HUMANSPACE EMPIRES

SCIENCE FANTASY ADVENTURES

PLAYTEST DRAFT

HUMANSPACE EMPIRES

SCIENCE FANTASY ADVENTURES IN THE STAR-FARING ANCIENT PAST OF PROFESSOR M.A.R. BARKER'S WORLD OF TÉKUMEL

✳

SOUTHERWOOD REVISION

Additional information for *Humanspace Empires at IX blog,*

http://ixians.blogspot.com/

INTRODUCTION

In the early 21st century "Western Civilization" and the nations of Terra are obliterated by the Atomic Armageddon. Over thousands of years, the surviving peoples of Earth rebuild a technological civilization atop the radioactive ashes. Humankind again reaches for the stars and eventually encounters an advanced insectoid race near the star Procyon. This ancient alien race, the Pé Chói, gift the peoples of Earth with the Three Light Drive and many other wondrous devices, and accept the Terrans as members of interstellar society.

The human space age is now fifty thousand years old. Humanity has spread across hundreds of light years of space; stellar empires have risen, endured for millennia, and fallen. The migrations and imperial expansions have ebbed and flowed, resulting from wars, commerce, religious impetus, and other mysterious compulsions. Humans are not alone. Of the alien species that have been contacted; some have become friends and trading partners, some have been enslaved or decimated, and others persist as inimical foes of man across galactic space. Thousands of worlds have been colonized; colonies have been lost in deep space and developed strange new civilizations and even pocket star empires in the Beyond, the fringes of Humanspace.

The year 62011 AD is the 6082nd year of the Great Humanspace Empire and the 844th year of the Dynasty of the Veritable Autocrator. Mankind and its alien allies have reached a state of unprecedented technological advancement. Starships cross vast distances in days by travelling between dimensions, trade routes thread space like capillaries in living tissue, computers, androids and robots are built with advanced positronic brains, molecular machines reshape matter and interplanar power is tapped to transform worlds and even stars.

Still, it is not a time of tranquility and ease. Some feel that the Great Star Empire is crumbling under the weight of its' bureaucratic and authoritarian excesses and its decadence. Human and alien foes of the empire are emboldened and active across the Orion Spur. Others know that the greatest threats lie in the unknown regions of deep and inter-dimensional space.
The following represents a partial chronology of major events in the history of Humanspace Empires:

2012 AD "Western Civilization" and the nations of 21st century Terra are obliterated by the Atomic Armageddon.

ca. 8000 AD Earth struggles out of the radioactive ashes and slowly rebuilds a technological civilization

9767 AD -ca. 16800 AD Duration of the One-World Empire on Earth

ca. 12000 AD Generation ships from Earth encounter the Pé Chói in deep space. The Pé Chói gift the peoples of Earth with the Three Light Drive and many other wondrous devices. Humanity introduced to the Páchi Léi from Arcturus, the Heglethyál from Unukulhai, the Tinalíya from Algol, the Ahoggya from Achernar, and other alien species. The Pé Chói warn Terrans of dangerous species including the Mihalli from Dorsum, the Nyagga from Alhena, the Hokun from Markeb, the Hlutrgu from Algenubi.

ca. 12200 Nininyal Traders first visit Earth.

ca. 12200 - 16800 AD Duration of the League of Worlds. Members included the Pé Chói, the Terrans, the Páchi Léi , and the Tinalíya.

ca. 12300 First Regulan War , earliest incursions of Algenubi into Humanspace

ca. 12600 Second Regulan War, establishment of the Neutral Zone between Regulus and Humanspace

ca. 12600 – 16800 AD Lasting Peace

ca. 16800 Third Regulan War, Collapse of the League

ca. 16800- 20000 AD First Interim

ca. 20000- 24000 AD Duration of the First Terran Empire

ca. 21200- 21500 AD Period of continuous interstellar warfare pitting the Terran Empire against the Regulans and the Hlutrgu.

ca. 24000 The Great War, widespread use of sub-atomic planetbuster bombs

ca. 24000 AD- 26117 AD Second Interim

ca. 25500 AD Rise of the Clonemasters in Humanspace

26117- 48044 AD Duration of the Second Terran Empire, the Clonemaster dynasties.

47987-48044 AD Clonemaster-Cymek war

48044 – 49002 AD Cymek Empire

49002- 49440 AD the Lesser [Third] Interim

49401 AD Ansible invented by the Pé Chói of Procyon

49440 – 54085 AD Duration of the (First) Humanspace Alliance

52940 AD Interfogulator invented

54044 –54085 AD 6th Interstellar War ends, collapse of the (First) Humanspace Alliance

54085 - 55929 AD Fourth Interim

55929- ????? Humanspace [Third Terran] Empire

57013 AD Terran- Ahoggya War.

61167 AD First year, Dynasty of the Veritable Autocrator

ca. 61,800 AD First contact with the Shen of Antares, Shen-Transporter War

ca. 62,000 AD First contact with the Chima, the Urunen from Betelgeuse and the Hlaka from Ensis. Tekumel (Sinistra/ Nu Ophiuchi) is discovered by explorers from Humanspace amongst the trade routes of several stellar cultures including the Shen and pocket Empires in the Beyond.

62,011 AD The present (Humanspace Empires)

62,000-62,110 AD The armies and fleets of the Humanspace Empire combat Ssu and Hluss civilizations in the Sinistra system. Following the victory of Humanspace forces, Tekumel is terraformed. War and terraforming result in the extermination of 98% of the planet's native life . Surviving Ssu, Hluss, and related species relocated onto closely guarded reservations.

62,111 AD Tekumel is the jewel of Humanspace, a pleasure planet and trade hub. There is no hint that one day the entire planet, as well as 722 other worlds in Humanspace, will be thrown into an individual pocket dimension, ushering in Tekumel's Time of Darkness. Only around 600+ worlds in Humanspace, or just under half those known escape the catastrophy.

HOW TO PLAY

Although all of the people who sit down to play Humanspace Empires are "players" in the traditional sense, they are not all referred to as "players" in this game's terminology. One game participant is referred to as the "Referee." This person is the moderator of the game, and is the person who should understand the rules better than any other participant. The other participants are called "players," and they take on the role of a character (or, rarely, more than one character). Characters played by players are referred to as player characters (PCs). The players act in the role of their characters in the setting or world designed and presented by the Referee. The Referee is the final arbitrator of rules and rules decisions. The referee guides the progress of the game, and plays the roles of monsters and non-player characters (NPCs).

Everyone can win at this game, because everyone can have fun playing it. So while a character may die, or riches may be lost, it is the game play itself that matters. Winning is in being able to suspend disbelief long enough to be immersed in Humanspace Empires mileau.

DICE

Humanspace Empires primarily uses six different kinds of dice to determine the results of actions and situations. Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice, sum them, and add 3"

(resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use (sometimes this is not a "real" die, see below). Any number after that indicates a quantity that is added, subtracted, or multiplied with the result. Humanspace Empires uses the following die notations:

d2	A result of 1 to 2 is obtained by rolling 1d6. A result of 1-3 = 1, and 4-6 = 2.
d3	A result of 1 to 3 is obtained by rolling 1d6. A result of 1-2 = 1, 3-4 = 2, and 5-6 = 3.
d4	Four sided die
d6	Six sided die
d8	Eight sided die
d10	Ten sided die, a "0" indicates a result of 10
d12	Twelve sided die
d20	Twenty sided die
d% or d00	Percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.)

CHARACTERS
CHARACTER GENERATION

Characters are generated by rolling each basic talent, in the same order that they are described in this chapter, Strength, Intelligence, Constitution, Psychic Power, Dexterity, and Comeliness, Record the rolls on a character sheet. The character sheet at the end of this book may be used.

After generating the basic talents, note the various modifiers that each talent provides on the character sheet. Next, the character is chosen from human and alien races of known space. Note that several species require minimum scores in certain talents and several offer various specific advantages, disadvantages, and/or limitations. Next, the character's general skills are chosen, followed by a profession, or class. Note that there are prime talents for each class, and certain classes will require minimum scores for some abilities. Roll hit points using the appropriate die for the species of character's class, and record the value on character sheet. Also record on the character sheet any additional abilities provided by character's class.

All characters receive a randomly determined stake of credits (CR), the currency of Humanspace. Consult the weapon and equipment lists, and use these starting credits to purchase armor, weapons and gear for the

character. Record the character's Armor Class *(AC)*, weapons, and gear on the sheet.

Choose the character's sex, an appropriate name, and create a description of what the character looks like, their personality, and any information about the character's general.

BASIC TALENTS

A character's Basic Talents are randomly determined. Roll 3d6 for each. Roll Talents in the order discussed below. The Referee may allow a player to roll the talents in any order, however this is not recommended.

Strength (STR) measures a character's raw physical power. High or low STR affects a character's ability to hit and cause damage in melee combat, and the chances of a character using brute force in various activities, such as forcing open a door.

STRENGTH

Score	Modifier to Hit, and Force rolls	Modifier to Melee Damage*
3-8 Weak	- 1	0
9-12 Average	0	0
13-15 Strong	+1	0
16,17 Powerful	+1	+1
18 Superb	+2	+2

Intelligence (INT) determines how well a character learns, remembers, and reasons. This talent is particularly important for Nexialists but useful to all classes as a high intelligence may provide additional powers.

INTELLIGENCE

Score	Modifier to Hit	Modifier to Melee Damage	Other Effects
3-4 Stupid	- 1	-1	No powers greater than Level 1 and Cannot use psytech
5-8 Slow	0	-1	No powers greater than Level 2 but can use psytech
9-12 Average	0	0	None
13-15 Smart	+1	+1	None
16,17 Brilliant	+1	+1	+3 chance to detect secret and concealed objects
18 Genius	+2	+2	+4 chance to detect secret and concealed objects, +3 to detect traps.

Constitution (CON) represents a character's general health and stamina. A Constitution bonus increases a character's hit points and thus, their survivability.   In addition to the benefits illustrated in the table below, ANY character with a Constitution of 18 adds an automatic 5% to experience points awarded.

CONSTITUTION

Score	Modifier to Hit	Modifier to Melee Damage	Energy Blast Saving Throw
3-4 Weak	- 2	0	-2
5-8 Puny	-1	0	-1
9-12 Average	0	0	None
13-15 Healthy	+1	0	+1
16,17 Very Healthy	+1	+1	+2
18 Robust	+2	+1	+3

Psychic Power (PSY) represents a character's innate psychic potential, or their ability to tap into powerful inter-planar energies. Psychic power is vital to any character that will use PSY powers or superscientific powers that rely on channeling inter-planar energies.

Score	Effect
3-4 Non Psychic	Unable to use powers
5-8 Barely Psychic	May use level 1-3 powers
9-12 Average Psychic	No penalty or bonus for powers
13-15 Advanced Psychic	+10% power Success (+2)
16,17 Quite Psychic	+15% power success (+3)
18 Highly Psychic	+25% power success (+5)

Dexterity (DEX) measures coordination, agility, reflexes, and balance. Dexterity (DEX) scores affect armor class and probability that attacks will succeed.

DEXTERITY

Score	Modifier to Hit and Initiative	Modifier to Melee Damage	Other Effects
3-4 Clutz	- 1	-1	20% chance of fumble on every attack
5-8 Clumsy	-1	0	10% chance of fumble on every attack
9-12 Average	0	0	None
13-15 Smooth	+1	0	None
16,17 Dexterous	+1	+1	None
18 Agile	+2	+1	Never Fumbles

Comeliness (CML) measures a character's magnetism and physical attractiveness. This talent is important for all characters as it may affect how beings or creatures will respond to a character in an encounter, and may affect the morale of retainers. A character found attractive by an enemy is more likely to be spared or subdued.

COMELINESS

Score	Reaction Adjustment
3 Hideous	-3
4-7 Ugly	-2
8-10 Average	0
11 – 13 Pretty	+1
14, 15 Very Pretty	+1
16 Beautiful, very minor flaws	+2
17 Outstanding Beauty, flawless	+2
18 God like perfection	+3

TALENT INCREASES

Upon a character's attainment of a new level of experience (see Experience), the player may roll to attempt to improve one of the character's talent scores. If a player rolls 19-20 on 1d20, +1 point may be added to one talent determined randomly.
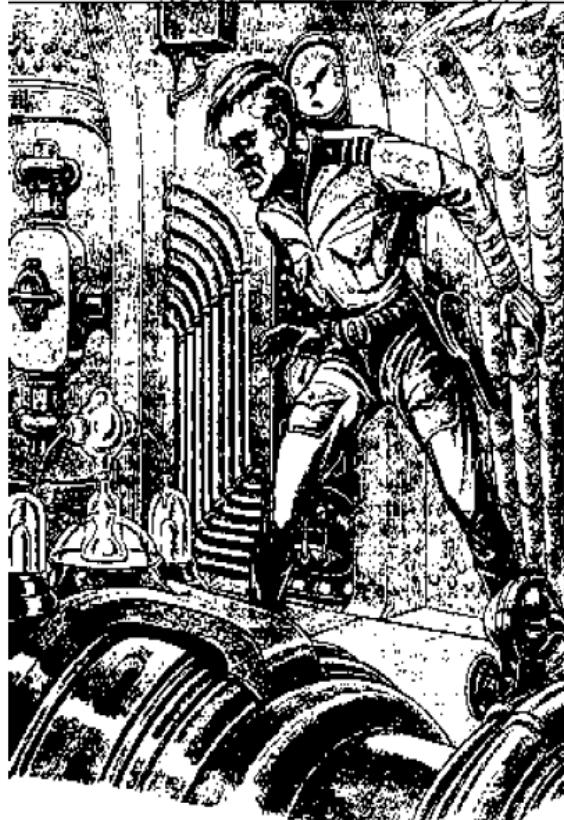
D6	Talent Adjusted
1	STR
2	INT
3	CON
4	PSY
5	DEX
6	CML

CLASS TALENT BONUS

Several classes as discussed later have the possibility of an Experience point bonus for a high talent score. The tables below indicate which talent pertains by class and details the effect of a high score in the appropriate talent on experience points earned by characters.

Class	Primary Talent
Adventurer	Dexterity
Astronaut	Psychic
Nexialist	Intelligence
Warrior	Strength

Score	XP Adjustment
3 - 15	None
16, 17	+5%
18	+10%

ALIGNMENT

In *Humanspace Empires*, characters are not created with an alignment; however monsters and certain beings and NPCs are described with an alignment that characterizes their relationship to the characters, or more generally, the dominant culture of Humanspace. The three alignments are generally self-explanatory: Inimical, Neutral and Allied. Inimical monsters and beings stand in violent opposition to Humanspace, humanity and its allies in known space. Neutral creatures are, for various reasons, neither almost certainly hostile or friendly to characters beings will usually be friendly. Situational conditions and other factors will, in most cases, influence reactions between encountered beings, monsters and characters to a greater degree than alignment. Inimical beings will; however, almost always be hostile.

SPECIES

Humanity: Mankind is the dominant species in Humanspace, the most prolific, widespread, and possibly the most diverse. Humans are not limited in their advancement as Adventurers, Astronauts, Nexialists or Warriors.

Ahoggyá: The Ahoggyá of Achernar are four armed and four-legged, barrel-bodied, bristly and knobby alien sapients. Their muscular legs extend out from the base of the body in a crouch. Their four arms extend out at equidistant intervals from beneath a domed, thickly armored carapace at the top of their body. Their hands and feet both possess three digits and a thumb. Between and below their arms, protected by a horny ring, are two eyes and a fanged mouth on one side, and two eyes and other organs on each of the other three sides. They are somewhat shorter than an average human but considerably more massive. The species has eight sexes. The Ahoggyá inhabit a semi-autonomous region of Humanspace rimward of Terra; their own star empire having been conquered by Terrans thousands of years ago. They are generally viewed as an inferior species and have adapted less well to Terran hegemony than many alien cultures. They are known for their great boxy trade ships loaded with what most races consider refuse.

Ahoggyá characters must have STR and CON scores of 13 or higher and a PSY score no greater than 9. They have a natural AC of 7 and if unarmed, attack for 1d6 damage with their claws. All Ahoggyá receive an additional 2d6 hit points at first level. Some (1 in 4) Ahoggyá are anti-Psychic. These will have a PSY score of 8 or less; however they receive a PSY effect saving throw bonus of +2. PSY power success throws within 50 feet of these beings also suffer the penalty. Ahoggyá are fully coordinated and may attack with all four arms at no penalty; however, because they are radially symmetrical, they can attack a single opponent no more than twice in a round. Ahoggyá Warriors do not gain additional attacks at high levels. Ahoggyá are unlimited in their advancement as Warriors. They may progress no higher than 8th level in the other classes.

Blashagayl: The Blashagayl are a tall, skinny, race of humanoid beings with pale, extremely wrinkled skin. They are said to have originated coreward on a large moon of a gas giant. Their home world is cool by human standards with an atmosphere very low in oxygen and high in chlorine and organichlorides. They breathe chlorine gas and are able to exhale enough chlorine to effectively poison any oxygen breathing organism standing within 2 feet of them. The gas has a strong, foul odor which will cause extreme tearing, coughing and skin burns. Any oxygen breathing victim exposed to it for more than 1 round will loose 1d6 hp per round. The exact same will happen to any Blashagayl deprived of chlorine and exposed to a high oxygen environment. For this reason Blashagayl are normally encountered fully covered in environmental suits equipped with "air" tanks and a breather mask. They are extremely xenophobic and consider other sentient beings to be inferior. They are entirely vegetarian, preferring algae, mosses and similar plants. Blashagayl are said to have five sexes, but there are really only sterile males, sterile females, neuters, and fertile males and females. Fertile Blashagayl remain close to hearth and home, and

are far less likely to be encountered in space than nonfertiles and neuters. Blashagayl cannot have a Strength or Constitution greater than 14, or a Psychic score of less than 9. Their culture is known to produce exceptional engineers.

Blasjagayl are an aggressive species facing what for them seems a fairly inhospitable universe. Technologically, they are neither ahead nor behind other species, but have suffered from an unwillingness to share information. Though their known territory is small and on the fringe of space, it is growing as they seek to create a dominant empire of their own.

Heglethyál: The Heglethyál of Unukulhai are a minor interstellar race that was contacted by the Pé Chói thousands of years prior to the arrival of humanity amongst the stars. Their homeworld is a tropical swamp planet located coreward of Terra. Members of the species are generally human sized with a rotund, rubbery white body, four slender legs extending at equidistant intervals from the body, two upper arms with four digits and an opposable thumb, and a head with humanoid features. A bony crest rising from the forehead of their long skull curves over the back; from this crest flexible folds of skin fall down behind the shoulders to join the body at the base of the spine.

 The Heglethyál include two sexes; males (70 percent) and females (30 percent). Heglethyál characters must have a CON score of 13 or higher and a PSY score no greater than 8. Many are anti-Psychic (see the Ahoggyá). They are unlimited in their advancement as Warriors but may progress no higher than 8th level in the other classes. Most star faring members of the species are merchants and their culture is known to produce fine diplomats.

Mihálli: The Mihálli hail from the coreward world of Dorsum. In their natural state they are covered with fur which ranges from a dull green in the warrior caste to a reddish brown amongst the elite. To humans, their faces appear vaguely feline, having a short muzzle with sharp, protruding fangs and high pointed ears. Their bodies are humanoid, but they have unusually long arms with extra joints, and the hands have five fingers and one thumb. Female Mihálli have 6 breasts.

The Mihálli are the only intelligent species known to be able to alter their shape, with the exception of their large red eyes, which can never change color. The change in appearance is further limited in that they cannot alter their size or girth, but they can appear fairly radically different, even growing unusable appendages if needed. Their reproductive habits are unknown. Mihálli are neutral towards humanity. Mihálli characters must have a Psy score minimum of 9.

Nininyal: The Nininyal, the Mole Men of Mirach IV, are amongst the most ancient interstellar species of Humanspace, having independently developed the Three Light Drive or received it from an unknown race, during the same era that it was invented by the Pé Chói.

Physically, the Nininyal are small, averaging about 3 feet tall and rodent-like, with a sharpfeatured face, pronounced beak, large ears, and grey or black fur. They are bipedal, having two muscular legs, and two arms at the end of which are claw-like hands with three-fingers and a thumb. The species also has a short vestigial tail. Their sight and hearing are far more sensitive than those of humanity. A Nininyal sees clearly in near total darkness. Their night vision extends to a range of 120 feet.

The spoken Nininyal language, has proved impossible for the human tongue due largely to its extremely high speech rate, as such, it is not known what the species names itself, its language, or its home world.

Nininyal characters must have a DEX of 12 or higher and STR and CON scores no greater than 12. They may progress no higher than 8th level as Warriors. They are not limited in their advancement as Adventurers, Astronauts or Nexialists.

Nlyss: Nlyss or N'lüss represent a genetically engineered human sub-species rarely encountered within the Empire but present in

greater numbers in regions of the Beyond. The Nlyss are typically taller than average humans, averaging about seven feet in height, and they tend to have a light, ruddy complexion and coarse dark hair. As a clone race, they tend to vary little in individual appearance. They are devotees of an ancient code of honor and tend to be arrogant and aloof.

Nlyss characters must have Strength and Constitution scores of 12 or higher. They are best suited to be Warriors; however they are members of an Astronaut culture and not limited in their advancement as Adventurers, Astronauts or Nexialists.

Páchi Léi: The Páchi Léi of Arcturus are another minor interstellar race elevated by the Pé Chói thousands of years prior to the arrival of humanity amongst the stars. They have four short legs, a soft, grey-green pear-shaped body covered with small knobs and pendulous protuberances, four slender upper arms with four fingers and a thumb on each hand, and a heavy-jawed, toothy, animal-like head. Their huge, platter-shaped eyes permit them to see well in the dark, and they also possess an atrophied 'sixth sense'. They range from about 5 feet to 6 feet in height.

The Páchi Léi are asexual and reproduce by budding. Páchi Léi characters have low light vision at a range of 120 feet, receive a +1 on all rolls to detect secret doors or other concealed objects and their sixth sense allows them to detect danger in a 10 foot radius on a roll of 1 or 2 on 1d6. They may attack with a weapon in their secondary arm at -2 to hit and with weapons in their other two arms, each at –5 to hit.

Páchi Léi characters must have a DEX of 12 or higher and a CML no greater than 9. They are unlimited in their advancement in any class.

Pé Chói: This ancient race reached a state of cultural and scientific advancement during a period when most other species in known space were quite primitive. They are responsible for the invention of the Three-Light drive, a gravitic star drive that can propel a spaceship nearly as fast as the speed of light, the *ansible*, or inter-planar FTL radio, and have made significant contributions to the development of inter-planar studies and the interfogulator, that allowed for the equivalent of FTL space travel.

They are a philosophical and peaceful species that contacted and elevated numerous developing species within Humanspace, including humanity, and these two races have remained close allies.

The Pé Chói Garden Worlds remain an autonomous region within the Humanspace Empire; however, many members of the species travel to human worlds and choose to live amongst men. There are those that believe man is, and has been for millennia, a puppet of this great race.

The graceful, vaguely insectoid Pé Chói average about 6 feet in height, are covered with a chitinous exoskeleton, have two powerful rear legs, four smaller upper limbs ending in bony hands with three digits and an opposable thumb, and a segmented prehensile tail. They also possess two sets of lungs, one in the upper torso and another in the lower abdomen. Males are deep black in color and females are bone white. Their heads are long and slender, with two large green eyes, a tapering proboscis, and two fan-like 'ears' at the rear of the skull. The Pé Chói are divided into the two sexes, as noted supra, plus a 'neuter' stage which can be adopted by either sex. Males make up about 40 percent of the population, females 35 percent, and the neuters, 25 percent.

They are incapable of holding their breath and will die almost instantly if deprived of air. Members of the species heal at ½ standard rate whether through rest, drugs, or other means. They may attack with a weapon in their secondary arm at -2 to hit and with weapons in their other two arms, each at –5 to hit.

All members of the species have excellent hearing and vision, and a basic form of PSY empathy that can detect the presence of another living creature within 10 feet. The same sense can detect when a

member of their species has been slain within a radius of about 3 miles, and if they can ascertain who was responsible, they are implacable enemies thereafter.

Pé Chói characters must have a DEX of 12 or higher, a PSY of 9 or higher and a CON score no greater than 12. They are not limited in their advancement in any class.

Shén: 'The reptilian Shén of Antares are masters of a great star empire that rivals Humanspace in power and extent. They are generally neutral toward humanity and the allied races; however several wars with the Shén have been fought over disputed border worlds.

Humans view Shén as harsh and semi-civilized despite their great empire and super scientific culture. Shén are a Warrior culture and value physical power, ferocity and endurance.

Shén average 7 feet in height and are roughly humanoid, standing erect upon two powerful rear legs and with two forearms ending in three-fingered hands with an opposable thumb. They are covered with shining black scales and have a thick, prehensile tail, a curved, beak-like snout, double rows of needle-sharp teeth, and a crest of glittering spines that become extended when the Shén is enraged.

The species has three sexes: males ('eggcreators') about 40 percent, females ('egg layers') 35 percent, and 'egg-fertilizers 25 percent. They are divided into genetic lineages or 'egg-groups' that may be friendly, neutral or hostile to one another. Shén characters must have Strength and Constitution scores of 12 or higher. Their psychic talents are weak, and they are limited to a PSY score of 10 or less. A few are anti-Psychic (see the Ahoggyá). They have a natural AC of 7 and if unarmed, may make up to 3 attacks per round; bite for 1d6 damage (at–2 to hit if additional attacks are made) and claw/claw for 1d6 damage each at -5 to hit.. All Shén receive an additional 2d6 hit points at first level. They are unlimited in their advancement as Warriors but may progress no higher than 8th level in the other classes.

Tinalíya: The Tinalíya of Algol are an intensely curious, learned, materialistic, often generous, and extremely literal-minded species. They are; however, respected throughout Humanspace as a great superscientific culture and their devices, weapons, and starships are highly sought after.

The Tinalíya average only about 2 feet in height, have four short, outwardly-bowed lower legs, a spherical abdomen, two long arms ending in claw-like three-fingered hands with an opposable thumb, and sloping heads with huge eyes and vaguely humanoid features. Their body consists of several bulbous segments covered with a horny integument, usually tan, russet or deep brown in color. There are three sexes: males (10 percent), females (5 percent), and neuters (85 percent); the latter sex, and a few females, are usually the ones who wander amongst the stars to explore, trade and satisfy their curiosity for a few years before returning to the intricate social life of their homeworld.

Tinalíya characters must have an INT of 12 or more, DEX and CON scores of at least 9, and a STR of 9 or less. Although the Tinalíya can be highly effective combatants when necessary, they are not warlike and may progress no higher than 8th level as Warriors. They are not limited in their advancement as Adventurers, Astronauts or Nexialists.

Urunén: The Urunén of Betelgeuse resemble humans in their height and body type, being a bipedal species with two arms ending in hands with four fingers and an opposable thumb. However, Urunén are completely covered in a fine, velvety coat of brunette hair and have an elongated moose-like head (minus the antlers) with a soft , sensitive nose and drooping but highly flexible upper lip. Socially, they are every bit as complex as humans, and appear to be just as technically and psychically capable. There are two sexes, but the bulk of the population (65%) is female, and most Urunén families are polyandrous. Social bonds are generally strongly held, however.

This species, like humans, is able to function in a wide range of temperatures but is strongly cold

adapted, and generally prefers a cooler ambient temperature than found on most starships. They prefer to build their cities in sub-arctic environments and will avoid deserts and jungles as a matter of course. Urunén advance normally in all classes, but only take ½ damage from cold based attacks.

ANDROIDS AND CYMEKS

Despite the high degree of technological advancement in the 621st century, cyborgs, known as *Cymeks* in Humanspace, and genetically-shaped beings are rare, partially as a function of history, as the last Great Terran Star Empire fell through a massively destructive Civil War fought between Cymeks and Gene Shapers.

Android – a kind of robot meant to emulate a human being. By convention, androids always have snow white skin and black hair. They do not require recharging and are typically Armor Class 2 with 6 HD. Basic Talents will vary with model, but will usually have high Strength and Intelligence. Androids will be equipped with a *sensor* type and may have any of the *accessories* found in other robots. See the Robots section for details. Androids will virtually always have an owner to which they are programmed to be loyal and obedient. They are not capable of psy powers.

Cymek – a merger of flesh and machine. Usually cyborgs/cymeks have a (mostly) human brain and a (mostly) machine body with human flesh grown over a duranium frame. Communication and other chips are usually wired into the Cymek's brain. Cymeks have enhanced senses, up to 4 times that of a normal human, including the ability to see in the infrared range; thus they cannot be surprised. Cymeks are also able to breathe underwater. They may play any class but can never have an intelligence of less than 12.

LANGUAGES

Most characters, excepting those from lost colonies, deep space, or primitive worlds, communicate with the common language of Humanspace known as *Sunuz,* or Standard Star Empire, which is a descendent of the Tamil, Quiché Mayan, and Arabic languages of Ancient Terra.

There are four main branches of the universal language: High Sunuz, Standard Sunuz, Commercial Sunuz, and Scientific Sunuz. There are also many forms of low Sunuz, especially among lost colonies. The various dialects are however remarkably uniform. Few lost colonies have been found which do not speak a recognizable form of Sunuz even after millennia of isolation or with racial mutation almost beyond recognition. Some characters with high intelligence receive additional languages and use of super-scientific translator devices is wide spread throughout known space.

HUMANSPACE SOCIAL CLASSES

Characters may be of any of social background. Below is listed the social classes most familiar to the inhabitants of humanspace.

SLAVE or BONDSMAN
These people are the property of someone else, most likely the PC with the highest social status in the party. The PC might have been born into slavery or be a former freeman that lost their freedom. They might even have sold themselves to slavery to pay their debts or to escape some grislier fate. If the character's master releases them from bondage their status changes to Dreg. Generous masters have been known to reward

exceptional freed slaves with a purchase of citizenship. While a slave is technically a legal non-entity, note that the status and prestige of their master "rubs off" on them. The manservant/bodyguard of a noble has higher status than a common prole or dreg.

A bondsman is much like a slave except the servitude is contractual and non-permanent. A bondsman agrees to serve a master for a specified length of time or until a specific task is met.

A Slave or Bondsman has no personal property or funds and begins the game with whatever equipment the GM sees fit. If the character's master is another PC, it is up to them to equip their servant from their own pocket.

DREG S
The castaways of human society, these characters live among the edge and underbelly of Humanspace. They may well be decent and trustworthy persons who live a poor and disadvantage existence, but a great many are seedy characters involved in illegal activities.

PROLES
The common people of the Humanspace empire.

IMPERIAL CITIZEN
Citizens are part of the 20% of population standing between the prole masses and the ruling nobility. They are legally entitled to travel freely among Humanspace, can own Super-scientific items and enjoy the full charter of rights under the auspices of the Veritable Autocrator.

Since citizenship is not a birthright but a privilege, players should indicate how their PC came into acquiring it: military service, success in the gladiatorial arenas, sponsorship by a Noble or Citizen or outright purchase.

OUTCAST ARISTOCRAT
Former nobles stripped of title, or a person belonging to a lineage that was expelled wholesale from the ranks of nobility. Outcast aristocrats take on common citizen status. Many seeks to reclaim the lost position in the social

hierarchy or uplift their lineage into peerage once again.

If the ex-noble was evicted from aristocracy individually, it was most likely a decision of their former House, but the order could have come from upper Imperial authorities. If they belong to an outcast lineage, the casting out was mandated by Imperial decree and the event could have happened many generations prior to the current character's birth.

NOBLING BASTARD (Hidall)
The child of a noble and a citizen, dreg, prole or slave that has been recognized by their aristocrat progenitor. As a member of the lowest grade of pseudo-nobility, they are addressed as Hidall ("son of someone") and allowed by law to wear the Seal of the House of the noble parent, transfixed to indicate mixed parentage.

MINOR NOBLE
A full-blood member of any of the Noble Houses in Humanspace excepting the 16 Great Ketyel and the Dynasty of the Veritable Autocrator.

KETYEL 2nd-SON
The 16 Great Noble Houses are renowned by their promiscuity, fecundity and hordes of concubines. Some are even known to dally in genetic cloning to increase their numbers. It is no surprise that even with their extended resources the Ketyel cannot assure a position within their ranks for all the produce of their loins.

2nd-Sons are younger sons or recent copies of titled Ketyel nobles who stand in line to inherit nothing of importance. Rather than being minor flukes within the house, many choose to be Arch-Knighted and become wanderers in Humanspace questing for fame, fortune and eventual uplifting within the ranks of the house.

A few seek to establish their own small domain and found a new minor house of their own under the patronage of the Ketyel.

IMPERIAL SCION
A blood relative to the Nth-degree of that August Persona, the Omnipotent Psychic Eye Which

Gazes the Galaxy, Dispenser of Calamities Upon the Foes of Man, the Veritable Autocrator, may His Sapient Prescience Contrive Our Fates Until the Heat-death of the Universe!

Each Imperial Scion stands in line of succession to inherit the Imperial Throne ...after several thousands of other persons.

The Dynasty of the Veritable Autocrator is so exalted and so saturated with ambitious lordlings that the even with mighty and valorous deeds an Imperial Scion not directly born to inherit a high title has little probability of acquiring one.
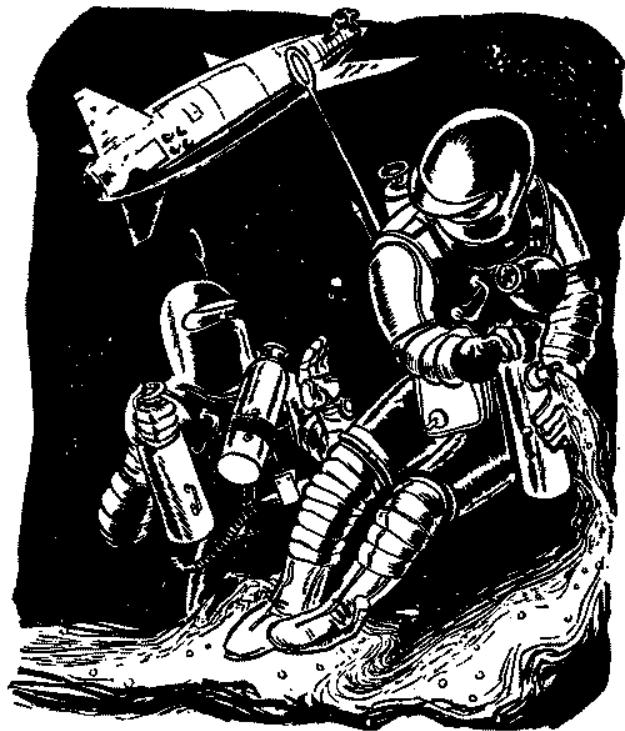
Worse, the constant court intrigue and political backstabbing risk making a minor scion a casualty of the many games of high politicking infesting the core worlds. To provide an outlet from this, and at the same time diminish the number of pretenders stalking the halls of power, the Dynasty provides willing Scions with a variant of the 2nd-Sons tradition: the Scion must forevermore conceal his true origins unless in the most dire of straights, and will not be allowed to return and enroll into normal Dynasty life.

The Veregyá, (the dreaded Imperial secret police) keep a rooster of the self-exiled Imperial Scions and creates fake identities for them. Each Scion is given two methods of proving true identity in an emergency: a ring-seal made of a diamond-duranium composite, recognized by all Imperial Services and Noble Houses of Humanspace, and a special invisible tattoo somewhere on the body, carved with extra-planar energy that can only be seen using sensory equipment uniquely in the possession of the Veregyá. Any use of the ring will soon bring forth an agent of the secret police bearing a scanner, and woe betide he doesn't find the tattoo on the seal-ring "owner"...

OTHER
This social class represents the rare adventuring individual that does not fit any of the former categories. The past and origins of said person can be as varied as the player wishes and the GM allows. Usually an "Other" was born and raised in an environment quite distinct from Humanspace norm. Examples include someone raised by

robots or aliens until adulthood, a native of a lost colony with an exotic social structure which only recently was re-discovered by Humanspace vessels, a foreigner from a Pocket Polity such as the Protectorate of Lat, the Glorious Imperium or the Hanmtau Collective, etc.

GENERAL SKILLS
All characters have a background which includes a number of skills acquired during their youth. The skills listed in this section are not intended to represent the sum of a character's knowledge but include those that may be of use to play of the game. The first group consists of Basic skills: the skills of the proles of known space. The Technical group includes skills that require more study or training. Finally the Expert group includes abilities and skills requiring considerable time and formal education or intensive training. At character creation, the player should roll on the following table:

GENERAL SKILL SELECTION
A pair of percentile dice are rolled, and results are interpreted as follows:

D100	Skills Possessed
1-35	One Basic Skill
36-60	One Basic + one Technical Skill
61-80	One Basic + one Technical + one Expert skill
81-90	Two Basic + two Technical and one Expert skill.
91-95	Three skills of each category
96-00	Four basic + three Technical + three Expert skills

Note that characters from technologically undeveloped worlds or impoverished backgrounds may be required to substitute a basic skill for any technical or expert skill at referee discretion.

Learning General Skills
Additional general skills and increased proficiency in known general skills may be attained in game. A Basic skill may be learned in one month at a cost of CR 1,000. A Technical skill may be learned in 4 months at a cost of CR 5,000 and an Expert skill may be learned in one year at a cost of CR 10,000. The time required to learn the skill assumes full-time study or practice. Part-time learners must multiply the time by 1d4+1.

Alternately, a character that has made use of an untrained skill on multiple occasions, been involved in activities related to the skill, or used a known skill may, upon gaining sufficient experience to increase in class level, gain the skill automatically provided a successful saving throw vs. the character's intelligence talent is made. No more than two general skills or proficiencies may be gained per level.

A player may select a single skill multiple times for their character. Greater competency in the skill is represented by a proficiency number associated with the skill. A skill selected twice is expressed as +2, a skill selected three times is expressed as +3. No skill may have a proficiency greater than +2 at first level; (roll again if

selected four or more times). Skills may be increased to +3 at 3rd level, +4 at 5th level and +5 at 7th level and above.

SKILL SUCCESS

In many cases, skill success may be considered automatic. A character with a proficiency in baking, for example, would not need to roll to see if they can successfully bake a pie under normal circumstances. Rolls are required only when the situation is difficult, such as attempting to bake a pie in a cave in the wilderness using only foraged ingredients. When the situation calls for a roll, the player should throw a d6 and add any skill proficiency to the result; 6 or greater indicates success. So, if our intrepid baker has a +2 in baking, they would need a 4 or more to pull off an edible pie. Note that even without experience in a particular skill, the non skilled character can still succeed on a roll of 6, where no penalties apply.

Particular situations and devices may also specify a certain proficiency needed, such as an ancient alien computer that requires a minimum of a +3 computer tech to operate. There is always a chance, however, that someone with a lesser proficiency rating might nevertheless succeed. In such a case the ability to overcome the higher proficiency challenge is a ratio of the proficiency of the skill possessed over the level of the challenge being attempted, so if a character with 3 skill point of proficiency in lockpicking attempts to pick a lock of 6th level, there is a 50% chance of success.

Note that some skills will use a different method for success, as noted in their description.

WEAPON SKILLS

To use a weapon, the character must be skilled in its use or suffer a penalty. For warriors, the penalty is -2, for all others the penalty is -4.

and Astronaut powers and any of the Warrior Skills. Further, when initially rolling for General skills, Adventurers should ignore and reroll any result below 61.

Adventurers rely on their chosen skills to advance and thus are the only class that automatically increase their general skill proficiencies as they level up. With each level gained, Adventurers receive 4 points to distribute amongst their skills or to "buy" new general or warrior skills. However, the rule regarding maximum skill proficiency by character level still applies. Upon reaching level 2, Adventurers with sufficient Psy ability may use these points to pick level 1 Astronaut or Nexialist powers. Adventurers may never acquire Psy powers above level 1.

An adventurer that is allowed psy powers and chooses Nexialist class powers is assumed to begin the game with a *Plastic Actualizer* or *Lens,* see the Nexialist class description for more information.

ADVENTURER

Requirements: None
Prime Requisite: None
Hit Dice: d6
Maximum Level: None
Skills Packet: None

Adventurers are characterized by their personal independence and ability to master many skills for their own ends. The Adventurer lives by their wits and owes allegiance to no discipline or guild. Their objectives are typically wealth and excitement.
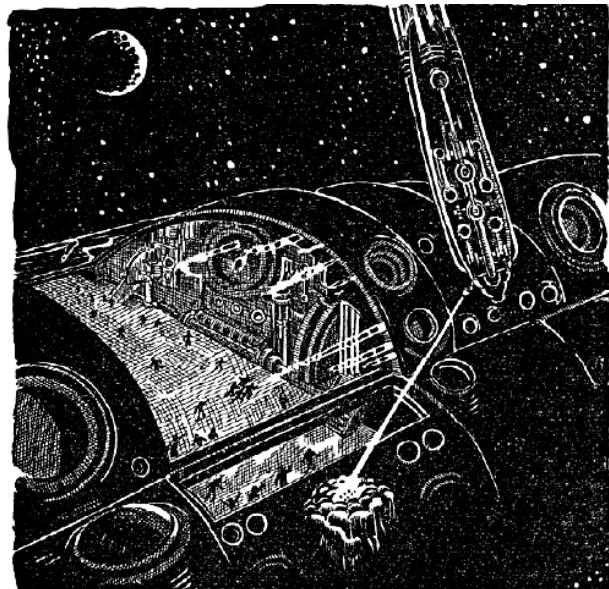
Adventurers have no class based skills, instead they focus on maximizing skills on the general list, and, if they have a PSY rating high enough, they may also learn a limited number of Nexialist

level gained thereafter the player must roll on the table below to determine powers for the character. Powers must be chosen in the order presented on the table.

D20	Powers Gained
3-9	One equivalent Level power chosen in order
10-13	One equivalent Level power and one level +1 power chosen in order
14-16	One equivalent Level power and one level +1 power chosen by preference
17-19	Two equivalent Level powers and one level +1 power chosen by preference
20	Three powers of any level chosen by preference

ASTRONAUT

Requirements: Minimum PSY score of 11
Primary Talent: PSY
Hit Dice: d6
Maximum Level: None
Class Skills: *engineer, navigator, pilot, EVA mechanic*

Astronauts pilot and crew the ships of Humanspace and Beyond. Due to their training and exposure to interplanar energies during space travel, Astronauts become capable of tapping these energies to change reality with the power of their minds.

Astronauts are invariably mystical and religious. They are members of various competing guilds and devotees of ancient weird religions. Astronauts are only slightly less effective in combat than Warriors, due to the many dangerous alien encounters that they routinely face. Astronauts are not limited in their use of standard super-scientific weapons but will not use edged weapons in combat due to superstitions about bloodshed interfering with their Psy abilities.

Astronaut characters receive 1d2 class skills which may be chosen randomly or picked by the player. Also at level one and at the start of every

NEXIALIST

Requirements: PSY 11 and INT 10 or greater
Primary Talent: INT
Hit Dice: d6
Maximum Level: None
Class Skills: Any discipline of science
(astronomer, anthropologist, biologist, etc.)

The Nexialists of Humanspace represent those whom have devoted their lives to scholarly pursuits, experimentation, research, and invention while exercising the super-scientific powers of the mind. Like Astronauts, Nexialists are capable of manipulating inter-planar energies with their minds; however, unlike the Astronauts, they require technological devices to focus and direct these powers. Specific Professional Skills for Nexialist characters will detail their research interests and areas of scientific expertise.

Nexialists are limited in their use of standard super-scientific weapons and may only attain proficiency in the use of energy pistols. Any other weapon, if used, will be subject to a -4 penalty to hit . Additionally, nexialists are not allowed to wear Space Armor.

Nexialist class characters begin the game with a *Plastic Actualizer* or *Lens.* This technological device is worn on the head, or sometimes surgically implanted within the Nexialist's skull. It focuses the character's innate psychic ability and allows the nexialist to manipulate other planar energies with the power of their mind. Astronauts gain no benefits from the use of these devices as the approaches differ fundamentally.

The character receives 1d2 class skills which may be chosen randomly or picked by the player. Also at level one and at the start of every level gained thereafter the player must roll on the table below to determine powers for the character. Powers must be chosen in the order presented on the table.

D20	Powers Gained
3-9	One equivalent Level power chosen in order
10-13	One equivalent Level power and one level +1 power chosen in order
14-16	One equivalent Level power and one level +1 power chosen by preference
17-19	Two equivalent Level powers and one level +1 power chosen by preference
20	Three powers of any level chosen by preference

WARRIOR

Requirements: None
Prime Requisite: STR and DEX
Hit Dice: d8
Maximum Level: None

The Warrior represents those adventurers that live and die by the sword and/or raygun, such as barbarian warlords from backward low tech worlds or the legionnaires of the star empires. Specific Professional Skills for Warrior characters will detail their weapon proficiencies and military training. At 5th level, a Warrior gains one additional attack per round. One additional attack per round is gained every 4 levels to a maximum of 4 attacks per round at 13th level.

Warriors in Melee vs. Low-Level Foes:
In melee combat, armed or unarmed, a Warrior gets a number of attacks equal to their level when fighting creatures with less than 2 Hit Dice or foes of 1st Level or lower. This ability can be combined with the extra attacks a warrior gains at 5th level and every four levels above that. For example, a 7th level Warrior assaulted by a band of 0-level toughs would get a total of 8 melee attacks against them.

If there are enemies of Level or Hit Dice 2 or more in the group they can only be targeted by one of the Warrior's normal attacks. So a Warrior],l.between 2nd and 4th level could attack one of them once or attack the toughs multiple times, but he cannot do both in the same round. A Warrior of 9th Level with 3 normal attacks could attack two Lvl/HD 2+ foes once (or one twice) and still attack the 0 level toughs 9 times.

The character's initial professional skills are determined by rolling 1d20, modifier and consulting the following tables. Skills and powers must be chosen in the order presented on the table.

D20	Military Skill Gained
1-7	One chosen in order
8-12	Two chosen in order
13-15	Two chosen by preference
16-19	Three chosen by preference
20	Four chosen by preference

Warrior Skills:
primitive weapon (type)
Zero Gravity combat
energy pistol
energy rifle
space armor
projectile pistol
projectile rifle
grenade
artillery
demolition
armored vehicle
combat engineer
ships gunner
bayonet

760,000	12	+3
800,000	13	+4
840,000	14	+5
860,000	15	+6
880,000	16	+7
920,000	17	+8
940,000	18	+9
980,000	19	+10
1,020,000	20	+11

Experience points are awarded for slaying Inimical creatures, but only to the character who inflicted the kill, no matter who else may have participated in the fight or to what extent. The amount of points won will be 50 points per Hit Die or level of the slain creature.

The second way in which XP is earned is through the treasure characters acquire as a result of their adventure: money, gems, jewelry and any items of value included in their personal cut. Shared items kept and used by the group, such as a captured ship, don't count until liquidated. Characters will receive 1 XP per 10 Credits of their share of the treasure: that is, 10% of the character's cut.

SCIENCE AND DISCOVERIES

Discoveries of ancient technologies, created either by the alien or humanity in the times of long forgotten past can come with a reward in experience points given by the Referee. The same comes with publications created on the subject of newly encountered beings or worlds. Of course creation of a proper publication requires certain data to be collected e.g. sample analysis and in case of new species – carrying out an autopsy. These activities are of course very time-consuming and expensive but because of the great diversity of species inhabiting the universe and their creations there are no given directives for time and costs that are to be spent on research. Access to science labs can in some cases speed up the process but keeping a well supplied lab may have an impact on the costs. The amount of experience points given for this kind of activities can be higher than for slaying a monster or finding a treasure. This of course

EXPERIENCE POINTS

A player character's rise above the norm is measured in Levels. Levels indicate many things that distinguish the character beyond their normal natural Character Traits, including a gain of inner strength and confidence, and an overall improved chance of success achieved through gaining experience. Such experience is measured in the game using a system of points, as shown in the table below. As Characters accumulate Experience Points (XP) they will gain levels, one level at a time. If somehow enough Experience Points are earned to advance more than one level, the award must be reduced. Upon gaining a level, the character gains more Hit Points as indicated.

Experience	Level	Hit Dice
0	1	1+1
2,000	2	2
4,000	3	3
8,000	4	4
20,000	5	5+1
40,000	6	6
80,000	7	7+1
128,000	8	8+2
640,000	9	9+3
680,000	10	10+1
720,000	11	+2

depends on the weight of the discovery. For instance the discovery of a mutated breed of semi-intelligent cockroaches inhabiting an abandoned space station placed in the most remote area in the sector can be rewarded with several dozen XP. On the other hand coordinates of planet that has been forgotten for thousands of years that is habitable and is literally littered with ruins left by an unknown, intelligent civilization can be rewarded with several thousand XP, taking into account how valuable such information could be.

SKILL LIST

Skill	Basic	Technical	Expert
Occupational skills			
Knowledge			X
Acrobatics			X
Ambidextrous	X		
Animal Training		X	
Appraise Value		X	
Armored Vehicle		X	
Artillery		X	
Assassination			X
Bayonet	X		
Binding		X	
Calling	X		
Cavalry			X
Climb		X	
Computer Manipulation		X	
Contortion			X
Deflect Shafted Projectiles			X
Demolitions		X	
Disarm Opponent		X	
Divination	X		
Driving	X		
Engineer		X	
Energy Pistol	X		
Energy Rifle	X		
Forgery		X	
Fire-Building	X		
Gambler		X	
Grenades	X		
Hand Signal		X	
Hypnosis/Autohypnosis Hunting			X
Ice Skating	X		
Identify Poisons And Diseases		X	
Leap	X		

Skill			
Language			X
Leadership	X		
Listen	X		
Lip Reading			X
Literacy - Nonnative Language			X
Luck	X		
Master Disguises		X	
Mathematics		X	
Medicine			X
Memorize		X	
Music		X	
Nature Lore and Survival		X	
Navigation			X
Nimble Fingers		X	
Nordic/Telemark Skiing	X		
Observation	X		
Oration	X		
Piloting		X	
Poison Resistance	X		
Primitive Weapon (Type)	X		
Primitivistics		X	
Projectile Pistol	X		
Projectile Rifle	X		
Ringkunst			X
Running	X		
Savate			X
Security Systems		X	
Signaling	X		
Ships Gunner	X		
Singing	X		
Skulk	X		
Slow Fall			X
Snares and Traps		X	
Space Armor	X		
Strength Training	X		
Swimming/Diving/Holding Breath		X	
Technician		X	
Tracking		X	
Unlock Locks		X	
Veterinary			X
Weaving	X		
Zero Gravity Combat			X

Occupational skills

These are crafts, labors, professions, mechanics and science technicians and any kind of occupational skill a character may have. Usually, these would be background skills and knowledge the character would have acquired prior to adventuring, but it is conceivable that a player may wish their character to learn a new occupational skill. The benefits of having a particular occupational skill will have to be decided by the Referee and players on a case by case basis. The character can attempt to make a living at their skill and provide expert information or make informed judgements on the activities of the occupation.

Knowledge

The character has expert knowledge in a particular field of study or topic, having a 35% chance of knowing any given topic with certainty. Each additional point of proficiency acts as a 10% bonus.

Acrobatics

Acrobatics is the ability to balance, jump, catch, and juggle in very impressive ways. Such skills can be developed with an emphasis on performance, such as trapeze flight, human pyramids, and such, but can also be applied or developed for more adventurous purposes. A character with this skill may attempt anything and receive the skill bonus, but the Referee will apply appropriate penalties for particularly difficult things like leaping from tree branch to tree branch in the forest while engaged in combat. A character with this skill may also be allowed to apply their bonus to situations where agility is called for – such as dodging a trap.

Ambidextrous

The character with this skill improves the ability of the non primary hand by +1 per proficiency point allocated. Three points are all that is necessary to be considered completely ambidextrous with no penalty for either hand.

Animal Training

Animal trainers can train any semi-intelligent animal which is not completely aggressive. An animal may usually be trained in 1d4 months.

Appraise Value

Appraisals are for objects of value, such as jewelry, musical instruments, antiques, works of art, rare weapons, etc. This skill is limited to one general category, such for example, as art or minerals, but may be repeated for knowledge of more than one category. The possessor of appraisal knowledge has a 35% chance of knowing the value of an object in their prevue. Each additional proficiency point confers a 10% bonus.

Armored Vehicle

The individual with this skill is able to operate all types of APC's, tanks, and related military vehicles.

Artillery

Training in the aiming and firing artillery.

Assassination (requires guild, clan, or instructor affiliation, includes the use and identification of poison, and use of assassination table for surprise and backstab attacks)

Assassination Matrix											
Skill	Victim Level/HD										
Proficiency	>1	1	2	3	4	5	6	7	8	9-11	12+
1	75	70	65	55	40	25	10	5	01	01	01
2	85	80	75	65	55	40	25	10	5	01	01
3	95	90	85	75	65	55	40	25	10	5	01
4	99	99	99	95	90	80	65	50	35	20	5
5	99	99	99	99	99	95	90	75	60	45	30
6	99	99	99	99	99	99	99	95	80	65	50

Assassins who strike from hiding, from surprise, against a defenseless opponent, or backstab from behind have a chance to instantly kill a victim, according to the percentages given in the Assassination Matrix. Failure to kill may still result in a normal damage to the victim, but the Assassin must roll a successful attack roll of the usual sort, and the victim who is successfully hit cannot be reduced to less than 1 hp. The percentages in the table may be adjusted up or down if the referee feels the situation warrants it, and a saving throw vs. Death may be allowed.

Poison use – Assassins using poison add 1 to the victim's saving throw target number for each point of proficiency in the Assassination skill they possess.

Bayonet
The skill of fighting with a bayonet attached to a rifle.

Binding
This skill entails the making of knots, tying techniques, and binding. Additional skill proficiency allows the character to make more secure and complex bindings, and if the character has two points or more, they will also know how to use a lasso.

Calling
A character with this skill can imitate animal calls, to the point where even the animals may not be able to tell the difference. Proficiency points in this skill generally allow the character to copy other sounds with which they are familiar, including foreign accents, particularly so if they have had an opportunity to practice. Characters with this skill should specify what sounds they are particularly good at, and they must be sounds the character is exposed to, but there is no limit to the types of animals or other sounds they can practice imitating.

Cavalry
Characters with the cavalry skill are familiar with all types of horses used for riding and are trained in methods of mounted combat, both individually and in a cavalry group. They are further familiar with basic horse care and the use of most kinds of tack and do not need to make a Saving Throw to saddle, mount, ride, charge, and care for and evaluate horses or some other sort of mount with regard to the campaign setting. Increased proficiency indicates greater abilities to maneuver through or jump over obstacles (never more than 2/3rds the height of the horse), ford bodies of water, guide the mount with the knees, and so forth. The following actions can also be accomplished with a successful skill throw with appropriate modifiers:

1) *Cover*: The rider is able to use the horse as cover by lowering themselves   down the side of the mount, becoming 90% hidden from view of the opposite side. The character doing so will only have one hand free.

2) *Break Fall*: The character who falls or is thrown from their horse can apply their Cavalry skill to any Saving Throws they need to make to avoid damage.

3) *Shoot*: the character can shoot projectile or beam weapons from a moving or still mount with no penalty and with any applicable bonuses as if they were standing on solid ground.

Climb

      This skill includes both free climbing and the knowledge of various types of ropes and harnesses. The character can apply any proficiency bonus in this skill to any Saving Throws the Referee may require when climbing a cliff, steep incline, wall, rope, web, or the like. A failed Throw means that the character goes nowhere. If they are on solid ground they may not attempt to climb at that precise location again that day. If they are already climbing but have been required to make a Saving Throw, it means they are stuck and must either go back or make a second roll to try again. A second failed Throw means that the character falls. Both hands must be free for climbing.

Computer Manipulation

      The character with this skill is adept at programming and at hacking into computer systems.

Contortion

      The character has the ability to bend, stretch and move their body in unusual ways. They have a knack for untying or loosening bonds, breaking free from grips, and getting loose from anything that constricts them.

Deflect Shafted Projectiles

      The character can deflect incoming shafted projectiles such as arrows, spears, javelins and axes away from themselves. At least one hand must be free. The attempt to do so must be done before the Referee makes an attack roll for the incoming projectile. On an adjusted roll of 6 or more, the character may optionally catch the projectile.

Demolitions

      The character is adept at using, identifying, and setting explosives to achieve a desired result.

Disarm Opponent

      The character has become adept at knocking loose an opponent's hand held weapons. Every natural 6 rolled on a damage die, requires the target to make a Saving Throw verses Dexterity with a penalty equal to the number of points of proficiency the character posses in this skill. Failure of the throw means the targets weapon flies from their grip. The target also receives the damage rolled minus 6. The character may elect to ignore the disarm opportunity if they choose, in which case the target takes full damage and keeps its' weapon.

Divination

      The ability to read messages from the spirit world through various means to reveal hidden knowledge, once per day, per proficiency. It is up to the Referee to decide on the level of detail. Knowledge of the future is generally not possible except in the vaguest of terms.

Driving

      The ability to control a particular type of moving vehicle.

Engineer
This skill represents training and experience with the operation, repair, and modification of various ship systems including power plants, gravitic engines (the Three-light drive), and Interfogulators.

Energy Pistol
      Use and maintenance of all types of energy pistols.

Energy Rifle
      Use and maintenance of all types of energy rifles.

Forgery
      The character is able to both create a forged document or assess a possible forgery - base chance of success is 40% plus 10% per additional proficiency bonus point.

Fire-Building
      With this skill, characters can start a fire with nothing more than some sticks and tinder if necessary. They will also be proficient at using flint and steel and may know other methods such as the use of a fire piston if appropriate to the setting. Success is guaranteed when weather and time conditions are not issues, and the character may start the fire in 1d12 rounds minus the talent rating. In other, more adverse, circumstances a skill Throw may be necessary.

Gambler
      Knows when to hold 'em.

Grenades
      The skill of identifying and using grenades of all types, both thrown and launched from a grenade launcher.

Hand Signal
      A special hand signal language by which any information can be passed - base chance of success is 40% plus 10% per additional proficiency point.

Hypnosis/Autohypnosis
      Auto hypnosis is the ability to put one's self into a trance like state which sharpens the focus of the mind. It takes a full hour to take effect, minus 3 minutes for each level of the character, during which the character must remain completely undisturbed. Both hypnosis and autohypnosis may be attempted once per day per point of proficiency. Hypnosis acts exactly like the **Suggestion** power. Autohypnosis allows any ONE of the following:

1) *Mind over Body*: The character is able to control the normally automatic bodily functions, such as breathing, heart rate and metabolism. This can allow them to survive much longer in low or no oxygen or poisoned environments and even allows the character to convincingly appear dead. The character may maintain the *mind over body* state for a number of hours equal to the number of proficiency points the character has in this skill.

2) *Fast Healing*: At two or more proficiency points, the character's body is able to heal at twice the usual rate, provided they are able to have 8 hours of sleep or meditation.

3) *Iron Mind*: At three or more proficiency points, the character acquires a +2 bonus to all Saving Throws made against any Psy attack directed to the mind.

4) *Focus*: At three or more proficiency points, the character adds a plus + 2 bonus to any physical or mental task, including combat for the number of turns equal to the skill points the character has in this skill. This bonus can be combined with any other bonus the character may have.

Hunting

Hunting requires that the participants spend long hours and cover a great deal of ground in wilderness terrain. Most hunters are involved in the harvesting of meat animals and/or the trapping of fur bearing animals; however some hunters are not involved in, or have any skill at, the killing of animals at all, pursuing their own purposes. Also a special kind of hunter, sometimes called a Ranger, hunts for a different type of "game" entirely. Rangers are in service to a people or a place, engaged in searching for enemies, monsters, invaders, criminals, and the like. Typically, rangers do not leave their range, except for temporary purposes. Having a proficiency bonus in Hunting confers the following benefits:

1) *Resistance To Elements*: Hunters gain a +1 bonus to all Throws involving damage from fire, water, earth, air, cold and lightning attacks or environmental conditions. This bonus increases to +2 at 3 proficiency points and +3 at 5 proficiency points.

2) *Hypersense*: The hunter is keenly aware of their surroundings and is able to sense when something is amiss. They have a +1 increase per skill proficiency to any Saving Throws for knowing if they are being watched or followed. They also have an equal bonus per proficiency point of picking up faint or unusual smells and an equal chance per skill proficiency of being able to correctly identify them. This bonus does not extend toward secret doors, <u>indoor</u> traps, or other architectural features.

3) *Camouflage*: Hunters have learned to blend in with their accustomed surroundings using the terrain, objects, light and shadow, types of dress and skin pigments. Note that this skill will not be known by hunters who only hunt for flora, and further can only be employed in natural environments. Once hidden, the camouflaged individual or object will not be noticed by any casual passersby and will receive a -1 for one or two proficiency points, -2 at three and four proficiency points and -3 at five proficiency points in the Hunting skill to any detection Saving Throws made by anyone searching the area where the camouflage is.   Hunters cannot camouflage when being watched or within anyone's field of vision.   Further, any attempts to Move Silently while camouflaged must be done at some penalty as determined by the Referee for the particular circumstances. If metal armor of any kind is being worn, moving silently is out of the question. Hunters receive an automatic surprise attack when attacking opponents while camouflaged.

4) *Bane*: Hunters become intimately familiar with their prey. For each proficiency point in Hunting, one specific kind of creature (or other) that the hunter has encountered often becomes a favored mark. The Hunter gains a +2 bonus when confronted by the creature in combat and a +2 to any Saving Throws involving the same.   Exactly what beings are chosen is up to the player but must be creatures the character has encountered on multiple occasions.

Ice Skating

The character with this skill knows how to use Ice skates – more proficiency means increased skating ability.

Identify Poisons And Diseases

The character is able to correctly identify poisons and diseases 20% of the time for each point of skill proficiency the character posses in this field of study – provided they are able to either see or smell the substance up close. Likewise, Characters with this knowledge can identify diseases at the above rates both

as they are manifesting in symptoms and in cases where the disease is present in large quantities in an object – provided some telltale sign of it exists.

Leap
The Character can jump both high and long. Each proficiency point adds one foot to a 1d8 roll for height and a 1d20 roll for length. The character also knows pole vaulting – adding the length of the pole plus body height plus proficiency bonus plus 1d8.

Language (choose type)
The character can understand and speak a language (not necessarily very well, 16.7% comprehension per proficiency point) and can read it if coupled with a literacy skill.

Leadership
Successful use of this skill adds + 1 per proficiency point to the Morale of any NPCs under the character's control. It can also be used to convince other NPCs to follow the character's commands.

Listen
The character is adept at picking out soft sounds, whispers, etc., hearing a specific conversation in a crowded room, or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the Referee, but comprehension should be 16.7% per proficiency point. It takes one round to listen. A character can make use of this ability for as long as they like.

Lip Reading
The character is able to ascertain what a person is saying by watching their lips. This is especially useful at a distance where it is difficult or impossible to hear the speaker or of use to deaf characters. The lip reader must, of course understand the language being spoken.

Literacy - Nonnative Language
The character must be able to speak the non-native language before attempting this skill. Proficiency in this skill allow the character to both read (signs, scrolls, simple books etc.) and write (send messages, sign documents etc). Reading comprehension is 16.7% per proficiency bonus point.

Luck
Just what you think. Allows the lucky player to reroll one die roll per day per proficiency point.

Master Disguises

Level 1 - automatic success vs. persons of combined intelligence + psychic power of 20 or less*
Level 2 - automatic success vs. persons of combined intelligence + psychic power of 25 or less*
Level 3 – automatic success vs. persons of combined intelligence + psychic power of 30 or less*
Level 4 – automatic success vs. persons of combined intelligence + psychic power of 36 or less*
Level 5 – automatic success vs. persons of combined intelligence + psychic power of 50 or less
Level 6 – automatic success
*Referee may apply a 1-4 point penalty for person specific imitations or sex changes.

Mathmatics
The character with this knowledge is able to use higher forms of mathematics and arithmetic.

Medicine

Proficiency points in medicine may be applied to the HP restored by bandaging. Characters who are poisoned, burned, or subjected to any damage that normally requires a Saving Throw, may be treated by a character with medicine skill, provided that is all both the characters are doing and there are no distractions, so that the proficiency points may be added to the affected character's Saving Throw. Characters with medicine skill may also treat themselves. The effects and duration of diseases will also be somewhat mitigated by the skill in medicine possessed by the attending character, as determined by the Referee on a case by case basis.

Memorize

The character with proficiency in memorization can attempt to memorize long passages of data of all sorts, including virtually anything seen or heard. The more proficiency points a character has, the greater amount that can be memorized. As a rule of thumb, each point allows the accurate memorization equivalent of a typical story, poem, chapter in a book, detailed map, contents of a house, long string of numbers or lists, or the like. The character always retains this information.

Music

The character with music skill can play a specific type of instrument (flute, harp, etc.) with competence and is also able to play related instruments with less competence depending on how different they are. The skill includes the ability to read and write music notation.

Nature Lore and Survival (choose biome)

This skill is the knowledge of common plant and animal life forms of one specific biome: desert, deciduous forest, boreal forest, jungle, grassland, various seascapes, plains, or the arctic. Characters with talents in Nature Lore and Survival have knowledge of such things as where to find potable water, edible and poisonous plants, and healing herbs. They will have some chance of knowing how to make proper shelters and what steps must be taken to survive in the environment. They will also have a chance to recognize when something is amiss in their normal environment. If the skill throw occurs in a biome different from the one(s) the character is skilled in, the Referee may modify the roll according to best judgement of the degree of difference. Base rate of success 40% plus 10% per additional proficiency point.

Navigation

Navigators are trained in astrography computer use, ansible operation. They are also able to ascertain cardinal directions while traveling or sailing planetside, provided they are able to see such things as landmarks, weather and vegetation patterns, and especially the position of the sun and stars and shadows.

Nimble Fingers

A character with this skill is able to move or switch an item in a manner such that those around them are not readily aware where the item has been hidden or that it has been moved at all. This ability also includes lifting or cutting purses and removing items from pockets or otherwise off of a character without being detected.

Proficiency 1 - automatic success against character levels 0-1*
Proficiency 2 - automatic success against character levels 2-3
Proficiency 3 – automatic success against character level 4 -5
Proficiency 4 – automatic success against character levels 6-7
Proficiency 5 – automatic success against character levels 8-11
Proficiency 6 – automatic success against character levels 12+
*Or intelligent monsters of equivalent level

Nordic/Telemark Skiing

The character with this skill is able to travel long distances on snow across any terrain that can be walked.

Observation

The character with this skill is really good at noticing things, seeing traps, secret doors, finding lost objects or that suspicious character in a crowded tavern. Persons with this skill automatically observe any normally hidden object or activity of a level less than theirs. This includes casing a joint, seeing through disguises, catching pickpockets, catching stealthy movement, and catching attempts to hide anything. Secret doors may be detected as observation proficiency # or less on a d6 roll.

Oration

This skill includes the ability to speak well in public, debate effectively and avoid or broker conflicts with diplomacy.

Piloting

This skill is the knowledge of directing a sailing vessel, or space or flying ship. Knowledge of piloting applies to one category of vessels only (such as yachts). The Referee may rule that some partial skill bonus may apply to some similar types of vessels but generally each type requires separate piloting knowledge.

Poison Resistance

This skill gives a 1 point bonus per skill proficiency point to Saving Throws against the effects of poisons. This is because the character has built up a resistance to the effects of poison through the self administration of miniscule doses.

Primitive Weapon (Type)

Sword, shield, axe, bow, spear, etc. Types of weapons can be fairly broad, such as "swords", "bows", "pole arms", etc.

Primitivistics

Primitivists are experiential archaeologists adept at the manufacturing and use of prehistoric technology.

Projectile Pistol

Use and maintenance of all types of short barreled, single handed firearms.

Projectile Rifle

Use and maintenance of all types of long barreled, two handed, rifled firearms.

Ringkunst

This is the skill of Wrestling/Grappling. In wrestling combat, the character with this skill receives a + 1 attack bonus per proficiency point when attempting to knock down, grab, throw, or otherwise wrestle with an opponent. Further, and possibly more importantly, they receive an automatic AC of 6 when an opponent attempts to wrestle them or has the character in their grip, regardless of what type of Armor the character is wearing. Further still, the opponent's weight/size becomes irrelevant, except in extreme cases, such as attempts by a PC to wrestle a full-grown dragon.

> **Pankration**: characters receive the Pankration skill automatically when they posses both the Ringkunst and Savate skills together. Pankration cannot be chosen as a separate skill and no proficiency points are allocated for it; instead the proficiency bonus points must continue to be

allocated to the base Ringkunst and Savate skills. The advantage to being a Pankrationist is that in addition to the Savate and Ringkunst skill benefits, the character also gets to subtract 1 from an Armor Class base of 6 for every 1 skill point they have in Ringkunst. For example, a Pankrationist with 2 proficiency points in Ringkunst would have a wrestling AC of 4 (6-2); a Pankrationist with 3 proficiency points in Ringkunst, would have an effective Armor Class of 3; and so on.

Running

Characters with this skill can run or jog two times longer per proficiency point than normal before becoming Fatigued.

Savate

This is the skill of Unarmed Combat - knowing how to kick, punch, elbow, and knee opponents and defend from the same. This does not include body locks, throws, holds and pins which are part of the Ringkunst skill. For every proficiency point in this skill, characters add one point of damage to successful attack.

Pressure Point Attack:

Pressure Point attacks are special attacks available to practitioners of Savate who have at least two proficiency points in the Savate skill, have spent at least 8 additional months in formal training, and have at least one unencumbered hand or foot. In addition to the unarmed damage sustained, anyone successfully struck by the Pressure Point attack must make a Saving Throw vs Constitution or be put in such severe pain or otherwise stunned so as to be unable to act for 1d4 rounds. The character must declare a Pressure Point attack before making an attack roll.

Security Systems

Security skill represents experience or training with security systems and protocol.

Signaling (choose type)

This skill applies to a specific set of codes or signs used to communicate. The signs or codes may involve repeated sounds, symbols, flags, patterns of smoke, branches, or any other objects. In all cases there will be a formal and consistent set or rules for the arrangement of the code "objects". However, knowing one type of signaling system imparts no knowledge of any other signaling system. Each must be learned separately.

Ships Gunner

This skill represents experience with ship's weapon systems.

Singing

Although many can sing well naturally, learning to master the craft to be able to carry a tune with proper pitch, pacing and breathing takes a bit of practice and training.

Skulk

If not being directly observed, a character with skulk proficiency knows how to hide from other individuals or animals in a built environment. The character can also move quietly up to one-half normal speed and hide at no penalty but suffers a -4 penalty to Saving Throws while moving one half to normal speed. Movement at less than ½ speed incurs no penalty. The character can perform this skill indoors and outdoors and may have improved chances if there are distractions, shadows, and the like. To calculate the level of difficulty, the referee should count the number of obstacles to be overcome, number of guards, exposed areas to sneak through, etc., counting double or more for time constraints, high level opponents or other difficulties. Superscientific challenges are level 5 or greater automatically.

Proficiency 1 - automatic success against 1-4 obstacles
Proficiency 2 - automatic success against 5-8 obstacles
Proficiency 3 – automatic success against 9-12 obstacles
Proficiency 4 – automatic success against 13 – 16 obstacles
Proficiency 5 – automatic success against 17 – 20 obstacles
Proficiency 6 – automatic success against 21+ obstacles

Slow Fall

For every proficiency point the character has in this skill, they take damage as if the fall were 10 feet shorter than it actually is, provided they are within 10 feet of a vertical surface or other objects that can be used to slow the descent.

Snares and Traps

The character with this skill is practiced in the art of building and using traps capable of snaring animals, creature, and unwanted visitors. A successful skill throw indicates that the trap will function properly. The character can also determine the nature of traps built and left by others and attempt to disarm them. Note that this skill is restricted to the kind of traps and snares the character has had an opportunity to learn. Basically this means that a character from a tribal society would not know how to create or disarm a complex descending ceiling trap in a medieval style castle.

Proficiency 1 - simple traps and snares
Proficiency 2 - better traps
Proficiency 3 – complex traps
Proficiency 4 – masterful traps
Proficiency 5 – Superscienific/Psy traps
Proficiency 6 – advanced, complex Superscienific/Psy locks or any other "impossible" trap.

Space Armor

Training in the use of space armor is necessary to operate it properly.

Strength Training

Allows the character to add 1 point to the Strength talent per proficiency point.

Swimming/Diving/Holding Breath

Persons with this skill know how to swim and how to dive well. They are also able to hold their breath 2 minutes (rounds) per proficiency point. No one can hold their breath for more than 12 minutes, unless hypnotized.

Technician

The type must be specified, such as Communications techs, computer techs, electricians, genlab techs, mechanics, robo techs, tubeway techs, etc. Technicians are experienced or trained in the operation and repair of communication devices, computers, electrical devices, laboratory equipment, machinery, and tubeway transport systems, respectively. A skill success roll may be necessary to repair inoperable or damaged devices.

Tracking

The character can follow tracks and find and interpret sign. The Referee is encouraged to increase or penalize the chance of success depending on the circumstances (age of the sign, type of terrain, number of tracks being followed, and so forth). The amount of information gathered by a tracker from sign will also depend on how many proficiency points the character possesses and it is up to the Referee to decide what

is reasonable.

Unlock Locks

Locks may be graded as follows:
Proficiency 1 - common locks
Proficiency 2 - better locks
Proficiency 3 – complex locks and basic safes
Proficiency 4 – complex safes
Proficiency 5 – electronic locks
Proficiency 6 – advanced, complex superscientific locks or any other "impossible" lock.

Veterinary

The character has knowledge of how to treat wounded or sick animals - handle as Medicine skill.

Weaving

Not the hand craft, the maneuver. When not wearing armor, a character with weaving skill may apply any proficiency points in this skill to their Armor Class.   The character must be able to move around freely in an environment to which they are accustomed. Thus the skill would not apply to non aquatic creatures when they are in water or vice versa, or to characters experiencing a noticeably different Gravity, such as might be found on a moon; and so forth.

Zero Gravity Combat

The possessor of this training can fight in zero-g without penalty. Without this skill all attacks are made at -4 to hit and -4 to damage, cumulative with any other penalties.

USE OF POWERS

There is a base 60% chance an attempt to use a PSY or Superscientific power will fail, all else being equal. For each level a character is above or below the level of power being used, adjust by 10%. For example, a 2nd level Nexialist using a 1st level power would subtract 10% for a 50% chance. If the Nexialist were attempting to use a power one level higher than their own, they would have a base 70% of failure.

Attempts to use powers may be made any number of times. However each successful use of a power adds 5% to the chance that the next attempt to use any power will fail. This is a cumulative penalty and will continue to add another 5% with each success until the character is fully rested by 8 hours of uninterrupted sleep, at which point they will start afresh with no penalty.

SUPER SCIENTIFIC AND PSY POWERS
ASTRONAUT (PSY) POWERS

Level 1

Astral Projection (I): The astronaut is able to send their mind deep into the folds and planes of outer space and sense a safe path of travel. The range has no known limits but requires one minute per parsec.

Metabolic Mastery (I): The ability to influence living tissue on the molecular level. The most basic Bio=PK talent is psychic healing. This power restores 1d6 hit points.

Empathy: This power allows the user to detect the presence of living beings at a range of 50 feet; it lasts 2 rounds. A general sense of the activity or function of the beings or any threat that they may represent to the user is also imparted.

ESP: This power allows one to detect the thoughts of living beings at a range of 100 feet; it lasts 2 rounds.

Pyschometry: This power allows the user access to visions from the past upon touching an object or body. He or she may see various scenes associated with past use or activity of the subject. Details of this power and the content of such visions are left to the Referee's discretion.

Probabilistic Perversion: This power adds +2 all attacks, PSY power success rolls and saving throws made by the character and it subtracts 3 points from any damage dice done to the character by an attacker. The benefits last 3 rounds.

PSY Weapon: This power allows the user to attune a PSY weapon to his or her own mental energies.

Telepathy: This power allows for mental communication with one target at a range up to 250 feet per level; this power has duration of 1 round.

Suggestion: This power allows the user to influence the minds of a being so that the being will be disposed to trust and listen to the user's words and follow their suggestions. 1d6 beings

within a 20 foot radius may be influenced. The suggestion cannot enslave the target or influence the target to knowingly harm itself or its allies. This power has no effect on beings with which the user may not verbally communicate, androids, robots, mindless creatures, inanimate objects, or beings with 6 or more hit dice or levels.

Chusétl Sense: This power warns the user of danger or nearby beings of inimical alignment. It does not indicate the exact nature of the danger. This power lasts 2 rounds.

Level 2

Metabolic Mastery (II): This power restores 2d6 hit points.

Cryokinesis: This power manifests as a powerful cold ray doing 1d6 points of damage per every two user levels (rounded up) to its target. The target receives a saving throw versus energy blast. A successful save results in ½ damage. The ray will freeze substances it strikes.

Clarity of Discernment: This power operates against illusions and holograms and will destroy any within a 10 foot radius.

Inter-planar Barrier: This power manifests a wall of crackling force in front of the user. Any being attempting to pass it must roll 18 or better on 1d20 (PSY bonus may be added to the roll). This wall does not stop projectiles or energy, however the user is blurred and all attacks against her are made at -2 to the hit. This power only protects the user and lasts for 2 rounds per level.

Levitate: This power allows the user to rise into the air and remain there for 2 rounds per level of the user. The user moves upwards 2 feet per round and lands softly at the end of its duration. This power only affects the user. Vertical movement is not possible.

Pyrokinesis: This power manifests as a powerful heat ray doing 1d6 points of damage per every two user levels (rounded up) to its target. The

target receives a saving throw versus energy blast. A successful save results in ½ damage.

Sleep: This power induces instantaneous hypnotic sleep in beings with 4+1 Hit Die or fewer. The user may only affect one creature if it has 4+1 Hit Dice, but the power will otherwise affect up to 2d8 Hit die of creatures. Calculate monsters with less than 1 Hit Dice as having 1 Hit Die, and monsters with a bonus to Hit Dice as having the flat amount. Creatures with the fewest Hit Dice are affected first. Sleeping creatures are helpless and can be killed instantly. Slapping or wounding awakens an affected being, but normal noise does not. Sleep does not affect androids, robots, or other beings that do not normally sleep.

Slow/Haste: This power causes 1d6 targets within 30 feet of the user to slow their movement to ½ their normal movement rate, or speed to twice their normal speed at the discretion of the user. Hasted individuals are allowed twice their standard number of attacks per round and slowed individuals are limited to attacking only once per two rounds or ½ their standard number of attacks per round. This power lasts 2 rounds per level of the user.

Telekinesis: This power allows the user to move objects through air, void, or water. The weight of the object and distance it can be moved depends on the level of the user. A user can move 1d6 pounds about 10 feet per level. Objects being moved can be hurled fast enough to stun an un-armored being. A roll to hit is necessary.

Level 3

Astralkinesis: This power manifests as a strong arcing electrical discharge that is 60 feet long and 5 feet wide. It deals 1d6 points of electricity damage per user level to any creature within its area. The discharge sets fire to combustibles and damages objects in its path; if the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if its range permits. Any creature within the area of effect is allowed a saving throw versus

energy blast. A successful save results in ½ damage.

Fear: This power causes a target to panic and flee in terror. A saving throw against PSY powers is allowed. The range of the power is 20 feet, and 2 rounds elapse between its use and its effect, this leaves time for the target to employ Psychic Surgery and nullify the effect.

Fly: This power allows the user, with up to 250 lbs of additional weight, to fly at a speed of 120 feet per round for 3 turns per level. The flyer may rise to a height of 180 feet.

Mind Bar: This power allows its user to force a target to engage in or refrain from any action or actions they specify. The power only affects one target and has a range of 120 feet, lasts 12 rounds, and a saving throw against PSY powers is permitted. It has no effect on androids, robots, mindless creatures or beings, inanimate objects, or beings with 6 or more hit dice or levels.

Mind Blank: The user or one target subject is protected from all devices and powers that detect, influence, or read emotions or thoughts. This power also protects against all PSY or super-scientific mind-affecting powers and effects. It has a range of 30 feet and duration of 2 rounds per user level.

Fulguration of the Psychic Storm: This power creates a blast of psychic energy that has a range of 120 feet and can strike up to 1d8 targets. The blast causes 1d6 damage per level of the user. A successful saving throw against PSY powers reduces the damage taken by half. This power can be used in a confined space with no danger to the user or his or her allies and it has no effect on androids, robots, mindless creatures or beings, or inanimate objects.

Level 4

Invulnerability: This power renders the user or a target of their choosing impervious to all weapons. This power is not proof against inter-planar weapons or PSY attacks, with the exception of powers that mimic weapons, Doom-

kill, Silver Halo, and telekinesis. The effect lasts one round per level of the user.

Mind Control: This power allows the user to control 1d4 intelligent beings for 3 rounds per level of the user. A saving throw against PSY powers is allowed and any being greater than 7th level or 7 Hit Dice is not affected. The power has a range of 50 feet.

Enucleation of Cerebration: This power will remove negative PSY effects and restore the sanity of beings driven mad by psychic or inter-planar powers. This power can be used on the same being but once per day.

PSY-Kill: This bio-kinetic power may be used to kill a living being, typically by restricting its breathing and stopping its heart. A saving throw against death is permitted; if the saving throw fails, the target is instantly incapacitated and dies in 3d4 rounds unless the attack is aborted or the attacker is killed or rendered unconscious. The range of this power is 120 feet.

Space Madness: This power greatly disturbs the minds of targeted intelligent beings. A saving throw against PSY effects is permitted to avoid the effect. If the saving throw fails the victim must roll on the Space Madness table. This power affects 2d6 targets of levels (or hit dice) 1 to 3, 1d6 targets of levels (or hit dice) 4 to 5. It does not affect any being of 6 levels (or hit dice) and above. It does not affect hypnotized beings, automatons, robots, androids, or unintelligent and mindless beings. The madness may only be cured by Psychic surgery. The range of this power is 100 feet.

Level 5

Citadel of Psychic Quiescence: This power functions as Mind Block but it prevents any PSY or Superscientific power from being used or taking effect within a 30 foot radius. This power has a duration of 1 round per user level.

Nexus Gate: Allows the Astronaut to locate and open naturally occurring Nexus gates. Nexus Gates are portals connecting one plane with

another. At 9th level, the astronaut will be able to accurately predict where the gate will exit. Nexus gates occur randomly. It will be up to the referee to determine their location. At 11th Level, the caster can create a temporary, artificial Nexus gate to another plane. The gate may be kept open as long as the caster concentrates but will close when the caster loses focus or when the caster themselves pass through the gate.

Quest: This power will compel 1d6 targeted intelligent beings to undertake a quest of the user's choice. A saving throw is permitted. If the saving throw is not successful the targets must complete the quest before returning to normal activities. The power has a range of 30 feet and can only be used once per week. A quested being can be released from the compulsion by Psychic surgery; however the success roll must be made with a penalty equal to the level of the Astronaut that quested the individual.

Silver Halo of Cognizance Exclusion: This glittering halo of interplanar energy flies towards its' target encircles its head and removes the target's consciousness, leaving the being a mindless automaton. A successful saving throw against PSY powers will negate the attack and it can be deflected by an already established Invulnerability power. If the halo is deprived of its intended victim, there is a 25% chance that it will strike a randomly determined target nearby. Once a target's consciousness has been taken only use of Alter Reality power can restore it. This power has a maximum range of 30 feet and can only affect one target.

Teleportation: This power allows the user to transport themselves and up to 1d12 beings (or equivalent weight) from their current location to another place with which they have firsthand knowledge. The power has a range of 360 feet, if this range is exceeded; there is a 25% chance (+1% per level of the user) of the party arriving safely. If the roll fails, there is a 50% chance of death for the entire transported party (lost forever in some inter dimensional void); there is a 30% chance they are lost somewhere on the planet planet); and a 20% chance they are on another planet.
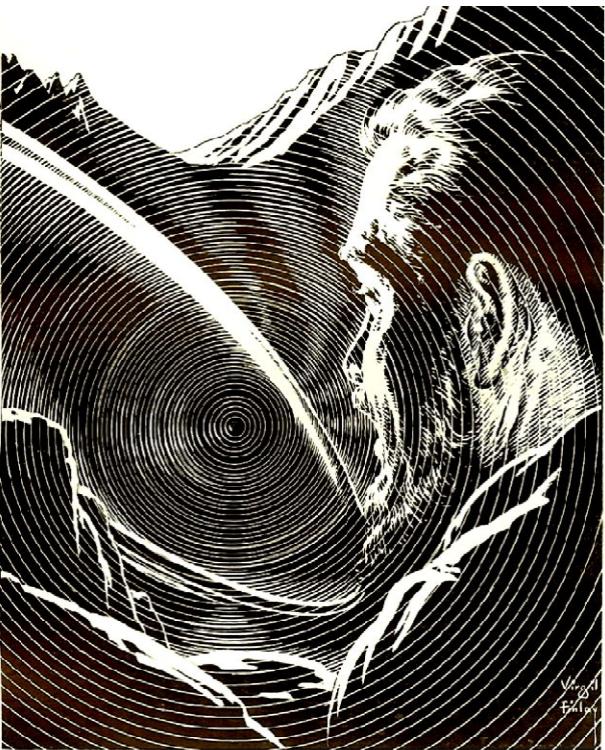
Level 6

Plankú Scaling: This power allows (within limits imposed by the Referee) the user to alter reality in a significant if not cosmic manner; this is accomplished by contacting an extremely powerful interbeing. If the alteration is major, the being may force the user into a compact. This power can only be used once per week.

Astral Projection (II): As Astral Projection (I), but the astronaut is able to physically dematerialize, phasing into an astral form. They may then attempt to rematerialize at the desired location and dimension in space. Passing a PSY effects saving throw is necessary to rematerialize. Any Psy bonuses may be applied. Failure to rematerialize opens the astronaut to the possibility of attack from interplanar forces at the discretion of the referee. The astronaut may attempt to rematerialize once every 24 hours under typical conditions.

Summon One Beyond the Veil: One large and terrible iner-planar being may be called to serve the user for 2 rounds per level of the user. This being will have 1d8 +8 hit dice. This power may not be used by anyone under 9th level. After using this power, the user will be unable to use any psychic powers for one week.

Doom-Kill: This power erupts as inter-planar explosive force. The range of 240 feet, a 2d6 is rolled to see if the target is hit (a hit occurs on 7-9), any roll below 7 indicates that the blast has fallen short, and any result higher than 9 means the target has been overshot. If a user rolls 2 on the 2d6 roll, they become the target! The explosion requires a 30 foot area which it explodes. Anything inside this area is destroyed if a saving throw vs. energy blast at -4 is not made. All failed saving throws mean instant death, and if the save is successful 2d6 damage is taken by the target. A being killed by this effect may be revived with an untra-high intensity Y-ray or through alter-reality; however 3 full weeks will be needed for recovery.

NEXIALIST (SUPERSCIENTIFIC POWERS)

Level 1

Quantumagnetic Effect: This power allows the user to move objects through air. The weight of the object and distance it can be moved depends on the level of the user can move 1d4 pounds about 10 feet/level. Objects being moved can be enough to stun an un-armored hit is necessary.

Dominion Over Devices: This power allows the user to take control of simple mechanical or electronic devices. A door may be opened or closed; simple mechanical or electronic locks may be subverted; a projectile or ray gun may be temporarily jammed or otherwise inoperable. Effects may be canceled by another's use of the control device power but otherwise last 1 round per level of the user.

Heat Ray: This power manifests as a powerful heat ray doing 1d6 points of damage per every two user levels (rounded up) to its target. The target receives a saving throw versus energy blast. A successful save results in ½ damage.

Holographic Projection (I): A holographic image is displayed, overlaying the user. A successful save vs. PSY powers will allow disbelief in the holographic image. Semi-intelligent creatures suffer a -2 penalty to the roll. Automatons, androids, and mindless creatures never believe in illusions. Damage from an illusion is treated as real by those that believe in them. Note that the illusion is limited to the user only. This power has a duration of 3 rounds per user level.

Techno-Orb of Distant Discernment: This power functions as a sensor orb and allows the user to see, hear and create holographic recordings of any activity within a 50 foot radius, even if walls or other obstacles intervene.

Machine Empathy: This power allows the user to detect the presence of robots, androids, and positronic computers at a range of 100 feet; it lasts 2 rounds. A general sense of the activity or function of the machine and any hostility or threat that it may represent to the user is also imparted.

Beam of Benefaction: This power allows the user to generate a ray that will heal 1d6 hit points. The range is 30'.

Unerring Ray of Zharkov (I): This power allows the user to generate a wide Z-ray that will unerringly strike a target doing 2d8 points damage. The target is allowed a save vs. energy blast and if successful takes ½ damage. The range is 60'.

Huer's Moleculonemonic Revertation (Mk I): This power allows the user to project a ray to a range of 30 feet that will restore one advanced or super-scientific device to an earlier state, effectively repairing any damage or non-functioning. The device repaired can weigh no more than 30 pounds and must be self-contained and not a part of a complex system.

Level 2

Sway of the Cymek Lords: This power allows the user to control 1d4 robots, androids, or computers for 3 rounds per level. A saving throw against Death is allowed and any target greater than 7th level or 7 Hit Dice is not affected. The power has a range of 50 feet.

Vindication of Logic: This power operates against illusions and holograms and will destroy any within a 10 foot radius.

Sight Beyond Sight: This power infers 120 foot range low light and infra red vision on the user, allows the user to project their vision through solid substances up to a distance of 120 feet and provides visual magnification to 5000 feet in well lit conditions.

Power of Delitescence: The targeted being or object becomes invisible, vanishing from sight, even from vision enhancing equipment and holographic scanners. If the target is a being carrying gear, that vanishes, too. The target, if not the user, becomes invisible to the user and any allies. Items dropped by an invisible being become visible; items picked up disappear if tucked into worn clothing or containers worn by the creature. The effect ends if the subject attacks any being, but is otherwise of indefinite duration. This power has a range of 30 feet.

Force of Autonomatic Disablement: This power generates a green ray that paralyses one target for one round per level of the user. A saving throw vs. energy blast is permitted. This ray has a range of 30 feet.

Sphere of Impermeability to Technology: A 30 foot radius per user level is protected from all super-scientific scanning devices or detection powers. This power does not interfere with PSY powers and effects of any kind.

Luminescence of Bodily Purity: This power allows the user to generate a ray that will heal 2d6 hit points, neutralize normal toxins, and cure all minor natural diseases. The range is 30'.

Level 3

Holographic Projection (II): A limited illusion of one approximately human sized being is created. A successful save vs. PSY powers will allow disbelief in the holographic image. Semi-intelligent creatures suffer a -2 penalty to the roll. Automatons, androids, and mindless beings never believe in illusions. Damage from an illusion is treated as real by those that believe in them. This power is usable once per day and has a duration of three rounds per user level.

Voltaic Arc: This power manifests as a strong arcing electrical discharge that is 60 feet long and 5 feet wide. It deals 1d6 points of electricity damage per user level to any creature within its area. The discharge sets fire to combustibles and damages objects in its path; if the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if its range permits. Any creature within the area of effect is allowed a saving throw versus energy blast. A successful save results in ½ damage.

Unerring Ray of Zharkov (II): This power allows the user to generate a wide Z-ray that will unerringly strike 1d6 targets doing 2d8 points damage to each. The targets are allowed a save vs. energy blast and if successful take ½ damage. The range is 120'.

Contra-Gravitic Ray: This power allows the user to project a ray upon himself or another being at a range of 30 feet. The ray empowers the target with the ability to fly, with up to 250 lbs of additional weight, at a speed of 120 feet per round for 3 turns per level. The flier may rise to a height of 180 feet.

Huer's Moleculonemonic Revertation (Mk II): This power allows the user to project a ray to a range of 30 feet that will repair one damaged or non-functioning advanced or super-scientific device. The device repaired can weigh no more than 300 pounds and must be self-contained and not a part of a complex system.

Level 4

Electromagnetic Pulse: This power creates a massive energy pulse that will jam all unshielded electrical equipment (including energy weapons, robots, androids and force fields) in the effect radius for 2 rounds per level. Shielded devices, androids and robots are allowed a save vs, Death to avoid the effect. The nexialist may establish a zone of no more than a 10 foot radius within the area of effect within which the pulse is negated.

Holographic projection (III): This power allows the user to create the illusion of any one being that they can imagine, up to about five times the size of a human or up to five human sized illusory beings. These last for 2 rounds per level of the user. The holographic beings can move up to 240 feet away from the user. A successful save vs. PSY powers will allow disbelief in the holographic image. Semi-intelligent creatures suffer a -2 penalty to the roll. Automatons, androids, and mindless creatures never believe in illusions. Damage from an illusion is treated as real by those that believe in them.

Mind-Seal Upon All Powers: The user or one target subject is protected from all devices and powers that detect, influence, or read emotions or thoughts. This power also protects against all PSY or super-scientific mind-affecting powers and effects. It has a range of 30 feet. A duration of 2 rounds per user level.

Nega-sphere of Ultimate Inviolability: This power creates a black globe of force, with a radius of ten feet that protects those enclosed against all attacks or approach. No attacks of any kind may be launched from within the sphere and no visibility in either direction is possible. The sphere lasts 1 round per level of the user and can be used only once per day.

Level 5

Replication: This power deconstructs and reassembles matter on a sub-atomic level. Any standard inanimate object or objects of up to one pound per user level may be created from refuse or a similar mass of any other matter. The nexialist will need an example or complex code based on a previously analyzed example of the object to be created. The created objects will function exactly as the replicated object and are permanent. This power requires one hour per pound of matter transmuted.

Temporal Stasis: The subject, whom must be touched by the user, is placed into a state of suspended animation, and for the subject, time ceases to flow; it grows no older, and its body functions virtually cease. This state persists until the effect is removed (such as by alter reality). A successful saving throw vs. death negates the effect.

Weather Control: This power allows the alteration and control of rain, storms, snow, temperature, cloud cover, etc, within a radius of 2 miles per user level. Weather beyond local extremes cannot be created.

Ray of Regeneration: This power allows the user to generate a high- intensity Y-ray that will heal 4d6 hit points, neutralize all toxins, cure all natural diseases and radiation sickness and cancel any negative PSY effects excepting Space madness. The range is 30'.

Level 6

Disintegrate: This power manifests as a thin, green ray. No attack to hit is necessary, but targets may save versus death to negate the effects. Any corporeal being or construct of any size struck by the ray is instantly disintegrated. When used against an object, the ray disintegrates as much as one 10' cube of inanimate matter; disintegrating only a part of any very large object or structure targeted.

 Element Master: The user is able to physically replace the matter of which they are made entirely with that of any one of the elements of the periodic table. The exact effects must be determined by the referee in each case, but for example, the nexialist might convert into a cloud of nitrogen gas. This power has a 1% chance of causing severe unintended consequences, such as time warps or planar shifts and may only be used by 8th level and above characters.

Monster from the Id: This power creates a very powerful 2d4 +8 hit dice invisible monster from the user's subconscious. The monster will serve for 3 rounds per level of the user. Note this power cannot be used by anyone of 6th level or less. If the user is of 7th to 8th level, they must subsequently rest for one full week. A 9th level or higher user may use this power once per day but must rest one full day between uses.

Nexus Gate: As the Astronaut power.

Beam of Life Restoration: This power allows the user to generate an ultra high- intensity Y-ray that will restore one being to life. The revived being must rest for one week. The power is effective up to one week after death and is usable once per week. Nexialists of 8th level or below may not utilize this power.

CREDITS AND GEAR

Credits

Although scholars of ancient interstellar history believe that the First Humanspace Alliance had attained a level of cultural sophistication wherein near political and economic equality was granted to its citizens on hundreds of worlds, Humanspace of the 621st century has, despite its great super scientific achievements, developed an interstellar culture characterized by accumulation of wealth amongst a few powerful elites, authoritarian bureaucratic government, and state capitalism.
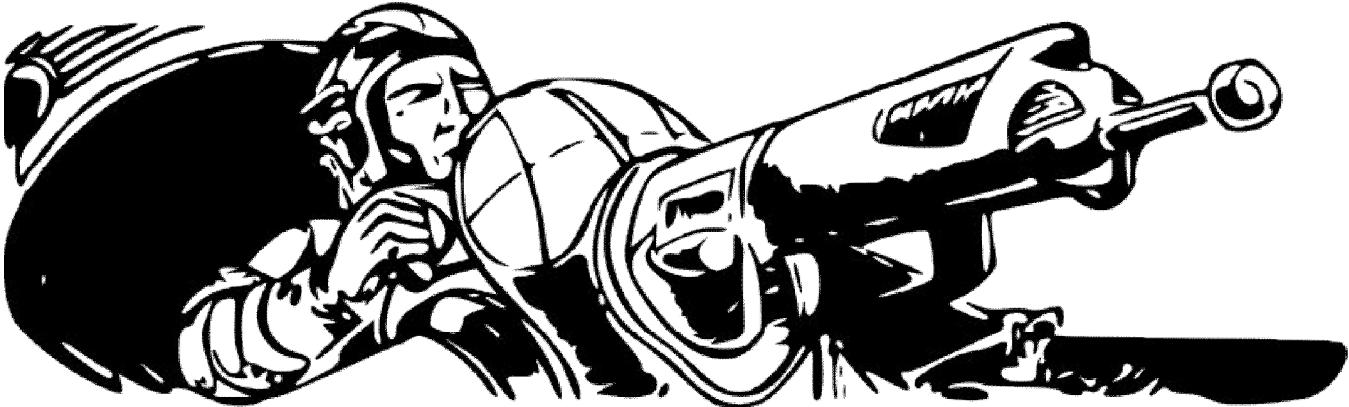
The flow of Credits (CR), the currency of Humanspace, is controlled by the quasi-governmental network of information brokers who operate on most worlds the Empire and Beyond, that engage in interstellar commerce.

Credit sticks are the common form of electronic currency. These devices, although not linked to specific users, may be verified via ansible and are nearly impossible to counterfeit. Precious metals, gems, technological devices and other trade goods are necessary for trade on primitive worlds or those not serviced by the HE.

Starting characters may be allotted 3d6 x 200 Credits to purchase adventuring gear.

Alternately the Referee may decide to distribute Credits and/or gear in some other manner depending upon the nature of the campaign.

SUPPLIES AND MATERIEL

This section provides statistics for a selection of the advanced and super-scientific armor, weapons, ship materiel and some common adventuring gear available to characters in Humanspace.

The price and availability of the weapons, armor, and gear presented in the following pages will vary from world to world.

Grenades, explosives, and certain types of military equipment will be typically very difficult to obtain and atomic, sub thermostellar bombs are available only to the Imperial military within Humanspace. Projectile weapons require ammunition which must be purchased and accounted for.

Energy weapons must be recharged daily. Super-scientific weapons are powered by wavium crystals and do not need to be recharged as the crystals will normally last for at least one year; however, as detailed in the *Combat* chapter, they may be temporarily disabled or broken in combat.

Primitive weapons and armor are readily available often styled after the latest fashion trending at the gladiatorial games popular on many worlds, wherein combatants fight with such weapons.

SUPER-SCIENTIFIC MELEE WEAPONS

Weapon	Damage	Weight	Credits
Psy-knife	1d10	0.5 lb.	1000
Psy-sword	2d6	1 lb.	2000
Shockstunner	-	0.5lb.	300
Shockstunner Baton	-	1 lb.	500
Shockstunner Palm	-	0.5 lb.	400
Space-axe	2d6	5 lb.	300
Space-sword	1d10	3 lb.	200
Vibro blade	1d8	1 lb.	100

Psy-knife: These rare weapons are used only by powerful psionics and each device must be hand crafted and attuned to the mental energies of its user. The psy-knife appears as a small polished metallic cylinder. The psionic energy of its bearer may be projected through the cylinder forming a blade, about one foot in length, of pure mental energy, capable of cutting through any known substance.

Psy-sword: Similar to the psy-knife, these more powerful weapons allow for the projection of a blade of mental energy over three feet long.

Shockstunner: A gizmo the size of a lighter or USB pen. Delivers a powerful stunning shock on contact. It will work against someone wearing Heavy Clothing or a Latexium suit but any protection better than these requires an Attack Roll at -4 to hit an exposed body area. Useless

against enclosed armors. Target must Save vs. Energy Blast of be stunned for 1d4 rounds. Counts as unarmed attack.

> Shockstunner Baton: The stunning effect works like that of a shockstunner. Can used with a variety of weapon skills.

> Shockstunner Palm: A shockstunner in glove or palm harness format. Counts as unarmed attack.

Space-axe: These heavy weapons have an axe blade on one end and a needle-sharp spike on the other and are heavily inlaid with or entirely composed of ultra-dense duranium. As the use of super scientific energy weapons or projectile weapons may be very hazardous in the environment of a starship and the shields of space armor are typically attuned to resist the output of energy weapons, the space-axe is often employed by space marines in boarding actions.

Space-sword: Similar to the space-axe, these weapons are typically rapier like swords composed entirely of ultra-dense duranium and capable of being thrust through space armor and shields.

Vibro blade: Similar in appearance to a space sword, these weapons are composed of less dense metals but ultrasonic vibrations generated within the device increase the effectiveness of the blade making it nearly as efficient in piercing space armor and shields as a space sword.

SUPER-SCIENTIFIC GUNS

Weapon	Range	Damage	Weight	Credits
Blaster, (Z-ray pistol)	240'	6d6	1 lb.	600
Disintegrator rifle	60'	Special	20 lb.	10,000
Disruptor pistol	300'	2d6	1 lb.	300
Disruptor rifle	360'	2d8	3 lb.	500
Fulgurator launcher	20 miles	--	3 lb.	8,000/500*
Grenade launcher	300'	-	2 lb.	200
Heavy Blaster (Z-ray rifle)	360'	8d8	10 lb.	1500
Heat Ray pistol	300'	1d8+1	0.5 lb.	175
Heat Ray rifle	360'	1d10+1	3 lb.	300
Laser pistol	2400'	1d8	1 lb.	75
Laser rifle	3000'	1d10	3 lb.	150
Lightning pistols	60'	2d10	5 lb.	550
Lightning rifles	180'	2d20	9 lb.	400
Medusa Gun	120'	1d4	1 lb.	2000
Molecular Acid Handgun	150'	Special	2 lb.	250/50*
Nemo Rifle	180'	3d10/1d3	3 lb.	200/5*
Plasflamer	60'	4d8	30 lb.	1000/500*
Proteinsuim Nullifier	90'	1d6	0.25 lb.	1200
Radilaz Pistol	240'	1d8+special	1.5 lb.	1800
Radilaz Rifle	300'	1d10+special	4 lb.	3200
Tangle Gun	30'	-	5 lb.	125/5*
Wavium pistol	300'	2d6+1	2.5 lb.	300/3*
Wavium rifle	360'	3d6	6 lb.	500/5*
X-ray pistol	300'	1d8	1 lb.	200
X-ray rifle	360'	1d10	3 lb.	350

* Cost of ammunition

Blasters (Zharkov-ray weapons): Blasters emit a blue ray of z-radiation. Sustained z-ray fire will disintegrate one 1' cube of matter in 5 rounds.

Disintegrator rifle (sub-atomic): Although experimental and somewhat rare, these heavy weapons are available in 621st century Humanspace. A beam of crackling black energy is emitted from these devices that disintegrates matter at a subatomic level, translating matter into energy. No attack to hit is necessary, but targets may save versus death to negate the effects. Any creature of less than 12 HD struck by the ray is instantly disintegrated. A creature with 12 HD or greater that's fails to save will be partially disintegrated and suffer 6d8 damage.

When used against an object, the beam disintegrates as much as one 8' cube of matter and causes an energy burst that will inflict a further 1d8 damage to anything within 10 feet. The sub-atomic disintegrator also affects objects constructed of force.

Disruptors: These weapons emit a bluish white pulse that breaks apart molecular bonds turning the target into a stain of elemental goo. Sustained disruptor fire will disintegrate one 1' cube of matter in 3 rounds. These weapons are rare in Humanspace and are the typical arms of the Regulan and Hlutrgu. Disruptors do not effect or penetrate repulsor screen.

Fulgurator Launcher: This firearm consists of little more than a tube, trigger, and ammo clip. The fulgurator is an auto-propulsive projectile usually charged with a deflagrator explosive. The projectile is programmed to explode, not on striking the object aimed at, but several hundred yards prior to impact. Any construction, warship or floating battery, within a zone of twelve thousand square yards, will be blown to atoms.

Heat Rays: Heat ray weapons emit a red ray of thermal energy. Sustained heat ray fire will melt all but the densest matter (one 1' cube of matter in 10 rounds). These devices can also be used to ignite flammable materials.

Lasers: Lasers are more primitive energy weapons, similar to heat rays, found on less developed worlds.

Lightning pistols: These bulky pistols are attached by coils to a power supply worn on the back and emit a powerful discharge of electricity similar to naturally occurring lightning that is 60' long and 2' wide. The discharge will set fire to combustibles and damages objects in its path. It can melt metals with a low melting point. Any creature caught in the area of effect receives a saving throw versus energy blast. A successful save reduces damage by half.

Lightning rifles: These weapons are generally similar to lightning pistols but the discharge is 180' long and 5' wide.

Medusa Gun: This shoulder arm is produced by using a mico-planar cluster of crystals aligned with the Cycles of The Outer Darkness. The weapon discharges a molecular attack on the most basic level hitting its target with the intention of crystallization of the very cells all the way to the atomic level. The gun holds 6 shots fully loaded. –Note, the target must save versus rays or be turned to stone or crystal within 1d3 rounds!

Molecular Acid Handgun: This rare one-shot pistol was designed as an armor-disabling device. It has an oversized barrel that uses electromagnetic force to shoot a metallic globule filled with fast-acting corrosive acid. On a successful hit the globule shatters and the acid spreads over the target and "eats away" the armor adding 1d4 points to the target's AC until it is repaired. The acid is strong enough to corrode even duranium. The "damage roll" as described above cannot degrade the AC granted by a physical armor to above 9, but for every excess point the victim suffers 1d6 damage. A hit against an unarmored target or someone using only a Shield Belt for protection causes 4d6 points of damage (the AC granted by the belt is not affected). Reloading the handgun with a new globule takes one round. Ammunition is hard to find and expensive. The globules must be made of a magnetic alloy that shatters on impact and inlaid with a substance inert to the acid. Each globule weights 0.1 lb.

Nemo Rifle: Fires glass balls covered with a case of steel, and weighted with a pellet of lead, into which the electricity is forced to a very high tension. With the slightest shock they are discharged. It is only necessary that they touch the target. The balls may be charged variably, to deliver either a lethal shock (3d10 damage) or a stunning shock (1d3 damage).

Plasflamer: Military-grade rifle weapon that shoots a stream of 60' long, 1' wide super-heated quasi-plasma that will set fire to any combustibles in its path. It can melt metals with medium melting points. Creatures hit by the stream get a Saving Throw vs. Energy Blast for half damage, but will be set aflame and take one less die of damage on each subsequent round (save still applies) until the flames are out. The plasflamer "ammo" is a chemical solution kept on a backpack and connected to the gun by a tube. Re-fills costs 500 CR per shot and the backpack can hold sufficient solution for 10 rounds of fire.

Proteinsuim Nullifier: This small handheld weapon frees the protein bonds of any organic target, reducing the target to a living soup of organs & such. The weapon projects a violet beam of excited molecules through the target. The weapon is considered by many to be a weapon of dishonor & deceit. It has been used in over 40 assassinations & acts of galactic

terrorism. The target must save verus poison or lose body structure. Fully loaded the weapon holds 6 shots.

Radilaz: Highly illegal black market laser weapons that "poison" living targets with radiation by decaying mesons. A living creature must Save vs. Death or perish in 1d6 + CON hours. Robots must Save vs. Energy Burst or take double damage.

Tangle Gun: These large pistols layered mass of strong, sticky strands. Creatures caught within the tangle become entrapped among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free the webs in 2d4 turns. Creatures of higher strength can break free in 4 rounds. The strands are highly flammable. All creatures within the burning tangle mass take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the strands.

A clip of ammunition weighs 0.5 pounds and is sufficient for 6 shots.

Wavium pistol: These bulky pistols fire shells filled with depleted wavium pellets which explode when exposed to oxygen. The thin coating of the shell breaks upon contact with the target, thus creating the explosion. These devices are not usable in space or other environments devoid of oxygen.

Wavium rifle: Similar to wavium pistols; these weapons are very long cumbersome rifles. A clip of ammunition weighs 1 pound and is sufficient for 12 rounds of fire.

X-ray weapons: These weapons emit an invisible ray of x-radiation that only affects living tissue. X-rays are capable of penetrating up to 15' of all but the densest matter and still injuring a target. Due to their invisible beam, these weapons are popular with snipers and assassins.

SUPER-SCIENTIFIC GRENADES AND CHARGES

Device	Blast Radius	Damage	Weight	Credits
Diambrite (D-4 Explosive)	90'	Disintegration	1 lb.	500
Flash grenade	20'	-	0.5 lb.	100
Gamma Grenade	30'	6d8	0.5 lb.	200
Nerve gas grenade	20'	Death	0.5 lb.	150
Pulse grenade	10'	-	0.5 lb.	150
Rocket grenade	-	-	1 lb.	300+
Shock grenade	10'	2d8	0.5 lb.	150
Smoke grenade	30'	-	0.5 lb.	100
Sonic grenade	10'	4d12	0.5 lb.	150
Tangle grenade	10'	-	1 lb.	100

Diambrite (D-4 Explosive): Diambrite is a very powerful and stable, synthetic plastic explosive. Any being of less than 20 HD within the inner one-third of the blast radius is instantly disintegrated. A being within the outer blast radius or a being with 20 HD or greater within the blast radius that saves against Energy blast will suffer 12d8 damage,

a failed save results in disintegration. All inanimate matter, excepting super dense metals is disintegrated; super-dense matter and energy within the inner blast radius are also destroyed.

Flash grenade: This spherical grenade emits a 30' radius burst of photons that damages or

destroys the optical nerve endings of all unprotected beings in the blast radius. A failed save versus energy attacks results in permanent Blindness, a successful save indicates that the victim is blinded for 1d4 hours. Space armor and most space suit helmets protect against this effect.

Gamma grenade: Emits a 30 foot radius of gamma rays causing all unprotected flesh and blood being to endure 6-48 points of damage unless a saving throw vs. Death is successful.

Nerve gas grenade: This type of grenade emits a colorless and odorless nerve gas that attacks the central nervous system. Each round a target remains in the blast radius; he or she must make a saving throw versus poison or die. Space armor and space suit helmets offer complete protection from the gas.

Pulse grenade: These spherical grenades emit a powerful electromagnetic pulse that jams electrical equipment (including energy weapons, robots, androids and force fields) in the blast radius for 2d4 rounds. Robots and androids are allowed a save vs. energy blast to avoid this effect. Electronic devices of less than super-scientific level are permanently short-circuited.

Rocket grenade: Rocket grenades are self propelled miniature missiles which can be armed as any other type of grenade. They may be self guided to strike particular kinds of targets such as heat signatures or bio signs. Range is 5 miles and cost will be the base plus the cost of the grenade type.

Shock grenade: This spherical grenade releases a pulse of electricity in the blast area; protection and cover is not afforded by metal obstacles. In addition to the damage caused by the burst, victims are stunned for 1d6 rounds. A successful save vs. Energy blast halves damage and avoids the secondary effect of the grenade.

Smoke grenade: A smoke grenade emits an inert thick white smoke that obscures all vision within its blast radius. The smoke is treated as darkness for effects on visibility and combat. The cloud persists for 1d3+6 turns.

Sonic grenade: Causes a concentrated sound blast within a 10' sphere, causing 12-48 points of damage to anyone or anything within unless a saving throw is made. Beings damaged by a sonic grenade will be paralyzed for 6 turns. These grenades are often used to blast open doors and blow apart objects.

Tangle grenade: These large cylindrical grenades burst on impact expelling a mass of gluey fibers Beings caught within the tangle become entrapped and can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Beings of higher strength can break free in 4 rounds. The strands are highly flammable. All creatures within the burning tangle mass take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the strands.

Wavium grenade: This spherical grenade is filled with depleted wavium pellets which explode when exposed to oxygen. The outer casing of the device is fragmented by a small timed diambrite charge exposing the pellets to air and creating the explosion. Wavium grenades are not usable in space or other environments devoid of oxygen.

ARMOR AND SPACE SUITS

Suit	AC	Repulsor Field	Weight	Credits
Heavy clothing	8	-	10 lb.	30
Primitive armor (light)	7	-	25 lb.	22
Primitive armor (medium)	5	-	50 lb.	24
Primitive armor (heavy)	3	-	75 lb.	40
Skin suit	6	-	7 lb.	500
Space armor (light)*	4	20 Hit Points	50 lb.	1300
Space armor (medium)*	3	40 Hit Points	100 lb.	1550
Space armor (heavy)*	2	60 Hit Points	150 lb.	2250
Space suit*	5	-	20 lb.	200
Shield, primitive	+1	-	7 lb.	2
Shield, duranium	+3	-	1.5 lb.	250
Shield, repulsor screen	-	25 Hit Points	0.5 lb.	250
Shield belt (Mk I)	8		0.5 lb.	550
Shield belt (Mk II)	7		1 lb.	1000

*Any Talent based modifiers to hit or to damage are ignored when wearing this armor.

Primitive armor: Three types of primitive armor are available on most worlds, light (usually hardened leather), medium (usually metal links or scales), and heavy (usually metal plate suits). All three types of primitive armor include a metal helmet.

Shield belt: A shield belt creates a scintillating repulsor field around the wearer that may absorb some energy attacks and deflect some projectiles. The protection from a shield belt is cumulative with other armor. A Mk I shied belt reduces AC by 1 and a Mk II shield belt reduces AC by 2.

Shields: Shields are devices of varying size and shape but usually round or ovular. Typically they are approximately one yard in diameter and less than 0.5 inches thick, and designed to be held in one hand or strapped to an arm. Their primary function is to deflect or absorb incoming hits from melee or projectile weapons, but they also serve to bash and batter opponents.

Primitive shields are of wood, leather or metal and are no barrier to advanced weaponry.

Duranium shields appear identical to a well made primitive shield, but are made of the superscientific alloy duranium. They are effective against all weapons types unless otherwise noted.

Repulsor shields consist of a micro screen generator strapped to an arm. When activated, it creates an ovular defensive screen resembling a primitive shield. The effect however is translucent, with an azure hue. Screen shields have limited resistance to primitive and projectile weapons and offer no bonus to Armor Class. Rather, the shield acts as an absorption field against beam and particle weapons. When more than 25 hit points per turn have been absorbed by the shield, it will fail and shut down for 1 full turn.

Skin suit: Skin-suits are super form-fitting, light weight space suits with a bubble hood. They are generally no bulkier than standard clothing; however the wearer suffers no effects from vacuum, gas or disease so long as the suit has not been breached. The suit is breached when the wearer takes damage. Skin suits have limited self seal capability and breaches will be repaired on a roll of 1 or 2 on a 1d6.

Space armor: Three types of armored space suits are available on super-scientific worlds, light, medium, and heavy space armor. All three types of space armor include an armored helmet with a built in scanner, dradis and comm. module, and are equipped with a powered exoskeleton that increases the strength in the wearer, allowing the user to move as if unencumbered. Further, the armor is fully functional in all environments, including under water and in outer space. It is impervious to heat, and cold, and prevents mental energy based attacks from affecting the wearer. Space armor protects as AC 0 against all energy type weapons including lightning, rays, particle beams, etc., and against all psy based mental attacks or physical alteration (polymorph, etc.) The armor is equipped with a Mk III repulsor screen which will absorb all damage sustained from any type of weapon until the HP maximum is reached. Once the repulsor screen is destroyed it must be repaired to function again. Thereafter the armor will continue to serve as before except that any damage sustained will be suffered by the wearer, not the suit. Space armor is breached when the wearer takes damage: however these suits have excellent self sealing capability. Breaches will be repaired on a roll of 1 – 8 on a d10 for light armor and on a roll of 1 – 9 on a 1d10 for medium or heavy armor.
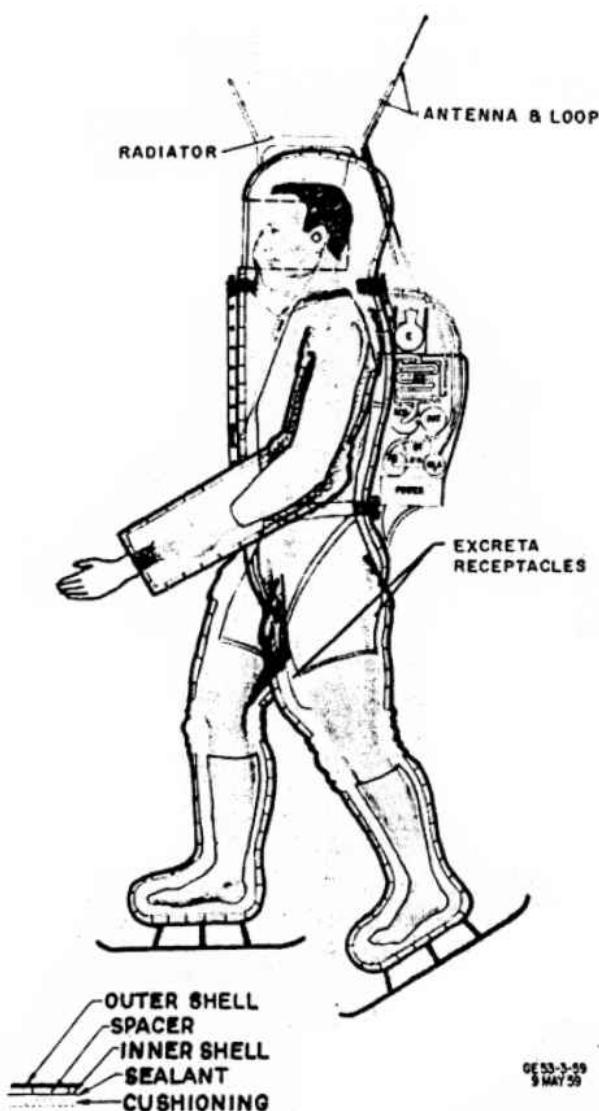
> *Light armor*: the powered exoskeleton in light armor merely offsets the weight of the suit. The Repulsor field will absorb 20 hit points and Saving throws receive a +1 bonus.

> *Medium armor*: increases the wearers Strength and Dexterity to 16, providing a +2 to hit and damage rolls in melee or a +1 to hit and damage with distance weapons. Saving throws receive a +2 bonus and the Repulsor field will absorb 40 hit points before failing.

> *Heavy battle armor* is the queen of personal military technology, imbuing the user with a Strength and Dexterity of 18. The wearer will never suffer from fatigue and will enjoy a +4 to hit and +3 to damage in melee or a +2 to hit and damage with distance weapons. Space armor also provides a +3 bonus to all saving throws and allows the user to fly at 120' per round.

Spacesuit: Spacesuits are considerably bulkier than form fitting skin suits. A spacesuit includes a body suit, gauntlets, boots, and a bubble helmet. The wearer suffers no ill effects from gas or disease so long as the suit has not been breached. A suit is breached when the wearer takes damage, Advanced spacesuits have limited self repair capability and breaches will be repaired on a roll of 1 or 2 on a 1d6. Super-scientific space suits repair breaches on a roll of 1-3 on a 1d6.

Labels on illustration: ANTENNA & LOOP, RADIATOR, EXCRETA RECEPTACLES, OUTER SHELL, SPACER, INNER SHELL, SEALANT, CUSHIONING, GE 53-3-59 5 MAY 59

EYES

"Eyes" are relatively new technology in the 621st century and continue to be developed. They are ovular, super-scientific devices that are about the size of a human eye. Often, they are inter-planar powered and equipped with mirco-interfogulators, - factors that keep them rare and expensive. A fully charged Eye will usually cost at least 10,000 credits. They may have small buttons or controls and possibly writing (50% chance), depending on the type and manufacture of the device. Typically, an activated eye will be held in one hand and "pointed" in the direction where the desired effect will take place. They hold a maximum of 100 charges, but can be recharged indefinitely. Machines can not use eyes; only a living mind can activate them. Some of the known types of eyes are detailed below:

Eye of Panic: Causes panic in up to 12 HD of flesh and blood creatures.

Eye of Paralyzation: effects 1-6 beings within 120 feet. Saving throw allowed to avoid the effect. A second burst will release the paralysis effect.

Eye of True Sight: reveals invisible, disguised, cloaked, displaced and the like and allows sight in complete darkness. The effect lasts 4 turns for a distance of up to 240 feet.

Eye of Regeneration – quickly restores up to 8 lost hit points.

Eye of Yellow Mist – produces mustard gas (default) or another poison gas of the referee's choosing. The effects of the gas are choking, coughing, and a burning sensation in any exposed skin. Victims within a cloud of Yellow mist are unable to breath and will loose ½ of their Constitution per round. Upon reaching less than 1 Constitution factor the victim is unconscious and will die in 1 round without medical or magical attention. Skin damage from the gas 1d4 Hit Points per turn.

Eye of Return – when first set at a particular location, the eye will subsequently transport anything to which it is tied or anyone holding it back to that location. If they eye is not first set at a location and the transport activated, the transportee will be obliviated.

Eye of Frost – projects a freezing ray to a distance of 240 feet. Failure to make a Saving Throw results in death.

Eye of Haste – Allows the user to move three times as fast for four turns.

Eye of Comprehension – telepathically translates any language into the users and allows them to speak in that language. Each use lasts 4 turns.

Eye of illusion – capable of creating a perfect, animated, 3 dimensional visual illusion of anything desired within a range of 120 feet, lasting 4 turns.

Eye of Madness – causes insanity in all who fail a saving throw within a distance of 120 feet. The insanity is permanent and debilitating unless cured.

Eye of Invisibility – causes a 10 foot circle of invisibility to surround the user and all within.

Eye of Revelation – finds and opens secret doors, and finds traps. The eye has a range of 60 feet.

Eye of Holding – opens a pocket hole into a interdimensional, airless space capable of holding up to 10,000 pounds worth of goods.

Eye of Sloth – affects up to 20 beings, including the user if desired, within a distance of 120 feet for ten turns, causing them to move at 1/3rd normal speed.

Eye of Charm - affects up to 3d6 hit dice of creatures of 3 or fewer hit dice, within 30' of the Eye, rendering them under the complete control of the user unless a Saving Throw is made successfully. The victims' mind is fogged and consumed with the thought of obedience to the master. The victim will seek only to please their master, regardless of the circumstances. Commands will be obeyed fully and obsessively, even to the extent of attacking former allies and friends. The hold the user possesses on the victim is total and unshakeable. The user must speak the target's language to communicate any commands, or else be good at pantomiming.

Eye of the Grapple – projects a tractor beam which can be used to pull objects up to 2 tons of weight to the user or reversed to push with equal force.

Eye Spy: These flying robotic sensor devices may be remotely controlled with a communicator or hand scanner. The eye travels up to 120' each round and will send visual information back to the controller, and can see with 60' extra-vision. If detected the device may be attacked. It has an effective AC: 3 and 2 hit points. CR 1500; Weight: negligible.

Perimetric Orbs: A security system consisting of four small floating silver globes designed to be set in a perimeter around a camp and programmed to monitor an area and sound an alarm if an intruder is detected. One set may enclose a 900 square foot area. It has an effective AC: 4 and 1 hit point. CR 1000; Weight: 0.5 lb.

GEAR

Air Tablets: When placed in a bubble helmet, each tablet provides 8 hours of breathable air. CR 10 each; Weight: negligible.

Air Mask and Tank: A small face mask which will supply a full day's worth of oxygen when the attached tank is full.

Air Mask and Tank: A small face mask which will supply a full day's worth of oxygen when the attached tank is full. CR 55. Weight: 3 lb.

Camera: various kinds can be used to capture or transmit video or still photographs. CR 15. Weight: 1 lb.

Compass: devices which will point to the nearest magnetic pole, or to a pre-specified object. CR 10. Weight: 6 oz.

Electronic Tablet: a handheld, touchscreen computer. CR 20. Weight: 1 lb.

Crowbar: very handy for opening stuck doors on derelict spacecraft and the like. CR 10. Weight: 5 lb.

Gas Mask: will filter out all harmful gasses for 24 hrs. CR 20. Weight: 1 lb.

Canteen: A container that holds one quart of liquid. CR 10. Weight: 1 lb.

Climbing gear: These kits include crampons, pitons, and a safety harness and provide a +5to Mountaineer skill rolls. CR 200; Weight: 15 lb.

Cold weather clothing: A set of heavy clothing that protects against frigid temperatures; includes a parka, trousers, gloves, and boots. CR 150; Weight 12 lb.

Backpack: Synthetic container that holds up to 100 pounds, CR 40; Weight: 5 lb.

Communicator (Micro-set): The standard handheld communication device has a range of 48 miles unless connected to a commnetwork and can be adjusted to a range of frequencies. Communication may be set to any other communicator including implanted devices. They may also be set to translate virtually any into any other language. These devices also contain a chronograph, destination compass, holographic camera, holographic ray, sound recorder and basic computer. CR 50; Weight: 0.5 lb.

Cloak of Displacement: This device appears to be a normal cloak, but when worn by a character its' superscientific properties distort and warp light waves, causing the wearer's apparent location to shift around constantly over a range of 3' from the true location. The first sight dependant attack by any creature against the wearer will miss, and all further attacks by that attacker are made with an attack penalty of -2. This is not cumulative with a penalty for fighting blind. Larger versions of this device can be placed in spaceships, causing them to appear to be one hex removed from their true location. CR 600; Weight: 2 lb.

Contra-grav belt: This device allows the user with up to 250 lbs of additional weight to fly at a speed of 120 feet per round. The flyer may rise to a height of 180 feet. CR 2000; Weight: 1 lb.

Grappling Hook gun: A short gun that shoots a grappling hook and 200' of rope. CR 90; Weight 23 lbs.

Hologram Projector: An animated 3d image can be emitted from this projector. Image size is limited to 100 yards or less. CR 150; Weight: 5 lb.

Laser flashlight: This small handheld device generates a powerful beam of light to 120 feet. It may also be used as a heat ray with a range of 3 feet, primarily for starting fires or heating objects. CR 50; Weight: 0.5 lb.

Lockpick: A device designed to foil mechanical and electronic locks, +2 to lock picking skill success rolls. CR 100; Weight: 0.5 lb.

Magnetic Clamps: These devices may be fitted to boots and allow the wearer to cling to metallic surfaces, walk on spaceship hulls, walk up metallic walls, etc. CR 200; Weight: 4 lb.

Med-kit: A small utility bag that contains a med-scan, one container of skin spray, two doses each of Anti-Tox, Flask, and Vax, bandages, gauze, etc. CR 500; Weight: 6 lb.

Med-Scan: A character with physician or Medic skill may use this device to accurately assess the physical health of any known being. CR 300; Weight: 2 lb.

Med-Box: This is a metal cabinet 10' x 5' capable of healing all wounds of any flesh and blood being placed inside provided at least 25% of the body remains intact. No more than two persons can be treated in the box at the same time. The process requires 24hrs to complete regardless of the severity (or lack thereof) of the wounds or the type of damage and any attempt to remove a patient early will likely (75%) result in their death and destruction of the Med-box. The Med-Box may also be stood up and opened on both ends to form a gateway. Persons walking through will be inoculated against any known disease. Special settings may also be programmed into the box to alter the genetics and phenotype of the patient. Though somewhat bulky and heavy, Med-boxes are usually equipped with an anti gravity unit which allows the box to be easily moved. CR 10,000; Weight: 175 lb.

Plastic Actualizer or *Lens*: a technological device that is worn on the head, or sometimes surgically implanted within a Nexialist's skull. A lens focuses the user's innate psychic ability and allows the manipulation of other planar energies with the power of the mind.

According to the Imperial Academy of Science, antecedents of the plastic actualizer were produced as early as the 150th century A.D. in association with a marked increase in the manifestation of psychic powers amongst interstellar travelers. Although it is believed that the prevalence of psychic powers amongst humankind has waxed and waned over the millennia, the modern lens is the culmination of thousands of years of research and development aimed at harnessing the power of the mind through technology.

The modern lens is found in a variety of forms; however the most typical are the skullcap and skullframe. The skullcap lens is a tight fitting duraplast-ytterbium alloy head covering with dorsal or lateral actualization nodes. The skullframe is similar; however it utilizes additional nodes to reduce the surface area of the shell. Basic lens models are generally available on advanced and super-scientific worlds and range in price between CR 800 and CR 1500.

As noted, many nexialists eventually opt for integration of the lens into their skull as a cymek device. The surgical implantation of a lens is possible on super-scientific worlds at a minimum cost of CR 5000 for models with external nodes and CR 10000 for fully internal devices.

Rare and expensive Lens models may actually provide a bonus to the Nexialist's PSY score allowing use of powers greater than would normally be allowed. Additionally, some very powerful artifact lenses have been created.

Psion Accumulating Lens (PAL) Mk 1: Lenses of this type are available on super-scientific worlds at a minimum cost of CR 4000 for skullcap and skullframe models, CR 15000 for cymek models with external nodes and CR 30000 for implanted models. The Mk 1 provides a +1 bonus to the

wearer's PSY talent.

Psion Accumulating Lens (PAL) Mk 2: The Mk 2 is available on super-scientific worlds at twice the cost of a Mk 1 model. It provides a +2 bonus to the wearer's PSY talent (to a maximum of 18).

Psion Accumulating Lens (PAL) Mk 3: The Mk 3 is available on super-scientific worlds at three times the cost of a Mk 1 model. It provides a +3 bonus to the wearer's PSY talent (to a maximum of 18).

Portable Screen Projector: An 80 lb. box the size of a large backpack, this device creates a miniature version of a spaceship's Megaron repulsor screens, typically as a dome within an area of 30', though smaller and larger versions are known. No light, sound, PSY effects, projectiles, energy weapons etc. may pass the barrier (in or out) which acts as AC 0 +3 armor. A penetrating hit destroys the screen. CR 5000.

Rope: A durable, narrow gauge synthetic cord that can safely handle 300 pounds. CR 1 and Weight: 5 lb. per 50 feet.

Scan goggles: These devices are similar to the Scan-scope, below, but are designed to be worn. They provide magnification of up to 1000X and infrared and night vision capabilities up to 60 feet. CR 200; Weight: 0.5 lb.

Scan scope: These binocular devices have a magnification of up to 2000X and provide infrared and night vision capabilities up to 120 feet. CR 200; Weight: 0.5 lb.

Scanner: This device is capable of giving the operator complete information on the physical and energy properties of anything pointed at within 100 yards. Information given initially will be basic, unless specific details are requested. CR 150; Weight: 0.5 lb.

Survival rations: Survival rations contain enough preserved food and nutrient pills for one person for one week. Rations available to suit every race. CR 50; Weight: 3 lb.

Telescopic pole: This device may be extended from a small duranium alloy baton to a 10 foot pole that can support up to 2000 pounds. CR 15; Weight: 1 lb.

Tent: various sizes and types. Add 10 CR per extra person capacity or other feature. CR 50; Weight: 5 lb.

Water Purifier: will function flawlessly for 30 days producing 3 liters of water per day for the basic model. CR 150; Weight:2 lb.

Vril rod: This shiny metallic device appears to be a fairly ordinary, albeit hollow, rod about three to four feet in length, but in the hands of anyone with psy powers the Vril rod will function as the equivalent of a Psion Accumulating Lens (PAL) Mk 1. Vril rods are believed to predate skull caps and embedded cranial lenses by centuries and are still in use on some more primitive worlds or by those who prefer them for reasons of their own.

Translator orb: These small golden globes are super-scientific devices worn in the ear and programmed with one or more languages that will be automatically translate speech of the wearer. The wearer may also mentally think in speech and the device will provide the foreign or alien words. The translations are not perfect and there is a slight delay in receiving the translation. The user will also be limited in their ability to speak some words in difficult alien languages. CR 100 per programmed language; Weight: 0.5 lb.

Utility belt: A durable synthetic belt with several compartments that hold a laser flashlight, a multi-tool, a 3 foot square of heavy duty waterproof film, a telescopic 10 foot pole, micro-weave compressed heat reflective blanket. CR 200; Weight: 2.5 lb.

Water skin: A water skin is a thin sheet of osmotic film that measures approximately 3 square feet. It may be unfolded and spread on the ground where, assuming any atmospheric or ground water is present, it will absorb up to one gallon. When placed in a container of water the skin will purify up to 10 gallons. CR 30; Weight: 0.5 lb.

DRUGS

Anti-Tox: This drug is a powerful multi purpose anti-toxin. Each dose victim to make an additional saving throw vs. poison at +4 to overcome the effects of the toxin. Certain poisons cannot be treated with this drug as special ingredients needed. CR 50; Weight: 0.5 lb. per dose.

Boon: This drug provides a temporary boost of 1d2 points to the individuals' STR, CON, and DEX talents and 1d6 additional hit points. The effect lasts 1d2 turns. CR 600; Weight 0.5 lb. per dose.

Flask This drug is a potent bio-stabilizer, mild narcotic analgesic and tissue regenerative serum. One standard dose delivered by hypo-spray

injector will heal 1d6 +1 hit points. CR 60; Weight: 0.5 lb. per dose.

PSY drug: This drug is a derivative of the rare anti-synthetic life extending and mind altering drug Slan, found only on Canopus 3. One dose, delivered by hypo-spray injector, provides a temporary boost of 1d4 points to the individuals PSY talent. The effect lasts 1d4 turns. CR 800; Weight: 0.5 lb. per dose.

Skin spray This drug is a plasti-skin and tissue regenerative mixture in aerosol form. One container yields 6 doses, each will heal 1d4 hit points. CR 120; Weight: 1 lb.

Vax: This drug is used to combat diseases. A dose allows one afflicted with a natural disease to make an additional saving throw vs. death at +2 to overcome the effects of the illness. CR 40; Weight: 0.5 lb. per dose.

ROBOTS

Robots in the 621st century are usually unique, purpose built affairs. They can range in cost from virtually free hobby projects built from spare parts and scrap to ultra deluxe factory made models costing 30,000 Credits. The Referee must decide any costs or values based on size, complexity and the availability of the desired technology. The characteristics tables given below can be used to create random robots or as a "shopping list" for robot construction.

Morphology

D20	Type
1-3	Armature
4-6	Animaloid
7-13	Humanoid
14, 15	Insectoid
16	Arachnoid
17	Serpentine
18, 19	Spherical
20	Liquid-state

Armature: The most basic of robot designs, armatures are essentially mechanical skeletons made of metal or some other material. They may be quite large, or the size of a small animal. This frame may actually resemble a human or animal skeleton, or it may just be a simple frame.

Animaloid: The frame is essentially an outer form in a shape that suggests a higher order creature. For example, a dog, cat, or chimpanzee.

Humanoid: The frame is essentially an outer form in a shape that suggests a human. The resemblance may be close or vague, such as a only two arms and a torso.

Insectoid: The frame is essentially an outer form in a shape that suggests some kind of bug.

Arachnoid: The frame is essentially an outer form in a shape that suggests a spider, scorpion, etc.

Serpentine: The frame is essentially an outer form in a shape that suggests a snake.

Spherical: The frame is essentially a ball. Any appendages or features are fully retractable and a spherical robot can travel by rolling its entire body.

Liquid-state: The liquid-state robot is a mass of metal alloy resembling liquid mercury. It contains a molecular network of subprocessors that interpret the central processor's instructions to form a nearly endless variety of shapes. The liquid metal can emulate radically different densities within the same form, meaning that the robot can feel like flesh on the outside, but be as solid as stone on the inside. Being able to assume different forms does not allow the robot to duplicate appearances or abilities; a liquid-state robot cannot change its color any more than it can breathe fire. For example, if it assumes the shape of a human, the robot would appear to be a human made of metal. Furthermore, a liquid-state robot is limited to the qualities of its own components. A liquid-state robot equipped with a rotor for locomotion cannot simply change shape and acquire a pair of legs, for example. Unlike other robots, however, a liquid-state robot is capable of self-healing at a rate of 3 hp per day, assuming raw metal is available. Robots with

these frames suffer +50% damage from heat-based attacks.

Locomotion
For some robots, the type of locomotion may be predetermined by the form. For example, an arachnoid robot will have multiple legs. For other forms, or in cases where the referee wishes the robot to have multiple forms of locomotion, roll or choose on the table below.

D20	Type
1	Forced Air
2-4	Legs (Multiple)
5, 6	Legs (Pair)
7, 8	Tentacles
9	Propeller (Water) or Rotor (air)
10	Track or Stationary
11-13	Treads
14-16	Wheels or Casters
17	Thruster
18, 19	Inductor
20	Pogo

Note that base movement rates for these forms of locomotion must be assigned by the Referee. Many robots will move as fast as a normal human (120') or slower depending on the robot's characteristics and functions.

Forced Air: The robot takes in air through a vent and forces it out beneath itself, allowing it to hover about an inch off the ground. It handles poorly and moves at half speed over poor surface conditions.

Legs (Multiple): The robot has three or more mechanical legs that allow it to walk, after a fashion. Only robots equipped with legs can jump.

Legs (Pair): The robot is bipedal, walking on two legs as well as a human. Only robots equipped with legs can jump.

Propeller (Water): The robot has one or more propellers for water travel. It cannot travel on land without another mode of locomotion.

Rotor: The robot is equipped with a rotor, like a helicopter's. It can hover without falling.

Stationary: The robot cannot move at all. It is most likely bolted or otherwise secured in place. Factory robots are usually stationary.

Track: The robot follows a preset track such as a rail and cannot deviate from that course without another form of locomotion

Treads: The robot is equipped with tank-like treads that allow it to roll along over most terrain without significant difficulties. It can negotiate reasonably shallow steps, but stairs are beyond its abilities.

Wheels: Wheels are somewhat more effective than treads on level ground, but the robot moves at half speed when navigating poor surface conditions. Most wheeled robots have four, six, or eight wheels. Robots with wheels cannot swim.

Casters: The robot moves about on spherical wheels, or casters. These are somewhat more efficient than wheels on hard level surfaces and enable the robot to change direction easily. Robots with casters cannot jump or swim.

Thruster: Thrusters use a miniature ion engine to produce a stream of high-energy particles, contained and directed by magnetic fields. The exhaust is hot, but not dangerously so. Thrusters enable the robot to fly and hover.

Inductor: Induction engine technology allows the robot to move about on a thin cushion of artificial gravity. The thrust does not enable the robot to corner quickly, but it can hover and float above liquid surfaces.

Pogo: A single, springy leg which the robot uses for hopping.

Manipulators
Without some kind of manipulating appendage, robots cannot lift or move objects. Manipulators can be as crude as a simple probe or as complex

as a five-fingered hand. Some manipulators may be used as weapons, which can inflict anywhere from 1d4, 1d6, 1d8, 1d10, to 1d12 hp damage or more. Morphology will dictate the number of manipulators.

D10	Type
1	Claw
2	Jaws
3-5	Pincer
6-9	Basic Hand
10	Advanced Hand

Claw: Claws resemble pincers, but the opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity, but they deal greater damage.

Jaws: Usually, only robots modeled after creatures with bite attacks have jaws. Robotic jaws are essentially large clamps with teeth.

Pincer: A pincer is a two-fingered, claw-like appendage that focuses all the grip strength on a pair of opposed surfaces, rather like a pair of tongs. Pincers allow the robot to manipulate and lift objects without much difficulty, but objects specifically made for humanoid hands (like firearms) are usually beyond the pincers' ability to operate. At the referee's discretion, tasks involving manual dexterity suffer a –4 penalty for a robot equipped with pincers.

Basic Hand: A hand is a step up from a claw, in that it has more digits, usually three or four, total. Hands are also a bit more adaptable, imposing only a – 2 penalty when attempting tasks involving manual dexterity.

Advanced Hand: Advanced hands are essentially the same in structure as human hands, though some might have additional fingers for specialized work. Advanced hands suffer no penalties when attempting tasks involving manual dexterity.

Armor
Roll 1d6 for AC. No robot will have an AC worse than 6.

Weapons
Weapon type may depend on morphology. To determine the number of weapon systems randomly, roll 1d12; 1-6 result equals the number of weapon installed; 7-12 indicates no weapon systems.

D10	Type
1	Chainsaw
2	Daggers
3	Tentacles
4-10	Superscientific gun (roll on equipment list)

Sensors
Robots are unable to perceive their surroundings without a sensor system of some kind. Without sensors, they are effectively blind and deaf. A robot without visual sensors suffers a –4 penalty on all attack rolls.

D10	Type
1	Class I Sensor System
2	Class II Sensor System
3, 4	Class III Sensor System
5, 6	Class IV Sensor System
7, 8	Class V Sensor System
9	Class VI Sensor System
10	Nerve Web

Class I Sensor System: This sensor system includes a lowres video camera and a basic audio receiver (effectively a robotic ear). Robots with this package receive a penalty of –2 to hit.

Class II Sensor System: This sensor system includes a video camera with *thermal vision*, capable of discerning creatures and objects by their heat signatures. It also includes a basic audio receiver and a crude chemical sniffer (a series of filters that detect free-floating chemical residues).

Class III Sensor System: This sensor system includes hi-res video sensors, a hi-fidelity audio sensor, a chemical vapor scanner, and a pressure sensor that enables the robot to perform tasks requiring manual dexterity.

Class IV Sensor System: This sensor system includes hi-res video sensors with *night vision* (out to 60'), hi-fidelity audio sensors, a chemical vapor scanner, pressure sensors, and either a ladar or sonar system. Ladar uses laser detectors and ranging sensors to rapidly play low-powered laser beams across the robot's surroundings, allowing it to locate targets. Sonar sensors are used mostly in subaquatic environments, but the technology works almost as well in the air. By bouncing sound waves off objects and measuring the length of time it takes to receive an echo, sonar can produce a clear image of the robot's surroundings. A robot with this sensor package receives a +1 to hit when using ranged weapons.

Class V Sensor System: This sensor system includes hi-res video sensors with *night vision* (out to 120'), hi-fidelity audio sensors, a chemical vapor scanner, pressure sensors, and short-range radar that allows a robot to not only perceive its surroundings but also target more effectively. A robot with this sensor package receives a +1 to hit when using ranged weapons.

Class VI Sensor System: This sensor system includes hi-definition video sensors with *night vision* (out to 120') and *thermal vision* (out to 90'), acoustic audio sensors, a chemical vapor scanner, pressure sensors, and dradis scanner that uses multiple concurrent signals to gather more data. A robot with this sensor package receives a +2 to hit when using ranged weapons, and +1 to initiative.

Nerve Web: The nerve web is an advanced sensor array that simulates the function of an organic nervous system. This sensor system includes a full-spectrum eye with *night vision* (out to 180 feet), *thermal vision* (out to 90'), a full frequency ear, a sophisticated olfactory sensor, tactile and gustatory sensors, and dradis. A robot with this sensor package receives a +2 to hit

when using ranged weapons, and +2 to initiative and cannot be surprised.

Mental Programming
Robots will have one of the following forms of intelligence:
> Programming
> Artificial Intelligence

Programming: A robot with programming is not creative or adaptable. It may have some problem solving capability, but it primarily is programmed with certain tasks and responses to stimuli. A cleverly programmed robot may appear to be intelligent on first impression, but with longer exposure the limits of the robot's responses will be perceived.

Artificial Intelligence: A robot with artificial intelligence has a true thinking, learning, problem-solving mind. It has a will of its own. These robots are very adaptable, and are capable of any of the same mental tasks that a human being can perform.

Accessories
Robots often come fully dressed with bells and whistles. The referee may wish to choose a few basic components before rolling for others. Robots should have within the 2d6 range of accessories.

D20	Type
1	AV Recorder
2	Transmitter
3	Translator module
4	Fire Extinguisher
5	Internal Storage Unit
6	Robolink
7	Tool Mount
8	Vocalizer
9	Magnetic Feet
10	Self-destruct System
11	Holo Screen
12	Inertial Inhibitor
13	Photon Screen
14	Special-Use Gripper
15	Smoke Screen
16	Repulsor Screen MK I
17	Repulsor Screen MK II
18	Repulsor Screen Mk III
19	Grapple Beam
20	Displacement Cloak

Accessories
AV Recorder: This audio and video recorder unit uses the robot's video and audio sensors to record and store information.

 Transmitter: A radio transmitter to send information.

Fire Extinguisher: This unit ejects enough extinguishing chemicals during 1 round to put out a fire in a 10'x10' area. A robot's extinguisher tank holds a number of shots of chemical spray based on the robot's overall size, at the Referee's discretion.

Internal Storage Unit: The robot has an insulated compartment for storing foreign objects. The compartment size is determined by the Referee.

Robolink: This unit is usually only installed on a robot with no intelligence of its own. It allows a remote operator to control a robot's actions from afar using a Remote Control Unit (referred to colloquially as a "remcon,").   The effective range of the robolink's transmitter is 1,000 feet. Using a remcon to activate or deactivate a robot takes 1 round.

Tool Mount: This mount is usually attached to the end of a robotic appendage and sports a single tool. A tool mount easily adjusts to house different kinds of tools, but it can hold only one tool at any given time. Liquid-state robots, due to their amorphous nature, cannot have tool mounts.

Vocalizer: This unit enables a robot to speak any language it is programmed with.

Weapon Mount: Robots that lack the proper manipulators to grasp weapons are suitable candidates for weapon mounts. Liquid-state robots, due to their amorphous nature, cannot have weapon mounts. A weapon mount can be attached to almost any part of a robot's frame. Any weapon can be mounted on the weapon mount. However, a robot-mounted weapon cannot be used as a hand-held weapon, or vice versa. A weapon mount has compartments for storing ammunition and means to reload the weapon.

Magnetic Feet: The robot comes with electromagnetic grippers that allow it to cling to ferrous surfaces, including iron and steel. The robot using its magnetic feet can climb with a movement of 40'.

Self-destruct System: Designed for robots in military and espionage roles, self-destruct

systems ensure that the robot cannot be captured, analyzed, and reprogrammed. The default self-destruct system is rigged to detonate when the robot is reduced to 0 hit points, but it can be modified to trigger under certain circumstances, such as if a code word is uttered. The self-destruct system obliterates the robot regardless of how many hit points it has left. A robot destroyed by its own self-destruct system has no salvageable parts. The robot's self-destruction triggers an explosion of shrapnel that deals collateral damage to creatures within 10' of the robot. Damage can range between 1d6 to 10d6, depending on how powerful the self-destruct charge is and whether it is intended to injure or kill as many beings near it as possible.

Holo Screen: A holo screen unit projects a holographic image around the robot, making it appear as something else of roughly similar proportions occupying the same amount of space. For instance, it could make a robot look like an outcropping of rock or make a small robot look like a small animal.

Although the holographic projection appears real, physical objects can pass through it without difficulty. If the robot moves, the holographic image moves also. Attacks made against the robot suffer a penalty of –1, since the actual shape of the robot may differ from the projected image.

Inertial Inhibitor: The inertial inhibitor generates a thin magnetic field that radiates out from the robot, slowing the velocity of potentially damaging weapons and projectiles. Damage dealt from projectiles or shrapnel is reduced by 50%, but any energy-based damage is unaffected.

Self-repair Unit: A self-repair unit enables a robot to repair itself by replacing damaged parts with cannibalized or replicated ones. A robot with a self-repair unit can spend 1 hour repairing itself, and this restores 1d10 points of damage. A robot cannot use this unit to repair another robot.

Photon Screen: Using a series of light reflectors molded to the robot's frame, this unit bends light around the robot, rendering it invisible. Any items carried by the robot also become invisible. Any being attacking an invisible robot suffers –4 to hit.

Special-Use Gripper: The robot has a manipulator designed for a specific task. When the robot uses a special-use gripper for a task other than its intended task, the robot suffers a –4 penalty on the roll if the check involves manual strength or dexterity.

Smoke Screen : The robot can emit a cloud of dense smoke through which normal vision will not penetrate. The cloud will fill a sphere having a radius of 30' in one round.
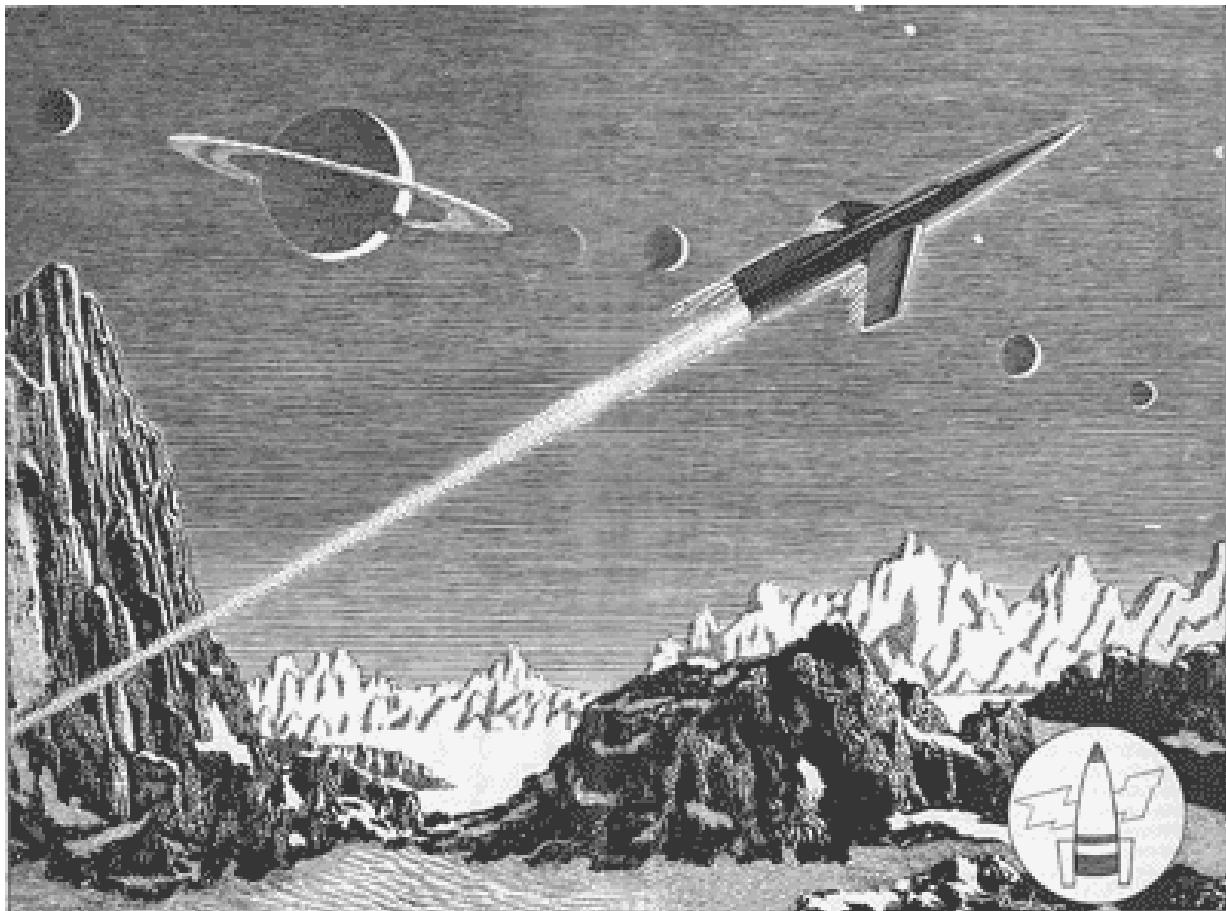
Repulsor Screen MK I, MK II or MK III: The robot's repulsor screen functions as a shield belt Mk I or Mk II or as a space armor repulse screen MK III. The MK III type will absorb either 20, 40, or 60 hit points in damage before failing.

Grapple Beam: The Robots's grapple beam functions identically to an Eye of the Grapple.

Displacement Cloak: The robots displacement cloak functions identically to a cloak of displacement with the exception that it is a built on feature of the robots' structure. The robot can switch it on or off at will.
.

Robot Weapon Rules
A robot can be armed with manipulators, handheld weapons, mounted weapons, or any combination of the three. However, during any given round of attacks, it must choose whether to attack with its manipulators, handheld weapons, or mounted weapons, as it cannot switch between them during the same round, unless otherwise decided by the Referee. A robot armed with handheld weapons follows the normal rules of combat, attacking as a monster of its hit dice number.

ADVENTURING

TIME AND MOVEMENT

Game time in *Humanspace Empires* is measured in turns and rounds. One turn is the equivalent in game time to 10 minutes and one round represents ten seconds of game time; there are 60 rounds in a turn. Character actions that take one turn can include searches for secret doors or traps in a 10 foot by 10 foot room, or cautiously moving the full movement rate (120 feet unless heavily encumbered). The low rate of movement in cautious exploring considers that characters are exploring, watching their footing and surroundings, mapping and taking care to avoid obstacles. This is referred to as exploring movement. Combat movement occurs when characters encounter enemies or face other immediate challenges. In these cases characters move at 1/3 their movement rate per round,

typically 40 feet, unless heavily encumbered. At running speed, a character may normally travel, 120 feet in one round. In all matters of time and movement, the Referee is the ultimate authority on what may be accomplished in a given period of time.

REST

Characters can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If a character chooses not to rest at that point, he or she suffers a penalty of -1 on hit and damage rolls, saving throws, and any other roll under the adjudication of the referee, until they have rested for 1 turn.

ENCUMBRANCE

Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons and armor. A character may normally carry no more

than 8 pounds per each one point of their strength talent. A character's movement rate is reduced 25% for each 25% of their maximum carrying capacity that is exceeded by carried or worn items.

LIGHT AND DARKNESS
Various super-scientific light sources and vision enhancing equipment are detailed elsewhere in this book. Primitive light sources such as torches or lanterns emit light in a 30 foot radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Characters or monsters that carry a light source are unable to surprise opponents. Characters with infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as tones of red, yellow, and blue, while cool items are gray and very cold objects are black. Any beings that cannot see due to darkness or blindness suffer –4 to hit when attacking.

AIR
An unprotected human or other air breathing planetary being exposed to the vacuum of space suffers no damage during the first round of exposure, but each round thereafter 4d6 points of damage are taken with no saving throw allowed. An air breathing being may remain underwater or within an airless environment or an environment with toxic atmosphere for a number of rounds equal to their CON talent +1d4 without suffering damage. Subsequently, the character takes 4d6 points of damage per round; each round a saving throw vs. poison is allowed. A successful roll results in ½ damage.

GRAVITY
Combat in a zero-gravity environment is difficult. Any character or creature not native to outer space suffer a -4 penalty to all attack, damage and saving throws and other penalties determined by the Referee, unless they have trained and acquired the zero gravity combat skill.

Characters in environments with significantly lower or higher gravity than that which they are accustomed to will be, respectively, granted or penalized 1d4 additional STR and DEX points (to a maximum of 18). Additional effects, such as increased leaping ability or speed, may be determined by the Referee.

DOORS
Doors may be significant obstacles in space. Sealed doors can be opened by an INT or DEX check to circumvent the mechanism. Characters without lock picking skill may attempt to force an ordinary door open. Forcing doors (and other force tests) are resolved by rolling 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there should always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Secret doors can only be spotted if characters search for them. The Referee rolls 1d6 when a player declares that their character is looking for secret doors. A result of 1 on 1d6 succeeds. Characters with superior vision or special skill succeed on a roll of 1 or 2 on 1d6. Repeated searches cannot be made in the same area. A character can only attempt to look for secret doors once in any given area, and the search requires 1 turn.

Should characters attempt to listen at a door the Referee rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for beings with superior hearing.

TRAPS AND TRAP DETECTION
All characters may succeed in spotting a trap on a roll of 1 on 1d6. Beings with superior or augmented senses succeed on a roll of 1 or 2 on 1d6. Players must declare that their characters are actively looking for traps. This roll may only be made once in a particular location, and it takes 1 turn per effort. A character will trigger a nearby trap on a roll of 1 or 2 on 1d6.

ALIEN RUINS, HULKS, AND BASES
Many adventures will take place in underworld or enclosed environments including ancient alien

underworld ruins, space hulks, abandoned or active bases or other installations, etc..

RETAINERS AND FOLLOWERS

PCs can begin the game with followers or acquire them during the game. Followers are divided into the following categories:

Retainers: Classed NPCs or unclassed specialists who follow a character out of loyalty and a stipend. Gain 1/2 experience and may rise in level.

Hirelings: 0-level commoners that can be hired as laborers or extra muscle for a set salary. Hirelings will only accompany a PC in local adventures. Fighting hirelings gain 1/2 experience and may become 1st Level Warriors after obtaining 1000 XP.

Slaves: Poor wretches who are bought and sold as property. Slaves can be the equivalent of retainers or hirelings (classes, non-classed, o-level or above, etc) but do not have to be paid.

Robotic Servants: Non-living mechanisms or pseudobiological androids that are purchased by a character. Robots do not gain experience or increase in HD but may be re-programed and altered. Robots are highly variable, to say the least.

Pets: Non-sentient creatures trained to serve. Anything from a common dog to a unique genetically engineered alien beast. A pet will only increase in HD if it hasn't reached maturity yet; if this is the case increasing HD is a question of time, not experience.

Morale: The Morale of robots and androids is limited by their programming (a droid could be programmed to flee automatically in certain circumstances).

The morale of other followers is calculated normally. Slaves may be subject to a variety of controls (shock collars, explosive collars, etc) that mean they will not flee even if of low morale.

Acquiring Followers: During character creation followers may be obtained simply by spending credits. Slaves, pets and robots must be bought, retainers and hirelings must have been paid a month's salary.

Slaves can be bought at the slave markets, which are usually held weekly to monthly depending on the system. Hirelings can be obtained at the local Palace of the Realm where prospective employees and employers put up adds. They can also be found at the usual unsavory hangouts, spaceport taverns, gladiatorial gymnasiums and so forth.

Retainers can be obtained at the local Palace of Ever-Glorious War, the Imperial Academy, and most of the same places hirelings can be found. No retainers of Level 6 or above can ever be hired.

Pets may be bought, or more rarely, adopted and trained. PC slaves can have Pets, but cannot have other followers.

Non-citizens cannot legally hire Retainers. No PC can have a Retainer of equal or higher level than themselves.

AWARDING EXPERIENCE

All characters that survive an adventure are awarded experience points (XP). Experience points are gained from three sources, the recovery of treasure, defeating monsters or foes, and arbitrarily at the discretion of the Referee. Characters gain XP from treasure at the rate of 1 XP per 1 CR value. The values of all items are added together, converted to CR units and the equivalent amount of XP is divided evenly between the characters. All defeated monsters or foes yield XP based on how great their challenge. Monsters and foes are worth 50 XP per value per level or hit die. The value is doubled if the monster or foe possessed any special powers. The total is divided amongst any characters that participated in the encounter.

SAVING THROWS

All characters and monsters can make saving throws to avoid the full effects of certain powers, attacks, and effects. When a saving throw is required, the player or Referee will roll 1d20 and consult the appropriate table below. A result that is greater than or equal to the value listed for the saving throw is a success.   However, the roll is failed if the result is less than the listed number. Certain modifiers may apply.

Some successful saving throw rolls will completely negate an effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately.

The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the power, monster attack, or decided by the Referee.

Normal Beings and 1 HD or less monsters

	Death	Energy Blast	Disease or poison	PSY effects
Normal man	15	17	15	16

WARRIOR SAVING THROWS

	Death	Energy Blast	Disease or poison	PSY effects
1st-3rd Level	13	16	12	15
4th-6th Level	12	14	10	13
7th-9th Level	10	11	8	11
10th Level +	8	9	6	9

ADVENTURER/ ASTRONAUT /NEXIALIST SAVING THROWS

	Death	Energy Blast	Disease or poison	PSY effects
1st-5th Level	14	15	13	14
6th-7th Level	13	12	11	12
8th-10th Level	11	8	9	9
11th Level +	9	5	7	6

ENCOUNTERS AND COMBAT

ENCOUNTERS AND TIME
When an enemy or monster confronts the characters (or vice versa), this situation is called an *encounter*. In encounters and during combat, time is typically measured in rounds. Encounter details will be designed by the referee or may be drawn from commercial products.

If a random encounter occurs the Referee will roll 2d6 x 10 to determine the distance in number of feet separating the characters and the encountered beings.

INITIATIVE, REACTIONS AND SURPRISE
At the outset of any random or pre encounter, the Referee rolls 1d6 for each group; a roll of 1 or 2 on 1d6 means the group is surprised and cannot act for one round and loses initiative in the subsequent round. The referee may modify the rolls based on any unusual situation or activity that may influence the result. When both sides are surprised, they do not act the first round, but the second round initiative is rolled for each side normally.

If neither group is surprised, each rolls initiative immediately by shaking a 1d6, high roll wins.

If one side is surprised but the other is not, then the side that is not surprised can attack or engage in whatever action they desire for the round, and make the first move in the subsequent round.

Unsurprised opposing groups must roll 1d6 for initiative at the start of every round. The groups act in turn from highest roll to lowest.

As an optional rule each character and monster in the encounter can roll separately for initiative. Characters adjust their roll by applying their DEX bonus, and the Referee may apply a bonus to the monsters' or opponents' rolls if high movement. The character or monster with the highest modified roll may act first followed by the character or monster with the next highest, etc.

The Referee will next check the monster's reaction by rolling 2d6. At this point characters can decide what actions to take, whether to fight, flee, or try to talk to the monster. Many monsters or NPCs will always attack when they encounter characters. However, sometimes the referee will decide that an NPC or monster reacts differently, or may roll to determine how a group of monsters or NPCs reacts to encountering the characters.

Monster Reaction Table

Dice Score	Reaction
2-3	Hostile, attacks
4-6	Unfriendly, may attack: roll again in one round at -4
7-9	Neutral: roll again in one round
10-11	Friendly but cautious: roll again in one round at +4
12	Friendly

THE COMBAT ROUND
Each combat round consists of two parts: an attacker action and a defender reaction An attacker may move, take some action, attack, or retreat. A defender may move if not engaged melee, take some action if not engaged in melee, counterattack, parry if engaged in melee, or retreat. Both attacker and defender get their chance to choose one of the above actions regardless of how much damage they may have sustained. Thus a defender, even one who was just killed by an attack, always gets an opportunity to counter attack in a round, unless they are in full retreat.

ATTACKS AND COUNTERATTACKS
Characters may move and make a ranged weapon attack, or move and make a melee attack in one round. Readying, switching or reloading weapons is done in lieu of one attack. Most characters can only attack once each round, but high level Warriors and some monsters are allowed multiple attacks.

A player or the referee will roll 1d20 to determine if most types of attack or counterattacks are successful. Only 1 d20 will be rolled per attack, counter attack or parry, and this will usually mean one roll per individual per round, except where multiple attacks are possible. The modified result is then compared to the attack table for either characters or monsters, as appropriate. A result that is equal to or above the attack value that corresponds to the character's level or the monster's hit dice and the opponent's armor class results in a hit. See the attack tables later in this section.

Melee and and-unarmed attacks are possible when opponents are within 5 feet of one another. Ranged, or energy and projectile weapon, attacks are usually possible only when opponents are greater than 5 feet from one another.

MELEE COMBAT

Melee attacks are made by hand-held weapons such as swords or axes. The ability to hit and the amount damage done is affected by several of the Basic Talents in addition to any bonus for superscientific weapons and the like.

DAMAGE

Following a successful hit, damage is then rolled by weapon type or monster attack, taking into account any bonuses or penalties. The result of the roll is subtracted from the hit point total. Reduction to 0 hit points indicates the character is incapacitated, -1 or fewer hit points is death.

PARRY

A defender in melee combat may opt to try to parry an opponent's blow instead of attempting a damaging counterattack themselves. To parry, the defender makes an "attack", that is rolls a 1d20 and adds bonuses and penalties as normal, and compares the result to the appropriate to-hit number from the combat tables. If the number or

higher is rolled, then any hits or damage scored by the opponent in that combat round is negated and the parry is successful.

USE OF MULTIPLE WEAPONS

Beings with two or more hands may hold and use a weapon in each, and will get one attack for each weapon held. If more than half of the total hands a being has are holding weapons, each attack will have a -1 to hit penalty. For example, a human can only attack with one weapon at a time with no penalty, whereas a four armed pe choi could attack with two weapons at a time with no penalty or attack with three or four at the penalty of -1 to each attack.

MULTIPLE MELEE ATTACKS

When a pack (of animals, for example), or a group of creatures (space marines, for example) attack a single human sized defender, two or more successful, simultaneous hits from separate attackers will knock down the defender and put them at a considerable disadvantage – usually -4 to hit and damage at Referee discretion. The referee may allow a saving throw with strength bonus.

LIGHT

Each group of five beings must have a light source of torch strength or better in order to fight normally unless they have other means of seeing in darkness. A person fighting without proper light must fight at a -3 to hit.

A person fighting with a hand held light source in one hand is at -2 to hit unless the light source itself is being used as a weapon.

HIGH GROUND

Attacking from above, such as standing on a wall or from a swooping aerial attack gives the attacker a +2 bonus to hit. Similar bonuses may be granted by the referee for attacks from other advantageous positions.

Warrior Level	Astronaut, Adventr Level	Nexialist Level	Monster Hit Dice	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-2	1-2	1-3	>1	na	Na	20	19	18	17	16	15	14	13	12	11	10
3	3-4	4-5	1-1+2	na	20	19	18	17	16	15	14	13	12	11	10	9
4	5-6	6-7	2-2+2	20	19	18	17	16	15	14	13	12	11	10	9	8
5	7	8	3-3+2	19	18	17	16	15	14	13	12	11	10	9	8	7
6	8	9-10	4-4+3	18	17	16	15	14	13	12	11	10	9	8	7	6
7-8	9-10	11-13	5-6+3	17	16	15	14	13	12	11	10	9	8	7	6	5
9	11-12	14-15	7-7+3	16	15	14	13	12	11	10	9	8	7	6	5	4
10-11	13-14	16-18	8-8+3	15	14	13	12	11	10	9	8	7	6	5	4	3
12	15-16	19-20	9-9+3	14	13	12	11	10	9	8	7	6	5	4	3	2
13	17	21	10+10+3	13	12	11	10	9	8	7	6	5	4	3	2	1
14	19-20	22-23	11-11+4	12	11	10	9	8	7	6	5	4	3	2	1	1
15	21-22	24-25	12-12+4	11	10	9	8	7	6	5	4	3	2	1	1	1
16-17	23-24	26-28	13-13+4	10	9	8	7	6	5	4	3	2	1	1	1	1
18	25	29-30	14-14+4	9	8	7	6	5	4	3	2	1	1	1	1	0
19	26	31+	15+	8	7	6	5	4	3	2	1	1	1	1	0	0
20	27-28			7	6	5	4	3	2	1	1	1	1	0	0	0
21	29-30			6	5	4	3	2	1	1	1	1	0	0	0	0
22-23	31+			5	4	3	2	1	1	1	1	0	0	0	0	0
24 +				4	3	2	1	1	1	1	0	0	0	0	0	0

MORALE AND ROUT

When retainers and monsters or their nearby allies have suffered casualties due to an attack or have run away in fear, the Referee should consult the table below. If the number of casualties or turn-tails equals or exceed the percentage shown in the Rout column below for their Hit Die type, then the entire group will rout. If the number of casualties or turn-tails equals or exceed the percentage shown in the Check column below for their Hit Die type, the Referee rolls 2d6, and if the result is equal to or more than the Target #, accounting for any adjustments, the roll has succeeded.

Hit Dice	Check	Rout	Target #
< 1	25%	50%	8
1 to 1+	33%	67%	7
2 to 3+	50%	n/a	6
4 to 5+	50%	n/a	5
6 to 7+	50%	n/a	4
8 to 9+	50%	n/a	3
10 & up	50%	n/a	2

If the roll fails, the retainer or monster retreats, or flees if the situation is particularly intimidating. If a group successfully passes a saving throw check but subsequently suffer 10% or more casualties, the a new morale check must be made **with 1 point added to the previous target Number** up to a maximum of 12.

CHASES

If an encountered monster or group is surprised, characters may opt to retreat. As well, in some cases, encountered monsters or beings that surprise the characters may also elect to do so. When two groups meet and one side is surprised, the other side can automatically flee successfully.

One side of an encounter can also always successfully flee if their movement is higher than the other side, and if combat has not commenced. Characters may choose whether they chase a fleeing monster, and they will only succeed it if is slower than they are. The Referee will decide if the monsters chase fleeing characters by rolling on the Monster Reaction Table. A roll of 1-6 indicates the monster will pursue. However, a

monster does not continue chasing the characters if they manage to get out of the monster's range of vision. If the monsters enjoy valuables, they have a 50% probability that they will stop pursuit of characters to collect any valuables the characters drop (roll 4-6 on 1d6). Other hungry or less intelligent monsters may do the same if the characters drop food.

COMBAT MOVEMENT

Following the order indicated in the initiative roll (highest first, lowest last, ties simultaneous or reroll) each player separately and in turn announces their character's planned movement during a fight. A combatant may move up to the entire movement allowance and still attack, but if a greater distance is traversed, no attack will normally be possible. Note that higher level Warriors, hasted characters or beings, and some monsters (such as creatures with multiple arms) are allowed multiple attacks per round.

RETREAT

A fighting retreat allows a character or monster to move backwards at ½ normal encounter movement. However, there must be a clear path for this movement. A full retreat occurs when a combatant disengages from combat at a rate greater than 1/2 of encounter movement. The combatant making the movement forfeits any attack and opponent s attack with a +2 to hit.

AUTOMATIC FAILURE AND FUMBLES

If a natural 1 is rolled on the 1d20 attack roll, the attack is an automatic failure and misses the target regardless of the number needed to hit and any modifiers. Additionally, the player or

Referee must make a fumble roll a 1d6. A roll of 4 or 5 indicates a that the weapon used in the attack was dropped, jammed, or otherwise rendered inoperable for one additional round and a roll of 6 indicates that the weapon is broken and unusable until repaired.

DOUBLE DAMAGE AND INSTANT DEATH

If a natural 20 is rolled on the 1d20 attack roll, the attack is a critical hit; the damage dice are doubled and any damage modifiers are subsequently added. Additionally, the player or Referee may roll a second 1d20. A roll of 19 or 20 indicates that the attack resulted in instant death for the opponent.

RANGED ATTACKS

All ranged weapons are statted with maximum effective ranges, which must be taken into account when trying to strike an opponent at a distance. If an opponent is further away than the range listed, the weapon cannot hit that opponent. An attacker with most types of ranged weapon cannot hit any opponent that is entirely behind a barrier. However, the Referee may apply attack penalties of between -1 and -4 if the target is only partly under cover.

UNARMED COMBAT

Unarmed combat functions as melee combat, but damage by generally human sized beings without natural weaponry is determined by1d2 + STR modifiers.

DAMAGE AND HEALING

Damage dealt in combat is subtracted from the target's hit points. For all characters and nearly all monsters, when hit points reach -1 the individual is dead. All living beings recover hit points through rest. Most androids and robots
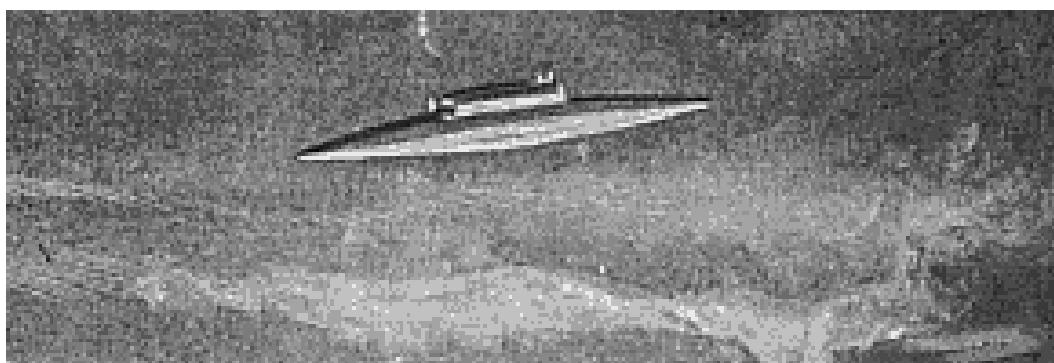
recover also hit points over time through the use of internal self-repair mechanisms. For each full day of complete rest, a character or monster will recover 1d3 hp. If the rest is interrupted, the character or monster will not heal that day. Healing also occurs through other means including PSY and super-scientific powers, devices, drugs, and medical treatment.

POISON AND POISONED WEAPONS

Poisons vary, but usually inflict a range of damage or are instantly fatal. Successful saving throws against poison will result either in only ½ normal damage being sustained or in fatigue for poisons that are otherwise always fatal. The victim must make a saving throw against poison or paralysis and also take the number of damage points indicated by any weapon strikes. Characters may freely use poisoned weapons, but there is a 50% chance each turn such a weapon is displayed that any person in viewing range of it (10' or less) will recognize that the weapon has poison and react with ferocity, gaining a +4 chance to hit and +4 points of damage when a hit occurs on the bearer of the poisoned weapon.

SHIP TRAVEL AND COMBAT

Traveling about exploring space can be a game unto itself, for which we highly recommend John Snider's *Star Probe.* For in-system hexcrawling and for space battles, counters or tokens representing ships must be placed on a hexagon grid. Each hex on this battle map represents a distance of 5,000 miles across.

Map board: If a three dimensional map is being employed, the distance between points of space will be calculated as the distance along the horizontal axis plus ½ the distance on the vertical axis.

DEFINITIONS:

Hull Value: is a measure of the points of damage a ship can sustain before breaking up. A typical ship of the line will have a Hull Value of 35-40. Repair crews can usually repair 1 point of Hull Value each combat round.

Weapons Value: The types of weapons the ship has and the amount of damage they inflict. Beam weapons will only be able to hit targets within a 60 degree cone. Missile weapons will have both an Attack Range and an Acceleration Factor.

Attack Range: indicates the distance in hexes a weapon can reach.

Screen Value: The protective Megaron energy screens surrounding a ship are enlarged and enhanced repulsor screens. Megaron repulsor screens cycle in such a way as to allow communication and weapons fire from within to penetrate the shield without interrupting its protective value. The screen will absorb damage up to the value indicated, before collapsing entirely. Screens are able to regenerate 1 screen value point for each round of combat that no additional damage is taken to the ship. Provided the screen generators have not been damaged, the screen will regenerate even after collapsing. A typical ship of the line will have a Screen Value of 10-15.

Acceleration Factor: is an amount you can add or subtract to velocity each player turn of movement.

Missile Defense: A saving throw number given to ships which have Anti-missile batteries installed, providing a chance to destroy incoming missiles. A successful saving throw indicates the missile failed to hit the ship. Roll separately for each incoming missile.

Operational Anti-missile Batteries	D20 Saving Throw
10 +	19
9	18
8	17
7	16
6	15
5	14
4	13
3	12
2	11
1	10

Maneuvering Factors: Some ships may be able to turn faster at higher speeds than others. Forward velocity will require turning ships to continue traveling forward for some distance before the turn is executed. This distance will be minimal for highly maneuverable ships, but for more utilitarian ships it can be a matter of several hexes. The amount, if any, will be greater at higher speeds and should be specified for each ship according to the categories listed in the following table:

Ship Velocity	Poor MF Straight Travel	Standard MF Straight Travel	Improved MF Straight Travel	Best MF Straight Travel
1-4	2	1	0	0
5-8	4	2	1	0
9-12	6	3	2	0
13-16	8	4	3	1
17-20	10	6	4	2
21-24	12	8	6	3
25 -29	14	10	8	4
30+	16	12	10	6

For every 45 degrees of direction change, one factor of velocity will be lost. An Acceleration Factor may be used to compensate. For example, a ship traveling at a velocity of 3 and having an Acceleration Factor of 2 could make one 45 degree turn and increase velocity by one, or make a 90 degree turn with no increase in velocity.

first. Weapons which make contact with an opponent's ship will inflict damage automatically unless a saving throw vs. Energy Weapons is successfully made by the piloting character. Pilot skill rating may apply as a bonus.

HIT LOCATION:

If a ships defensive screens have been neutralized, any weapon hits will land directly on some part of the ship as shown on the table:

D10 Roll	Hit Location
1 – 4	Hull
5, 6	Screen Generator
7	Dradis and Communication
8	Weapons
9	Maneuvering Thrusters
10	Main Drive

Except for the hull, which has it's own value, each of these target areas will usually absorb 10 points of damage before being disabled. Roll again if the hit location is already destroyed.

BATTLES:

Players will maneuver and counter-maneuver their ships and missiles in turn, exactly as in standard combat, with the initiative winner going

SPACE HAZARDS

Roll d100 at least once per interstellar journey.

D100		Hull point damage	RECOVERY MONTHS
95	HYDROGEN CLOUDS	3	0
96	SPACE DEBRIS	5	0
97	RADIATION STORMS	7	1
98	BLACK HOLE	11	1
99	COSMIC STORM	13	2
100	HYPER-SPACE DISTORTION	17	3

ARRIVING IN SYSTEM

Although it is obvious that the presence (or absence) of stars in a given field can be determined using even the most basic optical sensors, determining if there are planets orbiting the star require the use of specialized equipment such as gravity sensors and various sensors coupled with telescopes that the vessel is equipped with. A full scan takes 24 hours.
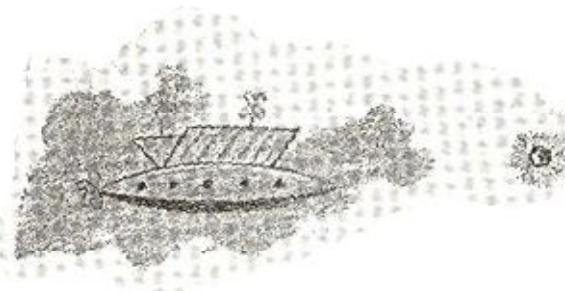
It sometimes happens that in civilized, frequently visited systems there are special buoys or navigational satellites present that prove to be helpful in situational recognition and determining own position.

Travel inside the borders of a star system
Gaining great speeds can be dangerous in interplanetary space. While the space between stars is practically empty the path within the boundaries of a star system can be dangerous due to ice and rock planetoids, wrecks or even dust rings surrounding stars in some cases. The distance is of course cumulative.
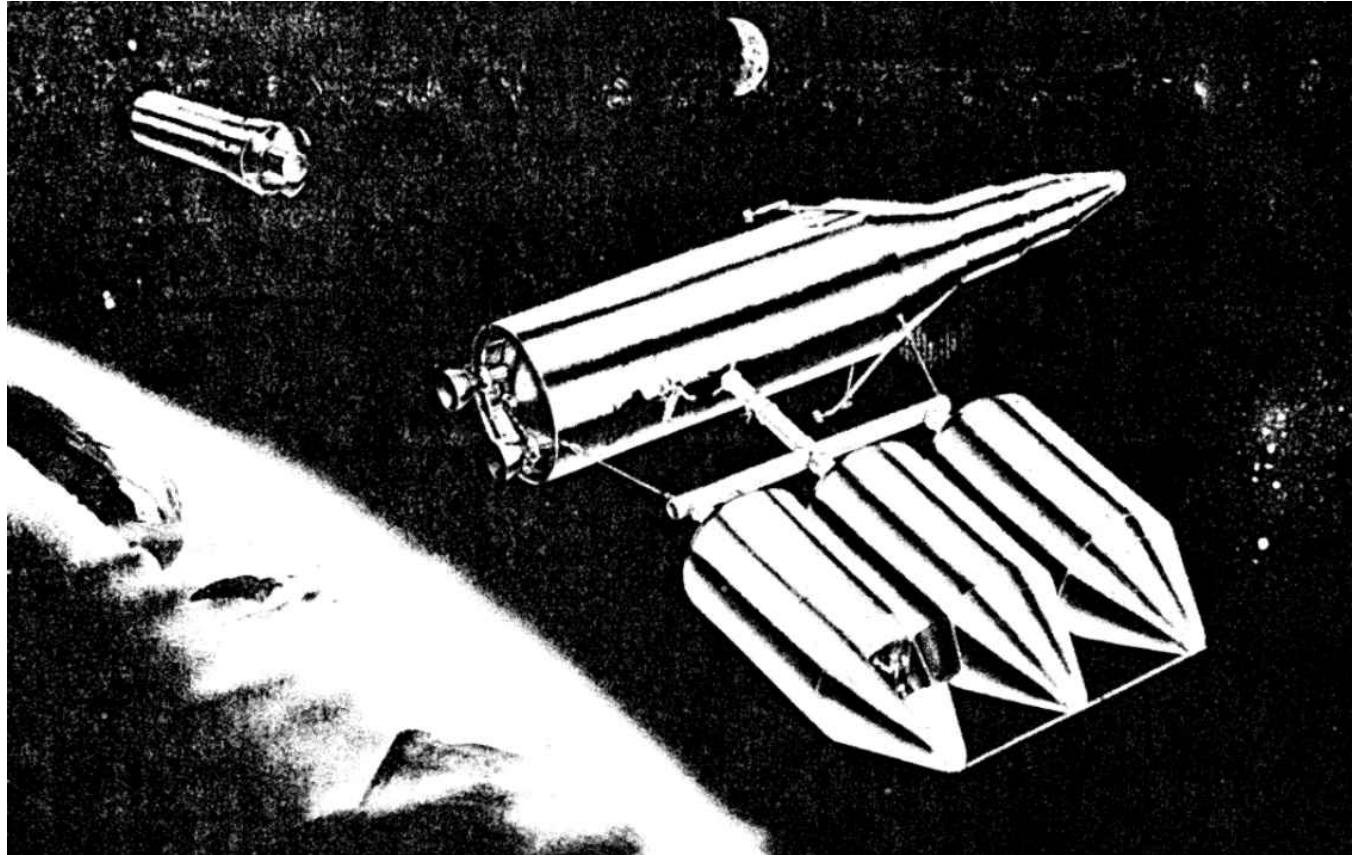
Launch and landing on planets and moons
To land on a planet or moon it is necessary to pass a Pilot skill test. Of course landing a vessel that does not have an aerodynamic shape and is not built to resist heavy hull stress is almost impossible and in most cases will end in serious damage to the vessel itself not to mention launching from the planet's surface which would be impossible under such conditions. The Referee should employ a modifier dependant on the ships size (the bigger the vessel the harder it is to land, also remember that maneuvering thrusters do not work in planetary atmosphere!), atmospheres density i.e. atmosphere on Mars is a lot thinner and therefore causes less friction than Earth atmosphere. This is actually a negative factor that makes the landing harder to make. A failed landing test can cause the vessel to bounce of the planet's atmosphere (loss of 1 or more Structure Points) or heavy damage to armor caused by improper angle of entry which can cause the coating to overheat or burn (d6 points of damage to small vessels up to d100 to failed landings in the case of burning battleships and the like).

Launching from the surface of a planet or a moon is simple from technical side but takes a lot more time and requires huge amounts of fuel for lift off. It takes about one hour in the case of small vessels and up to three hours for large vessels. Efficiency of the drive can have influence on time required to leave the planet but it is up to the Referee to decide.

RANDOM ENCOUNTERS IN DEEP SPACE

Generation of random encounters is a vital part of space travel (just like with exploration of planets, moons and stations) because they significantly embellish the course of the flight. Especially that not all encounters mean a fight. In case of flights in bounds of a planetary system an encounter test should be made once a day if outside of a space system – once a week. In both cases roll d6; if you score a six there is a random encounter. If due to a roll on the below table enemies are encountered, for instance pirates, make sure they are not just "some pirates" but a group that is somewhat connected to the environment of a particular star system (or even a sector). They can be goons paid by the masters of a nearby system to weaken the trade and transport and their defeat can be met with a reward form local law enforcement or military.

SHIP CREATION SEQUENCE
1. Choose hull type.
4. Choose main drive Class.
5. Fit the vessel with proper maneuvering thrusters.
7. Equip the vessel with necessary electronics.
9. Choose weapons in accordance to hull type and available space.
11. Space left after mounting weapons and shield generator can be used for holds, storerooms, hangars and any other installations such as passenger cabins, laboratories etc.

TYPES OF SPACE VESSELS

Due to a great amount of colonized star sectors, diversity of conditions and dozens if not hundreds of tasks carried out by space vessels and ships it is impossible to mention all of their types. Nevertheless a basic factor by which vessels can be classified is the hull type warranting the general way of use. Exceptions happen.

Small vessels (FT) most commonly fighters, small but fast courier vessels, orbital shuttles, etc
Hull value: 4
Free space: 5
Crew required: 1
Hull price: 10000 / 12000 credits

Light freighters (LF) including all small civilian vessels as mining vessels, tugs and most private exploration vessels.
Hull value: 8
Free space: 16
Crew required: 15
Hull price: 16000 / 24000 credits

Superfreighters (SF) are big civilian vessels like hydrogen tankers, passenger liners or mobile processing plants.
Hull value: 30
Free space: 48
Crew required: 20
Hull price: 30000 / 90000 credits

Frigates (FR) smallest autonomic battleship. Includes escort vessels, support vessels and big exploration vessels.
Hull value: 18
Free space: 25
Crew required: 75
Hull price: 38000 / 76000 credits

Cruisers (CR) apart from big battleships this class includes mercenary or slaver vessels and sometimes military special purpose transports.
Hull value: 25
Free space: 35
Crew required: 170
Hull price: 55000 / 220000 credits

Capital ships (CS) includes the biggest military vessels: battleships, blockade runners, rocket ships and carriers.
Hull value: 32
Free space: 50
Crew required: 500
Hull price: 68000 / 340000 credits

First price value relates to vessels able to operate in deep space and not in atmospheric environment, the second allows the vessel to land on the planet's surface.

Maneuvering Thrusters

Despite the fact that every space vessel possess an ability to maneuver using its Main Drive thrusters, their maneuverability is still limited. That is why maneuvering thrusters are used. Prices are dependant on hull type and Maneuverability Factor

Ship Type	Poor MF	Standard MF	Improved MF	Best MF
FT	1500	3000	6000	12,000
LF	3000	6000	9000	24,000
SF	6000	9000	40,000	300,000
FR	9000	12000	30,000	100,000
CR	12000	15000	80,000	200,000
CS	15000	18000	100,000	400,000

Main Drive

Next step in vessel construction is choosing an appropriate Main Drive Class. Prices of engines as below:

Ship Type	Sub-light	Three-body FTL	Interfogulator
FT	10,000	N/A	24,000
LF	12,000	20,000	30,000
SF	16,000	25,000	35,000
FR	14,000	30,000	35,000
CR	16,000	35,000	74,000
CS	18,000	40,000	110,000

Additional Ship Components

Component	Cost each	Space required
Ansible Communications	5,000*	1
Anti-Missile Batteries	8,000*	1
Cargo hold	1,000	3
Communication Jamming	5,000*	1
Displacement Cloak (1 Hex)	15,000	2
Dradis scanner	4,000*	1
Grappling Arm	700	1
Gun Turret	3,000	1
Launch Bay	10,000	4
Mine tube	500	1
Missile tube	700	1
Screen Generator	4,000	1
Wavium Pod	2,000	1

*Mark I, add 20% per additional Mark

Turret Guns

Weapon	Hex Range	HV/SV Damage	Credits
Blaster, (Z-ray gun)	2	2d6	1800
Disintegrator gun	1	4d6	30,000
Fulgurator launcher	2	4d4	14,000/500*
Heat Ray gun	1	1d4	900
Laser gun	3	1d3	700
X-ray*	1	1d8 to 20 crew	700

* Effects crew only; will not penetrate or damage repulsor screens.

Missiles

While there are numerous varieties of ships missiles throughout Humanspace and beyond, the three main types are given below, and most missiles, alien or human, will perform similarly to one of these types. All are capable of being either self or remotely guided. Their flight path will be controlled by the player who fired them as if they were a miniature spaceship.

Weapon	Hex Range	Warhead	Credits
Space Torpedo	4	Diambrite, firebomb, shock bomb	900
Hellbore Mk 1	5	Any	4000
Hellbore Mk II	7	Diambrite only	3000

Warheads

Warheads may be designed as stand-alone bombs or as tips mounted on missiles.

Bomb	Blast Radius	Individual Damage	HV Damage	Weight	Credits
Atomic	1000'+	Special	8	25 lb.+ -	-
Depleted Wavium	50'	8d8	Nil	3 lb.	3000
Diambrite (D-4)	900'	Disintegration	6	10 lbs.	5000
Fire	20'	8d8	2	1 lb.	2000
Mentat	Special	Special	Nil	75 lb.	-
Planet Buster	20 mi.+	Special	10	500 lb.	-
Shock	30'	4d8	2	3lb.	1000
Thermostellar	200 mi. +	Special	Special	1000 lb.+ -	-

Atomic bomb: These devices derive their immense destructive force from nuclear reactions of fission or fusion. Atomic bombs vary widely in yield. An atomic bomb is treated as a diambrite explosion (see below) within its blast radius, as a 10X power firebomb in a zone 5x its blast radius, and as a wavium bomb in a zone from 5x its blast radius to 20x its blast radius. The powerful electromagnetic pulse created by the explosion will also jam electrical equipment (including energy weapons, robots, androids and force fields) in the blast radius for 2d8 hours.

Additionally any living being caught in the blast must save vs. death or die from radiation exposure in 3d6 days.

Depleted Wavium bomb: These spherical bombs are filled with depleted wavium pellets which explode when exposed to oxygen. The outer casing of the device is fragmented by a small timed diambrite charge exposing the pellets to air and creating the explosion. The explosion may be timed or remotely detonated. Wavium bombs are not usable in space or other environments devoid of oxygen but are sometimes launched from space against planets or domed colonies.

Fire bomb: This spherical bomb will melt 50% of all but the densest matter and ignite flammable materials within the blast radius.

Mentat bomb: this oblong black device effects nothing within a 1 mile radius. However between 1 and 5500 miles it releases a burst of energy which scrambles the brains of all thinking beings and reduces intelligence to almost nothing. Simple creatures like insects and worms are little affected, but any higher creatures are unable to care for themselves and will soon thirst to death. Megaron repulsor screens will block the effects.

Planet Buster bomb (sub-atomic): These terrible weapons derive their destructive energy from sub-atomic forces. Treat as an atomic bomb with a much greater blast radius. A bomb of sufficient size may result in seismic aftershocks that are capable of shattering a world.

Shock bomb: This cylindrical bomb releases a pulse of electricity in the blast area; protection and cover is not afforded by metal obstacles. In addition to the damage caused by the burst, victims are stunned for 2d8 rounds. A successful save vs. Energy blast halves damage and avoids the secondary
effect of the bomb.

Thermostellar bomb (interfogulator): The weapon without answer. These devices are weaponized interfogulators that derive their destructive energy from inter-planar forces. If

exploded within a star a sufficiently large bomb may induce collapse or supernova. The Thermosteller bomb opens a nexus point allowing a blast of inter-planar energy in. If detonated in the center of a star the rift remains open, drawing the core of the star into another plane. Treat as an atomic bomb with a much greater blast radius. Objects "disintegrated" are 50% likely to be shifted into a bubble plane or another dimension.

MINES

Spiderdrone Mine: These are small programmable explosive devices with a set of spider like legs allowing full mobility. They are not intelligent but, once activated, will aggressively pursue any movement within a set distance – usually 3 meters. Move: 20' Damage: 2d10 in 15' radius/2 HV or SV, CR 1500.

Standard mine: These are small programmable explosive devices with a magnetic attractor to attach themselves to the hull of any ship passing within 60'. Damage: 2d10 in 15' radius/2 HV or SV, CR 500.

ANSIBLE

The ansible is a device capable of near instantaneous, superluminal communication across vast distances. The earliest such device used in Humanspace was invented by the Pé Chói in the 495th century AD. Since this time, ansibles have come into wide use throughout known space.

Ansible communication is in the form of contra-gravitic inter-dimensional waves. Data is always transmitted between no more than two units and one must be located in a fixed position on a body of a sufficiently great mass, such as a large moon or planet. The second ansible may be located in any situation, such as aboard a starship.
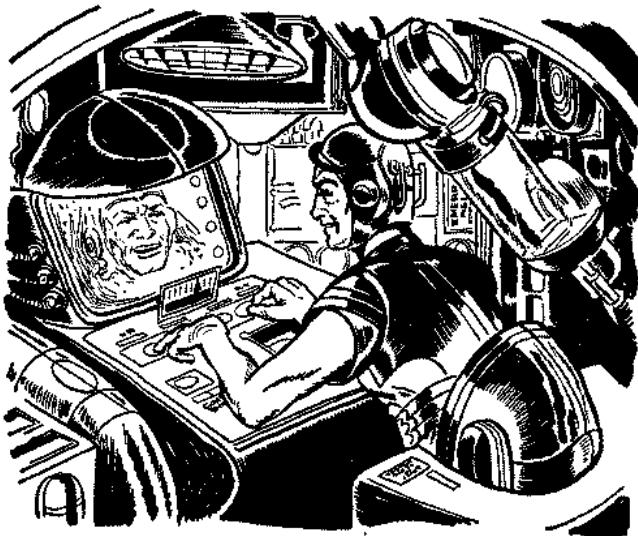
A ship travelling at a rate greater than 0.1 x the speed of light or in inter-planar space

cannot transmit or receive due to space-time distortion.

Massive energy output is required to transmit messages with an ansible and a relatively large surface area containing specialized sensor cells is required for reception. An ansible is not portable.

Due to inter-planar mass interference, ansible range is limited to approximately 20 light years; however relay stations are present on most super-scientific worlds.

Although ansible communication is relatively dependable, it is subject to many forms of interference and distortion. One of the strangest forms of distortion is anti-causal contra-temporal displacement. Rarely,

messages from the future are received in the past , answers are received prior to the transmission of a question, etc.

It has been reported that the Regulans are developing inter-planar death-waves based on ansible technology that might be capable of killing over vast interstellar distances. Ansibles of various qualities are rated as Mk 1, Mk 2, etc. Superior models are designated by higher Mk numbers. The Mk number is used as a positive modifier on the skill success table when an operator attempts to transmit with an ansible. If the transmission fails the operator of the receiving unit is allowed a roll on the skill success table, modified by his or her appropriate skill and the Mk number of the receiving ansible. Success indicates that the message was saved.

Random Ansible Failure Results (d20)

1-8	**Message garbled, about 50% of transmission received. No signal for d20 minutes.**
9-10	Message garbled, about 50% of transmission received. No signal for d100 minutes.
11-12	Message unintelligible, about 10% of transmission received. No signal for d100 minutes.
13-14	Message unintelligible, about 10% of transmission received. No signal for 2d12 hours.
15-18	Data lost. No signal for 2d12 hours.
19	Data lost. No signal for 1d6 x 2d12 hours.
20	Original message lost, Contra-Temporal Message Received. No signal for 1d6 x 2d12 hours.

Interfogulator: The interfogulator is a box shaped device that chops the planes into a grid. Persons and vehicles passing through the grid at intersections can travel from one place to another instantaneously. When activated a dome of criss-cross blue lights appears. Depending on the size, make and model of the interfogulator, the grid can be resized, from merely encompassing the box to thousands of meters.   Psy effects will work inside a dome but will not pass through it. Perhaps more significantly, all sub-lightspeed velocity ceases within the interfogulator dome. A person within the dome could easily "walk" through an intersection, but vehicles such as spaceships will sit motionless as a brick unless they are traveling at faster than light speeds when the interfogulator is activated. For this reason, spaceships equipped with an

interfogulator drive also require a Three Light Drive to function.   After a ship or traveling object passes out of interdimensional space into the destination location it looses its velocity completely. There is no need to decelerate, allowing the exit point to be near the orbit of a planet.
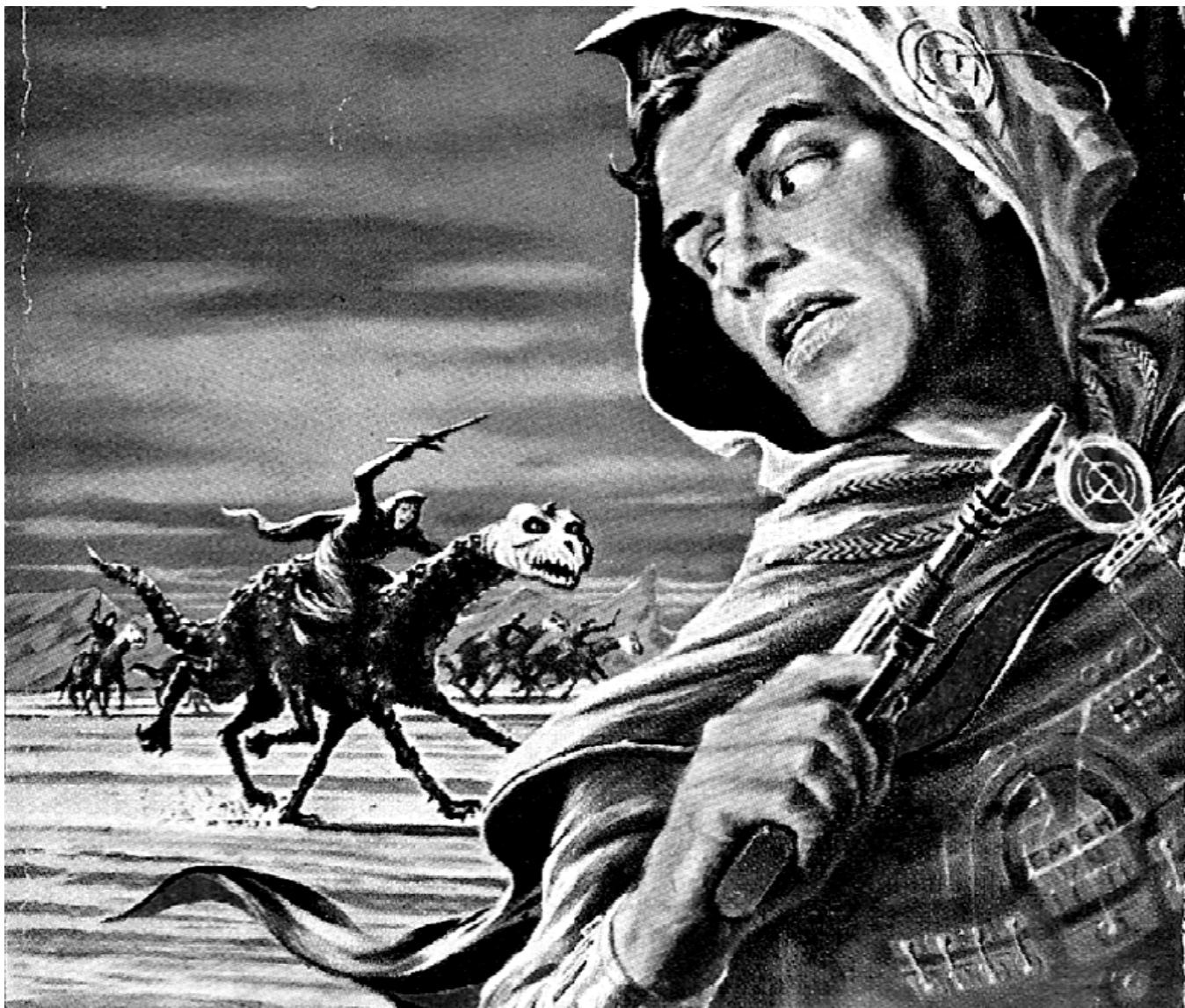
Sub-light Drive: There are many sorts of sub-light drives, but most rely on wavium crystals for power. Every sub-light engine has an acceleration factor of 1 to 4 (Hexes per turn). Add 5000 Credits to the cost/value of a sub-light drive for every acceleration factor greater than 1.

Three Light Drive: Faster than light stardrives characterized by the 3 "bursts" of light seen in succession as the ships translate to FTL speeds. After the third light burst, a dimensional gate is opened to a parallel, but smaller dimension. The ship travels FTL within the smaller dimension until reaching the desired coordinates, at which point a gate to normal space is opened for the ship to pass through. The speed of any given Three Light Drive is a function of its engineering and power source. To travel at a base rate of 5LY per minute requires 1 dedicated wavium pod. For each additional LY per minute, one additional dedicated wavium pod is required.

Wavium Pod: The pods are essentially a power plant, frequently used to power starships and as a means of charging remote vehicles. Within the glowing pods, lasers are focused on wavium crystals converting light to contra-gravitic waveforms. Reserve/emergency power for ships is also collected from inter-planar sources and stored in a battery when the interfogulator is used.

ALIEN CREATURES

Exotic alien fauna and flora are, of course, encountered far more often than intelligent species and are typically more dangerous. Below are a few examples developed by Harley Stroh, excepting Jimru and Hoyauk, which are mythological. Hit Dice for most creatures are d6 unless otherwise noted.

ARACHNICID

Numbers:	1 or2 (mated pair)
Alignment:	Neutral
Movement:	9" (20")
Intelligence:	animal
Dexterity:	17

Armor Class:	3
Hit Dice:	10 (+ 16) (52 average HP)
Attacks:	1
Damage:	2d6 plus acid bite
Save As:	Warrior, level 12

This is a large, black creature, with its

chitin hide, bulbous body, and eight legs. As its name implies, the arachnicid shares much in common with other huge spiders. The arachnicid's frame is covered in glossy black plates of chitin that slowly dull to a subdued violet as the creatures ages. The pieces of chitin can be used as shields, or to construct chitin-plate armor, and are resistant to acid. Following a successful bite attack and arachnicid can inject into the victim a concentrated stream of acid that deals 8d8 points of damage. A save vs. poison halves the damage. The arachnicid must wait at least 5 rounds between acid bites.

Arachnicid webs are suffused with acid and contact with the webs causes 1d6 points of acid damage. Arachnicids can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 ft. A strength of 10 or more is required to break the web. Each 5-foot section of webbing has 14 hp.   An arachnicid can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

ARACHNICID SWARM

Numbers:	10,000
Alignment:	Neutral
Movement:	60'
Intelligence:	animal
Dexterity:	17
Armor Class:	2
Hit Dice:	3 (9 average HP)
Attacks:	1
Damage:	1d6 + plus acid bite
Save As:	Warrior, level 3

Once every five to ten years an arachnicid lays a clutch of eggs more than 10,000 strong. When the eggs hatch, the result is a swarm of ravenous arachnicids. The small creatures attack anything in their path in their battle for survival. After 10 weeks, 99 percent of the swarm dies off, leaving a few survivors to find their own way in the world. Arachnicid swarms are deadly and terrifying, but harmless if avoided.   A successful swarm attack also causes 1d10 points of acid damage.

HOYAUK

Numbers:	2d6-2
Alignment:	Neutral
Intelligence:	animal
Dexterity:	10
Movement:	180'
Armor Class:	2
Hit Dice:	6 (average HP)
Attacks:	1 (claws/rend)
Damage:	1d6
Save As:	Warrior, level 2

The Hoyauk is a giant water serpent with a pointed shark like snout and slim head and tail. It also has long, wing like fins with which it can sail up to 100 feet through the air. It frequently launches itself through the air in this fashion to catch large birds of prey hovering near the waters or hunting for fish. It also attacks people in open boats in the same manner. Hoyauk have a terrible stench, and exhale a caustic gas that causes burns and blisters to anyone standing within 10 feet of its head. The stench can cause vomiting (+3 on Saving Throw) and the breath does an automatic 2 points of damage per round.

JIMRU

Numbers:	2d6-2
Alignment:	Neutral
Intelligence:	animal
Dexterity:	10
Movement:	180'
Armor Class:	2
Hit Dice:	9 (44 average HP)
Attacks:	1 (claws/rend)
Damage:	1d6 + sticking quils
Save As:	Warrior, level 2

The Jimru is a large, dangerous and cunning beast the size of a large bear, and vaguely similar in appearance, although the head is shaped more like that of a tiger and the tail resembles that of an elephant with the tuft at the end being made of quills, not hair. The overall color of the Jimru is also an elephant like stone

grey. The creature is covered, porcupine like, with quills instead of fur. These quills are barbed so that any bare flesh that touches them will very likely be impaled and stuck. The Jimru often catches prey this way. It is capable of relaxing the musculature that holds in the quills at will so that it can detach a stuck creature at leisure – after it has been killed by the Jimru's deadly bites, usually.

LAMPINE LURKER

Numbers:	1
Alignment:	Neutral
Intelligence:	1
Armor Class:	3
Hit Dice:	33 (116 average HP)
Movement:	30' (300')
Attacks:	1
Damage:	4d6 or tail slap 2d12
Save As:	Warrior, level 4
Dexterity:	12

The lampine lurker is an aquatic predator, occupying a similar place on the food chain as Blackmoor's giant crocodile. Pale and nearly translucent of skin, mature lurkers develop a coat of algae and aquatic plants that serve to camouflage the lurker's form. Some native cultures make use of the lurker's long, needle like fangs to tip their warclubs and spears, with the smaller fangs being used as needles.

Though far from intelligent or even cunning, the lurker has the innate ability to detect thoughts, and it projects silent images to lure its prey within striking range. As per its name, the lurker lurks in shallow water, preying upon those that come to drink. A lampine can hold its breath for 10 minutes before it risks drowning. If the lampine establishes a hold on the opponent with its mouth it will drag it into deep water, attempting to pin it to the bottom.

LAZARIK

Numbers:	1
Alignment:	Neutral
Intelligence:	
Dexterity:	15

Armor Class:	3
Hit Dice:	8 (31 average HP)
Movement:	180'
Attacks:	1 (Talons or bite)
Damage:	2d6
Save As:	Warrior, level 8

Feral, upright lizards, lazariks are cowardly when encountered alone, but a pack of lazariks is a deadly force to be reckoned with. Covered in tough scales, and armed with long, hooked claws, the lazarik is a killing machine, hunting without remorse. Lazariks hunt only for food, but a pack of these beasts is always hungry. In some places, lazariks tamed and used as mounts for smaller-sized creatures. Although, the lazarik has never been successfully domesticated—to date, and every lazarik is captured from the wild. Even "tame" lazariks rebel against their captors, perceiving a rider as a meal it carries. Lazariks attack with brutal efficiency, using an innate "blink" ability to magically transport 10 foot distances instantly and to surround prey before making pounce and flank attacks.

MANED DRAZIN

Numbers:	1-2
Alignment:	Neutral
Intelligence:	animal
Armor Class:	2
Hit Dice:	36 (134 average HP)
Movement:	120'
Attacks:	3 (2claws/1 bite)
Damage:	3d6 (claws) 2d8 (bite)
Save As:	Warrior, level 12
Dexterity:	18

The maned drazin is at the very apex of its native food chain. Consequently, the maned drazin has no instinctual concept of fear or caution, immediately assuming that whatever it encounters will simply be prey. In most cases this is correct, but drazins abducted by planar travelers seldom survive for long, attacking foes that are the apex of their food chain. The maned drazin is simple and to the point. At its most devious, the drazin lurks amid tree limbs to

ambush its prey, but this is to save the drazin the effort of stalking and chasing its prey, rather than to give the beast a crucial tactical advantage. The roar of a drazin can be terrifying. Any hearing creature caught in the drazin's roar (a directed cone of sound 60 ft. long) must succeed saving throw versus petrification or be stunned for 1d4 rounds. The drazin may call upon this ability once every 1d4 rounds.

MASSIVE CREEPER

Numbers:	1-2
Alignment:	Neutral
Intelligence:	3
Dexterity:	
Armor Class:	7
Hit Dice:	4 (13 average HP)
Movement:	30'
Attacks:	1
Damage:	1-6
Save As:	Warrior, level 4

This 10 foot tall creature is a laboratory creation with long, dark green tendrils resembling, thick, corded vines. Each tendril sports a dozen, spiky thorns. The massive creeper is aware of its surroundings and is often planted as a guardian. They cannot move from where they are planted but will attack any creature that comes within 10' feet. Though it is not strictly carnivorous, it will continue to attack any creatures that pass within its reach, until pulverized, leading to the eventual production of a rich humus as the remains decay. The humus often encourages a lush undergrowth serving to conceal the creeper.

TAMER

Numbers:	1
Alignment:	Neutral
Intelligence:	animal
Dexterity:	10
Movement:	180'
Armor Class:	2
Hit Dice:	36 (125 average HP)
Attacks:	1 (claws/rend)
Damage:	4d6
Save As:	Warrior, level 20

The tamer is a deadly predator, invisible in normal light, and only partially visible in dim light. Its' true form resembles a large, upright lizard with pasty, fatty flesh. The tamer's head is oversized, with a wide jaw, filled with small but sharp fangs. The tamer's forelimbs end in sharp spikes. The tamer enjoys stalking its meals, savoring the cat-and mouse relationship of predator and prey. But rather than claw or fang, the tamer's chief attack is to disgorge its stomach onto a creature. The stomach, a tamerian ooze, lives independent of the its host (AC 4, HP 73). The ooze consumes the prey with acid, before being absorbed back into the host tamer. A tamer that makes a successful bite attack vomits forth a gout of tamerian ooze. Resembling a milky, fleshy sheet, with muscles ringing its circumference, the ooze immediately inflicts acid damage (3d6). A tamer may vomit only a single ooze. If a tamer is within 5 feet of its ooze, it can retract the ooze in one combat round. A tamer is invisible in any normally lit area. In darkened areas, it appears as a faintly glowing outline visible up to 30 feet away (60 feet with low-light vision). Magical darkness smothers the glow and conceals the outline. If the tamer is destroyed, the ooze dies as well. If a tamer's ooze is destroyed, the tamer dies of starvation in 4d8 days.
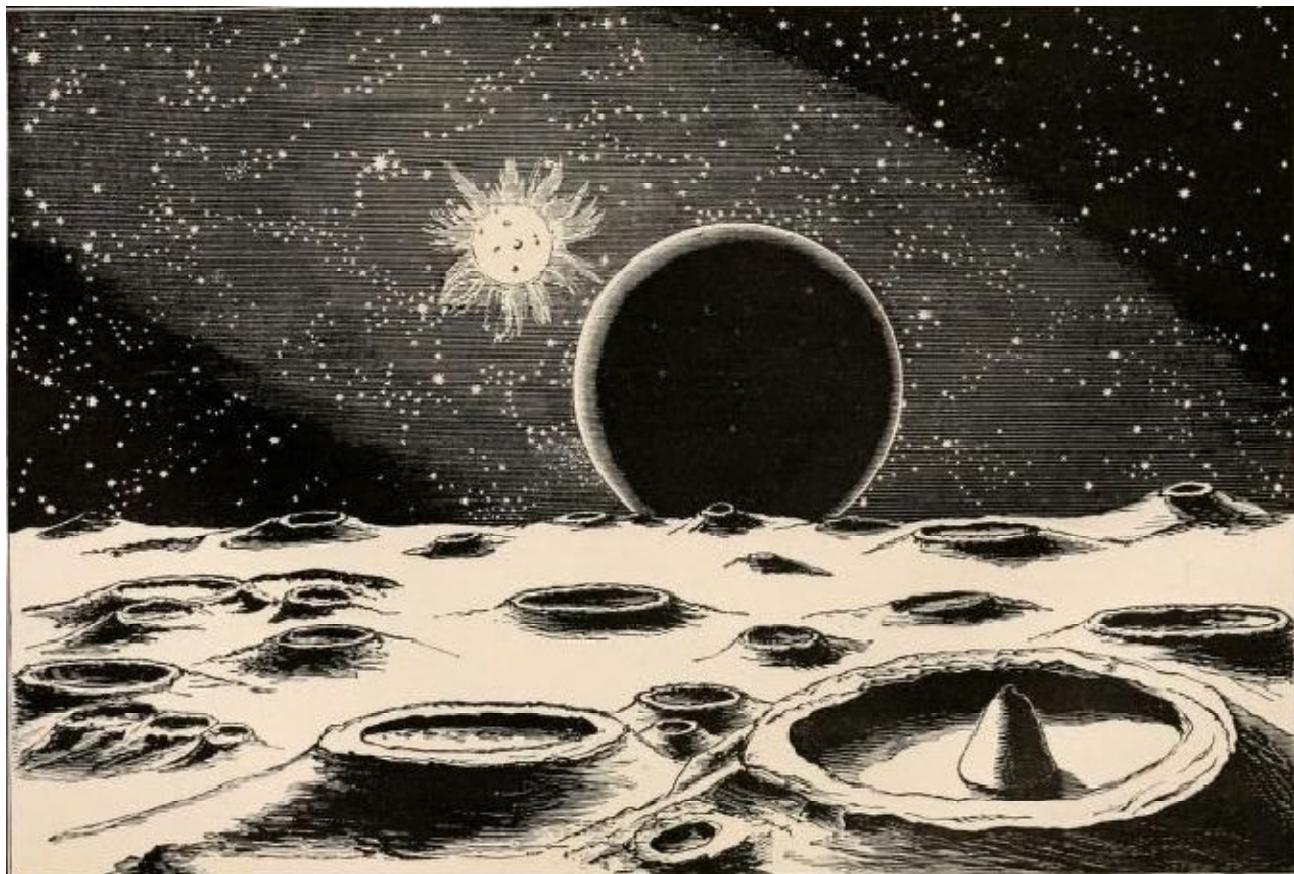
THERMAL GODMITE

Numbers:	1
Alignment:	Neutral
Intelligence:	animal
Armor Class:	2
Hit Dice:	83 (290 average HP)
Movement:	180'
Attacks:	
Damage:	4D6 tentacles, 5d6 bite + fire
Save As:	Warrior, level 20
Dexterity:	10

The thermal godmite exists as a small mite in the frigid depths of space, only growing to its god-like proportions when exposed to

overwhelming supplies of heat.   The diminutive mite can grow to gargantuan proportions over the course of a mere 10 months, making the thermal godmite the bane of interstellar and interplanar travelers. The thermal godmite is a crude and direct opponent, lashing out in cruel delight at all living creatures than invade its fiery demesne. A thermal godmite's tentacle and bite attacks deals bludgeoning/piercing damage plus fire damage from the godmite's flaming body.

Those hit by either of the godmite's attacks also must succeed on a Dragons Breath save or catch on fire (as per burning in oil). The flame burns for 1d4 rounds. Creatures hitting a thermal godmite with natural weapons or unarmed attacks take fire damage as though hit by the thermal godmite attack, and also catch on fire unless they succeed on a save. If it hits successfully with a tentacle, it establishes a hold and can constrict.

RUINS AND WRECKS

Ancient ruins, crumbling cities, domed colonies, and drifting hulks; these are just a few of the lost places that adventurers seek out in their search for ancient knowledge and treasure.. The following sections provide some guidelines, tables, and advice for generating maps and details of these places. Each one will detail how to create the map, either randomly or with some general guidelines, and how to determine the contents of its rooms, and whether loot, monsters, or hazards are present within them.

POD COLONIES

One of the most common styles of Ancient colony, especially on hostile worlds with unsafe atmospheres or environments, is the pod colony. These colonies are constructed from a system of interconnected domed pods, linked by tube passageways, and used for anything from research stations to military outposts to civilian habitation. They offer a fully sealed environment from the outside, but the insides are often inhabited by intruding wildlife and the plague spawn of its former inhabitants. Each pod contain a number of rooms of various functions, generally laid out around a central hub room, but other layouts are possible.

To generate a pod colony, begin with Pod 1, which will be the main airlock or docking port of the colony. Pod 1 always has just 1 room, and connects to up to 4 other pods (roll 1 d4).

Draw a number of passageways away from Pod 1 equal to the 1d4 roll. At the end of each passageway, add another pod. Each pod has 1 d6 rooms, each of which has a purpose and contents randomly assigned with the tables below. Divide up the pod into the rooms, and then roll 1d4-1 to determine the number of passageways branching from this pod.

Each passageway has a 50/50 chance of ending in another pod, or an airlock or dead-end: Roll 1d4:
      1: Airlock,
      2: Dead-end,
      3-4: Pod.

The door to each passageway also has a chance of being locked or sealed:
Roll 1d4:
      1: Locked,
      2: Sealed,
      3: Open,
      4: Unlocked

Keep rolling and drawing fresh pods as called for, until all possible passageways have ended in either pods or dead-ends. Then you can begin generating contents for the rooms on the tables below.

Pod Colony Rooms

1d12	Purpose	1d6	Contents
1	Quarters	1-2	None
2	Storage	3	Accent
3	Lab	4	Hazard/Trap
4	Galley	5	Monster
5	Weapons Locker	6	Treasure
6	Market Square		
7	Control Room		
8	Library		
9	Entertainment		
10	Shuttle Bay		
11	Brig/Containment		
12	Engineering		

SPACE STATIONS

Like pod colonies, smaller space stations follow a similarly modular construction. Ancient space stations are built from stand-alone interconnected units, designed to make upgrading or modifying a station to suit a new purpose or add on a new purpose, incredibly simple. It also provides a certain failsafe measure, in that damaged pods can simply be jettisoned in case of an emergency. This modularity even allows for multiple levels, unlike the pre-fab pod construction of colonies.

To create a space station, begin with the first unit, the main airlock/docking unit. Connected to this unit are 1d4 additional units. Each of these units is then directly connected to 1 d4-1 other units by a blast door. Unlike pods, each unit is always a single room. As before, keep generating these interconnected rooms until all possible branches end in dead ends.

Each pod is connected by a hard-lock seal door, in case of emergencies. For each connecting point between rooms, roll 1d4: 1: Locked, 2: Sealed, 3: Open, 4: Unlocked.

When stairs are generated, they connect to another opposite stairs room in the level above, or below, depending. Generate each level one at a time, to prevent confusing results. For mapping purposes, space stations are best mapped on graph paper, with each room taking up an identical number of squares. This makes relationships between levels easier to puzzle out.

Space Station Rooms

1d12	Purpose	1d6	Contents
1	Stairs up	1-2	None
2	Stairs down	3	Accent
3	Quarters	4	Hazard/Trap
4	Cafeteria	5	Monster
5	Cargo Storage	6	Treasure
6	Market Square		
7	Control Room		
8	Trade Hall		
9	Laboratory		
10	Shuttle/Fighter Bay		
11	Brig/Containment		
12	Engineering		

COMPLEXES

A "complex" is a generic term used to describe sprawling sections of interconnected rooms. Underground bases, ancient dungeons, colonized cave systems, sprawling networks of linked rooms or buildings, a complex can describe a wide variety of facilities and structures. Generally these structures lack the ordered nature of pod or unit-based construction, and can often be quite chaotic, seemingly random to anyone but the structure's original inhabitants. Complexes are best generated on grid or graph paper. Each square should represent a 10'x10' area. Begin mapping with the entry hallway, this could be the cave entrance, a door, an airlock, whichever suits the type of complex being employed.

Follow the hallway forward 30' at a time. Every 30 feet, we roll for branching/rooms. Roll 1d6:

    1: Straight,
    2: Turn (1d6: 1-3: Left, 4-6: Right),
    3: Dead End,
    4: Intersection (1d6: 1-3: 4-Way, 4-6: T-section),
    5-6: Room.

For each room, generate purpose and contents as before, using the table below. Also generate its size: Each room is 2d6x10 by 2d6x10 feet in dimensions. Each room also branches into 1d6-1 additional hallways. Map each hallway branch by the same process. If a hallway connects with an existing room, simply join them. Keep continuing this process until all rooms and hallways end in dead ends. Each entrance into or out of a room also has a chance to contain a door or hatch. Roll 1d4:

    1: No Door,
    2: Unlocked Door,
    3: Locked Door,
    4: Door Collapsed. A collapsed door will require explosives to open.

Note that like space stations, complexes may contain multiple levels. Each stairs room connects to an equivalent stairs room above or below it as indicated.

Complex Rooms

1d12	Purpose	1d6	Contents
1	Stairs up	1-2	None
2	Stairs down	3	Accent
3	Barracks	4	Hazard/Trap
4	Menagerie	5	Monster
5	Storage	6	Treasure
6	Containment		
7	Control Room		
8	Power Generator		
9	Laboratory		
10	Rec Room		
11	Sickbay		
12	VR Access node		

HULKS

Hulks are lost spaceships, adrift in space, or trapped in orbit around some ancient world. A hulk's original crew is long since dead or mutated by virus. These hulks can often be goldmines of ancient technology and loot, and on some very rare occasions can even be reactivated and thus salvaged whole.

To begin generating a Hulk, first create the ship, using the ship construction rules beginning on page 76.

When mapping the inside of the hulk, each ship's system other than the Hull and Armor themselves, counts as a room. Remember to include rooms for standard components like the Cockpit, Life Support, Crew Quarters (Class*2 rooms), and Sensor Arrays. The most common layout of an ancient Hulk is in the style of the Arkwrights of Geidi IV.

Arkwright ships are built around a central corridor, with the cockpit at one end, and the engine room at the other, and each of the remaining rooms attached to this central spine. Other layouts are possible, however. One other popular form of modular design is similar to that of space stations, with rooms for each system as single attached units, and one engine unit per engine type value at the back end. Feel free to be creative. For contents and flavor, roll on the table below. You may also wish to make a map of the player's ship, in case of a boarding event.

The connecting openings between rooms will also be separated by bulkhead doors. These doors are designed to be totally vacuum sealed in case of an emergency. Roll 1d4:

> 1: Locked,
> 2: Sealed,
> 3: Open,
> 4: Unlocked.

For each room, we also determine if the system therein has been damaged or destroyed. Roll 1d4:

> 1: Intact,
> 2: Damaged,
> 3: Disabled,
> 4: Destroyed.

If engine, thrusters, and cockpit are damaged or intact, the ship can potentially be salvaged, but will require repairs.

Hulk Room Contents
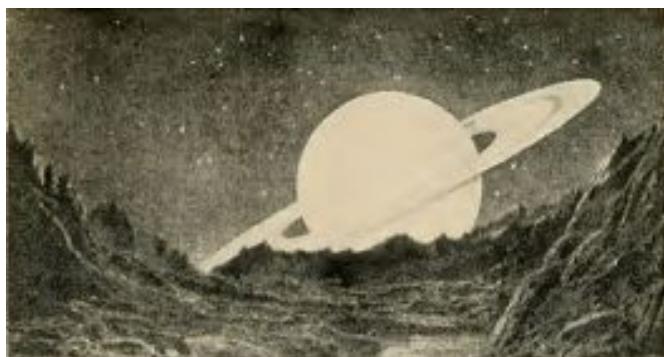
1d6	Contents
1-2	None
3	Flavor
4	Hazard/Trap
5	Monster
6	Treasure

ROOM ACCENTS

Below is the room accent table that can be used for any adventure location as needed.

1	A loud speaker plays ancient recordings of twentieth century jams.
2	Someone has carved what appears to be an alien member on the wall.
3	A purple fog drifts from pores in the wall, causing hallucinations.
4	A large deep pool of glowing green liquid, filled with toothy fish
5	The walls are covered in an undulating algal bloom
6	A dais stands, with a skeletal band still standing with their instruments
7	As the players enter, a cloud of small insects quickly scurry into walls
8	An apparently bottomless hole in floor. Objects dropped come out of ceiling
9	A table, with deceased players frozen in some alien card game
10	The entire wall is covered in intricately detailed skull imagery
11	Immense scratch marks drag across the floor, the claw marks of something huge
12	A commode is here, stinking of the centuries since its last cleaning
13	The walls are strewn with what appears to be alien pornography
14	A leaky pipe is dripping water, creating a large puddle
15	The bones of two former lovers, locked in an Escherian embrace
16	Crates of half-eaten food have become a massive fungal colony
17	There is a hull breach here, a rusty hole exposing the outdoors
18	Strange wiry plants have grown up through a grate in the center

19	A lone colonist, with a rusted gun in hand, and a missing head
20	The remains of some kind of six-legged dog and it's young
21	Half a dozen weapons, inexplicably dismantled to tiny pieces
22	Chemical beakers, mysteriously still warm and bubbling away
23	A dozen deceased colonists, huddled for warmth in a corner
24	Crude scrawls in blood line the walls of the room, speaking horrors
25	A practical joker has painted one wall to appear like a hull breach
26	"Aliens Go Home" is scrawled in archaic Tsolyani on a window
27	A rather rotund skeleton is here, it's belly filled with bones
28	One wall of this room is decorated with a sheet of human-like skin
29	A powerful stench of death emanates from no apparent source.
30	A madman has monkeyed with the gravity, floor and ceiling reversed
31	A local spatial anomaly warps the room into a corkscrew shape
32	A large sculpture of an ungulate has been built from kitchen tools
33	A holoshrine to an ancient Dark Lord falls infinitely through the floor
34	An out of control lab experiment has grown vines along the walls
35	The temp control has failed, and the room is full of frozen corpses
36	A large, pulsating pink biomass lies throbbing on the floor
37	Someone has hastily scrawled navigation notes in magic marker on the wall.
38	In the corner lies a crouched skeleton, pants around its ankles.
39	All work and no play make Gruntharb a dull boy. All work and no play make Gruntharb a dull boy ...
40	Every piece of furniture in the room has been welded together in the shape of a space whale
41	On a shelf, a complete collection of alien organs occupies a system of jars. Each is labeled.
42	A pile of alien comics detailing the adventures of Lilfab the Eliminator, hero of Rexxus IV.
43	An assortment of small polyhedrals with glyphs, a stack of spreadsheets, and a manual in alien writing
44	The door to the room is sealed. On opening, it's discovered a toilet has overflowed, and gray-water rushes out
45	Search of a nearby locker reveals a stash of powerful alien pharmaceuticals.
46	Carved in a solid titanium bulkhead are the words "THE TITAN ARISES DOOM IS NOW" in English
47	The room is littered with soiled laundry in a variety of clothing styles and humanoid shapes.
48	A collection of furry stuffed alien monsters has been neatly arranged along the walls.
49	Dozens of crates of field rations
50	The floor is smeared with a strange lubricant , making it extremely slippery

HAZARDS

Besides of course the inevitable threat of alien beasties, alien ruins and hulks are often filled with all manner of other dangerous and lethal hazards, such as automated sentries, airborne diseases, failed radiation seals, burning fuel mains, and other potentially murderous obstacles. Each room has the potential to contain one of these hazards, as rolled in the previous sections. In this section, we will roll for what manner of hazard is contained therein.

The table below details possible hazards and the rules for each.. Roll 1d100 and record the results. Each hazard room has a 1 in 4 chance to have loot in it also. Roll 1d4, on a 1, there is loot.

D%	Hazard Description
01-05	Fire - A fuel leak or other flammable substance has ignited the room in flame.
06-10	Vacuum - A breach or air system failure renders this room a vacuum on entry unless DEX save is made to seal it before the air escapes.
11-15	Gravity - The room's gravity systems have failed. Shift the gravity level up or down 1 d2 levels.
16-20	Atmosphere - Atmospheric filters have failed, making the air toxic and unbreathable.
21-25	Falling - A good old fashioned pit trap. DEX save to avoid, 2d4x1 0 feet deep.
26-30	Crushing - A loose section of ceiling comes loose. A large slab of it (1d4x50 pounds) falls on a failed DEX save.
31-35	Temperature - 1d6: 1-3: Cold, 4-6 Hot. Temperature system fails in this direction, generating +/-300F temperature
36-40	Radiation - Radiation leak delivers 1 round dosages to the crew as long as they're within the room.
41-45	Disease - Lingering airborne plague still infects a rotting carcass in the corner. 1d6 for stat, 1d6-1 for virulence.
46-50	Poison Gas - Make CON save or be dealt 1 d4 damage and 1 random stat damage per round.
51-55	Sentry Gun - 1 d4 automated sentry turrets have +1 To-Hit, 1 d8 laser damage, and 1 0 HP.
56-60	Electrified Floor - The floor has been wired to electrocute on contact. WIS spots, DEX save avoids, INT disables
61-65	Force Field - Upon entry, the room seals with force fields. WIS to find panel, INT to disable panel. Air runs out in 1 0 minutes.
66-70	Laser Grid- Interlocked grid of lasers, requires DEX save to pass through room without taking 2d6H damage
71-75	Blade Launchers - Razor sharp blades fly from the wall at any motion. DEX save to avoid. 1d8 damage.
76-80	Tranquilizer Darts - Poison tipped darts knock the target unconscious for 1d8 rounds and trigger alarm. DEX save
81-85	False Chest - Appears to be a chest or crate, but electrocutes on touch. 1d8 damage. WIS spots, CON saves.
86-90	Secret Door - One or more of the doors in the room is concealed. Make a WIS check to spot.
91-95	Nanite Swarm - Swarm of hungry nanites assault the characters, dealing 1 damage per round until electrocuted.
96-00	Acid Jets - Streams of acid burst from a leaky pipe. DEX save or take 1d6 damage per round for 1d6 rounds.

LOOT

The recovery of treasure and the accumulation of wealth, one way or another, is likely to be a main reason motivating the Player Characters to risk life and limb in the wilds of space. The amount of loot in a given adventure should be roughly, but never precisely, commensurate with the risks involved to get it. Always employ the tables below to generate the loot available, with the exception of specially placed items important to an adventure. The first two tables merely give a range of credit value. In other words a total worth of a given treasure is generated, but the exact breakdown by contents, electronics, be it coins, rare jewels, pieces of art, rare cloth, etc., should be made up by the referee to suit the adventure.

Basically two types of treasures may encountered, those that are guarded by persons or entities, and those that are unguarded. Unguarded means there are no sentient beings or robots present in the room with the treasure. Unguarded treasures are almost always trapped, and always concealed or inaccessible in some fashion. These treasures may be abandoned and forgotten, or they may simply be left in what is believed by their owners to be a safe place.

UNGUARDED TREASURES

Total Credit Value (not including any prize items)	Chance of 1 Prize Item
1d6 * 1d20 * 100 * level/HD of encounter	3% * level/HD

Guarded treasures are generally more valuable and increase in value more significantly that unguarded treasures. Use the table below to determine value.

GUARDED TREASURES

Average Level/HD Enctrd	Total Credit Value (not including any Prize items)	Chance of 1 Prize Item
1	1d12 * 1d20 * 100	5%
2, 3	3d8 * 1d20 * 100	5%
4, 5	1d6 * 1d20 * 1000	10%
6, 7	1d10 * 1d20 * 1000	15%
8, 9	3d8 * 1d20 * 1000	25%
10 - 12	4d8 * 1d20 * 1000	25%
13 +	4d10 * 1d20 * 1000	33%

PRIZE ITEMS

Getting their hands on some wondrous Prize Items is the great hope of every Player Character. Aside from special items created for a specific adventure, it is very important that all Prize Items be determined by rolling on the table below. This will ensure a distribution that maintains balance between the strengths of the classes and the development of the characters throughout the campaign.

d%	Prize Item Type
01-12	Superscientific Armor and Spacesuits
13-32	Superscientific Guns
33-44	Superscientific Grenades and other Weapons
45-57	Charts, Records or Manuscripts
58-64	Miscellaneous Superscientific Devices
65-79	Drugs or Medicines
80-82	Plastic Actualizer or Lens, or Vril Rod
83-95	Technical manuals, Blueprints, Protocols, or Formula
96-00	Superscientific Eyes

Notice the table only provides a general category. The referee may use the equipment and related tables provided earlier in the

book to randomly determine the exact item, but it is recommended that the referee create specific item tables as needed for the campaign. For example, suppose a party of Player Characters is exploring an ancient moon base and comes across a prize item, and the roll indicates Charts, Records or Manuscripts. It is incumbent on the referee to have a list or an idea of the possible charts, records, etc., that could actually be found in the base.
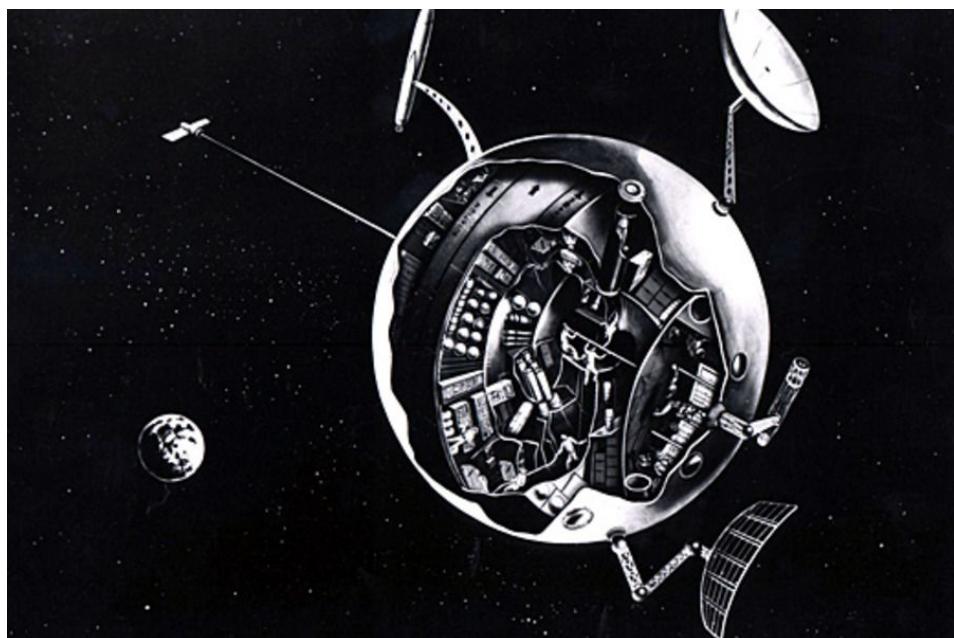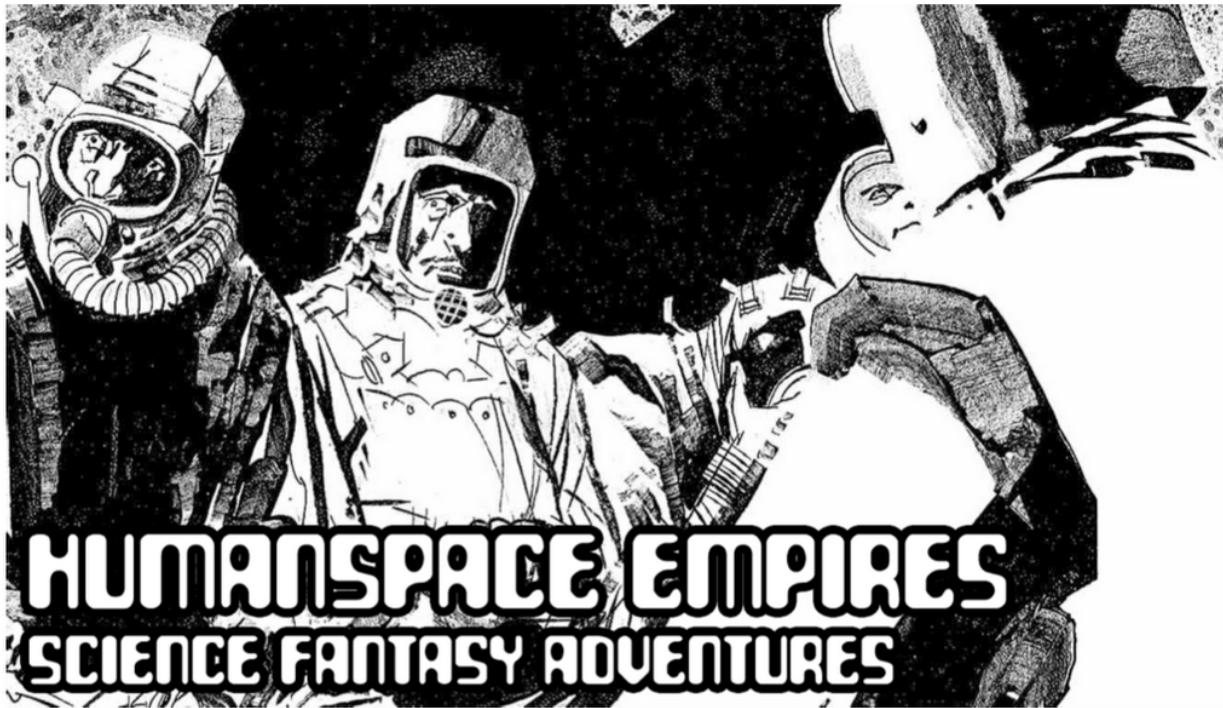
CUSTOM DUNGEONS AND INTERPRETING RESULTS

The above tables are of course just a few of the possible options and methods possible for creating ruins and dungeons and hulks for the players to explore, provided to make the job of the referee quicker and easier when needed. Many more possible techniques or combinations of techniques are possible. Referees are encouraged to use as little or as many of the systems included as they so desire, or to create their own custom maps by hand rather than by dice, or use other generators on the web or from other classic roleplaying games. It is also highly encouraged that referees add to or mix and match the tables for purpose and flavor in each section, for maximum variety in their created dungeons.

Being the product of random tables, you may also find that you have run across a result that does not make sense, or that a random dungeon is generating a result that isn't satisfactory to you. If you get a result that doesn't make sense to you, think about it for a moment longer and try to see how you can make an interesting bit of detail from it. Why is the generator room in the power station filled with potted meat? The possibilities could lead to colorful detail about that city's culture. But, if you still can't make sense of a result, feel free to ignore it or re-roll. Similarly, if you find the map itself ballooning past what you wanted, simply find a nice place to stop expanding, regardless of what the dice say.

Everything in this rulebook is nothing more than a tool for the referee, something to make life easier and give a sense of the possible, and not meant as a straight- jacket or a rule of law. Make of these tools what you will!

HUMANSPACE EMPIRES
SCIENCE FANTASY ADVENTURES

NAME: _____

Species: _____ Sex: _____
Class: _____ Level: _____
Homeworld: _____ Age: _____
Experience Points: _____ Bonus: _____

STR: _____ **INT:** _____ **DEX:** _____
PSY: _____ **CON:** _____ **CHA:** _____

AC: ___ [Armor: _____]
HP: ___ Wounds: _____

Character's Sketch

WEAPON IN HAND: _____ **RANGE:** _____ **DAMAGE:** _____
Weapon: _____ Range: _____ Damage: _____
Weapon: _____ Range: _____ Damage: _____

CLASS SKILLS: _____ **BACKGROUND SKILLS:** _____

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

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

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

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

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

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

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

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

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

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

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.;
Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins,
David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid,
James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Modern System Reference Document Copyright 2002-2004, Wizards of the Coast,
Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle,
David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker,
based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,
Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games;
Authors Davis Chenault and Mac Golden.
Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;
Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games,
Inc.; Author Scott Greene, based on original material by Gary Gygax.
Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;
Author Scott Greene, based on original material by Gary Gygax.
Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;
Authors Scott Greene and Patrick Lawinger.
Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;
Author Scott Greene, based on original material by Nick Louth.
Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.;
Authors Scott Greene and Clark Peterson, based on original material by Gary
Gygax

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.

Terminal Space, Copyright 2009-2010, Albert Rakowski.

Mutant Future™ Copyright 2008-2010, Daniel Proctor and Ryan Denison. Authors
Daniel Proctor and Ryan Denison.

Dave Arneson's Blackmoor by Dave Arneson, Dustin Clingman, Jeffrey
Quinn, Richard Pocklington and Richard Iorio II, Copyright 2005 Zeitgeist
Games, Inc. Contact info@zeitgeistgames.com, or see www.zeitgeistgames.
com. Published by Zeitgeist Games, Inc.

City of the Gods by Harley Stroh. Copyright 2008 Zeitgeist Games Inc.

Hulks and Horrors : Basic Black Edition Copyright 2013, John S. Berry III.
Hulks and Horrors is a trademark of John S. Berry III.
Bedroom Wall Press is a trademark of John S. Berry III.

16. DESIGNATION OF PRODUCT IDENTITY
The name "HUMANSPACE EMPIRES", and all proper nouns, plots, storylines, locations, characters,
art, and trade dress is designated as Product Identity.

17. DESIGNATION OF OPEN GAME CONTENT
All text and tables in this document, with the exception of all material specifically excluded in the
declaration of product identity, are designated as Open Game Content.

Text of the original revised playtest draft prepared by Drune. Southerwood revision prepared by
Aldarron with additional contributions adapted from material prepared by Vagr1104 and material found
in Terminal Space and Mutant Future™.