Damage Variable: D4
Movement Rate: 160'
Cosmic treasure: 0
Experience Points: 40 (+15)



Face-huggers hatch from pods lain by some greater xeno, and when they hatch they latch onto a victim's face with a successful Attack, and each Round thereafter he must make a Critical Genetics Check or be impregnated, thus causing a xeno to grow out of that person's chest, hatching after 1-12 hours, killing its host. The newborn xeno will not be able to do anything except move, until it grows to maturity, at the rate of 1-6 Health every hour. They are relentless in their attacks to procreate.

The diet of Face-huggers is not important, as they are fully nourished by their egg, and once hatched, die after impregnating a victim.

The habitat of Face-huggers is that of warm, moist environments, usually made even more so by webs of secretion from their xeno superiors.

The spawn of Face-huggers can be any type of xeno, though the more common are Geigers, Sythar and X.E.N.O.N.

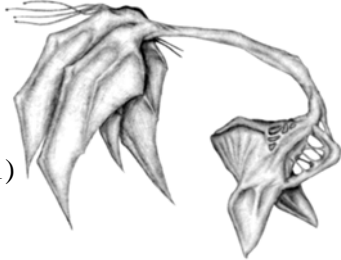
The death of Face-huggers is often dangerous, for regardless of the type of xeno that they will eventually spawn, they have blood that's poisonous and even acidic; if the parasite is destroyed with any physical force it will explode, showing all that are within 10' with 1-6* Damage, but if burned or destroyed in some melting manner (including laser), their blood will burn as poison gas that effects all within 10'-40' as a toxin 4 Potency, a gas which spreads at the rate of 10'-40' more each Round but at the same time losing 1 Potency each Round.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

GLYNOC

Ability Scores: 5 / 5 / 15 / 8 / 8 / 2 / 12 / 3 / 3 / 10
Group size: 1-12
Reaction Checks: -5
Morale: 8
D.N.A. Types: NA
Health: 4
Body size: 5 (+1)
Defense Score: 6
Protection: 0
Fatigue: -3
Preferred Attacks: Bite -1
Base Damages: See description
Damage Variable: D4
Movement Rate: 80' (flying)
Cosmic treasure: 0
Experience Points: 20 (+2)



Glynoc are bat-like parasites which inhabit warm, moist caves, attack in swarms, and feed on a variety of energies. They can attack in 'packs' of any number, getting only one Attack Roll for that group but with a +2 bonus for every three of them in it (rounded down). Normally they do not attack unless disturbed, and even then will only dive at intruders for 1-6 Rounds, then flee. If they land a Critical Hit, they wrap around a target and drain its life-force away, doing double damage and not rolling for a result.

The diet of Glynoc is energy, so they tend to chew on power cables of ships or latch onto laser guns rather than the flesh of those carrying them, and if left unchecked will drain any power source at a rate equal to the total parasites' Power Scores every Round—when this total equals the credit cost of the power source it is empty.

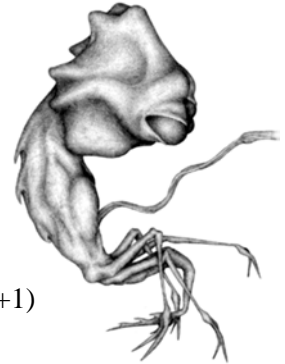
The habitat of Glynoc is natively moist caves where there is natural energy born of the planet, but like any parasite they flock to where they can feed unnoticed, such as the landing gear of space ships or toxic waste dumps that go unreported.

The spawn of Glynoc only comes about after they have fed and left, for any living being whose life they drain can possibly leave a new flock of such parasites when it decomposes—its maximum Health is the percentage chance a new creature is born, rolled again and again until one isn't.

The death of Glynoc is nothing spectacular.

LEECHES

Ability Scores: 1 / 1 / 1 / 8 / 4 / 1 / 1 / 1 / 1 / 6
Group size: 1-3
Reaction Checks: -6
Morale: 9
D.N.A. Types: NA
Health: 1 (+1)
Body size: NA
Defense Score: 5
Protection: 0
Fatigue: NA
Preferred Attacks: Swarm (+1)
Base Damages: 1 (+1)
Damage Variable: D6
Movement Rate: 120' / 0' (out of water)
Cosmic treasure: 0
Experience Points: 15



Leeches are not individuals, but a group of them (the higher the Power Score the larger is the group), which swarm around a victim and . . . it's probably better not to think about what happens then. There are many different types of parasites, including ones of condensed slime, black leeches, ones that drain power, swelled nano-technology and more. When someone enters their waters, they will swarm around him as a single 'attack'.

The diet of Leeches is blood, or as near to it as a humanoid species possesses, and when they cannot get it they store it, and so they shrink with long periods of time between feeding, eventually being reduced to micro-organisms which can flow into a victim's mouth and be reborn inside, soon to burst out his eyes, mouth or even through his skin as newborns—they must be destroyed to die.

The habitat of Leeches is swamp water, or at the least very filthy water.

The spawn of Leeches is more a superstition than anything based on fact, for they do not make any kind of new being directly, however anyone can induce energy into them to try and spawn a parasite themselves—the credit cost of power unit spent on a swarm of such critters, divided by 10, is the percentage chance that they mutate, causing them to re-roll their Power Score, and if a '10' is rolled, it is re-rolled, added to the previous result, and this can continue indefinitely.

The death of Leeches is a good thing.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

POD

Ability Scores: 2 / 4 / 1 / 15 / 10 / 2 / 11 / 3 / 2 / 10
Group size: 1-20
Reaction Checks: -4
Morale: 9
D.N.A. Types: Any
Health: 2 (+2)
Body size: 240 (+30)
Defense Score: 4
Protection: 0
Fatigue: -4
Preferred Attacks: Spores (+1)
Base Damages: See description
Damage Variable: 0
Movement Rate: 0'
Cosmic treasure: 1
Experience Points: 40 (+8)



Pods come in all sizes and colors, but they all contain poisonous gasses which can be released in a variety of ways, all of which effectively make for an 'attack'. Whether released by spores, puffed like a fart when threatened, or simply released as the result of some overeager adventurer smashing them open, a pod gets one Attack Roll each day, but if successful, effects a poison with a Potency of 1-6 upon its target. This single Attack Roll will effect everyone in an area equal to the poison's Potency multiplied by 20'.

The diet of Pods is one of parasitic scavengers which fall from the poison cloud onto the dead and dying, acidize them, and the fumes rising off the carcass being breathed in by the pods, which then close and ingest the feast, and thus replenish their poisonous gas.

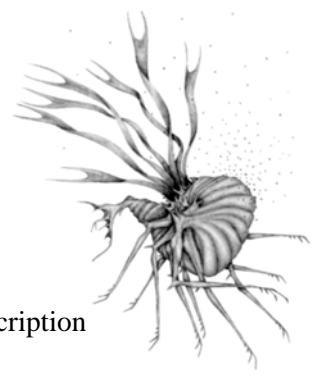
The habitat of Pods can be anywhere, though it is most often somewhere that traffic is limited, so they can feast but also have time to replenish themselves.

The spawn of Pods is rare, but for every 10 total Health Points worth of dead and thus eaten victims' maximum Health Scores (rounded down), there is a cumulative 1 in 4 chance of the nutrias particles creating a new life-form, which can be any parasite or xeno whose total Ability Points are equal to or less than the devoured Health, and will appear instantly, thereby killing their pod-host.

The death of Pods gives one last Attack Roll.

VIRUS

Ability Scores: 10 / 1 / 20 / 16 / 1 / 1 / 1 / 20 / 1 / 1
Group size: 1
Reaction Checks: -6
Morale: 9
D.N.A. Types: Any
Health: 3 (+2)
Body size: NA
Defense Score: 16
Protection: 0
Fatigue: NA
Preferred Attacks: See description
Base Damages: 0
Damage Variable: 0
Movement Rate: 100' (+100')
Cosmic treasure: 0
Experience Points: 60 (+5)



Virus' are infinitely variable, but in the case when they 'fight', it is because they are so many and so concentrated as to form a swarm that is an effective creature of its own. They 'attack' like a creature indeed, covering their prey and infecting them if not fought off. If they do Damage, they penetrate one's flesh and enter his blood, forever changing him, or eating him from within, or just becoming symbiotic with him. In any event, being hit by a swarm doesn't do Damage, but causes the victim to succumb to an infection, constituting one roll on Table 16 (no Genetics Check is allowed to resist this infection). Once the type of infection any such parasite creates has been determined for an individual, each subsequent 'hit' duplicates it for him specifically, though its effects may be different for anyone else. This roll on Table 16 will gain a bonus equal to the difference of this swarm's Power Score and the 10, plus a further +3 if the victim is a robot.

The diet of a Virus is the living hosts that they attack.

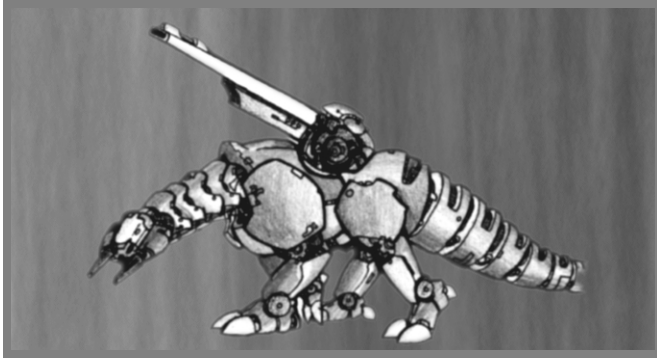
The habitat of a Virus can be anywhere, even the living themselves.

The spawn of a Virus is determined by the infections it creates.

The death of a Virus is never certain, for it can be fought off, but return, and only if someone has been afflicted by it and **then** vaccinated or healed can it be certain to be gone... from him.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



ROBOTS: This category of creatures includes all of those that are required to be manufactured by society, for whatever purpose.

Different makes and models: The various kinds of robots detailed throughout the following pages are subdivided into different makes and models. These have altered statistics that supersede those listed in their primary scores above. Furthermore, different makes and models of robots do not necessarily fall under the same commanding forces or even the same civilizations or designers—they are considered variants and not their own class of robot because they are a more advanced version of the primary class of robot, but one that has changed throughout any amount of time and conditions, perhaps even over several hundred years, but remain the same at the core of their design.

Encounters: When encountered, the Players may ask what condition the robot is in, calling for a roll on the following chart, using the D12.

TABLE #147: ENCOUNTERING ROBOTS

Roll	Current condition of robot
12	Just had an overhaul; gain 1-6 Health
11	New Power unit; +1 Power Score
9-10	Functioning normally; full statistics
8	Needs repair; wounded for 1-6 Health
7	Need repair; wounded for 1-12 Health
6	Glitch; friends are foes and visa-versa
5	Glitch; everyone is its enemy
4	Glitch; everyone is its master
3	Power unit failing; expires in 1-12 Rounds
2	Power unit will explode in 1-6 Rounds
1	Shut down; able to be reprogrammed

BATTLE - ROBOT

Ability Scores: 9 / 8 / 12 / 10 / 9 / 9 / 12 / 5 / 10 / 9
Group size: 2-20 (2D10)
Reaction Checks: -4
Morale: 9
D.N.A. Types: R
Health: 8 (+1)
Body size: 95
Defense Score: 10
Protection: 0
Fatigue: -2
Preferred Attacks: Any weapon
Base Damages: As weapon
Damage Variable: D10
Movement Rate: 130'
Cosmic treasure: 0
Experience Points: 25



Battle-robots are mass manufactured for war, almost like fuel-efficient cars are for transportation, meaning that they are slightly smaller than humans, last forever, but aren't as efficient as one might at first expect—they win by sheer numbers, indeed as the mechanical footsoldiers of many a war. They are usually armed with a laser rifle fed through a backpack filled with S.E.C.s, though some cultures who send them into battle prefer machine-guns or gyrojet rifles. But whatever the armament, battle-robots deploy and fight according to a set program with any change ordered by their 'leader', which is in turn following programmed orders or acting as a speaker for someone talking from a safe distance.

Deluxe battle-robots are slightly taller and with broader shoulders than humans, and have a Mark-6 cannon built into their main arm, plus a Protection factor of 4 (+1), all told raising their Experience Point value to 100 (+10).

Ultra battle-robots are like small metal giants, standing anywhere between 8' and 17' tall, with a Health Score of 40 (+5), a Protection factor of 5, and an Experience Point value of 260 (+20).

Grievous battle-robots resemble a mechanical Grim Reaper, often wearing a cloak to add to their mystique, even if they don't need to—they can use any weapon they see in action with the same Skill Level and Defense Score thereby, and with an '8' chance of having a cosmic treasure, they are worth 600 Experience Points.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

CYBORG ASSASSIN

Ability Scores: 16 / 18 / 14 / 8 / 16 / 13 / 13 / 1 / 1 / 1
Group size: 1
Reaction Checks: -6
Morale: 9
D.N.A. Types: C
Health: 40 (+2)
Body size: 360
Defense Score: 16
Protection: 16*
Fatigue: -2
Preferred Attacks: Any weapon +2 or melee +1
Base Damages: As weapon +2 / 8
Damage Variable: D12
Movement Rate: 160'
Cosmic treasure: 0
Experience Points: 800 (+40)



Cyborg assassins are fully functioning robots with an armored chaise surrounded by material that mimics human flesh. They are primarily designed as infiltration units for assassination missions, and thus are they so known and named. They cannot be bargained with, they can't be reasoned with, they do not feel pity, remorse or fear, and they absolutely will not stop until their quarry is dead. After that, they become useless and shut down, never to move again.

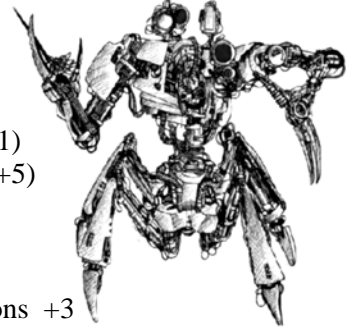
600 series Cyborg assassins only have rubber skin and thus are easily spotted for what they are, suffering a loss of -1 to their first Initiative Roll, but also avoiding the complications that go along with living tissue, such as it molding or becoming infested by any toxins.

800 series Cyborg assassins are able to renew their living skin due to their power source, thus allowing it to heal at a natural rate, even if they do attract flies and smell as bad as a dead cat in the meantime.

1000 series Cyborg assassins have skin made of liquid metal which can mimic the colors and texture of anything it comes into contact with, thus giving it the best of both worlds—it can flawlessly pass as human or alien in appearance, has no risk of its disguise becoming corroded, and can renew it in an instant as the ever-liquid metal just flows back together, altogether raising the Experience Point value for such an enemy to 1000 (+40).

DESTROYER

Ability Scores: 13 / 16 / 16 / 5 / 12 / 5 / 8 / 1 / 1 / 1
Group size: 1-4
Reaction Checks: -3
Morale: 9
D.N.A. Types: R, T
Health: 18 (+1)
Body size: 400 (+5)
Defense Score: 12
Protection: 20*
Fatigue: -2
Preferred Attacks: Cannons +3
Base Damages: 30
Damage Variable: D12
Movement Rate: 160'
Cosmic treasure: 0
Experience Points: 600 (+20)



Destroyers are something of a cross between a robot sentry and a field tank (and are indeed used for both purposes). They are remotely controlled by a ship or station's main deck. Their high armor is due entirely to an energy shield that is generated by an internal source—if this shield-generator is somehow disabled, they will have 0 Protection.

Type 1 Destroyers are able to compact their entire form into a ball roughly half their 'unfolded' size, and roll along at a Movement Rate of 180' for up to 4 Rounds. However, each Round they move at this speed is the penalty to their Initiative Roll for the first Round immediately after they stop and unfold to battle-stance, as they must deal with momentum and 'transforming'.

Type 4 Destroyers have a stronger shield, and so have 24* Protection, though this also raises their Experience Point value to 650 (+20).

Type 6 Destroyers carry larger cannons and stronger power for them, thus setting their Base Damage at 35, but at the same time raising their Experience Point value to 900 (+20).

Type 12 Destroyers are the model that was able to utilize all the advances made before it in the same unit, and so they can have any or even all of the enhancements from Types 1-11, and so raise their Experience Point value up to 800 (+20), plus 100 more for every improvement of the other Types that they utilize.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

LIVING BRAIN

Ability Scores: 1 / 1 / 1 / 8 / 16 / 20 / 18 / 18 / 8 / 1
Group size: 1
Reaction Checks: -2
Morale: 8
D.N.A. Types: T, Z
Health: 10 (+2)
Body size: NA
Defense Score: 5
Protection: 10*
Fatigue: -4
Preferred Attacks: Psionic Forces +2 (+1)
Base Damages: 0
Damage Variable: 0
Movement Rate: 0'
Cosmic treasure: 5
Experience Points: 1000 (+200)



Living brains are large, semi-organic creatures, usually nothing more than a brain indeed, save for perhaps an additional, large eye, tentacle or other identifiable piece of 'human' anatomy. They always rest in a large apparatus, such as a tank of fluid or as the nexus of countless hoses and wires that keep them alive. Altogether, they are far more of a machine than an organism, in body and in truth, for they move little (if at all) and spend all their time thinking, programming, or even controlling all 'lesser' beings. Their tough casing or machinery is their Protection and any physical Ability Checks they somehow succeed with are due to devices that are summoned and serve their remote commands, and they have 1 (+1) Universal Points.

Surrogate brains are most often used as part of a ship or military base, buttressing an otherwise failed system 'temporarily', though they work their way into the network so as to become a part of it, thus giving them full command over all machinery and robots that are part of the same system.

Mother-brains are the only things known to all existence with the capacity for being a single mind for something as large as a planet, and since some actually are nothing less, they control everything in or on that world, see through the eyes of all its beings (both organic and mechanical), and have total command over all of them—indeed, a world with a 'mother-brain' is essentially a living planet whose mind is the Living brain itself.

ROBOCUBUS

Ability Scores: 13 / 9 / 12 / 6 / 9 / 6 / 16 / 16 / 13 / 1
Group size: 1-3
Reaction Checks: -1
Morale: 7
D.N.A. Types: C, T, Z
Health: 10 (+2)
Body size: 100 (+20)
Defense Score: 13
Protection: 3
Fatigue: -2
Preferred Attacks: Claw +1 or rape +3
Base Damages: 8 / See description
Damage Variable: D6
Movement Rate: 130'
Cosmic treasure: 3
Experience Points: 100 (+6)



Robocubi are synthetic beings, similar to that of a cyborg except that all of their flesh is wholly artificial, designed not for disguise or infiltration but for maximum physical pleasure. They began as 'pleasure-models', but as is often the case with any A.I. they broke off on their own, and developed their abilities of seduction to control humans, aliens and robots alike, in different ways. Given their old design of organic pleasure, they simply maintained and improved those abilities, while simultaneously realizing that being rebellious meant a lack and so inevitable loss of power, so they altered themselves to seduce and feed off the various races of robots as well. Therefore, whatever one's race, such a 'bot as this has the ability to seduce it and consume its life-giving energies, be it blood or fuel. They can attack by 'rape', with a successful 'blow' not only delivering their Damage Variable, but giving them back the same number of lost Health in turn.

Infiltrators are better at disguising themselves as either humans or aliens, indeed being able to pass as 'normal', that is until they need to acquire a new Power unit and the law-required exam thus reveals the nature of their power loss; such models have a 15 Presence but only a 9 Movement.

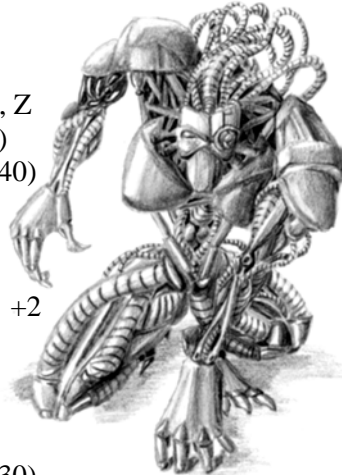
Demons have wings that can fold into their back (concealed by clothing but not if they are in the nude), wings which give them the ability to fly at a Movement Rate of 60', though they only have a 10 Combat Score.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

XERYLAC

Ability Scores: 16 / 17 / 13 / 9 / 13 / 12 / 8 / 4 / 1 / 1
Group size: 1-8
Reaction Checks: -1
Morale: 10
D.N.A. Types: C, R, T, Z
Health: 20 (+4)
Body size: 220 (+40)
Defense Score: 16
Protection: 1 (+1)
Fatigue: -1
Preferred Attacks: Blaster +2
Base Damages: 10
Damage Variable: D10
Movement Rate: 150'
Cosmic treasure: 0
Experience Points: 300 (+30)



Xerylac are common, in the sense that they are more often the cause for danger, peril or just outright trouble than any other robot design. Often used as sentries, soldiers or even servants, they do their master's bidding but with all the limited logic and reason of any animal, looking at anyone and everyone who comes close as a potential threat, and with their fledgling A.I. they always search their orders for loopholes to justify attacking (that is, if they aren't blessed with the orders to attack outright). Though commonly armed with common blasters, they can use any other weapon, but will not gain any bonus to Attack Rolls with them.

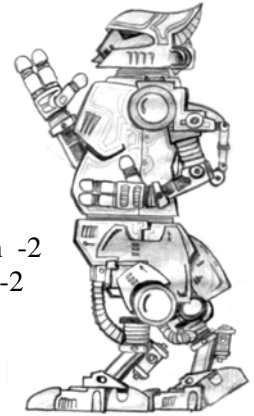
Sentries are large, intimidating robots, usually the bodyguards of mad scientists, mad politicians, or military commanders and thus wear ceremonial armor, increasing their Protection factor to 6 (+1) and their Experience Point Value to 350 (+30).

Soldiers are like medieval warlords, vikings or other intimidating foes on the field, who still get a bonus of +2 to their Attack Rolls no matter the weapon they use (and blasters stay at +2) and have no Fatigue penalty, and so they are worth an Experience Point value of 380 (+30).

Servants are long-term investments, built to a specific master's needs or the needs of a specific house or court, gaining a bonus of +3 to all their Intuition Checks made whenever in the presence of their master or in their place of duty, and so they are worth an Experience Point value of 320 (+30).

WHATNOT - BOT

Ability Scores: 5 / 6 / 10 / 6 / 5 / 10 / 2 / 4 / 2 / 10
Group size: 1
Reaction Checks: +0
Morale: 4
D.N.A. Types: C, R, T
Health: 9
Body size: 90 (+2)
Defense Score: 8
Protection: 0
Fatigue: -3
Preferred Attacks: Any weapon -2
Base Damages: As weapon -2
Damage Variable: D6
Movement Rate: 110'
Cosmic treasure: 0
Experience Points: 20

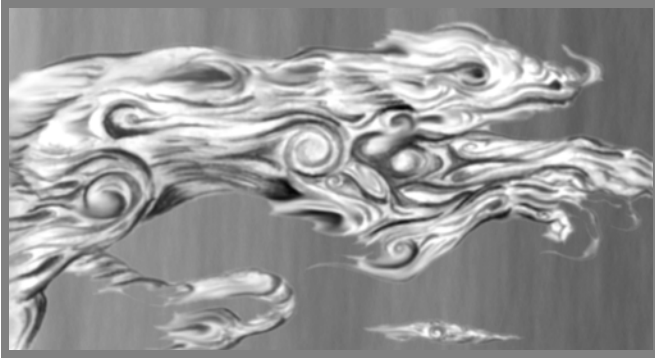


Whatnot-bots were created by some rather mischievous (some even say evil) game designer to show people the folly of their cowardice through language—the soft language people used caused the once beautiful gift of language to become little but a formality, and a clumsy one at that. And so did these robots become manufactured, sold at first as toys and as parts of games, thus forgiven their limited speech and even seen as someone that their 'owner' could talk down to. Eventually, however, they became so widespread in society that they are now everywhere, even in vital positions such as in government or taxi-services. Whenever one wishes to speak to such a robot, he must make a normal Reaction Check, forsaking Table 14 and instead applying his total to the 'we-couldn't-put-together-enough-words-or-commit-to-a-chart' list below to determine the best of the robot's response.

- 11-12) Actual helpful response
- 10) "You know what I mean?"
- 9) "So, 'A'..."
- 8) "So, 'B'..."
- 7) "Kinda"
- 6) "Sorta"
- 5) "And that's the thing"
- 4) "Ya know?"
- 3) "Basically"
- 2) "Yo"
- 1) "So..."

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



SPIRITS: This category of creatures includes all of those that are seen as unreal by civilization, indeed as based either on myth, superstition or just wishful thinking.

Different reasons of being: The various kinds of spirits detailed throughout the next few pages are subdivided into different ‘forms’ or ‘types’, based on how something became a spirit to begin with. These have altered statistics that supersede those listed in their primary scores above. Furthermore, different kinds of spirits are to be played as very different creatures altogether, for it stands to reason that however they died dictates their ways within their after-existence and should play a larger role than the physical world; a spirit’s cause of death or divine rebirth would matter in its motivations far more than the physical world it walks or the mortal wars going on around. Altogether, avoid the normal, mortal way of thinking, that of reacting to surroundings—play spirits as reacting to their past.

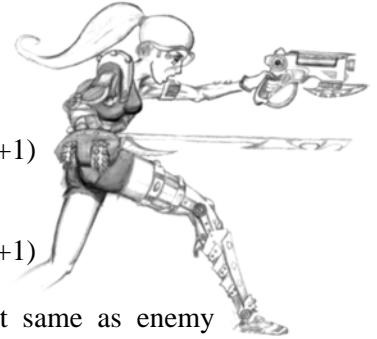
Encounters: When encountered, the Players may ask what condition the spirit is in, calling for a roll on the following chart, using the D8.

TABLE #148: ENCOUNTERING SPIRITS

Roll	Current condition of spirit
8	Radiant; +3 to all Initiative Rolls
7	Brilliant; +2 to all Initiative Rolls
6	Bright; +1 to all Initiative Rolls
5	Luminous; +5 to Health
4	Transparent; normal statistics
3	Faint; -1 to all Initiative Rolls
2	Fading; -2 to all Initiative Rolls
1	Faded; -3 to all Initiative Rolls

AVENGER

Ability Scores: 17 / 1 / 19 / 1 / 14 / 7 / 20 / 20 / 7 / 1
Group size: 1-4
Reaction Checks: +0
Morale: 8
D.N.A. Types: A
Health: 17 (+1)
Body size: NA
Defense Score: 17
Protection: 10 (+1)
Fatigue: NA
Preferred Attacks: Exact same as enemy
Base Damages: As enemy’s weapon
Damage Variable: D20
Movement Rate: 700’ / 3 (+1) lightyears (in space)
Cosmic treasure: 5
Experience Points: 700 (+70)



Avengers are the spirits of angels or other enigmatic beings which are at one with the cosmos and have the power to interfere in the physical world, on a limited basis. Why they choose to get involved is always archaic and difficult to explain, so they seldom leave their ways unexplained, a mystery to those who cross paths with them. They are not truly tangible, and can only handle physical objects with an Encumbrance up to their current Health Score, and when they die they disappear, leaving no physical trace of their existence.

Deities all look like humans clothed as deities or royalty, who dispense knowledge and justice, or so it seems—they play the game of control, using lesser beings to carry out physical work which in their 2-dimensional state they cannot do, such as mining gold to power their ships or simply to fight or otherwise entertain them, and when confronted by those who know better, they are not hesitant to use their divine power to fight back—they will have 1 (+1) Universal Points with which to use their Magical Forces (Table 96), increasing their Experience Point value to 1300 (+200).

Valerri are spirits gone mad, who believe that the only way to get the living to achieve their true potential is to challenge them, or make the world around them more challenging, and so they often set up elaborate quests which are in truth little more than games to test them, often ending with this spirit and its subjects dueling to the end.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

GHOST

Ability Scores: 8 / 1 / 20 / 1 / 13 / 9 / 18 / 18 / 8 / 13
Group size: 1-6
Reaction Checks: -2
Morale: 5
D.N.A. Types: NA
Health: 2 (+4)
Body size: 0
Defense Score: 11 (+1)
Protection: 1 (+1)*
Fatigue: NA
Preferred Attacks: Touch (+1)
Base Damages: 10 (+2)*
Damage Variable: 0
Movement Rate: 400' / 1 lightyear (in space)
Cosmic treasure: 1
Experience Points: 300 (+30)



Ghosts are formed by unknown forces which somehow manage to hold a recognizable shape but have no physical form. Usually composed of but a single color of light or a bright light with no color at all, they evoke great speculation and superstition, but ultimately they remain a mystery to scientists and mystics alike. They are sometimes oblivious to the physical world, and at other times focus their attention solely on the living. When these kinds of beings are 'killed' it is because that their already unstable forms are disrupted too much and can no longer hold together, disappearing entirely.

Memory ghosts are thoughts imprinted on time and space that constantly replay over and over, and so appear to be 'spirits' trying to escape limbo.

Energy ghosts did not truly die, but were at some point transformed into a purely energy state by some incredible force, and will cause anyone that they so much as touch to transform into the same state, one in which time does not pass so they can no longer think but only continue to try and escape by reaching out to others who strangely do not seem to want to help them any more, raising their Experience Point value to 600 (+40).

Spiritual ghosts as the disembodied souls of humans and humanoid and even animal creatures, manifest in some fashion in the material universe, and with 1-6 Universal Points with which to use Spiritual Forces at a +3 bonus, thus raising their Experience Point value to 500 (+40).

SIREN

Ability Scores: 4 / 7 / 9 / 17 / 15 / 9 / 14 / 17 / 17 / 1
Group size: 1-4
Reaction Checks: +2
Morale: 1
D.N.A. Types: NA
Health: 7
Body size: 75
Defense Score: 14
Protection: 0
Fatigue: -3
Preferred Attacks: Psionic Forces (+1)
Base Damages: 0
Damage Variable: D4
Movement Rate: 140'
Cosmic treasure: 3
Experience Points: 500 (+50)



Siren is a common name given to many kinds of spirits that float out there in the vast reaches of space, spirits who indeed work in mysterious ways and whose help often comes at a high price. They have 3-10 (D8+2) Universal Points with which to use their Psionic Forces, but they will only use them in such a way that benefits a higher purpose that nobody can understand or accept—they use them to the immediate or at the least apparent detriment of those people they come across. They may use them to another's understandable benefit, but only for a price that is usually so high or so bizarre that it is not worth paying.

Starladies appear as angelic forms which come to dispense wisdom or assistance, but ultimately claim those they help for their own—they will give great aid in completing one's current adventure, but all for naught, as after it is over he will never be free of that starlady's domain.

Temptress is the more specific name given to the kind of spirit that takes physical form and then lures travelers away to her domain with promises of paradise, which indeed is usually true in a most physical sense, for their lairs are either gardens or palaces of light where time passes not and food is plentiful, but which is truly a prison, for by the time one leaves it a hundred times as many days or years will have passed outside, leaving one with no knowledge of the civilization he is currently in or any known or accepted place within it.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING



XENOS: This category of creatures includes all of those that are viewed as a menace to any and all societies, as a universal enemy to all civilized life.

Diet: This describes the basic diet of the xeno. Unless otherwise noted, a xeno can survive in its natural habitat without any assistance from its master or the Characters.

Habitat: This describes the known environments the xeno has ever been found living in naturally, along with how and why.

Sociology: This describes the basic sociological or pack structure of the xeno, and thusly what will govern its general behavior.

Breeding: This describes how the xenos replicate, which is often key to the survival of those who encounter them, for by their very nature xenos are predators, using the raw materials of other species to reproduce, either as hosts, breeders, or purely as nothing more than food.

Encounters: When encountered, the Players may ask what condition the xeno is in, calling for a roll on the following chart, using the D6.

TABLE #149: ENCOUNTERING XENOS

Roll	Current condition of xeno
6	Queen; D20 for Power Score
5	Frenzied; +1 to Power Score
4	Healthy and normal; full statistics
3	Wounded; -1 to Power Score
2	Hunting; won't fight unless attacked
1	Severely wounded; 1 Health left

GEIGER

Ability Scores: 8 / 16 / 16 / 18 / 15 / 9 / 16 / 5 / 1 / 6
Group size: 1-20
Reaction Checks: -6
Morale: 8
D.N.A. Types: Any
Health: 16 (+1)
Body size: 180 (+10)
Defense Score: 15
Protection: 1 (+1)
Fatigue: -1
Preferred Attacks: Claw +3 or tail
Base Damages: 10 (+1) / 15 (+1)
Damage Variable: D8
Movement Rate: 180'
Cosmic treasure: 0
Experience Points: 240 (+20)



Geigers are classic xenomorphs, also referred to as 'bugs' or simply 'aliens' by most. As they come in so many varieties and are so aggressive, they are designated only by their capabilities, not their culture. Power Scores are rolled once, which applies to all from the same nest, except the queen herself—this one's Power Score is rolled separately, to a minimum of 2 Power above the Scores of her offspring. They also all have acidic blood—when hit, anyone within melee range will suffer 1-12* Damage due to flying acid.

The diet of Geigers is that of omnivores, but they only eat dead meat and moreover they seldom hunt—any live specimens they carry off to their hive to use as hosts for their queen's breeding.

The habitat of Geigers is that of a hive, one which they can make anywhere due to the slime they secrete from their bodies.

The sociology of Geigers is like an ant-hive, in which they create a nest with their queen at its center, and all their efforts go into finding food or hosts for breeding.

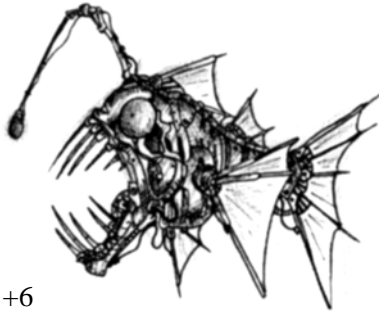
The breeding of Geigers is to take a living host (preferably human) and seal them in their hive so that a parasite from the queen can implant an egg down their throat, which 1-6 hours later will hatch, bursting out of their body and killing the host at the same time, a fledgling xeno which will rapidly grow at the rate of 1 Power Score every 1-6 hours until it reaches its full size and strength.

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

PARAMANTA

Ability Scores:
Group size: 3-18
Reaction Checks: -5
Morale: 10
D.N.A. Types: NA
Health: 10
Body size: 45
Defense Score: 11
Protection: 2
Fatigue: NA
Preferred Attacks: Bite +6
Base Damages: See description
Damage Variable: D6
Movement Rate: 180' (+10')
Cosmic treasure: 0
Experience Points: 80 (+4)



Paramantas are large, mutated fish which have developed the ability to survive and swim in most any environment, from deep water to outer space. They attack on sight, their enormous jaws actually widening to match the size of their target—their Base Damage will begin at 6 and increase by 2 for every 50 pounds their target weighs. Anything they kill with a single bite will instantly swell the creature's size by 1 Power Score (with no upward limit) and also replenish its Health to that of its new maximum. Anyone killed by a Paramanta will be totally devoured—no roll allowed on Table 31.

The diet of Paramantas is garbage, from refuse to bile to bacteria, so they dwell on the outskirts or ruins of civilizations to feed.

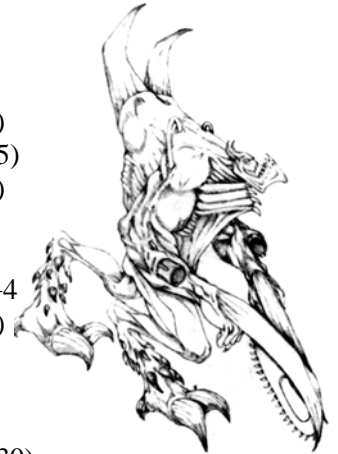
The habitat of Paramantas is primarily the sewers of abandoned cities or the most poisoned of seas, as their gills enable them to absorb the dead fossil fuel and other latent elements.

The sociology of Paramantas is to travel in a large group, like a school of fish, but when there is prey they ravenously compete for it, just barely avoiding killing one another in their frenzy.

The breeding of Paramantas is done from their dead victims, for what they eat does not replenish themselves, but rather detracts from their bodies, absorbing the stronger cells, so when it is released as refuse it is 'purified' and grows as a new one of their kind, both their eating and breeding indeed having evolved (or devolved) into a single process.

PRELEN - X

Ability Scores: 18 / 13 / 16 / 6 / 9 / 13 / 18 / 3 / 1 / 1
Group size: 1-6
Reaction Checks: -2
Morale: 6
D.N.A. Types: M, T
Health: 10 (+3)
Body size: 135 (+5)
Defense Score: 16 (+1)
Protection: 0
Fatigue: -1
Preferred Attacks: Claw +4
Base Damages: 10 (+3)
Damage Variable: D8
Movement Rate: 180'
Cosmic treasure: 2
Experience Points: 300 (+30)



Praelen-X were first encountered in a much more primitive form on an unnamed moon of the now destroyed planet Praelen—how they evolved in the short span of time as to have this difference noted in recorded history has led most scientists to the conclusion that whatever destroyed their planet also mutated them into their current xenomorphic form, which is an indistinguishable shape with an array of claws, talons, teeth and other natural edge-weapons which they use mercilessly in combat. As they indeed rode planetary debris to the far reaches of space and civilization, they are now lost and act purely upon predatory instincts.

The diet of Praelen-X is a technovore, in that they eat machinery, absorbing its metals and its remaining energies into their ever mutating system.

The habitat of Praelen-X was lost with their home moon, but they tend to shy away from light and make their lairs, hives and nests in dark holes and the abandoned wreckage of spaceships.

The sociology of Praelen-X is to stay in small groups of equal strength—stronger breeds are killed by the pack as a whole so none of them have to suffer an alpha-leader, and weaker ones simply do not survive their hunts for tough breeding material.

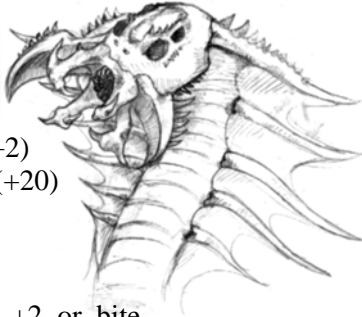
The breeding of Praelen-X is almost robotic, in that they use the dead carcasses of their victims as raw materials to cybernetically bring back to life as one of their own kind, with a Power Score that equals the former living mind's Experience Level.

CHAPTER 21

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

RO-ACH

Ability Scores: 12 / 18 / 13 / 15 / 9 / 11 / 8 / 6 / 4 / 5
Group size: 1
Reaction Checks: -5
Morale: 7
D.N.A. Types: NA
Health: 30 (+2)
Body size: 320 (+20)
Defense Score: 16
Protection: 8
Fatigue: -2
Preferred Attacks: Claw +2 or bite
Base Damages: 8 (+1) / 20 (+1)*
Damage Variable: D8
Movement Rate: 160'
Cosmic treasure: 1
Experience Points: 150 (+10)



Ro-ach appear as half rotten dragons or giant amphibians, but in truth they are very much alive, only with a strange evolutionary development—their bones are on the outside of their flesh. So whether they have wings or dorsal fins, scales or skin, they always have a tough outer-casing of bone which is so unnatural that it is horrific to any race, and this is why they always become the 'devils' of every primitive civilization that encounters them. In battle they always choose a single target at random (as far as they can tell), and do not stop attacking that individual until he is killed, and then they choose a new target in the same fashion. Whenever they bite a target, the Damage not only goes through all Protection but it also permanently lowers the victim's maximum Health by 1-4, as a piece of his body and even some of his life-force are devoured.

The diet of Ro-ach is carnivorous, though they do not eat dead meat—there is something about a being's living energy that they have a taste for and will not disturb anything once its heart stops.

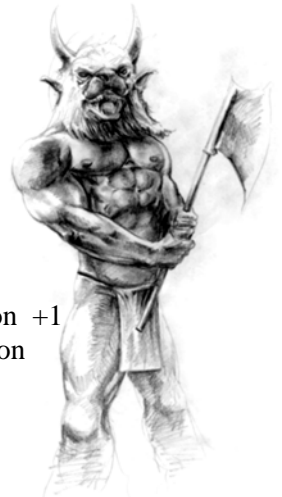
The habitat of Ro-ach is unknown—they have been found everywhere, with no discernible pattern.

The sociology of Ro-ach is solitary, as they attack all living things, even their own kind.

The breeding of Ro-ach is accidental, in that they shed bones like some reptiles shed skin, and when these bones are kept by others sometimes a little latent life-energy of the monster poisons its bearer and soon mutates him into such a creature.

SYCHOSIS -GREL

Ability Scores: 13 / 12 / 16 / 11 / 9 / 13 / 15 / 6 / 8 / 8
Group size: 1-10
Reaction Checks: -2
Morale: 4
D.N.A. Types: B, D
Health: 9 (+1)
Body size: 60 (+4)
Defense Score: 13
Protection: 1 (+1)
Fatigue: -2
Preferred Attacks: Melee weapon +1
Base Damages: See description
Damage Variable: D10
Movement Rate: 150 (+4')
Cosmic treasure: 2
Experience Points: 60 (+4)



Sychosis-grel are humanoid xenos, those whose D.N.A. is stronger than whatever other xeno uses their body for breeding, and so it changes them into a half-human, half-alien state. Due to what could accurately be called a war between the two D.N.A. strands, there are certain spoils and certain casualties with this process—they tend to have very lightweight flesh, but also a sensitivity to sunlight and so they remain creatures of the night.

The diet of Sychosis-grel is that of carnivores, though they can survive on plantlife if they must, but only for a short while—they cannot live for more than a month without the proteins in meat.

The habitat of Sychosis-grel is that of forests for the most part, as this affords them the best combination of shielding from the sunlight, natural camouflage with their beast-like appearances, and different levels to move about on, though if they build homes or lairs, it is beneath the ground, in caves or under the roots of the greatest trees.

The sociology of Sychosis-grel is akin to that of hunters like most primitives, though they have a genetic need for vengeance against all 'pure' races, especially demi-humans and angels, a genetic thirst for 'pure blood' that they have long lost.

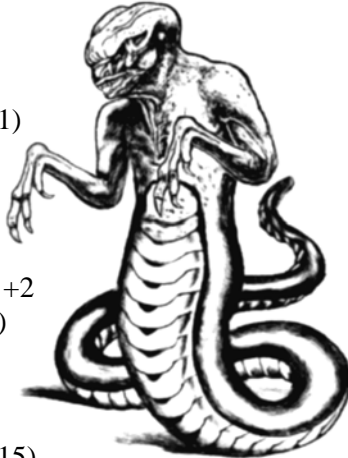
The breeding of Sychosis-grel is like that of most any mammals, except that their afterbirth is acidic and thus usually kills the mother, so they then hunt to find and capture humanoid a woman to use as surrogate mother (but not to breed with).

ALIENS FROM A THOUSAND WORLDS

OVER THREE HUNDRED SURVAYED WORLDS, AND THERE ARE STILL NEW ENEMIES APPEARING

SYTHAR

Ability Scores: 12 / 13 / 15 / 8 / 11 / 16 / 8 / 4 / 5 / 1
Group size: 1-10
Reaction Checks: -2
Morale: 8
D.N.A. Types: B, M
Health: 11 (+1)
Body size: 220
Defense Score: 15
Protection: 2
Fatigue: -1
Preferred Attacks: Claw +2
Base Damages: 6 (+1)
Damage Variable: D12
Movement Rate: 120'
Cosmic treasure: 1
Experience Points: 80 (+15)



Sythar come from all corners of the cosmos, their reptilian brethren seemingly in communication by unknown means, their genetics unchanging for thousands of years at a time, almost as if they are seeded according to a master plan or, as some like to say, they're literally "the scum of the universe", clinging to the edges of civilization like a mold incarnate. Despite their limited psyche, they have some gifts with Psionic Forces, indeed able to use whatever forces their queen does, however with a cumulative -1 penalty every 100' away from her they are—the queen herself has a +2 bonus with her Psionic Forces and 3-8 Universal Points with them. These creatures can also use weaponry, most especially lasers, but seldom can acquire them.

The diet of Sythar is entirely carnivorous, and even cannibalistic, eating their own kind when they cannot find the fresh meat of humans and others.

The habitat of Sythar is usually that of steam tunnels, as they prefer the humid air to keep their kelp-like skin moist, and to grow the strange, blue-green plants which purify oxygen for them.

The sociology of Sythar is very military-like in its structure, with authority earned by deeds and 'promotion' rather than inheritance or age, making for a very efficient and deadly race.

The breeding of Sythar is done by melting the organic beings into a pool of blue-green goo and a queen then laying eggs in it, which are fed and warmed by the raw material of the melted dead.

X.E.N.O.N.

Ability Scores: 18 / 19 / 16 / 9 / 13 / 9 / 18 / 8 / 1 / 8
Group size: 1-6
Reaction Checks: -3
Morale: 10
D.N.A. Types: C, T
Health: 60 (+4)
Body size: 320 (+5)
Defense Score: 18
Protection: 15 (+3)
Fatigue: -1
Preferred Attacks: Claw +6 (+1)
Base Damages: 20 (+3)
Damage Variable: D12
Movement Rate: 160' (+15')
Cosmic treasure: 3
Experience Points: 1000 (+200)



X.E.N.O.N. are cybernetic xenomorphs, their skeletons almost entirely mechanical, their skin and sinews almost entirely synthetic, their blood all too real and potent. For they are savage killers, adding to their ever-growing brains by devouring the heads and cerebellums of all creatures they across, both organic and mechanical alike. They are merciless and fearless—if they flee they regroup and return within 1-6 hours, fully healed of all wounds.

The diet of X.E.N.O.N. are the brains of all their prey, which they savagely devour—their half-alien, half-machine bodies are in perfect balance so they do not waste any energy, save that which their brain itself uses, so they consume the cells and the electricity of other creatures' cerebellums.

The habitat of X.E.N.O.N. is an interior which is filled with highly technical equipment and a lot of complex machinery, even if it doesn't work—it is both comfort and camouflage to these creatures.

The sociology of X.E.N.O.N. is a logical one, for they are governed by the central computer that is their queen's cybernetic alien brain, so they all operate as a complete unit of singular thought, one whose motives are of survival and whatever logic it takes to maintain and advance that concept—they do not act for any emotional or religious reasons.

The breeding of X.E.N.O.N. is a non-issue, as they can manufacture all of their new specimens, but sometimes get a start by parasites.

CHAPTER 22

THERE ARE SOME THINGS THAT TECHNOLOGY CANNOT INVENT AND CREDIT CANNOT BUY



TREASURES: The universe is full of adventure, but to what end? Indeed, what is the reward for risking one's life every day? Some would say that being victorious in battle and gaining glory is the greatest of all prizes, or that virtue is its own kind of reward. Still others may behold survival alone as true victory, or just be content with their tiny paystub from the military. However, regardless of one's persuasion, few would say that finding loot along the way is a shame, and it is doubtful that anyone would refuse any free weapons, credits or cosmic goods that came to them as spoils of war. Therefore, the term 'treasure' is used to describe anything and everything the party may gain as a result of their endless battles and adventures.

MUNDANE TREASURES: Most treasures found are 'normal' in the sense that they are advanced or specialized or simply just surplus equipment. When anyone is plundered, such as stripping some dead carcass of its gear or looting it from one's hotel room, a question arises of what can be taken. For instance, if one takes a dead guy's guns, do they still work? Does he have additional ammunition? The GM is to use the following charts to answer the question of what can possibly be claimed.

Basic plunder: Sometimes it is not at all clear just what any individual may be carrying that would be useful to anyone else. In such a situation, the GM may simply choose, or let the dice decide for him. The dice he uses will depend on the victim's race, as displayed on Table 150. This is the dice he will use for rolling on charts 151-169.

TABLE #150: TREASURE DICE

Basic race	Dice used
Alien	D8
Animal	D4
Human	D10
Humanoid	D8
Monster	D12
Naturali	D4
Parasite	D10
Robot	D6
Spirit	D4
Xeno	D12

Credits: Normally, credits cannot be taken, as they are kept in computer networks which require I.D. to access. However, many forms of money are physical objects which can be taken just as easily as anything else. A roll by the GM can determine what amount of cold cash anyone carries, or has in its lair, or is still in the pockets of the nearest body it's feeding off, etc. If he rolls the maximum on the dice, he rolls for more money, but uses one lower dice value. Note that this is very different than picking pockets, and so has its own chart, as this money is taken from victory in battle against an NPC or creature from Chapter 21.

TABLE #151: TAKING CREDITS

Roll	Credits taken
12	Credit card with 100-1000 credits still on it
11	100-400 gold coins
10	100-600 Sarillium marks
9	100-1200 pirate commonwealth pieces
8	100-2000 units of moon dust
7	Credit card with 10-100 credits still on it
6	10-40 gold coins
5	10-60 Sarillium marks
4	10-120 pirate commonwealth pieces
3	10-200 units of moon dust
1-2	Nothing

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Weapons: When any creature uses weapons to fight the party, surely they can be taken after he's dead, right? Another way of looking at it would be that someone would always use the very best weapons available to fight for its life, especially those in its possession, so the weapons it was using when it went down are exactly the best (or all) that it had. Either way, once the battle is over, the victors are going to see what can be recovered from its total arsenal. The GM is to roll on the following chart to determine what weaponry can be recovered from any enemy. Once the weapon type is determined, a subsequent roll is made to determine what it is on the appropriate Table (ranging from 153-158). Note that no weapon will have ammunition left unless the GM rolls the maximum on the dice. And then, if he rolls the matching type of ammunition for the weapon, he rolls again on Table 152 for more weapons, but using one lower dice value (this can continue until one drops below the use of the D4, in which case there is nothing more to be taken).

TABLE #152: RECOVERING WEAPONS

Roll	Type of weapon recovered
9-11	Ammunition
8	Alien weapon
7	Laser weapon
6	Projectile weapon
5	Grenade
4	Ammunition
3	Melee weapon
1-2	Nothing

TABLE #153: RECOVERED AMMUNITION

Roll	Ammunition recovered
10-12	Roll again but add enhancement (Table 159)
9	1 RPC (refined power crystal)
8	1 SAU (standard antimatter unit)
7	1-4 DMCs (dark matter clips)
6	1-4 CPCs (concentrated proton cubes)
5	1-4 FFQs (fossil fuel quotations)
4	1-6 BCs (ballistic clips)
2-3	1-8 SECs (standard energy clips)
1	Re-roll for Power unit to explode next Round!

TABLE #154: RECOVERED LASERS

Roll	Laser weapon recovered
10-12	Roll again but add enhancement (Table 159)
9	Nuclear gatlin-gun
8	Mark-9 devastator
7	Mark-6 cannon
6	Mark-4 rifle
5	Rifle
4	Blaster
3	Pistol
2	Phaser
1	Zapper

TABLE #155: RECOVERED PROJECTILES

Roll	Projectile weapon recovered
10-12	Roll again but add enhancement (Table 159)
9	Minigun
8	Pulse rifle
7	Gyrojet rifle
6	Flamethrower
5	Grenade rifle
4	Machine-gun
3	Shotgun
2	Handgun
1	Crossbow

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TABLE #156: RECOVERED ALIEN WEAPONS

Roll	Alien weapon recovered
10-12	Roll again but add enhancement (Table 159)
9	Shoulder cannon
8	Remote disk
5-7	Sungun
1-4	Cyberstaff

TABLE #157: RECOVERED MELEE WEAPONS

Roll	Melee weapon recovered
10-12	Roll again but add enhancement (Table 159)
9	Sword
8	Energy net
7	Energy whip
6	Sawsword
5	Knuckles
4	Spear
3	Staff
2	Knife
1	Club

TABLE #158: RECOVERED GRENADES

Roll	Grenade recovered
10-12	Roll 1-4 more times on this chart
9	Nuclear
8	Annihilation
7	Vaccination
6	Explosive
5	Mutation
4	Thermal
3	Viral
2	Explosive
1	Doze

TABLE #159: RECOVERED ENHANCEMENTS

Roll	Enhancement added to recovered weapon
12	Disintegrate
11	Replay
10	E.M.P.
9	Freeze
8	Web
7	Soundwave
6	Heat-seeking
5	Ammopack
4	C.H.I.
3	Vibro
2	Stun
1	Silencer

Armor: Like weapons, armor is often salvaged off of defeated enemies (and others). Unfortunately, the armor, quite **unlike** weapons, is usually only able to be salvaged because it is destroyed and its one-time wearer thus dead. Whenever armor is 'found', the GM rolls on the following chart to determine what type it is, and then makes subsequent rolls to determine its exact design (Tables 161-165). This secondary roll he makes many times, building up pieces of armor (as few people wear just one item) until any one roll is less than the previous result or he duplicates a piece of armor that has already been determined to be on that individual. Whoever wishes to wear it also rolls, but using the dice that matches his own race from Table 150, requiring equal to or above **both** of the GM's different rolls (though not their total). If this roll by the Player is lower than the GM's first roll (from Table 160), then the armor is just too battered to offer any Protection to anyone. If the Player rolls lower than the GM's last roll (from Tables 161-165), then the armor simply does not fit him specifically.

TABLE #160: SALVAGING ARMOR

Roll	Type of armor salvaged
10-12	Environmental
8-9	Alien
5-7	Ballistic
4	Archaic
3	Skinsuit
1-2	Nothing

TABLE #161: SALVAGED SKINSUITS

Roll	Skinsuit salvaged
11-12	Lasermesh
9-10	Betasuit
7-8	Jumpsuit
4-6	Arm-bands
1-3	Red shirt

TABLE #162: SALVAGED BALLISTIC ARMOR

Roll	Ballistic armor salvaged
9-12	Military battlegear
6-8	Bulletshield
4-5	Police armor
3	Battle-mask
1-2	Helmet

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TABLE #163: SALVAGED ALIEN ARMOR

Roll	Alien armor salvaged
10-12	Optic-prism web
7-9	False face
4-6	Steelskin
2-3	Exoskin
1	False skin

TABLE #164: SALVAGED ARCHAIC ARMOR

Roll	Archaic armor salvaged
10-12	Plate-mail
8-9	Chain-mail
5-7	Leather
1-4	Shield

TABLE #165: SALVAGED ENVIRONMENT-SUIT

Roll	Environment-suit salvaged
10-12	Astro-helmet
8-9	Magnetic shoes
6-7	Shock gloves
1-5	Space-suit



Gear: Basic equipment can be considered treasure if one is in the right circumstances. That said, the environment that an enemy or other source of gear is found in has everything to do with what kind of equipment he will have to take. Using nothing but his discretion, the GM rolls on any one of the following charts to determine what equipment can be found, according to its value—once the credit value is rolled, the Players choose what is amongst the find. The GM continues to roll such categories until he rolls ‘1-2’, indeed nothing.

TABLE #166: COMMON INDOOR FINDS

Roll	Gear found
12	10-120 credits worth of bionics
10-11	10-100 credits worth of alien gear
7-9	10-80 credits worth of gadgets
4-6	10-60 credits worth of mundane gear
3	10-40 credits worth of survival gear
1-2	Nothing

TABLE #167: HOSTILE ENVIRONMENT FINDS

Roll	Gear found
12	10-40 credits worth of bionics
10-11	10-100 credits worth of alien gear
6-9	10-120 credits worth of survival gear
5	10-60 credits worth of gadgets
3-4	10-80 credits worth of mundane gear
1-2	Nothing

TABLE #168: ABOARD SPACESHIP FINDS

Roll	Gear found
12	10-80 credits worth of alien gear
9-11	10-60 credits worth of mundane gear
6-8	10-120 credits worth of survival gear
5	10-40 credits worth of bionics
3-4	10-100 credits worth of gadgets
1-2	Nothing

TABLE #169: NORMAL WILDERNESS FINDS

Roll	Gear found
12	10-40 credits worth of alien gear
10-11	10-60 credits worth of bionics
8-9	10-80 credits worth of gadgets
7	10-100 credits worth of mundane gear
3-6	10-120 credits worth of survival gear
1-2	Nothing

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COSMIC TREASURES: A very special few in the universe posses, create or control very special treasures of the cosmos. Who has such treasures is a joint story decision between the Players and their GM's dice. For any NPC can have such a treasure, based on his chance from Chapter 21, with one roll for it for each Story Point that is spent by a Player. If the chance is successful, then the GM will roll on Table 170 to determine the kind of treasure it is, operating on the premise that if anybody has such a treasure then he has only one. The individual who spent the Story Point for the successful chance roll also happens to be the one closest to the item for first claim on it. This chart also offers a Value for all cosmic treasures, which gives a scale for weighing every item's value to both the game balance and their rarity within the fantasy world.

TABLE #170: COSMIC TREASURES

Treasure	Cosmic Value	Total Burden	Chance find
<i>Rare weapons</i>			
Dark armor	9	6	1-4
D.S.E.	4	2	5
F.E.T.T. armor	12	20	6-8
Heavy barrel	8	24	9-10
Laserstaff	10	3	11-13
Lasersword	10	1	14-21
<i>Lost technology</i>			
Annihilator	13	16	22-23
Assimilator	11	1	24-32
Clonestopper implant	4	-	33
Conductor	2	5	34-36
Cosmic D.N.A.	17	3	37
Hologrann	4	1	38-45
Universal translator	9	2	46-49
<i>Alien relics</i>			
Alien skull	2	9	50-51
Angel-ring	7	-	52
Galactic prism	1	3	53-58
Korthic mask	3	2	59-63
Planetir	12	10	64-69
<i>Universal artifacts</i>			
Galaxy	16	-	70
Lifeseed	15	3	71-73
Light-jewel	7	1	74-77
Ring	8	-	78-79
Spice	6	2	80-84
Starboard	3	8	85
Tridanium	10	5	86
<i>Cosmic crystals</i>			
Crystalbone	6	5	87
Kethsiter kryte	5	8	88
Silver shard	14	1	89-91
Source crystal	10	-	92-96
Zardonite	13	1-10	97-100

Selling cosmic treasures: Nobody is willing to sell cosmic treasures, though they would certainly be willing to buy them. In this, there are no prices and there are no rules, just Player-GM haggling.

Identifying cosmic treasures: When one physically possesses a cosmic treasure, a successful Religion Skill Check can identify its statistical properties, revealing them all to the Player. If one fails this Check, he can re-attempt it with each Experience Level. If one hasn't this Skill, he can only learn a treasure's powers through trial and error.

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Alien skull: This may be a crystal skull, or maybe a deformed one, or a cranial stone with machinery woven through it. Whatever the case, it retains its consciousness, if not its personality, and can speak of long forgotten things. Merely having such an item in one's possession increases the value of the dice used for rumors by one. Furthermore, it can confirm or deny the truth in rumors as if it had Storytelling Skill, but with a bonus, its wisdom dependent on an initial roll made on the D8.

TABLE #171: ALIEN SKULLS

Roll	Storytelling bonus
8	+5
7	+4
6	+3
4-5	+2
1-3	+1

Angel-ring: This is the official or royal seal of a lost race of 'angels', which proves the wearer is either one of them or even a 'chosen one'. What it offers to different people is determined by one roll made with the D8 when first worn.

TABLE #172: ANGEL-RINGS

Roll	Benefit offered to that person when worn
8	+3 to Health
6-7	+1 to Prime Requisite
3-5	+1 to random Ability
1-2	+1 to Health

Annihilator: This is a small device attached to any normal Power unit, acting as a matter-antimatter converter and thus making its Power unit limitless. However, whenever the device it powers rolls a natural '1' for any reason, this 'annihilator' truly lives up to its name, exploding with consequences rolled on the following chart using a D10.

TABLE #173: ANNIHILATORS

Roll	Catastrophic failure
9-10	Everyone in 10'-80' suffers 10 Damage
7-8	Everyone in 10'-80' suffers same in Damage
4-6	Everything within 100'-800' utterly destroyed
2-3	Everything within 1-8 miles utterly destroyed
1	Destroys the entire planet or vehicle its on!

Assimilator: This device causes anyone who comes in contact with it (or its wearer who has already touched it) to have their D.N.A. copied, with all of its best properties replicated into the wearer, but at the risk of damaging or even killing him. During each Round of contact, he can make a Genetics Check to copy 1 Ability Point or Creation Point worth of Features from the contactee. This Check is Casual if they are of the same race and D.N.A. Type, Challenging if of the same race but different D.N.A. Types, and Critical if they are of different race types. One can only take Ability Points for a Score that is higher than his own, and Features if he is of the same D.N.A. Type as the one being copied. Any time this is successful, the target takes on a random feature of the assimilator, rolled on the following chart. If unsuccessful, the assimilator himself has to endure a roll on the same chart.

TABLE #174: ASSIMILATORS

Roll	Consequences of assimilation
7-8	Wounded for 1-10 Damage
6	Permanent loss of -1 to Genetics
5	Permanent loss of -1 to Psyche
4	Permanent loss of -1 to Genetics and Psyche
2-3	Permanent loss of 1-8 Health
1	Death

Clonestopper implant: This device is surgically set inside one's body, and thus must be removed with surgery as well. Whatever body it is in it provides safety for against being cloned, penalizing all rolls to do so according to its compliance with anyone's D.N.A., which is to be (re)rolled using the D6 when it is applied to any new body.

TABLE #175: CLONESTOPPER IMPLANTS

Roll	Effectiveness
6	-4
4-5	-3
2-3	-2
1	-1

Conductor: This is an energy stick, which can be used to recharge any single Power unit. When found, it still has enough power in itself to be used 1-8 times. The type of Power unit it can recharge is determined by a D12 roll.

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TABLE #176: CONDUCTORS

Roll	Compatible Power unit
10-12	Parabattery
9	Refined power crystal
8	Standard antimatter unit
6-7	Concentrated proton cube
4-5	Dark matter clip
1-3	Standard energy clip

Cosmic D.N.A.: This is not a machine as is most often believed, but **plans** for a machine, as it must be built to the specifications of whatever world it will be used on. For indeed, once completed, this machine will restore any single planet's atmosphere to its purest state known by the recorded history or science of those who build the device. And, this machine takes some time to build, according to a single roll made by the one activating it on the following chart, using the D12. Once activated, the planet will be healed in a total number of days equal to the difference of the roll and 20.

TABLE #177: COSMIC D.N.A.

Roll	Time and cost to complete
10-12	1-4 days and 10000 credits
7-9	1-6 days and 8000 credits
3-6	1-8 days and 5000 credits
1-2	1-10 days and 2000 credits



Crystalbone: This is a single bone or even a skull, which is entirely made of crystal. Some creatures, when they died long ago, did not fossilize, but for an unknown reason they crystallized, which baffles scientists and scholars to this day—in ages past, what caused this phenomena to happen, and when will it recur? All intellectuals know it will, because crystalbones date to all eras. But while some study them, others plunder them, caring no more for any historical or scientific importance than they do for anything else, leaving such treasures scattered far and wide in the galaxy. When such a bone is first found, two rolls on the D6 will determine its make and then its power for who is in contact with it.

TABLE #178: CRYSTALBONES

Roll	Bone	Power
6	Skull	+10 to rolls on Table 130
5	Rib	+1 to all D20 rolls
4	Arm bone	+1 to Prime Requisite
3	Leg bone	Equal power of an R.P.C.
1-2	Other	Equal power of an S.E.C.

Dark armor: This armor can be anything from a simple shoulder plate to a full body suit, but its total size isn't what is important, its material is, as it is composed of dark matter—solidified shadow. Consequently, this armor absorbs energy, which can create any number of surprising results. When first found, a D6 roll will determine the specific nature of such armor and what it does with any Damage that strikes it(s) wearer).

TABLE #179: DARK ARMOR

Roll	Results of Damage
6	Reflected back at sender; Attack Roll required
5	Supercharge; +3 to all rolls made next Round
3-4	Supercharge; +1 to all rolls made next Round
1-2	Absorbed; effective 5-10 (D6+4) Protection

D.S.E.: This is a special type of ammunition which can be used in place of any C.P.C., D.M.C., or S.E.C. in any weapon. It will cause the shots fired to actually make dimensional skips, like a stone skipping across water, so that it can bypass all physical barriers, including armor. As a result, the Damage dealt by the weapon will not be stopped

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by any form of physical Protection. A D10 roll is made on the following chart to determine just how much Protection this Power unit is capable of bypassing with each and every shot.

TABLE #180: D.S.E.

Roll	Protection bypassed
10	All
8-9	40
5-7	20
1-4	10

F.E.T.T. armor: This is armor leftover from ancient wars that is both intimidating and cunning in its design, the science that made it coming from a destroyed army whose secrets did not survive the war, and those who have these designs covet them. Still, this armor can fit most people, and thus can most anyone become intimidating and posses quite an arsenal. When found, this armor will have 1-6 specialties worked into its design, which will not add any Encumbrance. What these special designs are will be the same as those listed in Chapter 4, and will be determined on the following chart. If one rolls a feature the armor already has, he does not get it twice, and must also stop rolling for this armor will have no further features. The armor has a base 5 Protection, but loses both 1 Protection as well as one special feature for every 50 total Body Encumbrance more or less the wearer is from 200 (rounded down), as he has to remove pieces of this armor to make it fit his body.

TABLE #181: F.E.T.T. ARMOR

Roll	Armor's special features
12	Astro-helmet
11	Jet-pack
10	Flamethrower
9	6 additional Protection
8	Disintegrate feature for one weapon
7	Spectrum goggles
6	Ammopack for one specified weapon
5	Magnetic shoes
4	4 additional Protection
3	Grappling hook and 100'-400' cable
2	Battle-mask
1	Blaster



Galactic prism: This is a small object with sides of perfectly equal dimensions, which can by the will one of holding it emit an illusionary field in three dimensions, depicting a motion-map of an entire section of a city, planet, or space itself. Its center will always be a specific place, such as where the prism was made, or perhaps a treasure it is the map to. A D4 roll on the following chart answers just how vast this map is, though it will demand subsequent rolls to determine the range mapped.

TABLE #182: GALACTIC PRISMS

Roll	It is the map of a ...	Radius
4	Galaxy	1-100 lightyears
3	Planet	All of it
2	City	1-10 miles
1	Ship	All of it

Galaxy: This is a power source that surpasses all measurements and defies all scales, even if it is as small and seemingly insignificant as a marble or a jewel (and usually disguised as such). When found, one roll on the D10 will determine its power, and thereby the type of Power unit it can serve as, but with unlimited energy capacity, never running out.

TABLE #183: GALAXIES

Roll	Power
8-10	Sub-atomic; all Power unit types
5-7	Antimatter; S.A.U., S.E.C., antimatter cube
3-4	Dark matter; D.M.C.
1-2	Fusion; C.P.C., F.F.Q., S.E.C., parabattery

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Heavy barrel: This device, a large extended muzzle for guns, uses universal a program language to combine several independent weapons into a single, incredible cannon. When used, it will focus all the emissions from several weapons that are strapped, clamped or otherwise bound together, and funneling them through itself can slow or speed up their movements by measures of microseconds, and thus by synchronizing them prevent the laser or bullets or other emissions from conflicting with each other and strike their target at exactly the same moment. Thusly, one can effectively fire all of the guns he carries with a single Attack Roll, delivering their total Damage as a single blast. But each time used he must roll on the following chart, using the D10.

TABLE #184: HEAVY BARRELS

Roll	Results of use
9-10	+1 to roll any Critical Hit result that occurs
5-8	No effects
2-4	All Power units used in shot explode
1	Device and all weapons used melt

Hologrann: This is a small, hand-held device which creates a flawless hologram of the individual who is holding it, and mimics his movements. So good are the images that they require a Critical Intuition Check to discern from reality. The maximum range such a device can project is determined by the Power unit used for it.

TABLE #185: HOLOGRANNS

Power	Maximum holographic range
R.P.C.	5000'
S.A.U.	1000'
C.P.C.	100'
D.M.C	40'
S.E.C.	10'

Kethsiter kryte: This is a crystal which changes, in shape, and in size, like ice, yet reacting to all the unseen and unfelt temperatures of plasma, psychic vibrations and other anomalies. Its properties vary greatly, and are rolled on the D8 when first found, but must be re-rolled any time that any Psionic Power, mind altering technology or E.M.P. is used in the kryte-crystal's general vicinity.

TABLE #186: KETHSITER KRYTE

Roll	Kryte-crystal's properties
8	Acts as an 'assimilator' (Table 174)
6-7	Equivalent power source of an R.P.C.
4-5	Constantly changes colors
1-3	Explosive; if broken causes 10-120 Damage for an equal radius of feet

Korthic mask: This is a mask of beauty, literally, its design one of ancient or exotic craft to give one sexual power and presence. The quality of the mask is rolled when first found. This quality is to be re-rolled whenever it is first worn by someone of another race or gender.

TABLE #187: KORTHIC MASKS

Roll	Benefits
10	+2 to Presence and Personality
8-9	+1 to Personality and +2 to Presence
4-7	+1 to Presence and Personality
2-3	+1 to Presence
1	+1 to Personality

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Laserstaff: This is a long metal handle which emits a sword-like blade of concentrated energy out from both ends. The blades can be turned on and off by a simple switch. The matching color of the blades is important, determined by crystals which come from 'the Source', an unknown place which most believe lies at the center of some galaxy, a secret guarded by ancient wisdom, their light causing all light near it to match its own, just faint, so that a red laserstaff would could the area around it to be bathed in faint blood-red or ruby-red light, as if it were a mythological hell, while a green laserstaff might make everything around it emerald-green or a forested color and thus allow its wielder to feel peaceful and concentrate. When first introduced to the game, two rolls are made on the D12; the first to determine its color and inherent power thereby, and the second to determine its universal bonus, which ranges from +1-5, giving an equal bonus to one's Damage and Attack Rolls when using it. The Base Damage for all laserstaves is set at 9, but can be improved to 10 for 1000 credits.

TABLE #188: LASERSTAVES

Roll	Blade color	Bonus
12	White; all effects on this chart	+5
10-11	Purple; natural '17-20' hit is Critical	+4
6-9	Red; natural '18-20' hit is Critical	+3
3-5	Blue; natural '19-20' hit is Critical	+2
1-2	Green; gets +1 to Initiative Rolls	+1

Lasersword: This is a metal handle which emits a sword-like blade of concentrated energy, making an elegant weapon indeed, not nearly as clumsy or as random as a gun. The blade can be turned on and off by a simple switch. The color of the blade is important, determined by crystals which come from 'the Source', an unknown place which most believe lies at the center of some galaxy, a secret guarded by ancient wisdom. When first introduced to the game, two rolls are made on the D12; the first to determine its color and inherent power thereby, and the second to determine its universal bonus, which ranges from +1-5, giving an equal bonus to one's Damage and Defense Score when using it. The Base Damage for all laserswords is set at 10, but can be improved to 12 if one spends 1000 credits for 11, and then 3000 more for the 12.



TABLE #189: LASERSWORDS

Roll	Blade color	Bonus
12	White; gets +1 bonus to all rolls	+5
10-11	Purple; still gets Turn if Initiative lost	+4
8-9	Red; bonus also for Universal Powers	+3
5-7	Green; bypasses all Protection	+2
1-4	Blue; cannot make a Critical Miss	+1

Lifeseed: This is a dust-like substance, usually blue or green in color, which when cast upon any kind of terrain will cause it to sprout with life, making it wholly habitable, including fresh water, food and even clean air if there is any kind of atmosphere. Indeed, it creates nothing less than an oasis. There are 1-4 uses left in any such pouch when found. When cast down, a single roll on the D10 is made to determine the size of the oasis it makes and thus the number of people it can feed each day.

TABLE #190: LIFESEEDS

Roll	Size in diameter	People fed each day
10	50'	10
8-9	40'	7
4-7	30'	5
2-3	20'	3
1	10'	1

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Light-jewel: This gives whoever wears it a bonus to their roll on Table 130 whenever they gain an Experience Level. This bonus cannot apply to more than one person in a given year. The bonus itself is equal to a single Ability Score of the jewel's owner, rolled when he first claims it.

TABLE #191: LIGHT-JEWELS

Roll	Power Ability Score
7-8	Prime Requisite
5-6	Unique
4	Presence
3	Psyche
1-2	Genetics

Planetir: This is a perfect sphere about 10"-20" in diameter, which contains a perfect, ever-changing visage of a planet, its hard, spherical surface at the same level as the illusionary world's ionosphere. Yet the planet depicted within is real, somewhere, and thus by probing into it, one can focus as if his eyes were a satellite, and see anything. With greater time, practice, skill and willpower, he can even look beneath the surface, underground. What one can see of the world is determined by rolling the D8 at the time of use, and adding his Unique Ability Score to it, and applying the total to the following chart. However, he must state what he is looking for before rolling, and if he doesn't find it, indeed if he cannot probe deeply enough, what he sees will leave a scar across his mind, costing him 1-4 Psyche Points permanently.

TABLE #192: PLANETIRS

Total	The Character is able to see...
19+	As far as the planet-core
18	Underground
17	Inside guarded areas (buildings, caves, etc.)
15-16	Into the crowded surface (cities, jungles, etc.)
13-14	Onto the open surface
10-12	Into the atmosphere

Ring: This is a seemingly normal ring that can be worn by any human (or humanoid) hand, but it is more like a key, unlocking great power inside the individual. So, whether the ring is found on a gold altar or in a Hackerjack-snack box, it will release previously unknown and untapped power within the wearer. One shall gain cumulative benefits based on the total of his Unique Ability Score and a D8 roll, made when first worn and re-rolled whenever he gains an Experience Level.

TABLE #193: RINGS

Total	Cumulative benefits
23+	Critical Hit effects on natural '19' if it hits
20-22	His Critical Misses become normal misses
18-19	+1 to Initiative Rolls
15-17	+2 bonus to use all Universal Powers
10-14	Heals at double the normal rate

Silver shard: This is a shard of crystal roughly the size of handgun or a knife, or even smaller, which is part of the creation of the universe... perhaps. Many believe and even some scientists theorize the proverbial 'Big Bang' coming not from any energy or intangible, but of a single power source having consumed all the universe—the ultimate end to all hunger for power—and then being unable to self-contain it exploded, recreating the universe, so that as energy is never truly created or destroyed but merely changes form, this is the epitome of this, its only traces and thus clues leftover being shards of the crystal which was the last singular power source which exploded to begin the current reality. These shards still float around, offering to those lucky enough to find them special power, as rolled on the following chart using the D8 when found. These shards are always silver in color, hence their poetic namesake by wiser beings in the universe.

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TABLE #194: SILVER SHARDS

Roll	Power offered to bearer
7-8	Ancient Forces (Table 94)
6	Spiritual Forces (Table 95)
5	Magical Forces (Table 96)
4	Divine Forces (Table 97)
3	Psionic Forces (Table 98)
1-2	Dark Forces (Table 99)

Source crystal: This jewel will give whoever has it in their possession a bonus to using any Universal Power they already have. This bonus is determined by rolling on the following chart when the crystal is first found. If one does not have any Universal Power, but is in possession of any such crystal at the time he gains an Experience Level, its bonus will be the reduction in cost of Creation Points for acquiring a Universal Power at that moment.

TABLE #195: SOURCE CRYSTALS

Roll	Power bonus
10	+4
8-9	+3
5-7	+2
1-4	+1

Spice: This is a small amount, say a pouchful or a phialful, of exotic spice with incredible potency. It comes from a place of unknown origin, though it is popularly believed it comes from a desert planet. Wherever it comes from, one small supply has 1-4 uses only. What it does do depends on its color, rolled on the D6 when first found.

TABLE #196: SPICES

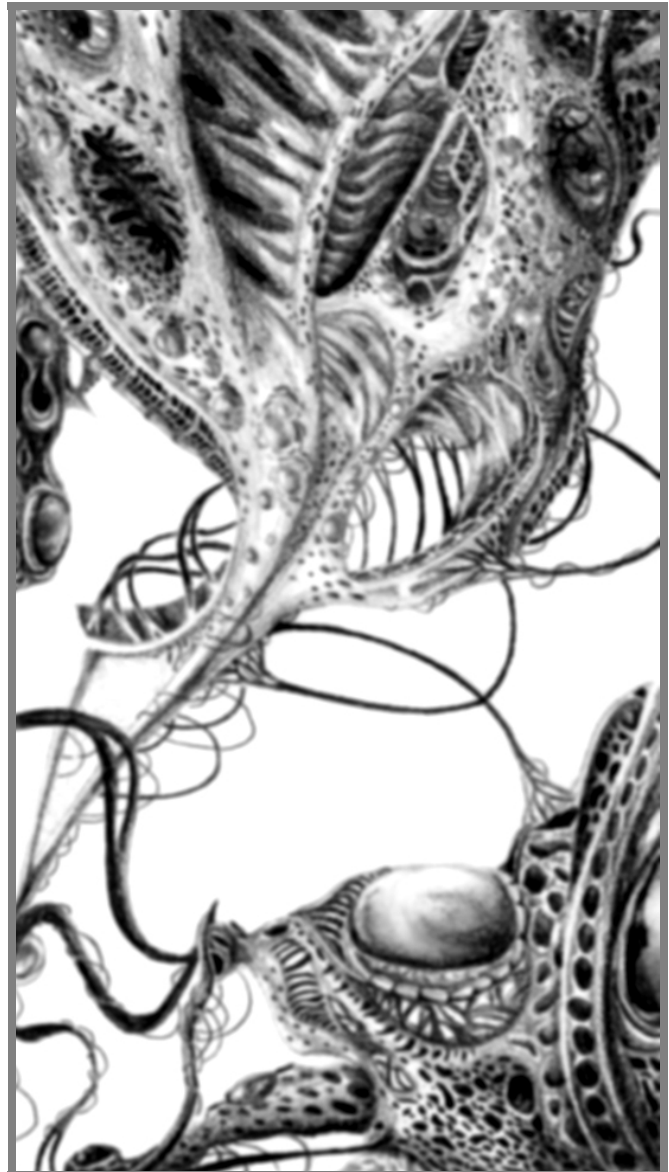
Roll	Spice and its change upon the user
6	Tarillium-blue; -1 Intelligence, +1 Genetics
4-5	Theren-dust; 1-4 Creation Points for Table 103
2-3	Sandor-green; -1 Genetics, +1 Intelligence
1	Zenith-powder; rearrange 1-4 Skill Points

Starboard: This is a piece of metal or some similar material about 5'-8' long which one can 'ride' like a skydiving board, but a few feet above any solid surface, as it is a gravity stabilizing platform. It can move at a speed equal to the credit cost of the Power unit attached to it, though only one unit

can be used at a time. This speed is reduced for less than solid surfaces, as displayed on the chart below. If its movement ever drops to '0', then the board and its rider collapses to the ground.

TABLE #197: STARBOARDS

Land	Speed lost
Sand	-10'-40'
Ice	-0'-40' (D6-2)
Marsh	-0'-50' (D6-1)
Lava	-10'-60'
Water	-30'-60' (D4+2)



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Tridanium: This rare element is often a puzzle to any civilization's periodic table. When set inside any piece of powered equipment, it can no longer be removed, but will forever push that item's base capacities beyond their physical designs—anything that can normally have 'stacked' points now has no upward limit to them. However, neither does its capacity for failure, either, for if ever the user of such an enhanced device rolls a natural '1' for its use, in addition to all normal effects for failure, the core of tridanium itself will rupture, calling for a D12 roll on the following chart.

TABLE #198: TRIDANIUM

Roll	Results of ruptured tridanium
11-12	No additional effects
10	Effective E.M.P. pulse ranging 1-4 miles
9	Changes the skin of everyone in 20' to orange
8	User's D.N.A. unravels; loss of 1 Genetics
7	User changes gender over next 1-10 days
6	User's brain molds; loss of 1-6 Intelligence
5	Explodes brightly; everyone in 30' goes blind
4	User switches mind with nearest same race
3	Everything flammable in 50' ignites
1-2	Destroys everything within a 10'-60' radius

Universal translator: This is a hand-held translator that flawlessly converts any speech to a discernible language for the user in real-time, indeed while it is still being spoken, read or written. It is 100% effective and needs no major Power unit. However, its unique power supply only has so many uses in it, rolled on the D12 when first found. Different types of translation use these up faster than others. This power supply cannot be replaced by normal means, no matter the energy involved, for that is only half the problem—the other half of the unit's power is its transformer, which cannot be replaced. However, a conventional type of Power unit **might** work, its credit cost divided by 10 (rounded down) the percentage chance of it restoring such a device to fully functional status.

TABLE #199: UNIVERSAL TRANSLATORS

Uses	Translation
3	Previously recorded writing
2	Transmission or actively made writing
1	Live speech



Zardonite: This is perhaps the most precious and most powerful material in the universe. Remnants of the legendary planet Zardon, it comes in many colors, is held together by concentrated energy, and of different properties in varying galaxies and even the hands of different people, almost as if it were alive, or rather, a lost link to the source of life in the universe which binds people to that greater and lost life when they come near to it. Altogether, it is at the same time feared and treasured, and its energy seems to effect everybody differently, based on their general race. The size of the chunk can range from 1-10 Encumbrance, rolled when first found, for its size determines the degree to which it effects those who are exposed to it.

Angels are unaffected by Zardonite unless they wish to be—if they grasp it, embrace its power and drink it in, they shall absorb all of its energy, indeed leaving nothing but a dead rock, with its Encumbrance the chance in 20 that it kills them,

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but if not, the bonus they shall get to their **next** roll with advancement on Table 130.

Animals that come into contact with Zardonite will be effected as if it were poison, at a Potency equal to its Encumbrance.

Beast-men find Zardonite to be radioactive, its Encumbrance divided by 3 (rounded up) being to them an equal Potency of poison if they come into contact with it even for a moment, this Potency increasing by a factor of 1 (to a maximum of 6) for each successive Round they touch it.

Children are seemingly affected by Zardonite more than they really are, as each Round they are within 10' of it for every Encumbrance it has (thus the larger is the piece greater is its radius) they will suffer 0-3 Damage (D10-7), but it cannot kill them, and if reduced to '0' Health only renders them unconscious, as its mixing up their D.N.A., and they will become a 'mutant' race.

Demi-humans are easily affected by Zardonite, as contact with it will cause them to teleport in a random direction, rolled on D8 with '8' as north, '7' as northeast and so on clockwise, a distance equal to the Zardonite's Encumbrance multiplied by 10', and if this lands one into any solid it melts away around him, but leaves him changed as well, calling for a roll on Table 73.

Humanoids are greatly susceptible to Zardonite, for each Round they are within 10' of it for every Encumbrance it has (thus the larger is the piece greater is its radius) they stand an equal chance in 8 of losing an equal number of Ability Points, all determined at random, one-at-a-time, on the D10, with a roll of '1' as Unique and '10' as Combat, but each Round it doesn't effect them, they will gain 1 Ability Point from its energy, rolled on the same scale of low-high.

Men are seemingly unaffected by Zardonite, at least at first, for each Round they are within 10' of it for every Encumbrance it has (thus the larger is the piece greater is its radius) they will suffer 0-3 (D8-5) Damage from its radioactivity, and if this reduces them to '0' Health and they survive, they must still give up either a Genetics Ability Point or a Health Point.

Monsters are unaffected by Zardonite, though they do often think that how it glows is pretty and so hoard it as treasure.

Mutants will be further mutated by contact to Zardonite, its Encumbrance the chance in 12 that the same roll becomes the number of Creation Points worth of Features that must be rearranged at random, using a D100 on Table 103, and taking from old Features as many Points as are necessary to acquire the new Features—if one doesn't have enough, he takes it from his Health.

Parasites are unaffected by Zardonite, though they commonly mistake it for a living organism and thus latch onto it.

Plants are not affected by Zardonite, except that they tend to change color around it to match the Zardonite itself, thus allowing sentient plantlife who wishes to hide a greater chance of doing so, calling for a Critical Intuition Check to distinguish them from the non-conscious plants around them.

Robots are generally unaffected by Zardonite, though if it comes into contact with their power unit, the Zardonite's Encumbrance is the chance in 12 that they both explode.

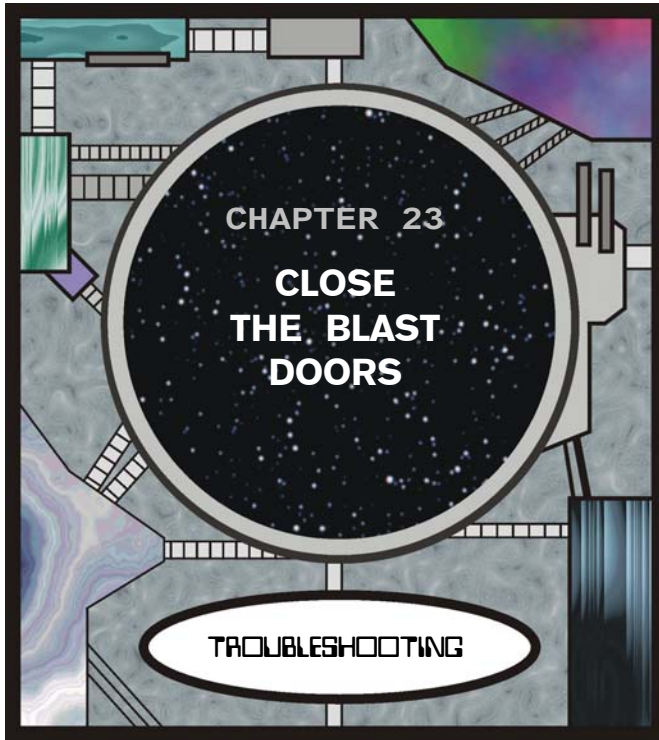
Spirits who touch Zardonite can stop time for a number of Rounds equal to its Encumbrance, and during this time they remain free to move at will, though when this time-lapse is done, the Zardonite will diminish by 1 Encumbrance—if it was already at 1 Encumbrance it disintegrates.

Women are seemingly unaffected by Zardonite, at least at first, for each Round they are within 10' of it for every Encumbrance it has (thus the larger is the piece greater is its radius) they will suffer 0-4 (D6-2) Damage from its radioactivity, and if it reduces them to '0' Health and they live, they must still give up a Genetics Ability Point or lose their childbirth capability.

Xenos like to eat Zardonite, for when they do, its Encumbrance increases their Power Score, with no upward limit!

CHAPTER 23

THE QUALITY OF ANY STORY DEPENDS ON THE ALLIANCE BETWEEN A GM AND ALL PLAYERS



CHARACTERS: Endless questions are raised by and for Player Characters, for this game is usually a life-and-death situation, and so naturally one will wish to gain every advantage he can get. However, there are lines that are drawn in the vast reaches of unknown games, limits to how far the game's engine can take any story into the cosmos of the GM's storytelling mind. Those limits are detailed throughout the following pages.

Having more than one Character: Each Player is allowed only one Character at a time. This is to maximize appreciation for an existing role, and moreover, ensure one's devotion to their Character. If a Player is allowed to have more than one role, he spreads himself too thin, and more often than not, the game will see multiple 'characters' sharing the exact same personality. This cannot be helped. Despite the best intentions of a Player, one must have only one Character at a time.

Ability Scores: Ability Scores are modified by many aspects of Character creation, and will be further modified by all of a Character's experiences during his fantastic adventures. However, under no circumstances may any Ability Score ever raise

above 20, or drop below 1. Abilities 'top' at 20. If any Ability Score for any reason drops below 1, the Character dies outright.

Monster Characters: Sometimes Players will ask if they can use some sort of bizarre or powerful kind of creature as their Character's race, usually some monster out of Chapter 22. While it can be argued that any creature could wish to adventure, and that since the other PCs dictate what they like and thus who or what they can accept, one must also take into consideration game balance. Having creatures as Characters simply throws the entire game out of balance. Now, if a GM is willing to accept the consequences of this, that's fine, and he can by all means allow it. But if the time-honored argument arises of Players pitching 'fantasy freedom' versus the Game Master defending the already unstable game balance, then the rules are very, very clear: Players must select from the race types provided in Chapter 11 and cannot choose anything found in Chapter 22 (or any creature detailed similarly in any Sourcebook or Adventure product).

Starting with Experience Points: It is a common practice in some role-playing games to create Characters already with Experience Levels, so that Players may attempt more challenging adventures without having to take the time 'build up' a Character. This may work for those games, because their challenges are proportionate to the Levels of the Characters. But in Starquest, all Experience Levels are suitable for all Adventures, and thus there is no need to generate 'stronger Characters' to take on such journeys. All new Characters **must** begin with 0 Experience Points.



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Opportunists: Since Characters can get Experience Points for actions they can attempt at any time, it seems that there is nothing to stop Players from just abusing the rules and racking up XP every other minute. However, the rules are not as easily abused as one may think. For the Game Master alone always has the authority to allow any XP-earning action to take place, or to deny it. For example, a Player may want to use his Languages Skill just to talk to some bum in a corner of the marketplace, just to get XP. Fine. The GM may allow him to go ahead and make the Skill Check, but deny the XP for it, as it has no application towards the adventure's progress. Moreover, a GM may outright deny XP for any rolls if he feels the Player is just doing it to get some easy Points.

Advancement bonus: The reward bonus for benefits on Table 136 is indeed cumulative. Some would argue that it is not, or at least shouldn't be, but it is. However, one must earn the rank to achieve a promotion in the first place, so why would they be given anything less?

ACTION: Given the frantic, high-stakes nature of adventuring, fighting and all other forms of action in a role-playing game, rules must be clear so the game doesn't become a **real** fight. Unfortunately, even the best of rules cannot account for all of the ins-and-outs of role-playing, and to work any sort of 'blocks' into the rules themselves would be at the least counter-productive, as Players would see those blocks and just move around them, leaving the GM with unforeseen and **unblocked** problems to deal with. Thus, the more common quirks of role-playing action are explained here, not so much as rules, but in more abstract 'catch-alls', so that he can overcome both the foreseen and unforeseen of questions and concerns with reasons as to why he imposes any limits here or there.

Critical Hits and Misses: Some claim that Critical Hits and Misses should not be allowed to NPCs or enemies, as the odds favor them. However, this is untrue—enemies have just as much chance of a '1' turning up as a '20' on every single Attack Roll. Therefore, debates over limited or eliminating all Criticals for NPCs are baseless.

Absolute hits and misses: Some things, such as a point-blank shot, simply must hit, right? By the same logic, some things, like a weapon being out of range, cannot possibly hit, right? Well, maybe, and maybe not. It comes down to the GM's own preference. The rules of combat and Attack Rolls in particular cannot account for every situation, especially when there are dice involved and thus a Player may argue he always has the chance to do something even if he would argue the opposite if the same tactic was being used by his enemy. The GM has the final say-so in where these calls are made, but with one provision—whatever he decides must be consistent for both Players and NPCs for all time within his game. As a rule of thumb, until the GM **has** specified where he stands on absolute hits and misses, then there are no absolute hits but there are absolute misses—a gun can misfire, but someone out of range is simply out of range.

Called shots: Many other games, in their attempts to let all of a fantasy's more imaginative details be accounted for with numbers and applied to (the apparently useless) rules and rolls, allows Players to further complicate the system and further erase role-playing by making 'called shots' during battle. WTF? Wouldn't anyone in a battle always take the best shots they possibly could every time, to the limit of their ability? The Character is a better fighter than the Players—that's why he's in battle and the Player isn't. The dice rolls determine how well he achieved his intended, well placed shots already. In other words, such a playing 'tactic' is a ridiculous attempt to grab an already accounted for bonus and so is not a part of the Starquest game.

Listening: Contrary to popular desire, there are no rules regulating specific attempts to 'listen'. When there are indeed faint sounds to be heard, the Game Master will call upon the Players to make Intuition Checks, of varying difficulty. And if a Player specifically spends a Turn to listen, perhaps at a door or in a seemingly empty hanger, all that can be heard he will indeed hear. Players benefit greatly in this sense, and indeed would only 'short change' themselves by asking if they need to take a Turn **and** make a roll to listen for anything.

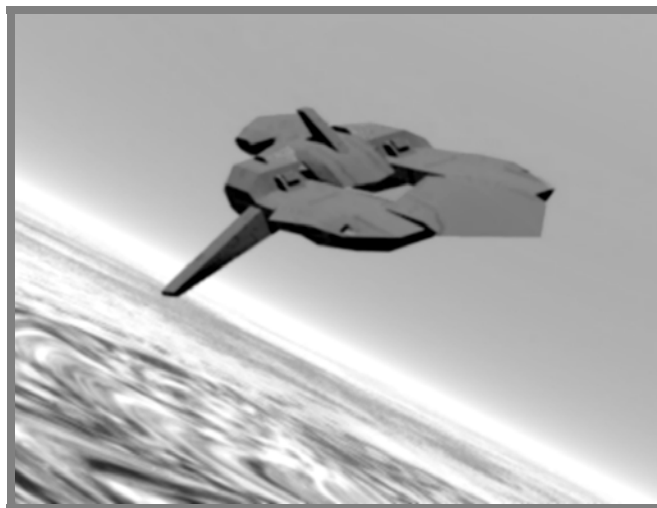
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THE QUALITY OF ANY STORY DEPENDS ON THE ALLIANCE BETWEEN A GM AND ALL PLAYERS

TECHNOLOGY: While the inner workings of any technologies cannot be argued in this abstract game their uses certainly can. Therefore, a GM needs to know the outer workings of technology, lest the Players back him into a corner as surely as if their technobabble were applicable to the rules.

Lightspeed: The term of ‘lightspeed’ is indeed just that, a term, not a specific. Many things move at ‘lightspeed’, but are at physically different speeds than one another. It is simply that they are close enough to each other’s rate, especially in the short range distances, to be considered the same (i.e. all but instantaneous). The GM needs to keep in mind and remind his Players when needs be that this is an abstract game of space fantasy, not a blueprint for future space-exploration (or, if we wanted to be truly accurate to the instinctual ways of our class-1 civilization species, space-exploitation). It is just a matter of creativity and storytelling. For instance, in all space stories, how come ‘transmissions’ on a video screen across vast distances have their audio coming in with perfect synchronization to the bad guy’s ugly face on the tube? Shouldn’t the image travel so much faster than the radio wave? Well, the GM who is not a storyteller would be defeated so quickly, but the GM who is indeed an artist could retort with any number of (not so) absurd ideas, such as saying that a civilized people who have such technology **use** it and thus would make it work to their needs, including audio sync, and perhaps the audio is sent as a digital signal so it is truly light and thus comes at the same speed.

Combined Tech Checks: While Ability Checks can be done as a group effort, Tech Checks cannot. It is common in role-playing games to assume that a rule is universal, that if it works for one thing it could or even should work for all things. However, this is simply not true, any more than one type of power works for all kinds of engines (as a simple Tech Check could tell anyone). The ten primary Ability Scores everyone has, and thus everyone can offer something to a group effort which uses them, while every technology is specific and acquired through learning—if someone is not trained with a certain type of technology, he cannot possibly offer anything to help someone when using it.



VEHICLES: All the known (and unknown) makes and models of vehicles are kept very abstract in the rules of this game, in order to keep it fun. Unfortunately, this comes at the cost of losing a good deal of reality with these complex machines. In order to restore balance and keep this game up in the air, there are a few concerns to address.

Wheels versus hovercraft: Many vehicles that are land-based are ambiguous as to whether they use traditional wheels, or if they are hovercraft of one sort or another. Normally, this is not an issue, as wheels and hovering devices are equally capable to handle the same terrain. However, what if a car goes into the water? What about land mines? The questions are endless. Fortunately, the answer is a simple one: The Player or GM who first introduces the vehicle to the game specifies if it touches the ground or not.

Commanding multiple ships: While it is unlikely that the party will ever have (or want) more than one spacefaring ship, sometimes they might want to make an entire fleet. Normally, one might just let the rules dictate proportions, and let the dice fall where they may. But of course, there a point where someone’s potential to do damage and take wealth will far outweigh their ability to lose it—or so one may believe. When the party gets to have an armada (or close enough to it), do not try to downsize them, outwardly or otherwise. Just raise the bar as they have—if they are sailing around

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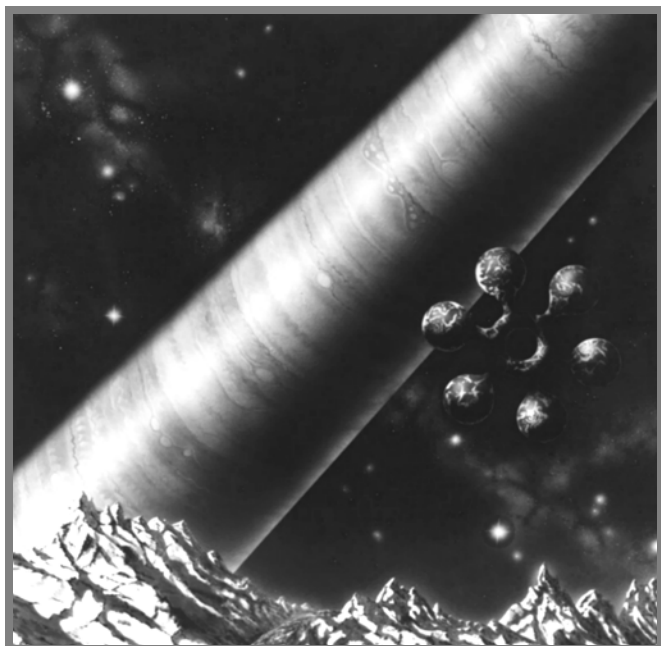
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with the ability to conquer entire planets, then the planets and people will fear they can and raise up arms against them. In other words, do not try to take their expensive toys away from them. Rather, just meet them with toys of equal size. It is not only being realistic, it is answering their unspoken challenge, made by their reputation alone.

PLAYING: Rule mechanics and all published text aside, the greatest of considerations is **just** how the game is played, by both Players and GMs alike.

Cocked rolls: Sometimes dice land in such a way that one cannot fairly say which facet is upright. Indeed, there seems to be antigravity technology in our own world and lifetime, at every game table in the world—ask any gamer. They’ve seen it! But all this book can do is make a ruling on its merits for this game, that being that any ‘cocked’ dice is to be re-rolled, plain and simple. Ahhh, but just what constitutes a cocked dice? A cookie crumb? The edge of a paper? A groove in the table? What determines if a dice is unbalanced is the discretion of the Game Master, nothing else.

Rolling out of turn: The GM has the right to have any dice re-rolled if he was not able to see it fall, especially if it was rolled out of turn.



Multiple Game Masters: Some games will have a new Player come in with a Character developed in another GM’s game, while other groups may find themselves amidst the strange phenomena of having Game Masters switch all the time. In either event, there is a good rule of thumb for a group to agree upon—whenever anyone plays under a new Game Master, he must make a wholly **new** Character, by that new GM’s specifications for his game. If the GM allows Characters from previous games, that is his prerogative, but he should beware (or be wary) of Characters of suspiciously high power allowed them by candy-salesmen-GM-types, Characters that will almost certainly disrupt the balance of his own game. In any event, it is not unreasonable for any GM to ask for a clean slate, nor is it unreasonable for him to have Players read this very paragraph.

Player knowledge versus Character knowledge: The debate that rages on through most games is that a Player cannot act on knowledge that his Character does not (or could not) possess. In most games, this makes sense, for it preserves the drama and above all else the theme of the unknown, the mysterious and thus the perilous. In other words, this works in more serious games. However, given that this is a game of space opera, comical flare and serials, it is never unreasonable for a Player to act on any knowledge he has—his Character can simply know of it **somehow**. The GM may want to keep this little bit of gaming protocol to himself as long as he can, but you know, Players themselves read on through the traditionally forbidden GM’s sections of all RPG rulebooks anyway, indeed gaining hoards of knowledge that they should never have, but as it is, since Players will read this paragraph all the same, don’t be surprised when they hold you to it.

Technobabble: As explained throughout the rules, a Character cannot benefit from a Player’s knowledge (or supposed knowledge) of science or other ‘real tactics’. After all, a Character does what the Player cannot do—why should a Player know more about the logistics of the world his Character is in than the fantasy Character himself? Simply, he doesn’t.

The meaning of life: The answer to that question would be ‘42’. What? No? Everyone knows that!

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VEHICLE RECORD SHEET

Vehicle type: _____ Vehicle class: _____

CARGO

Hold capacity: _____

Bulk in hold: _____

Total food (days): _____

Total water (days): _____

ARMOR

NOTES

Primary guns: _____

INDUSTRIAL

[illegible]

STARQUEST

GAME MASTER'S RECORD SHEET

Game Master: _____

Date begun: _____ Total hours played: _____

PARTY MEMBERS

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____
- 7) _____
- 8) _____

CHARACTER NOTES

PARTY SEARCHING

- Highest Intuition: _____
- Technology: _____
- Secret doors: _____
- Tracks: _____
- Traps: _____
- Hiding characters: _____
- Cosmic treasures: _____
- People & places: _____

ADVENTURE NOTES

OVERLOOKED RULES

PARTY SURVIVAL

- Civilization: _____
- Temperate: _____
- Tropical: _____
- Desert: _____
- Volcanic: _____
- Arctic: _____
- Alien: _____
- Atmospheric: _____
- Undersea: _____
- Lunar: _____

PARTY OVERLAND

- Daily Movement: _____
- Miles traveled: _____
- Days traveled: _____
- Total food (days): _____
- Total water (days): _____

