

REMNANTS OF DESTRUCTION

CORE RULE BOOK



WRITTEN BY: SEAN TRUSTY EDITED BY: SHERRY TRUSTY

A Source book for TIGGER Gaming, v 2.0

TRUSTY GAMES/TIGGER GAMES/GEN ONE GAMING

T.I.G.G.E.R.

www.usetheknife.com



TABLE OF CONTENTS

I. Introduction.....	1
II. A glossary of terms.....	2
III. Character creation.....	3
IV. Basic game mechanics.....	

I. INTRODUCTION

As a child and a young adult I enjoyed role-playing very much. My friends and I would get together on a Saturday afternoon and play for hours. We would play Dungeons&Dragons primarily with a smattering of other games sprinkled in from time-to-time to break up the monotony.

It was always fun, but in my mind at least all the games available seemed to focus more on stringent rules and mathematical formulas than on the story being presented, and the fun we were supposed to be having. I've always felt role-playing should be an escape from your problems for a few hours, and not a math problem.

In the winter of 1992 I was a soldier in the United States Army. I had met many other soldiers who had interest in role-playing games and shared my thoughts on the over use of rules for rules sake and the arguments that always ensued over each person's interpretation of the rules.

I also took exception to people who would run stories where their character was a deity while yours was forever mediocre. I believe the player characters should always be the stars of the show and all NPCs should be there to add dimension to the world and flavor to the setting.

Another thing I have never agreed with is the “Killer DM, or Killer Storyteller” These folks who do everything they can to harangue and kill the player characters as quickly and as often as possible. I found it hard to be invested in a story where my character would most likely be dead within three game sessions and I'd have to roll a new one. That was frustrating and made me lose interest. In my mind it's a poor storyteller who kills off all of his characters in the first chapter or for the sake of shock value, Mr. George R.R. Martin.

So I decided to take matters into my own hands and if I couldn't find a system I could get behind, I'd simply have to make one.

In the beginning the system was very free-form and had very few rules. This was alright, but soon proved to be as frustrating as having too many rules. Rolling dice for the sake of rolling dice gets old and changing the rules and game mechanics every game session got old fast.

So I sat down one day and hashed out rules that make sense to me, and made the game work properly without bogging down the story. Every rule in this book is there to make the game flow and trust me it does, I've spent twenty two years making sure of it

Even with that in mind, anyone playing this game, using this system or running a story is free to use any rules they choose and bend and break the ones that hinder your playing style. Role-playing is supposed to be fun, and if it isn't, why play?

In the following pages you'll find everything you need to begin adventuring in the Savage Wastes. I hope you enjoy the game and the system and will use it for many years to come. It is as what I like to call role-playing for grown-ups. It can be as dirty, gritty and violent as you like, or tone it down and make it more family friendly, the choice is yours. At any rate, have fun, and enjoy the fruits of my labor.

-Sean V. Trusty.

II. A GLOSSARY OF TERMS

Most of the terms used in this book will be familiar to gamers, some will be unique to this system. Below are some terms that will be used repeatedly throughout the book. Hopefully this will be a useful resource for quick reference.

ATTRIBUTE- A physical characteristic of your character. These attributes define how your character looks, how strong they are and even how attractive. This will be explained in detail in section IV, Character creation.

PLAYER CHARACTER (PC) - Any character in the game controlled by a player and not the storyteller.

NON-PLAYER CHARACTER (NPC)- Any character in the story that is not controlled by a player, but is instead controlled by the storyteller.

PLAYER- You and your friends, the people controlling characters in the story.

STORYTELLER- The person telling the story and controlling all the events in the story. The storyteller is also the judge and referee. That is to say he or she makes the rules, mediates conflict and ultimately controls the world in which the Player Characters and Non-Player Characters exist.

ATTACK- The phase of any combat situation in which your character and allies are on the offensive. This will be decided by an Attack Roll, which will be explained in greater detail in section III, Basic Game Mechanics.

DEFENSE- A series of actions or inactions that influence the difficulty of the opponent's Attack on you and your allies. Many factors can affect this, it will be explained further in section III, Basic Game Mechanics.

ROUND- A combat turn that is similar to an inning in baseball. Essentially it means the time in which all of your allies and yourself act or attack, followed by the opposing team doing the same. This may take a few minutes, or hours depending upon the situation. It is important to note however that no matter how long this may take in real time, in the world of the game the time it takes will be the around six seconds. This will be explained in greater detail in section III.

TURN-The time in a round where an individual player, enemy or NPC is given the opportunity to act or pass.

MANA- The number assigned to a character or NPC measuring their ability to use magical abilities, at what level and how many times per round.

FAME- The likelihood that a player or NPC has heard of your character.

II. A GLOSSARY OF TERMS

KARMA- A cosmic force that affects the “luck” of character or NPC. If a character or NPC is good, they will tend to have good luck. If they are evil, they tend to suffer the consequences of bad luck.

REPUTATION- What a character or NPC is perceived to be, or how they are expected to act based on past actions or interactions.

WEAPON- Any physical object used to attack a character or NPC. This may be a gun, a knife or sword or as simple as a big stick or rock.

ARMOR- Any physical device or object used to shield the physical form of a player or NPC.

SKILL- Any learned ability that a player or NPC employs within the story to accomplish tasks and feats.

ENCUMBRANCE- The amount of weight a character or NPC may physically carry without suffering penalties to movement and attacks/defense. When this threshold is crossed, the character or NPC will suffer a -2 to all rolls per 1lb over their allowed weight.

ARMOR SOAK- This refers to the amount of damage a character or NPC's armor will absorb or “take” prior to their physical body taking damage and hit point loss is incurred. Armor pieces have a certain damage threshold referred to as Hit Points or HP. When a weapon has depleted these points the armor is “broken” and the physical body within begins to take damage.

HIT POINTS (HP)- The amount of physical damage a player character or NPC's body can take before unconsciousness or death occurs.

SAVING THROW- In certain situations a storyteller will ask for a SAVING THROW. This means that a character or NPC is dealing with mental or physical duress and must in essence test their physical and mental endurance to determine if they can go on.

TRAIT- A distinguishing quality of a character or inherited characteristic.

INITIATIVE- The beginning of a round in which the order of attack is established.

III. CHARACTER CREATION

WHAT YOU WILL NEED- A pencil, a T.I.G.G.E.R. System Character Record Sheet, a set of typical role-playing dice and a piece of scratch paper.

STEP 1-The Storyteller will assign a certain amount (Usually 450-500) of ATTRIBUTE points for the players to spend in developing ATTRIBUTES. These points will be used in determining the physical and mental abilities of the character. During character creation points are assigned at a cost of one-for-one, meaning a point is simply assigned as it is spent. For example, the storyteller has assigned 500 points for use in attribute development. John decides to spend or use 60 of them for his character's STRENGTH attribute. John assigns them to his character and subtracts them from the remaining pool of points, leaving him 440 for his remaining ATTRIBUTES. Do this now for each ATTRIBUTE until all points have been assigned. There may be limits to your ATTRIBUTES, so always discuss any assignments with the storyteller. Write your assigned points in the box provided next to the ATTRIBUTE name.

STEP 2-Once the ATTRIBUTE points are assigned and approved by the storyteller, refer to the following table to determine the values for the modifiers in the boxes to the right of the ATTRIBUTE scores. Using the table below, do this now.

STRENGTH MODS	MELEE DAMAGE	CARRY WEIGHT (BEFORE ENCUMBRANCE)	MAX LIFT
01-05	-20	0	2
06-10	-18	0	5
11-15	-16	0	10
16-20	-14	0	20
21-25	-12	0	40
26-30	-10	0	60
31-35	-8	0	80
36-40	-6	5	100
41-50	-4	10	110
51-55	-3	20	120
56-60	E	30	140
61-65	+2	40	165
66-70	+4	50	175
71-75	+6	60	200
76-80	+8	70	220
81-85	+10	80	235

86-90	+12	90	250
91-95	+14	100	265
96-99	+16	110	280
100	+20	125	325

DEXTERITY MODS	MELEE HIT	DRAW SPEED	CATCH SMP
01-05	-20	-10	2
06-10	-18	-9	5
11-15	-16	-8	10
16-20	-14	-7	20
21-25	-12	-6	40
26-30	-10	-5	60
31-35	-8	-4	80
36-40	-6	-3	100
41-50	-4	-2	110
51-55	-3	-1	120
56-60	E	E	E
61-65	+2	+1	+1
66-70	+4	+2	+3
71-75	+6	+3	+5
76-80	+8	+4	+7
81-85	+10	+5	+10
86-90	+12	+6	+12
91-95	+14	+7	+15
96-99	+16	+8	+18
100	+20	+10	+20

AGILITY	RANGE HIT	DEFENSE MOD	FIREARMS HIT
01-05	-20	-25	-20
06-10	-18	-18	-18
11-15	-16	-16	-16
16-20	-14	-14	-14

21-25	-12	-12	-12
26-30	-10	-10	-10
31-35	-8	-8	-8
36-40	-6	-6	-6
41-50	-4	-4	-4
51-55	-3	-2	-3
56-60	E	E	E
61-65	+2	+1	+2
66-70	+4	+2	+4
71-75	+6	+4	+6
76-80	+8	+8	+8
81-85	+10	+12	+10
86-90	+12	+14	+12
91-95	+14	+18	+14
96-99	+16	+20	+16
100	+20	+25	+20

VITALITY	HP BONUS	STAMINA/ REST PERIOD	SOAK
01-05	-20	1/12	0
06-10	-18	1/10	0
11-15	-16	1/8	0
16-20	-14	1/6	0
21-25	-12	1/5	0
26-30	-10	1/4	0
31-35	-8	1/3	0
36-40	-6	1/2	0
41-50	-4	1/1	0
51-55	-3	2/1	0
56-60	E	3/1	0
61-65	+2	4/1	2
66-70	+4	5/1	4
71-75	+6	6/1	6
76-80	+8	8/1	8

81-85	+10	9/1	10
86-90	+12	10/1	12
91-95	+14	12/1	14
96-99	+16	14/1	16
100	+20	N/A	20

COMLINESS	DAZZLE	PRESENCE	FAME MOD
01-05	-20	-25	+20%
06-10	-18	-18	+18%
11-15	-16	-16	+16%
16-20	-14	-14	+14%
21-25	-12	-12	+12%
26-30	-10	-10	+10%
31-35	-8	-8	+8%
36-40	-6	-6	+6%
41-50	-4	-4	+4%
51-55	-3	+2%	-3
56-60	E	E	E
61-65	+2	+1%	+2
66-70	+4	+2%	+4
71-75	+6	+4%	+6
76-80	+8	+8%	+8
81-85	+10	+12%	+10
86-90	+12	+14%	+12
91-95	+14	+18%	+14
96-99	+16	+20%	+16
100	+20	+25%	+20

INTELLIGENCE	FIREARMS DMG	# SKILLS	HACKING MOD
01-05	E	1	-20
06-10	E	1	-18
11-15	E	1	-16

16-20	E	1	-14
21-25	E	1	-12
26-30	E	1	-10
31-35	E	1	-8
36-40	E	2	-6
41-50	E	2	-4
51-55	E	3	-3
56-60	E	3	E
61-65	+2	3	+2
66-70	+4	4	+4
71-75	+6	5	+6
76-80	+8	6	+8
81-85	+10	7	+10
86-90	+12	8	+12
91-95	+14	9	+14
96-99	+16	10	+16
100	+20	12	+20

PERCEPTION	FIREARMS CRIT	INITIATIVE BONUS	DETECTIVE
01-05	100	-25	-20
06-10	100	-18	-18
11-15	100	-16	-16
16-20	100	-14	-14
21-25	100	-12	-12
26-30	100	-10	-10
31-35	100	-8	-8
36-40	100	-6	-6
41-50	100	-4	-4
51-55	100	-2	-3
56-60	100	E	E
61-65	100	+2	+2
66-70	100	+4	+4
71-75	99-100	+6	+6
76-80	98-100	+8	+8

81-85	97-100	+10	+10
86-90	96-100	+12	+12
91-95	95-100	+14	+14
96-99	94-100	+16	+16
100	90-100	+20	+20

CHARISMA	CHARM	PERSUADE	KARMA
01-05	-20	-25	0
06-10	-18	-18	0
11-15	-16	-16	0
16-20	-14	-14	0
21-25	-12	-12	0
26-30	-10	-10	0
31-35	-8	-8	0
36-40	-6	-6	0
41-50	-4	-4	0
51-55	-3	-2	0
56-60	E	E	0
61-65	+2	+1	+1
66-70	+4	+2	+2
71-75	+6	+4	+3
76-80	+8	+8	+4
81-85	+10	+12	+5
86-90	+12	+14	+6
91-95	+14	+18	+8
96-99	+16	+20	+10
100	+20	+25	+12

PSY	# POWERS	MANA BONUS	POWER LEVEL
01-05	1	-25	1
06-10	1	-18	1
11-15	1	-16	1

16-20	1	-14	1
21-25	1	-12	1
26-30	1	-10	1
31-35	1	-8	1
36-40	1	-6	2
41-50	2	-4	2
51-55	2	-2	2
56-60	2	E	3
61-65	3	+1	3
66-70	3	+2	3
71-75	3	+4	4
76-80	4	+8	4
81-85	4	+12	4
86-90	4	+14	5
91-95	5	+18	5
96-99	6	+20	6
100	8	+25	8

STEP 3- Choose a character archetype from the ones below and record this and any bonuses and drawbacks on your character record sheet now. NOTE: not all concepts apply to every game, so discuss your choice with the storyteller first.

WARRIOR ARCHETYPE

WARRIOR-The warrior class is the backbone of any adventuring party or group. The warrior is usually at the front of the group, leading his or her comrades into battle with a giant gleaming sword or a myriad of guns and grenades attached to every available space on his or her battle-scarred armor.

The warrior class breaks down into three sub-categories; the *Juggernaut*, the *Gun-Runner* and the *Paladin*. Each archetype has merits and flaws and its own specialty and will add to an adventuring party in a variety of ways.

JUGGERNAUT

The JUGGERNAUT- The juggernaut is a heavily armed and armored warrior who prefers to attack toe-to-toe and up close and personal usually favoring swords, knives or large blunt weapons to deal damage and draw enemy attacks away from the other party members.

MERITS- The JUGGERNAUT begins the game with **+20HP**. This merit stacks with any and all bonuses awarded through skills or traits already applied to the character. The juggernaut also receives a

bonus of +10 to the STRENGTH, and VITALITY attributes. He/She also begins the game with the following skills at no point cost: Hand-to-Hand; Brawling, Weapon parry and blades, with any and all bonuses that apply from the skills. The JUGGERNAUT receives a unique trait called “INSPIRE” in which the JUGGERNAUT shows great courage in the face of the enemy, inspiring his teammates to fight harder. When the trait is enacted, all friendlies on the battlefield receive a bonus of +5 to ATTACK, and +5 AC.

FLAWS- The Juggernaut, while tough as nails and intimidating is usually somewhat uncivilized and as such suffers in the social graces that guide more reserved character types. The JUGGERNAUT receives a -10 to the INTELLIGENCE, and PERCEPTION attributes. The JUGGERNAUT is never allowed to use PSY abilities under any circumstances.

GUN-RUNNER

The GUN-RUNNER- The GUN-RUNNER is a heavily armed warrior who prefers to attack with firearms and explosives at medium range using cover and tactics to devastate foes on the battlefield.

MERITS- The GUN-RUNNER begins the game with the KILLER perk, granting the ability to use tier 2 weapons. This merit stacks with any and all bonuses awarded through skills or traits already applied to the character. The GUN-RUNNER also receives a bonus of +10 to the AGILITY, and PERCEPTION attributes. He/She also begins the game with the following skills at no point cost: Firearms, Dodge melee and Heavy Armor Usage, with any and all bonuses that apply from the skills. The GUN-RUNNER also begins the game with a tier 2 weapon of GM choice. The GUN-RUNNER receives a unique trait called “TERRIFY” in which his/her blazing guns and blood-soaked armor frighten enemy combatants. When enacted, the trait causes all enemy units on the battlefield to receive a -10 to ATTACK, since they are more concerned with hiding than fighting.

FLAWS- The GUN-RUNNER receives a -10 to the DEXTERITY and CHARISMA attributes. The GUN-RUNNER is never allowed to use PSY abilities under any circumstances.

PALADIN

The PALADIN- The PALADIN is a hybrid class between a warrior and a healer, usually equally skilled in both. The PALADIN, however is held to a higher code of ethics and strives to be a shining example of all that is good and right left in the world. The Paladin must always come to the aid of those in need or of anyone who asks for help. The paladin also has little interest in riches or loot, choosing instead to give his/her money and looted gear to the poor, or homeless. The paladin must heal the sick whenever he/she can, and expect little for their services. The PALADIN class comes with some significant Merits and equally significant flaws.

MERITS- The PALADIN begins the game with a special pair of medi-gauntlets which self-generate enough medi-gel to heal 20-60 HP per use three times daily. This ability is used by touching the skin of the target. (NOTE-armor and clothing must be removed before the medi-gel may be used in the area. The PALADIN also begins the game with a tier 1 weapon of GM choice at no cost. The PALADIN receives a +10 to the DEXTERITY and CHARISMA attributes, and may use healing based psionics.

FLAWS- The PALADIN receives a -10 to the AGILITY and PERCEPTION attributes. The PALADIN must tithe, or give away 30% of his/her amassed loot or fortune to charity or to those less fortunate.

ROGUE ARCHETYPE

ROGUE- The rogue class is street-wise, stealthy and silent. They prefer to remain in the shadows and attack from behind or in many cases not attack at all, preferring instead to use the chaos of battle as a distraction while they acquire gear and money, or just eliminate enemies in a more civilized fashion.

The ROGUE class breaks down into three primary ability groups consisting of the *BURGLAR*, the *SURVIVOR*, and the *ASSASSIN*.

BURGLAR

The BURGLAR- The BURGLAR is a lightly armed and armored acrobatic thief who makes his/her fortune by stealing and fencing valuable items and information. The BURGLAR will most often avoid frontal combat if possible, preferring instead to sneak behind targets and back-stab or pick pocket enemy combatants. The BURGLAR is usually part of a network or society of like-minded fortune seekers.

MERITS- The BURGLAR begins the game with the stealth, back-stab and pick-pocket skills for free. The BURGLAR will also have as a contact someone who can appraise and fence stolen items and broker learned secrets and information. The BURGLAR receives a +10 modifier to the AGILITY and INTELLIGENCE attributes

FLAWS- The BURGLAR is usually small in stature and less powerfully built than his/her combat oriented team mates. As such he/she receives a -10 to the STRENGTH and VITALITY attributes and a -20HP MISC MOD. He/she also begins the game with -20 fame (INFAMY), and will often be recognized by town guards or police.

SURVIVOR

The SURVIVOR- The SURVIVOR is someone who has trained and prepared for the end of times and has acquired many items and skills to help them survive during the collapse of civilization. The SURVIVOR has little need for money as he/she is an expert at living off the land and scrounging for all they need. The SURVIVOR usually travels light and prefers medium armors that often some protection, but allow them to move quickly and freely or run when necessary. The SURVIVOR is equally at home in the wilderness or in a city and has little regard for laws or morality.

MERITS- The SURVIVOR begins the game with the following skills for free: Hunting, Fire building and Tracking. He/she also receives a bonus of +10 to the INTELLIGENCE and PERCEPTION

attributes. He/she will also begin the game with a rifle and pistol of GM choice, both tier 1 weapons.

FLAWS- The SURVIVOR has a tendency to disregard laws and take what he/she needs to survive. As such they receive a unique trait called “KLEPTOMANIAC”. Each time the SURVIVOR is in an area where there is gear and/or items he/she may need or the party may need he/she must save vs. distraction or attempt to steal whatever the targeted item(s) is/are. The SURVIVOR also receives a -10 to the CHARISMA and DEXTERITY attributes.

ASSASSIN

The ASSASSIN – The ASSASSIN is a killer for hire specializing in silent and untraceable murders, usually for political and financial gain. The ASSASSIN has few qualms about eliminating targets, regardless of age, sex or affiliation. Most ASSASSINS prefer to operate independently, though some will operate in the employ of a government agency or large corporation. The ASSASSIN is both feared and respected in the shadowy world in which they live, and never fully trusted.

MERITS- The ASSASSIN begins the game with the following skills: Hand-to-Hand Martial Arts, Stealth and Blades. He/she receives a bonus of +10 to the DEXTERITY and AGILITY attributes as well as a unique trait called “SILENT KILL”. If the character is able to successfully sneak up on an unsuspecting opponent, he/she may then silently kill the target without roll and without chance for failure.

FLAWS- The ASSASSIN has no regard for morality, usually finding such things boring and restrictive. As such he/she begins the game with -20 fame and 20 evil points. The ASSASSIN will be known by name if not by face, and will usually be wanted in nearly every place of civilization. The ASSASSIN receives a -10 to the CHARISMA and STRENGTH attributes.

CASTER/PSION ARCHETYPE

The CASTER/PSION is a mental/shamanic adept who uses mental abilities to attack and confound enemies on the battlefield. He/She may also use his/her abilities to heal allies or his/her self. The scion is usually found at the back of the group or under cover preferring to use powers over weapons and brains over brawn to achieve victory.

The CASTER/PSION class breaks down into three sub-categories; The *MISUNDERSTOOD ADEPT*, *The RELUCTANT HERO*, and *THE WILD MAGE*.

MISUNDERSTOOD ADEPT

The MISUNDERSTOOD ADEPT- The MISUNDERSTOOD ADEPT is a caster who has tried (sometimes in vain) to use their powers and abilities for good, but somehow always seems to cause harm or destruction instead. In many cases the caster caused the death or near death of someone they

love, and has been wandering alone ever since. The MISUNDERSTOOD ADEPT craves a chance to be part of group making a difference and a chance to redeem his/herself for perceived wrongdoings

MERITS- The MISUNDERSTOOD ADEPT begins the game with the ability to cast/use Psionics, and receives a bonus of +10 to the INTELLIGENCE and PSY attributes

FLAWS- The MISUNDERSTOOD ADEPT begins the game with a troubled past and guilt for some event in his/her past that must be discussed with the Storyteller and declared at game start. The CASTER/PSION also begins the game with a -10 to the CHARISMA, VITALITY and STRENGTH attributes, due to the focus on mental affinity and lack of physical activity.

RELUCTANT HERO

The **RELUCTANT HERO** has been placed into a situation that forced him or her to use their powers where they would much rather have ignored their emerging abilities or hide them from the world. This should be discussed with the storyteller and such an event should be decided upon at character creation.

MERITS- The RELUCTANT HERO begins the game with the use of Psionics for free. He or she also receives a bonus of 10 to Karma due to having used their powers for good. He or she also receives a bonus of +10 to the PSY attribute and a +20 to the INTELLIGENCE attribute.

FLAWS- The RELUCTANT HERO is unsure of his/herself and as such receives a -10 to the CHARISMA Attribute as well as a -10 to all initiative rolls.

WILD MAGE

The WILD MAGE is quick tempered and aggressive. He or she has embraced their gifts completely and brashly flaunts their powers and abilities with little regard for safety or anonymity. The WILD MAGE usually has a past involving prison time or involvement in some cataclysmic event that haunts their past. This should be discussed with the storyteller and decided upon at character creation.

MERITS- the WILD MAGE receives a bonus of +20 to the PSY attribute and a +10 to the INTELLIGENCE and CHARISMA attributes.

FLAWS- Due to their rough and rowdy past the WILD MAGE begins the game with 10 evil points of reputation. He or she also receives a -10 to the STRENGTH and VITALITY attributes.

STEP 4- The storyteller will assign a certain amount of skill points to use in purchasing skills for your character. The number of skills you may purchase will be determined by your INTELLIGENCE modifier and the number of points assigned. Choose your character's beginning skills on the following pages and record them on your character record sheet now. NOTE: each skill begins at 20% base but may be modified to suit the game.

MASTER SKILLS LIST

SKILL/CATEGORY	SLOT COST	SKILL BASE	BONUS
----------------	-----------	------------	-------

ATTACK SKILLS

HAND TO HAND: WRESTLING	1	STRENGTH	+5 STR
HAND TO HAND: BRAWLING	1	DEXTERITY	+5 DEX
HAND TO HAND: BOXING	2	DEXTERITY	+5 DEX
HAND TO HAND: MARTIAL ARTS	5	DEXTERITY	+10 DEX
HAND TO HAND: MMA	6	DEX/STR	+5 DEX, +5 STR
MARTIAL WEAPONS: BLUNT	1	DEXTERITY	+5 DEX
MARTIAL WEAPON: SPEAR/LANCE	3	DEXTERITY	+5 DEX
MARTIAL WEAPONS: BLADES	2	DEXTERITY	+5 DEX
RANGED WEAPONS: THROWN	3	AGILITY	+5 AGI
RANGED WEAPONS: FIREARMS	2	AGILITY	+5 AGI
RANGED ATTACK MAGIC	10	PSY	+10 PSY
RANGED ATTACK PSIONICS	10	PSY	+10 PSY

DEFENSIVE SKILLS

DODGE MELEE	2	AGILITY	+5 AGI
DODGE PROJECTILE	3	AGILITY	+10 AGI
WEAPON PARRY	3	DEXTERITY	+5 DEX
EMPTY HAND PARRY	5	DEXTERITY	+10 DEX
SOAK DAMAGE	5	VITALITY	+10 VIT
SHIELD BLOCK	2	STRENGTH	+10 STR

WEAPON SKILLS

FIREARM MAINTENANCE	1	INTELLIGENCE	
AMMUNITION RELOADING	2	INTELLIGENCE	
FIREAMR BLUING/ENGRAVING	2	INTELLIGENCE	
BLADE MAINTENANCE	2	INTELLIGENCE	
BLACKSMITHING	5	INTELLIGENCE	+5 INT
ENERGY CRYSTAL FOCUS	6	INTELLIGENCE	+10 INT
RESSONATION CHAMBER TUNING	6	INTELLIGENCE	+10 INT
PLASMA INDUCTION MECHANICS	10	INTELLIGENCE	+15 INT
ELECTRO-MAG MECHANICS	8	INTELLIGENCE	+15 INT

META SKILLS

CREATE META-GEL	5	INTELLIGENCE
USE META-TOOL	6	INTELLIGENCE

MASTER SKILLS LIST

SKILL/CATEGORY	SLOT COST	SKILL BASE	BONUS
----------------	-----------	------------	-------

SURVIVAL SKILLS

FIRE BUILDING	1	INTELLIGENCE	
SHELTER CONSTRUCTION	2	INTELLIGENCE	
WATER PURIFICATION	2	INTELLIGENCE	
WOODLAND HARVEST	2	INTELLIGENCE	
HUNTING	2	INTELLIGENCE	
TRACKING	2	INTELLIGENCE	
SET TRAP/SNARE	2	INTELLIGENCE	
COOKING	2	INTELLIGENCE	
LAND NAVIGATION	1	INTELLIGENCE	
IDENTIFY/SLOW POISON	3	INTELLIGENCE	+5 INT
FIRST AID	2	INTELLIGENCE	
CLIMB ROCK/TREE	2	INTELLIGENCE	

ANIMAL SKILLS

ANIMAL TRAINING	2	INTELLIGENCE	
HORSEMANSHIP	3	INTELLIGENCE	
TAXIDERMY	2	INTELLIGENCE	
BREED ANIMAL	2	INTELLIGENCE	
ANIMAL AFFINITY	1	INTELLIGENCE	
SADDLE MAINTENANCE	2	INTELLIGENCE	
GROOMING	2	INTELLIGENCE	
FALCONING	3	INTELLIGENCE	

SOCIAL SKILLS

DANCING	2	CHARISMA	+5 CHA
SINGING	3	CHARISMA	+5 CHA
ETTIQUETTE	2	CHARISMA	+5 CHA
POETRY	1	CHARISMA	
PUBLIC SPEAKING	2	CHARISMA	+5 CHA
BARTER	2	CHARISMA	
CON	2	CHARISMA	
FAST-TALK	2	CHARISMA	
EXPERT LIAR	4	CHARISMA	+5 CHA
STORYTELLER	3	CHARISMA	
POLITICS	2	CHARISMA	
INTIMIDATE	2	CHARISMA	
INTERROGATE	2	CHARISMA	
LADY KILLER	2	CHARISMA	+10 TO OP SEX
MANEATER	2	CHARISMA	+10 TO OP SEX

MASTER SKILLS LIST

SKILL/CATEGORY	SLOT COST	SKILL BASE	BONUS
----------------	-----------	------------	-------

COMPUTER SKILLS

COMPUTER BASICS	1	INTELLIGENCE	
COMPUTER ADVANCED	2	INTELLIGENCE	+5 INT
COMPUTER HACKING	3	INTELLIGENCE	+5 INT
COMPUTER REPAIR	3	INTELLIGENCE	
COMPUTER PROGRAMMING	2	INTELLIGENCE	
SOFTWARE ENGINEER	5	INTELLIGENCE	+10 INT
ANDROID/BOT PROGRAMMING	6	INTELLIGENCE	
NETWORK ADMIN	3	INTELLIGENCE	
INFORMATION TECHNOLOGY	3	INTELLIGENCE	
HARDWARE ENGINEER	5	INTELLIGENCE	
COMMUNICATIONS	3	INTELLIGENCE	

SCIENCE SKILLS (NON-MEDICAL)

ENGINEERING	5	INTELLIGENCE	+1 INT
GEOLOGY	5	INTELLIGENCE	+5 INT
BIOLOGY	7	INTELLIGENCE	+10 INT
SOCIOLOGY	5	INTELLIGENCE	+5 INT
ASTRONOMY	5	INTELLIGENCE	+10 INT
ASTROPHYSICS	7	INTELLIGENCE	+15 INT
OCEANOGRAPHY	5	INTELLIGENCE	+5 INT
GEOGRAPHY	5	INTELLIGENCE	+5 INT
ASTROLOGY	5	INTELLIGENCE	+5 INT
HYDRONICS	5	INTELLIGENCE	+5 INT
HYDRAULICS	5	INTELLIGENCE	+5 INT
AERODYNAMICS	5	INTELLIGENCE	+5 INT
ARTIFICIAL INTELLIGENCE	7	INTELLIGENCE	+10 INT
METALLURGY	5	INTELLIGENCE	+5 INT
PSYCHOLOGY	5	INTELLIGENCE	+5 INT
PARAPSYCHOLOGY	5	INTELLIGENCE	+5 INT
THERMODYNAMICS	5	INTELLIGENCE	+5 INT
NUCLEAR PHYSICS	8	INTELLIGENCE	+15 INT
ATOMIC THEORY	5	INTELLIGENCE	+5 INT
QUANTUM PHYSICS	10	INTELLIGENCE	+20 INT
BOTANY	5	INTELLIGENCE	+5 INT
AGRICULTURE	5	INTELLIGENCE	+5 INT
HORTICULTURE	5	INTELLIGENCE	+5 INT
ECONOMICS	5	INTELLIGENCE	+5 INT
ENVIRONMENTAL SCIENCE	5	INTELLIGENCE	+5 INT
MATHEMATICS	7	INTELLIGENCE	+10 INT
CHEMISTRY	5	INTELLIGENCE	+5 INT

MASTER SKILLS LIST

SKILL/CATEGORY	SLOT COST	SKILL BASE	BONUS
----------------	-----------	------------	-------

SCIENCE SKILLS CONTINUED

METEOROLOGY	5	INTELLIGENCE	+5 INT
NANOSCIENCE	10	INTELLIGENCE	+15 INT
PHYSICS	5	INTELLIGENCE	+5 INT
NAUTICAL PROPULSION	5	INTELLIGENCE	+5 INT
SHIP CONSTRUCTION	5	INTELLIGENCE	+5 INT
STARSHIP PROPULSION	10	INTELLIGENCE	+15 INT
STARSHIP CONSTRUCTION	8	INTELLIGENCE	+10 INT

MEDICAL SKILLS

DIAGNOSTICS	8	INTELLIGENCE	+10 INT
BASIC SURGERY	8	INTELLIGENCE	+10 INT
ADVANCED SURGERY	10	INTELLIGENCE	+15 INT
CYBERNETICS	12	INTELLIGENCE	+15 INT
COSMETIC SURGERY	10	INTELLIGENCE	+15 INT
PHARMACOLOGY	10	INTELLIGENCE	+15 INT
RADIOLOGY	8	INTELLIGENCE	+10 INT
DENTISTRY	8	INTELLIGENCE	+10 INT
MOLECULAR BIOLOGY	10	INTELLIGENCE	+15 INT
ENCOLOGY	10	INTELLIGENCE	+15 INT
GASTRO-ENTEROLOGY	10	INTELLIGENCE	+15 INT
CARDIOLOGY	10	INTELLIGENCE	+15 INT
NEUROLOGY	10	INTELLIGENCE	+15 INT
PATHOLOGY	10	INTELLIGENCE	+15 INT
ORTHOPEDICS	10	INTELLIGENCE	+15 INT
VETERINARY MEDICINE	10	INTELLIGENCE	+15 INT

ROGUE SKILLS

STEALTH	2	AGILITY	+5 AGI
PICK POCKET	3	AGILITY	+5 AGI
DETECT TRAP	3	INTELLIGENCE	
DISARM TRAP	3	INTELLIGENCE	
TIGHTROPE WALK	4	AGILITY	+5 AGI
JUGGLING	4	DEXTERITY	+5 DEX
BACKSTAB	3	DEXTERITY	+5 DEX
DISGUISE	3	CHARISMA	
ACROBATICS	4	AGILITY	+5 AGI
SECURITY SYSTEMS	3	INTELLIGENCE	
PRECISION STRIKE	5	DEXTERITY	+5 DEX
JUMPING	3	AGILITY	
CAMOUFLAGE	3	INTELLIGENCE	
SEDUCTION	5	CHARISMA	+5 CHA

MASTER SKILLS LIST

SKILL/CATEGORY	SLOT COST	SKILL BASE	BONUS
----------------	-----------	------------	-------

ROGUE SKILLS CONTINUED

APPRAISE ITEM	3	INTELLIGENCE	
POKER FACE	2	CHARISMA	
VENTRILQUISTM	3	CHARISMA	
GAMBLING	3	CHARISMA	
BREATH CONTROL	3	VITALITY	+5 VIT

PILOTING SKILLS

PILOT AUTOMOBILE	2	INTELLIGENCE	
PILOT BOAT	2	INTELLIGENCE	
PILOT BEAST	2	INTELLIGENCE	
PILOT HELO	2	INTELLIGENCE	
PILOT PROP AIRCRAFT	3	INTELLIGENCE	
PILOT JET AIRCRAFT	5	INTELLIGENCE	
PILOT STARFIGHTER	5	INTELLIGENCE	
PILOT STARSHIP	7	INTELLIGENCE	
PILOT ARMORED VEHICLE	3	INTELLIGENCE	
PILOT HOVER VEHICLE	5	INTELLIGENCE	
PILOT MECH	6	INTELLIGENCE	
PILOT POWER ARMOR	6	INTELLIGENCE	
PILOT SAILING VESSEL	5	INTELLIGENCE	
PILOT CAPITAL SHIP	8	INTELLIGENCE	
PILOT SUBMARINE	6	INTELLIGENCE	
PILOT FTL VEHICLE	10	INTELLIGENCE	

MILITARY SKILLS

SHARP EYE	3	PERCEPTION	+5 PER
TRAINED EAR	3	PERCEPTION	+5 PER
SCENT RECOGNITION	3	PERCEPTION	+5 PER
IDENTIFY TRACK	3	PERCEPTION	
DANGER SENSE	5	PERCEPTION	+5 PER
IDENTIFY CRITICAL ZONE	3	PERCEPTION	
BLIND FIGHTING	8	PERCEPTION	+10 PER
IDENTIFY PLANT/HERB	3	PERCEPTION	
MORSE CODE	3	INTELLIGENCE	
SILENT KILL	5	DEXTERITY	
INATE DIRECTION SENSE	3	PERCEPTION	
SQUAD TACTICS	3	INTELLIGENCE	
RADIO COMMUNICATIONS	2	INTELLIGENCE	
ARM-LINK COMMUNICATIONS	3	INTELLIGENCE	
LONG-RANGE ARTILLERY	3	INTELLIGENCE	

MASTER SKILLS LIST

SKILL/CATEGORY	SLOT COST	SKILL BASE	BONUS
TECHNICAL SKILLS			
FORGERY	5	INTELLIGENCE	
COUNTERFEITING	5	INTELLIGENCE	
CIRCUIT BOARD CONSTRUCTION	7	INTELLIGENCE	
ENGRAVING	5	INTELLIGENCE	
ELECTRICIAN	4	INTELLIGENCE	
CARPENTRY	3	INTELLIGENCE	
BASIC CONSTRUCTION	4	INTELLIGENCE	
HEAVY EQUIPMENT OPS	3	INTELLIGENCE	
AIRCRAFT REPAIR	4	INTELLIGENCE	
DRAFTING	2	INTELLIGENCE	
COMBUSTION ENG REPAIR	3	INTELLIGENCE	
MATTER-ANTI MATTER	8	INTELLIGENCE	+15 INT

PHYSICAL SKILLS

RUNNING ADVANCED	2	VITALITY	+5 VIT
SWIMMING ADVANCED	3	VITALITY	+5 VIT
BODY BUILDING	3	STRENGTH	+5 STR
GYMNASICS	4	AGI/VIT	+5 STR, +1D VIT
TUMBLING	2	AGILITY	+5 AGI
CLIMBING ADVANCED	2	AGILITY	+5 AGI
REPELLING	2	AGILITY	+5 AGI
JUMPING ADVANCED	3	AGILITY	+5 AGI
PAR COR	3	AGILITY	+5 AGI
BREATH HOLDING	2	VITALITY	
AMBIDEXTROUS	4	DEXTERITY	+5 DEX
HIGH PAIN THRESHOLD	3	VITALITY	+5 VIT

LANGUAGE/RHETORIC SKILLS

LANGUAGE: ENGLISH/COMMON	2	INTELLIGENCE
LANGUAGE: SPANISH	2	INTELLIGENCE
LANGUAGE: FRENCH	3	INTELLIGENCE
LANGUAGE: GERMAN	3	INTELLIGENCE
LANGUAGE: ITALIAN	3	INTELLIGENCE
LANGUAGE: RUSSIAN	3	INTELLIGENCE
LANGUAGE: NA SIOUX	4	INTELLIGENCE
LANGUAGE: NA PAWNEE	4	INTELLIGENCE
LANGUAGE: NA CROW	4	INTELLIGENCE
LANGUAGE: NA BLACKFOOT	4	INTELLIGENCE
LANGUAGE: NA NEZ PIERCE	4	INTELLIGENCE
LANGUAGE: NA COMMANCHE	4	INTELLIGENCE
LANGUAGE: GAEILC	4	INTELLIGENCE
LANGUAGE: HINDI	4	INTELLIGENCE

MASTER SKILLS LIST

SKILL/CATEGORY	SLOT COST	SKILL BASE	BONUS
----------------	-----------	------------	-------

LANGUAGE/RHETORIC SKILLS CONTINUED

LANGUAGE: FARSI	4	INTELLIGENCE
LANGUAGE: ARABIC تحدث	4	INTELLIGENCE
LANGUAGE: HEBREW	4	INTELLIGENCE
LANGUAGE: SWAHILI	4	INTELLIGENCE
LANGUAGE: ABORIGINAL	4	INTELLIGENCE
LANGUAGE: CHINESE 說話	5	INTELLIGENCE
LANGUAGE: KOREAN	5	INTELLIGENCE
LANGUAGE: JAPANESE	5	INTELLIGENCE

ARMOR SKILLS

LIGHT ARMOR USAGE	1	INTELLIGENCE
MEDIUM ARMOR USAGE	1	INTELLIGENCE
HEAVY ARMOR USAGE	1	INTELLIGENCE
POWER ARMOR USAGE	3	INTELLIGENCE
EXOTIC ARMOR USAGE	3	INTELLIGENCE

CRAFTING SKILLS

CRAFT BIO-CHEM	3	INTELLIGENCE
CRAFT FIREARM	4	INTELLIGENCE
CRAFT BLADE	3	INTELLIGENCE
CRAFT PNUEMATIC	3	INTELLIGENCE
CRAFT BOW/ARROWS	2	INTELLIGENCE
CRAFT/REPAIR SMALL ENGINE	5	INTELLIGENCE
CRAFT/REPAIR JET ENGINE	10	INTELLIGENCE
CRAFT WEAPON MOD	5	INTELLIGENCE
CRAFT POWER CELL	5	INTELLIGENCE
CRAFT SHIELD GENERATOR	5	INTELLIGENCE
CRAFT GRENADE	7	INTELLIGENCE
CRAFT AIR-FRAME	8	INTELLIGENCE
CRAFT MED-KIT	8	INTELLIGENCE
CRAFT OPTICS/SCOPE	8	INTELLIGENCE
CRAFT AMMO/RELOAD	3	INTELLIGENCE
CRAFT FORCE SWORD	12	INTELLIGENCE
CRAFT CYBER IMPLANT	12	INTELLIGENCE
CRAFT BIO-MECHANICAL	12	INTELLIGENCE
CRAFT ELECTRONICS	4	INTELLIGENCE
CRAFT BOT/DROID	10	INTELLIGENCE

CRAFT ARMOR	6	INTELLIGENCE
CRAFT POWER ARMOR	10	INTELLIGENCE
CRAFT VEHICLE ARMOR	8	INTELLIGENCE
CRAFT WRIST-LINK	12	INTELLIGENCE

STEP 5- Solve equations on the ATTACK TABLE using your Attribute and skill modifiers.

STEP 6- Solve equation for DEFENSE using your SKILL and ATTRIBUTE modifiers now.

STEP 7- Solve equation for COMBAT INJURIES using your SKILL and ATTRIBUTE modifiers.

STEP 8- Solve equations on MISCELLANEOUS TABLES using ATTRIBUTE modifies and misc modifiers now.

STEP 9- Choose a beginning trait for your character from the list below and record it on your character record sheet now. NOTE: all traits begin at level 1, but may be chosen again instead of a different trait each time, raising it a level.

CHARACTER TRAITS

ATHLETIC: athletic characters are generally more physically fit and active than other characters and as such enjoy certain benefits associated with their activity level.

LEVEL I: +5 to all AGI and COM rolls

LEVEL II: +5 to AGI, +5 to COM

LEVEL III: +10 to AGI, +10 to COM

INQUISITIVE: an inquisitive character is always pondering how things work and tinkering to find the answer. Inquisitive characters seem to know a little about anything they have time to tinker with.

LEVEL I: +5 to all INT rolls

LEVEL II: +5 to INT

LEVEL III: +10 to INT

THRIFTY: a thrifty character is always looking for ways to save money. This usually manifests itself in interactions between the character and a shop owner or caravaneer. The thrifty character will never pay full price and will haggle for hours to save a credit.

LEVEL I: +5 to all barter based rolls

LEVEL II: +10 to all barter based rolls

LEVEL III: +15 to all barter based rolls

FEARLESS: The fearless character fears nothing and usually charges into combat at the front of the party. The brave character receives a war cry that strikes fear into opponents causing a stun affect for 1d4 rounds rendering them at -5 to all rolls. On the flip side of that coin the character's allies receive a bonus of +5 to all rolls for the same period of time.

UNFILTERED: the unfiltered character speaks his/her mind without regard for company or location. This can lead to negative moments of truth, and occasionally a minor positive one. Unfiltered characters must make a save vs. distraction to avoid blurting out whatever is on their mind. The second instance of this in the same instance requires a save vs. distraction rolled at -10. Each consecutive roll will be reduced by ten until zero is reached at which time the character is rambling on offensively for the remainder of the instance.

LECHEROUS: a lecherous character will flirt with and/or throw themselves at persons of the opposite sex unswervingly. They will do so to the point of absurdity and being inappropriate. This usually has a negative affect, but once in a while it causes a timely distraction.

UNSHAKEN: an unshaken person has an unparalleled sense of calm and control about them allowing them to keep their head in nearly any situation. Due to this rare quality the character receives a bonus to all rolls targeting a favorable reaction from the opposite sex. They also receive a bonus to attack rolls since there is no “pucker” factor.

LEVEL I: +5 to all rolls targeting opposite sex, +5 to INIT

LEVEL II: +10 to all rolls targeting opposite sex, +10 INIT

LEVEL III: +15 to All rolls targeting opposite sex, +15 INIT

LUCKY: a lucky person always seems to have things go their way both in combat and in everyday situations.

LEVEL I: Re-roll one failed roll per day

LEVEL II: Re-roll one failed roll per combat

LEVEL III: Re-roll one failed roll per encounter

STUDIOUS a studious person learns at an accelerated rate, and can learn more skills

LEVEL I: Cost to increase skills reduced by 2

LEVEL II: Cost to increase skills reduced by 4

LEVEL III: Cost to increase skills reduced by 6

AGGRESSIVE aggressive people go after everything in life with fierce passion, usually violently and angrily.

LEVEL I: +5 to INIT

LEVEL II: +10 to INIT

LEVEL III: +15 to INIT

CHARASMATIC a charismatic person has a way of schmoozing his/her way into people's trust and confidence, making it easier to charm, convince and intimidate.

LEVEL I: +5 to charm and intimidation rolls

LEVEL II: +10 to charm and intimidation rolls

LEVEL III: +15 to charm and intimidation rolls

FOCUSED a focused person is very difficult to distract once set upon a task

- LEVEL I:** +5 to save vs. distraction
LEVEL II: +10 to save vs. distraction
LEVEL III: +15 to save vs. distraction

PRECISE a precise person is very thorough and meticulous in every aspect of life.

- LEVEL I:** +5 to all DEX based skill checks and attacks
LEVEL II: +10 to all DEX based skill checks and attacks
LEVEL III: +15 to all DEX based skill checks and attacks

HEAVY HANDED a heavy handed person hits very hard and therefore does extra damage in hand-to-hand combat.

- LEVEL I:** +5 to all hand-to hand damage, including melee weapon damage
LEVEL II: +10 to all hand-to hand damage, including melee weapon damage
LEVEL III: +15 to all hand-to hand damage, including melee weapon damage

AURA OF TRUST a person with an aura of trust is well liked at first glance and is considered trustworthy by all.

- LEVEL I:** +5 to all diplomacy based rolls
LEVEL II: +10 to all diplomacy based rolls
LEVEL III: +15 to all diplomacy based rolls

FEARED a person who is feared sends chills down the spine when entering a room. As such it is easier to interrogate and intimidate.

- LEVEL I:** +5 to all interrogation and intimidation rolls
LEVEL II: +10 to all interrogation and intimidation rolls
LEVEL III: +15 to all interrogation and intimidation rolls

PUGILISTIC a pugilistic person is gifted in the martial arts and brawling

- LEVEL I:** +5 attack hand-to-hand melee combat
LEVEL II: +10 attack hand-to-hand melee combat
LEVEL III: +15 attack hand-to-hand melee combat

MECHANICAL a mechanical person has a natural gift at repairing and design mechanical devices and non-technical machines.

- LEVEL I:** +5 to repair all mechanical devices or weapons
LEVEL II: +10 to repair all mechanical devices or weapons
LEVEL III: +15 to repair all mechanical devices or weapons

STEP 10- Solve equation on MELEE ATTACK TABLE using ATTRIBUTE modifiers now.

STEP 11- Roll percentil dice and multiply the result by 10 to determine starting money now.

STEP 12- Purchase weapons from the lists below and record them on your character record sheet now.
 NOTE: Only tier one weapons may be purchased at character creation unless a special bonus is granted, and you may want to save some money for purchasing armor.

STANDARD WEAPONS OF THE WASTELAND

WEAPON	STD/HDMG	CRIT	BNS	DRAW	INITIATIVE	AMMO	ROF	APF	WGT	RNG	COST
--------	----------	------	-----	------	------------	------	-----	-----	-----	-----	------

BALLISTICS, TIER 1 – AVAILABILITY: EXTREMELY COMMON (XC)

.22 cal pistol/rev	4-12	x2	+10	+10	CART	2/1	7	1	50	125
.38 cal pistol/rev	6-18	x2	+ 8	+ 8	CART	1/1	7	1.5	75	175
9mm pistol	8-20	x2	+6	+6	CART	1/1	7	2	75	200
.40 USP pistol	10-22	x2	+ 4	+4	CART	1/1	7	2.5	100	225
.45cal pistol	12-24	x2	0	0	CART	1/1	8	3	100	275
.44 cal pistol	15-27	x2	0	0	CART	1/1	8	4	100	400
.50 cal pistol	20-40	x2	0	0	CART	1/2	10	7	150	800
.22 long rifle	6-18	x2	-5	-5	CART	1/1	7	5	300	250
5.56mm/.223 rifle	20-32	x2	-8	-8	CART	1/1	8	7	500	400
7.62mm/.308 rifle	25-45	x2	-10	-10	CART	1/1	10	8	800	800
.50 cal rifle	30-50	x3	-15	-15	CART	½	10	10	1000	1000
5.56mm AR	20-32(x3)	x2	-8	-8	MAG30	3/1	8	10	500	1500
7.62mm AR	25-45(x3)	x2	-10	-10	MAG30	3/1	10	10	800	2000
20ga shotgun	30-50	x3	-8	-8	SHELL	1/1	7	7	50	1500
12ga shotgun	35-55	x3	-10	-10	SHELL	½	7	10	60	2000
10ga shotgun	40-60	x3	-12	-12	SHELL	½	7	12	70	2500
5.56mm SAW	70-90	x3	-25	-25	BELT	FA	8	20	500	5000
7.62mm MG	80-100	x3	-30	-30	BELT	FA	10	35	800	7500
.50 cal MG	90-110	x3	-50	-50	BELT	FA	10	50	1000	10000

ENERGY WEAPONS, TIER 1 – AVAILABILITY: COMMON (C)

Hold out pistol	4-10	x2	+12	+12	PP	1/1	6	.25	LOS	100
Light Pistol	6-14	x2	+10	+10	PP	1/1	6	1	LOS	120
Medium pistol	8-16	x2	+8	+8	PP	1/1	6	1.5	LOS	150
Heavy pistol	10-20	x2	+6	+6	PP	1/1	6	2	LOS	200
Energy carbine	12-24	x2	E	E	PP	1/1	6	4	LOS	350
Light rifle	15-27	x2	-5	-5	PP	1/1	6	6	LOS	500
Medium rifle	18-30	x2	-10	-10	PP	1/1	6	8	LOS	650
Heavy rifle	20-32	x2	-12	-12	PP	1/1	6	10	LOS	800
Force foil	70-82	x2	+20	+20	pp	2/1	18	2	LOS	10000
Force rapier	78-87	x2	+15	+15	PP	1/1	18	2.5	LOS	15000
Force sword	90-110	x3	+10	+10	PP	1/1	18	4	LOS	X

PLASMA WEAPONS, TIER 2 (HIVE) – AVAILABILITY: RARE (R)

LV Pistol	20-32*/10-20	x2	+10	+10	PP	1/1	8/18	3	150	800
HV Pistol	24-44*/15-25	x2	+8	+8	PP	1/1	8/18	4	200	1000
LV Carbine	30-50*/20-30	x2	E	E	PP	1/1	8/18	6	300	2500
HV Carbine	35-55*/25-35	x2	E	E	PP	1/1	8/18	8	450	4000
LV Rifle	40-80*/30-40	x2	E	E	PP	1/1	8/18	10	600	5500
HV Rifle	60-100*/40-50	x2	-10	-10	PP	1/2	8/18	12	800	7000

RAIL WEAPONS, TIER 2 (FDG) – AVAILABILITY: VERY RARE (VR)

Rail pistol	24-64/15-35	x2	+10	+10	PP	1/1	18	6	LOS	25000
Rail Carbine	30-70/25-45	x2	E	E	PP	1/1	18	8	LOS	35000
Rail Cannon	40-100/35-55	x2	E	E	PP	1/1	18	10	LOS	50000

SPECIAL WEAPONS OF THE WASTELAND

WEAPON	BASE DMG	CRIT	BNS	DRAW	INITIATIVE	AMMO	ROF	APF	WGT	RNG	COST
--------	----------	------	-----	------	------------	------	-----	-----	-----	-----	------

GAUSS WEAPONS, EXOTIC (SHAL'RAH) – AVAILABILITY: EXTREMELY RARME (XR)

Exterminator (P)	12-32*/10-20	x2	-10	-10	PP	3/1	8	8	LOS	10000
Annihilator (P)	16-36*/15-35	x2	-12	-12	PP	3/1	8	10	LOS	12500
Terminator (C)	20-40*/18-38	x3	-15	-15	PP	3/1	8	12	LOS	15000
Obliterator (R)	30-70*/25-45	x3	-20	-20	PP	3/1	8	13	LOS	20000
Flux Cannon (AR)	50-90*/30-50	x3	-30	-30	PP	FA	8	15	LOS	25000

NOTE: Gauss weapons disassemble an organic target at the molecular level and slowly dissolve it.

PLUTONIUM FUEL-ROD CANNON, EXOTIC – AVAILABILITY EXTREMELY RARE (XR)

FRC 10 Pistol	50-70*	x10	E	E	FR	1/3	18	5	100	125000
FRC 25 Pistol	60-80*	x10	E	E	FR	1/3	18	7	125	140000
FRC 40 Carbine	70-90*	x10	-5	-5	FR	1/3	18	10	150	160000
FRC 60 Rifle	80-100*	x10	-8	-8	FR	1/3	18	12	200	185000
FRC 85 Rifle	90-110*	x10	-10	-10	FR	¼	18	15	300	250000

PARTICLE BEAM WEAPONS (C.R.O.S.S.), EXOTIC – AVAILABILITY: EXTERMELY RARE (XR)

TPB Pistol	80-120/60-100	D	+10	+10	MR	1/1	18	1	LOS	250000
TPB Rifle	90-130/75-95	D	E	E	MR	½	18	7	LOS	400000

WEAPON MODS OF THE WASTELAND

MODIFICATION	DESCRIPTION	EFFECT	AVAIL	COST
Reflex scope	a small scope with low magnification	+5% att	C	50
ACOG scope	a medium scope with medium mag	+10% att	C	100
12x24 scope	a scope for sniping at med-long range	+20% att	C	250
18x36 scope	a long range scope, rated to 1500 yd	+30% att	R	500
24x60 scope	a long range scope, rated to 2000 yd	+40% att	VR	1000
Thermal scope mod	a thermal night sight added to the scope	adds TIS	VR	2500

12x60 LCD scope	an lcd screen and heads up display	+30% att	XR	3500
Composite parts	replaces all metal parts with composite parts significantly reducing the weight and draw/initiative modifiers.	wgt x1/2	VAR	4000

AMMO COST is PISTOL: 1/1, SUBMAC: 1/1, AR: 2/1, MG: 3/1, SHOTGUN 2/1, POWER PACK(20) 150, PLASMA CANISTER PERSISTANT: 1000, NON-PERSISTANT: 750, HYPERSTEEL RAIL ROUNDS: 100/1, GAUSS POWER PACK: 1500, PLUTONIUM FR CANNON RODS: 1000/1

WEAPON MODS OF THE WASTELAND (CONT.)

MODIFICATION	DESCRIPTION	EFFECT	AVAIL	COST
UB grenade launcher	a 40mm grenade attachment with a range of 1000 yd	80-120 dmg	R	1000
UB .12ga "Masterkey"	a .12 guage shotgun attachment with a range of 100 yd	35-55 dmg	VR	1250
UB Plasma "Masterkey"	a plasma cartridge attachment with a range of 1000 yd	80-100 dmg 60-80	XR	5000
"Battlefield Assistant"	an AI large magazine attachment that can hold and identify multiple types of ammunition and by voice command load the ammo type requested by the user. Wgt 5	*****	XR	10000

STANDARD BLADES OF THE WASTELAND

BLADES, TIER 1– AVAILABILITY: EXTREMELY COMMON (XC)

WEAPON	STD/HDMG	CRIT	BNS	DRAW	INITIATIVE	AMMO	ROF	APF	WGT	RNG	COST
6" knife	4-12	x2	+10	+10	N/A	2/1	7	.25	M	50	
8" knife	6-18	x2	+ 8	+ 8	N/A	1/1	7	.50	M	75	
10" knife	8-20	x2	+6	+6	N/A	1/1	7	.75	M	80	
12" knife	10-22	x2	+ 4	+4	N/A	1/1	7	1.0	M	90	
Short sword	12-24	x2	0	0	N/A	1/1	8	5	M	100	
Long sword	15-27	x2	0	0	N/A	1/1	8	6	M	120	
Broad sword	20-40	x2	0	0	N/A	1/2	10	7	M	150	
Great sword	6-18	x2	-12	-10	N/A	1/2	7	8	M	175	
Claymore	20-32	x2	-12	-10	N/A	1/2	8	10	M	200	

BLADES, TIER 3– AVAILABILITY: RARE

Vibro knife	15-25/10-30	x2	-10	-8	N/A	1/1	10	8	M	1100
Vib short swd	20-30/15-25	x3	-15	-10	N/A	1/1	10	10	M	1700
Vibro sword	30-50/20-30	x3	-8	-12	N/A	1/1	10	10	M	2500

BLADES, EXOTIC– AVAILABILITY: EXTREMELY RARE

Force sword	100-120/80-100	x2	-10	-10	N/A	1/1	20	10	M	2000
-------------	----------------	----	-----	-----	-----	-----	----	----	---	------

STEP 13- Purchase armor for your character from the lists below now.

STANDARD ARMORS OF THE WASTELAND

ARMOR TYPE/PIECE DEF WGT SKILL DMG HP COST(£)

HELMETS

LEATHER	1	1	LIGHT ARMOR	S	10	20
PADDDED LEATHER	2	1.5	LIGHT ARMOR	S	12	25
CARBO-MESH	3	.5	LIGHT ARMOR	S	15	80
KEVLAR	4	5	MEDIUM ARMOR	S	20	150
PLATED KEVLAR	5	7	MEDIUM ARMOR	H	25	200
STEEL PLATE	6	10	HEAVY ARMOR	H	30	300
TATANIUM	7	8	HEAVY ARMOR	H	50	450
STRATANIUM	8	10	HEAVY ARMOR	H	60	600
EBONSTEEL	9	12	POWER ARMOR	H	75	X
DURA-STEEL	10	12	POWER ARMOR	H	75	X

CUIRASS/BODY SHELL

LEATHER	1	1	LIGHT ARMOR	S	25	20
PADDDED LEATHER	2	1.5	LIGHT ARMOR	S	30	25
CARBO-MESH	3	.5	LIGHT ARMOR	S	35	80
KEVLAR	4	5	MEDIUM ARMOR	S	40	150
PLATED KEVLAR	5	7	MEDIUM ARMOR	H	45	200
STEEL PLATE	6	10	HEAVY ARMOR	H	60	300
TATANIUM	7	8	HEAVY ARMOR	H	70	450
STRATANIUM	8	10	HEAVY ARMOR	H	80	600
EBONSTEEL	9	12	POWER ARMOR	H	100	X
DURA-STEEL	10	12	POWER ARMOR	H	100	X

GREAVES/LEG PROTECTION

LEATHER	1	1	LIGHT ARMOR	S	15	20
PADDDED LEATHER	2	1.5	LIGHT ARMOR	S	20	25
CARBO-MESH	3	.5	LIGHT ARMOR	S	25	80
KEVLAR	4	5	MEDIUM ARMOR	S	30	150
PLATED KEVLAR	5	7	MEDIUM ARMOR	H	35	200
STEEL PLATE	6	10	HEAVY ARMOR	H	45	300
TATANIUM	7	8	HEAVY ARMOR	H	50	450
STRATANIUM	8	10	HEAVY ARMOR	H	60	600
EBONSTEEL	9	12	POWER ARMOR	H	75	X
DURA-STEEL	10	12	POWER ARMOR	H	75	X

GAUNTLETS/GLOVES

LEATHER	1	1	LIGHT ARMOR	S	10	20
PADDDED LEATHER	2	1.5	LIGHT ARMOR	S	12	25
CARBO-MESH	3	.5	LIGHT ARMOR	S	15	80
KEVLAR	4	5	MEDIUM ARMOR	S	20	150
PLATED KEVLAR	5	7	MEDIUM ARMOR	H	25	200
STEEL PLATE	6	10	HEAVY ARMOR	H	30	300
TATANIUM	7	8	HEAVY ARMOR	H	50	450
STRATANIUM	8	10	HEAVY ARMOR	H	60	600
EBONSTEEL	9	12	POWER ARMOR	H	75	X
DURA-STEEL	10	12	POWER ARMOR	H	75	X

ARMOR TYPE/PIECE	DEF	WGT	SKILL	DMG	HP	COST(£)
------------------	-----	-----	-------	-----	----	---------

BOOTS

LEATHER	1	1	LIGHT ARMOR	S	10	20
PADDDED LEATHER	2	1.5	LIGHT ARMOR	S	12	25
CARBO-MESH	3	.5	LIGHT ARMOR	S	15	80
KEVLAR	4	5	MEDIUM ARMOR	S	20	150
PLATED KEVLAR	5	7	MEDIUM ARMOR	H	25	200
STEEL PLATE	6	10	HEAVY ARMOR	H	30	300
TATANIUM	7	8	HEAVY ARMOR	H	50	450
STRATANIUM	8	10	HEAVY ARMOR	H	60	600
EBONSTEEL	9	12	POWER ARMOR	H	75	X
DURA-STEEL	10	12	POWER ARMOR	H	75	X

PAULDRONS/SHOULDER PROTECTION

LEATHER	1	1	LIGHT ARMOR	S	10	20
PADDLED LEATHER	2	1.5	LIGHT ARMOR	S	12	25
CARBO-MESH	3	.5	LIGHT ARMOR	S	15	80
KEVLAR	4	5	MEDIUM ARMOR	S	20	150
PLATED KEVLAR	5	7	MEDIUM ARMOR	H	25	200
STEEL PLATE	6	10	HEAVY ARMOR	H	30	300
TATANIUM	7	8	HEAVY ARMOR	H	50	450
STRATANIUM	8	10	HEAVY ARMOR	H	60	600
EBONSTEEL	9	12	POWER ARMOR	H	75	X
DURA-STEEL	10	12	POWER ARMOR	H	75	X

STANDARD ARMOR MODIFICATIONS

Since the standardization act of 2230 all armors made of any metallic material have within them a micro fusion reactor to power weapons, tools and survival gear. The following is a list of modification modules that can be found or purchased.

MODIFICATION	DESCRIPTION	COST
Personal Shield MK I	Absorbs 10 pts of damage from energy weapons	1000
Personal Shield MK II	Absorbs 20 pts of damage from energy weapons	1250
Medi-Guard Module	Monitors wearer's health and injects medi-gel when necessary. Adding 20 pts to wearer's health.	1500
Personal Valet	Adds an AI to your helmet to aid you.	2500
Liqui-shield	Forms a ballistic liquid shield over the entire armor absorbing 20 pts of kinetic damage and setting the wearer's DMG to H, and adding 20 to all armor HP.	10000

STANDARD ARMOR MODIFICATIONS

Since the standardization act of 2230 all power armors made of any metallic material have within them a micro fusion reactor to power weapons, tools and survival gear. The following is a list of modification modules that can be found or purchased.

MODIFICATION	DESCRIPTION	COST
Grasshopper Mod	The grasshopper mod by Cyber-Shell tracks by radar any and all incoming projectiles nearing the wearer and also the tension of the wearer's muscles. If at any time the wearer is unable to move or is unaware of the projectile, it will automatically initiate a powered dodge avoiding contact at wearer's AGI+30%	125000

Firefighter's Mod	This modification adds an anti-fire barrier to the wearer's armor making it fire-proof and keeping the wearer cool inside. The mod is rated to 1000° C.
Diver's Mod	The diver's mod forms a shield over the entire armor and exposed body parts sealing the wearer in an oxygenated environment for up to 20 rds and forming a pressure barrier allowing the wearer to dive to pressure equal to atmosphere x 20.
Surgeon's Mod	The surgeon's modification takes control of the wearer's hands and is programmed with all the latest surgical techniques to save lives in the field. SKILL: 99%
Tesla Mod	The Tesla mod is a device worn over the palm of the hand allowing the wearer to express a blast of electrical energy in the form of a projectile at a target. Requires firearms skill to use. APF *, DMG 40-60+STUN, CRIT x2, ROF 1/1 RNG LOS

STEP 14- Flesh out your character by deciding on name and physical characteristics.

STEP 15- If your character is a CASTER/PSION choose powers now. If not, skip ahead to determining mutations. CASTER/PSIONS will do this when power selection is complete.

III. BASIC GAME MECHANICS

This section relies understanding terms relevant to the game. Please refer to section II, A Glossary of terms for definitions.

The flow of gameplay begins with the Storyteller presenting the beginning of a story and then allowing time for role-playing. For example:

STORYTELLER: "You have arrived at the ragged walls of a clandestine settlement surrounded by a sea of sand and rusting hulks. A wall of crushed cars has been crushed and welded together to form a defensive perimeter and atop the wall stands several large men who are aiming automatic weapons at you."

At that, the players will be asked to decide what their character will say and/or do. Each character will be given a turn to act prior to the story moving on.

The characters may be asked to make a check against their CHARISMA attribute to determine how the men with guns might react to the group, or party. To do this, you must first determine the character's CHARISMA attribute score, then making a roll of the percentile(2d10) dice and achieving a standard difficulty roll. For example: John's character has a CHARISMA attribute score of 60 which is above average. He states that his character will say "We don't want any trouble." and he rolls his percentile dice. Since John's character has a score of sixty he must make up the difference between 60 and the standard difficulty number of 100. This means John must roll a score of 40 or

or greater to have a positive reaction from the men with guns. For the sake of this example we will assume John rolls a 55, and succeeds in deescalating the situation. At that time the storyteller might say:

STORYTELLER: "The men seem satisfied that you're being truthful, and so lower their weapons. They open the gates to the city, and you are allowed inside."

If John had failed his roll however, the outcome would have been much different. Usually a negative attempt at CHARISMA will result in combat. Let's say John rolled a 20, adding it to his ATTRIBUTE score of sixty made his roll an 80, 20 points short of a success. The men with guns would most likely assume the group was there to cause harm or chaos and an attack would be imminent.

STORYTELLER: "The men seem to become enraged and seem determined to defend their homes and families. They begin to raise their weapons and prepare to attack."

At that point, the players would be asked to make an INITIATIVE roll to determine the order of attacks. John looks at his Character Record Sheet at the field next to his INITIATIVE box, and sees that his character has a +10 to his initiative. He rolls a 66, and adds his +10, making his initiative roll a 76. The other players in the party roll 53, 45 and 24. The enemy team (The men on the wall) will have their initiative rolled by the storyteller, who achieves a 33. Where initiative is concerned, higher is better. So the order of attack would be John with 76, his teammate with the 54, his teammate with the 45, the enemy team and finally his friend with the roll of 24. There are other factors that effect the order of attack, but these will be covered in advanced game mechanics later. We will assume for the sake of this example that John had his weapon in hand and prepares to attack with his .45 caliber pistol. John declares that he is attacking the man on his right, and rolls to fire at him. He achieves a roll of 55. He then looks to his Character Record Sheet in the field marked FIREARMS ATTACK and discovers he has a +12 to attack with any gun. He adds this to his roll making it a 67.

Many factors determine how difficult someone is to hit when fired upon, most of which will be discussed in the advanced game mechanics section later. For the sake of this demonstration we will assume the men are at medium range and are not under cover. This means John must achieve the difference between his FIREARMS skill and 100, just as we saw earlier with the ATTRIBUTE check. John looks at his skills and diecovers he has a FIREARMS skill of 40. This means to fire at and hit someone in this scenario he needed to roll a 60. Since John rolled a 67, it is considered a hit. John rolls a d12 to determine where his round impacted the man's body and achieves a roll of 7, hitting the man in his left leg. (See ARMOR AND SOAK VALUE TABLE on your Character Record Sheet for hit location). John then rolls his damage, which is 12-24 for a .45 pistol. John has already done 12 points of damage to the man's health, but will roll a d12 and add the number to the 12 points of damage. He rolls and achieves a 9. He adds this to the base of 12, making it 21. John has dealt 21 points of damage to the man he fired at. There are armor factors to consider as well, but for the sake of this example we will pretend the man was wearing only clothing and therefore had no protection from John's bullet. ARMORS and SOAK will be discussed further in the Advanced Game Mechanics section as well.

STORYTELLER: "A solid "thwack" is heard as the round impacts the man's leg. He screams in pain as blood splatters from the wound. He falls to one knee holding his leg. He will not be able to counter attack this round."

And so the remaining combatants will attack in descending order of initiative rolls until the combat is resolved by one side killing the other side's combatants, or one side surrendering.

IV. PSIONIC POWERS

Some survivors of the cataclysm actually benefitted from the surge of unimaginable power and gained amazing powers and abilities. These lucky few are known as PSIONS, and their powers and abilities are known as PSIONICS.

Check with the storyteller to see if psionics are allowed in your game session. If they are, the following list will help you decide upon which abilities may suit your character. It is important to note that PSIONICS are a mutation to the human genome and other mutations may also be applied to your character.

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
TIER 1 (50-65 PSY ATTRIBUTE)			
ASTRAL PROJECTION	The caster may leave his/her body for a certain amount of time. Caster may not fight while projecting, and may be easily killed as they are in a trance like state. Other ethereal entities may possess the caster when they are projecting. The caster may pass through any solid object while projecting.	1 rd/10%	100
ATTRACTION	Causes the target to become hopelessly preoccupied with whatever or whomever the caster decides. The target is allowed to save vs. distraction at +10 difficulty. If the save is successful the target is unaffected.	1 rd/10%	10
BOLTS	The caster creates a few bolts of energy (1/10%) that are launched at a target or targets. He bolts do 4-12 dmg and pass through all armors not protected by an energy dampening shield. No save is allowed, but the bolts must be aimed as a ranged attack.	N/A	10 per bolt
CALL TO MIND	The caster may recall a single event, action, written or spoken message in clear detail. The time frame is equal to 1 hour per 10% PSY	10 seconds	10
CAT-LIKE REFLEXES	The caster will fall gracefully, landing gently on his/her feet. The distance the caster may fall is equal to 3' per 20% PSY with no damage taken. If the roll is failed, the user takes critical damage at 10-20 per linear yard fallen.	60 seconds	20
CONCEAL THOUGHTS	The caster shields their mind against other Psionic entities or beings making their thoughts and motives unreadable. The caster must make a save vs. distraction every other round to maintain the shield.	1rd/10%	10
CONTROL FIRE	A.K.A. Pyrokinesis, the caster manipulates existing flames causing them to rise or fall, or possibly to extinguish themselves entirely. The caster may not generate fire from his/her person until or unless he/she has a PSY score of 95 or better.	1rd/10%	30
CONTROL LIGHT	A.K.A. Lumenkinesis, the caster may manipulate ambient light and shadows to cloud the mind of enemies, or bend it around their self or group to hide them from view. Enemies within range must save vs. distraction at +10 or they are completely fooled. AT 95+ PSY score, the caster may generate light kinetically as well.	1rd/10%	15
CONTROL WATER	A.K.A. Hydrokinesis. The caster may manipulate existing water sources including ambient moisture in the air. He/she may make	1rd/10%	20

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
TIER 1 (50-65 PSY ATTRIBUTE)			
	rise, or fall, change it's temperature, or change it's properties making it ice. The caster may affect 10 gallons of water per 10% PSY Attribute.		
CREATE SOUND	The caster makes a sound they desire. Biological sounds are considered easy to mimic, but mechanical sounds require a difficulty roll of +10.	N/A	10
DAZE	The caster creates a wave of psychic energy that slams into the target causing concussive damage, stunning the target. The target is also “pushed” back a distance equal to 1 ft per 10% of PSY attribute. The target receives a saving throw vs. Magic/Psy to negate the stun. Damage from concussion is 10-20.	N/A	15
DECELERATION	Target's speed is reduced by half resulting in their attack being reduced to 1 attack every other round. Their movement speed is equally reduced by half. Target may save vs. magic/psy to negate all effects. Anyone attacked by the slowed target receives a +10 defense roll.	1rd/10%	10
DEJA VU	Target repeats last action until effect expires. Save is standard.	1Rd/10%	10
DEMORALIZE	Target must save vs. Horror/Shock or become terrified and run away in fear.	1rd/10%	15
DETECT PSIONICS	The caster may “feel” or sense the presence of psionics in use, or the potential of a fellow psion. Target receives a standard save or must use CONCEAL THOUGHTS.	N/A	10
DISABLE	A mechanical object is temporarily incapable of operation. No save applies, unless the machine is sentient, in which case save is standard.	1Rd/10%	20
DISTRACTION	Target must save vs. distraction or lose focus and forfeit all remaining actions for the round.	N/A	10
EMPATHY	The caster may sense the surface emotions of the target.	N/A	10
ENERGY BLAST	The caster emits a blast of psychic energy from his/her hand in a colored beam. The beam must be targeted as a ranged attack. Damage is 10-18/6-12. No save applies.	N/A	15
FLOAT	The caster may enhance the buoyancy of a target in water or other liquid.	1rd/10%	10
FORCE FIELD	The caster creates a force field that acts as a shield which is rated against standard damage with a max HP of 60	3 rounds	15
GREASE	The caster makes a solid surface slippery. The target must make a AGILITY attribute check at +10 to prevent falling.	3 rds	10
HAND HAMMER	The caster charges a powerful melee attack. The attack requires one full round to charge and deals 30-50 points of standard damage, and knocking the target down with no	N/A	20

chance of save.

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
-------	-------------	----------	-----------

TIER 1 (50-65 PSY ATTRIBUTE)

KNOW DIRECTION	The caster knows the direction he/she is facing, indoors or outside.	N/A	5
MIND THRUST	The caster creates a blade of psychic energy from his/her hand, and thrusts or slashes a target with it. The attack ignores all armor protection and deals 16-28 damage. Save is standard for half damage	3 rds	15
PRECOGNITION	The caster “sees” the next sequence of events or actions of a person or group of persons. The ability allows a three seconds per each 10 points of PSY attribute.	SPC	20
SENSE LINK	The caster can sense what the target is sensing even if the target's senses are beyond the physical limitations of the caster.	1rd/10%	10
SKATE	The caster glides frictionless across any surface as if he/she were skating on ice. The speed of the caster is effectively doubled.	1rd/10%	15
TELEKINESIS	The caster may manipulate objects at range with only their mind. The weight of the object that can be moved is equal to 10lbs per 2pts of PSY attribute	1rd/10%	15
TELEPATHY, PROJECTIVE	The caster may project his/her thoughts into the mind of another.	N/A	10
TELEPATHY, RECEPTIVE	The caster may “hear” the thoughts of the target. Save is standard.	N/A	20

TIER 2 (66-70 PSY ATTRIBUTE)

BESTOW POWER	The caster bestows the target with 2 points of STRENGTH attribute per every 10pts of PSY attribute.	1rd/10%	15
BODY EQUILIBRIUM	The caster may walk on non-solid surfaces.	1Rd/10%	20
CLOUD MIND	The caster may confuse the mind of a number of targets equal to 1 per each 10pts of PSY attribute.	1rd/10%	20
DETECT HOSTILE INTENT	The caster is able to sense any hostile intent on the part of the target.	N/A	10

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
TIER 2 (66-70 PSY ATTRIBUTE)			
ELFSIGHT	The caster can see in darkness as if it were low light.	1rd/10%	10
FEAT LEACH	The caster can mimic the abilities or skill of the target for a limited time. Does not include Attribute feats beyond the caster's physical ability.	1rd/10%	20
LEVITATE	The caster may levitate off the ground for a limited time. The height of levitation is equal to 6" per every 10 points of PSY	1rd/10%	20
LOCK	The caster may secure one door or container with a mental barrier that may only be opened by him/her.	N/A	20
SHARE PAIN	The caster may transfer some of the damage they have sustained onto a willing target, thus restoring an equal number of health points to the caster while subtracting them from the target.	N/A	20
SUNTENANCE	The caster may go without food and water for one 24 hour period.	24hrs	30
SWARM	The caster gathers all insects in the area into a small group and sends them to attack a designated area or target. The damage is 6-18 each round for three rounds ignoring armor unless the armor is sealed.	3rds	20
TIER 3 (71-76 PSY ATTRIBUTE)			
BODY ADJUSTMENT	The caster may heal his/herself psionically for 10-30 hp.	N/A	20
BODY PURIFICATION	The caster may heal all damage caused by poison and force the poison from his/her body through the urinary tract.	N/A	30
DISPELL PSIONICS	The caster may dispell the lingering effects of psionics on a target or area. The caster's limit must	N/A	30

be equal to or higher than the originator.

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
TIER 3 (71-76 PSY ATTRIBUTE)			
ENERGY RETORT	The caster covers his/her person in a psychical shield that when struck by a melee attack sends a blast of energy back at the attacker equal to the attacker's damage total. There is no save or parry against this counter attack. The caster takes no damage in the exchange.	N/A	30
ENERGY WALL	The caster erects a wall of pure energy that covers an area equal to the caster's PSY attribute x 2' ft The shield has a max HP of caster's PSY attribute x5, with a ceiling of 500.	1rd/10%	40
PSIONIC BLAST	The caster emits a mental blast that stuns all enemies in a 30' cone for 1d4 rds. Targets may save as normal.	1d4 rds	40
SHARE PAIN FORCED	The caster may transfer 10-20pts of damage received in an attack to an unwilling target. Target receives a save for half damage.	N/A	40
TIME REGISTRY	The caster may "see" into the past or future for a time equal to 1 minute per point of PSY attribute score.	N/A	50
UBIQUITOUS VISION	The caster may see in all directions at once	3 rds	60

TIER 4 (77-80 PSY ATTRIBUTE)

AURA SIGHT	The caster may see the aura of the target thus gaining insight as to the nature of the individual.	N/A	30
CORRESPOND	The caster may hold a conversation with another sentient being at any distance.	IND	60
DEATH URGE	The caster implants a notion in the mind of a target or group of targets that they should kill themselves. WARNING: EVIL The target must make a save vs magic/psy each round or commit suicide.	3 rds	80

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
TIER 4 (77-80 PSY ATTRIBUTE)			
FREE MOVEMENT	The caster may not be held or bound by any non-psionic means. This means rope, chains, handcuffs, etc... all slip right off.	3 rds	60
MIND WIPE	The caster erases all memories from the mind of the target for a specific amount of time, leaving no trace they ever existed. Target receives a save at standard to negate. Time is equal to 1 minute per 2 pts of PSY.	N/A	50
TRACE TELEPORT	The caster knows direction and distance of any being that recently teleported away.	N/A	30
UNSEEN SERVANT	The caster creates an invisible servant that will carry out one task for them at a level equal to the caster's own. The invisible servant may walk through solid walls and other solid objects.	3 rds	70
TIER 5 (81-86 PSY ATTRIBUTE)			
ADAPT BODY	The caster's body automatically adapts to hostile environments, making it possible to survive without oxygen, to withstand immense heat and cold and to survive massive radiation for a time.	3 rds	80
TRUE SIGHT	The caster sees all things as they truly are	3 rds	60
TIER 6 (87-90 PSY ATTRIBUTE)			
AURA ALTERATION	The caster alters the aura of his/her self and up to 4 others to mask their true nature/intentions.	1rd/10%	70
DECINTEGRATE	The caster turns one creature or being into dust with only a touch. Target must save vs. magic/psy or die and "poof" into dust. WARNING: EVIL	N/A	80

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
TIER 6 (87-90 PSY ATTRIBUTE)			
FUSE FLESH	The caster causes the target's flesh to fuse to clothing, walls, floors or anything he/she chooses. Save is standard. WARNING: EVIL	N/A	90
RETREIVE	The caster teleports any object he/she can see into his/her hand. The weight that can be lifted is equal to 1lb per 10pts of PSY attribute.	INST	80
TEMPORAL AUGMENTATION	The caster may slow time for all around him/her while remaining unaffected and free to move.	1d4 rds	100
TEMPORAL RIFT	The caster creates a rift in time and space allowing him/herself to effect a jump forward or back in time along with up to 4 others for a time equal to caster's PSY attribute x 1 minute.	INST	100
TEMPORAL STATION	The caster is always conscious of the "true" time line and what has been altered by magic/psionics.	INST	100
TIER 7 (91-96 PSY ATTRIBUTE)			
DECEREBRATE	The caster causes the target's brain stem to sever with a thought. And yes...it's EVIL . Target saves as standard.	N/A	110
DIVERT TELEPORT	The caster may alter the destination of another's teleport, or simply stop it completely. Save is standard.	INST	100
ENERGY REDIRECTION	The caster may absorb, store and release stored energy of most any kind. Radiation can be dangerous, try to avoid. The caster must save vs. physical trauma to absorb and hold lightning or other high voltage electricity. Fire falls into that category as well. The damages for the energy type are as follows:		

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST												
TIER 7 (91-96 PSY ATTRIBUTE)															
	<table> <tr> <td>Electricity</td><td>40-60, armor is useless</td></tr> <tr> <td>Fire</td><td>30-50, standard armor bonus</td></tr> <tr> <td>Nuclear</td><td>100-120* sickness, no armor bonus</td></tr> <tr> <td>UVL</td><td>60-80, plus light, power armor required to negate damage.</td></tr> <tr> <td>Kinetic</td><td>equal to the original force.</td></tr> <tr> <td>Ballistic</td><td>equal to the original force</td></tr> </table>	Electricity	40-60, armor is useless	Fire	30-50, standard armor bonus	Nuclear	100-120* sickness, no armor bonus	UVL	60-80, plus light, power armor required to negate damage.	Kinetic	equal to the original force.	Ballistic	equal to the original force		
Electricity	40-60, armor is useless														
Fire	30-50, standard armor bonus														
Nuclear	100-120* sickness, no armor bonus														
UVL	60-80, plus light, power armor required to negate damage.														
Kinetic	equal to the original force.														
Ballistic	equal to the original force														
ENERGY WAVE	The caster forms a wave of energy that travels out from his/her body in all directions causing knockdown and 40-60 concussion damage. Targets must save vs physical trauma or fall and require one full round to regain footing.	3 rds	120												
PHASE DOOR	The caster creates a portal through a solid surface for him/herself and party to pass through.	INST	140												
ULTRABLAST	The caster sends a wave out from his/her body in all directions causing 90-110 points of damage to any in range. Targets may save for half damage.	INST	150												
TIER 8 (97-99 PSY ATTRIBUTE)															
IRON BODY	The caster turns his/her flesh into living iron for a limited time. This effectively raises his/her hit points to 300, and only Heavy Damage weapons or powers may damage him/her. He/she is also resistant to fire and cold and to a lesser extent radiation during this time. The weight of the person becomes 500-800lbs, so be careful trying to swim while metallic.	1rd/20%	160												
MATTER MANIPULATION	The caster may increase or decrease the hardness of any object temporarily.	3 rds	160												
SHADOW BODY	The caster becomes a living shadow for a limited time. The caster has no body and may not take damage except radiation damage while active.	1rd/20%	180												

PSIONIC POWERS AND ABILITIES

POWER	DESCRIPTION	DURATION	MANA COST
TIER 9 (100 PSY ATTRIBUTE)			
AFFINITY FIELD	The caster imbues his/her teammates with any ability he/she possesses at equal level for a limited time.	3 rds	200
ASSIMILATE	The caster may permanently effect the mind of one creature per 20% PSY attribute making it one with his/her concessions. The creature and caster will forever share each others thoughts and emotions. This in essence makes the creature a familiar. WARNING: attempting to have more than one assimilated creature at once may cause insanity.	PERM	200
ATROPHY	The caster causes the muscles and flesh of the target to wither and decay while the target lives through every agonizing breath. The effect is complete in 3 rounds. A standard save is awarded the target. WARNING: EVIL	3 rds	220
BARRIER OF EARTH	The caster raises a wall of earth around the group or team that is 7' high and 4' thick. The wall is bulletproof and has a max HP of 500/200.	3 rds	200
BLAZING SPEED	The caster may run 120mph for a limited time.	3 rds	200
CLAIRVOYANCE	The caster may commune with any spirits or other worldly beings in the area for a limited time.	3 rds	200
CONDAMN	The caster marks the victim and the victim will die where, when and how the caster has decided. Save is standard. WARNING: EVIL	TBD	250
CRUSH WILL	The caster affects the target's mind and controls his/her thoughts causing confusion and pseudo mind control. A.K.A. The old Jedi mind trick. Target saves as standard.	INST	200
CURSE	The caster sends wave after wave of unpleasant events into the life of the target up to and including death. WARNING: EVIL	TBD	250

V. MUTATION EFFECT TABLE

ROLL PERCENTILE TO DETERMINE IF THE CHARACTER IS MUTATED. 50% CHANCE

ROLL 1D4 TO DETERMINE NUMBER OF MUTATIONS.

THEN 1 D20 THAT NUMBER OF TIMES TO ASSIGN MUTATIONS

1. ODD EYE COLOR
2. ODD HAIR COLOR
3. ODD SKIN COLOR
4. UNNATURAL STRENGTH (+1D20)
5. BONY RIDGES ON KNUCKLES (20-30 +STR)
6. FANGS
7. MULTIPLE VOICES
8. CLAWS
9. POINTED EARS
10. MINOR TELEPORT
11. UNNATURAL SPEED (+20MPH RUN, +10 DODGE, +10 INIT)
12. AURA OF MISTRUST
13. AURA OF TRUST
14. WALL CLIMBING
15. FROG SKIN ABILITY
16. SLOW AGING ($\frac{1}{2}$)
17. ENERGY DISCHARGE FROM HANDS (RNG 100, DMG 20-30)
18. PREHENSILE TAIL
19. FAST HEALING (1D20/RD)
20. COGNITIVE REFLEX

ODD COLOR CHART

1. PURPLE
2. GOLD
3. RED
4. AQUA/TEAL
5. ORANGE
6. YELLOW
7. SILVER
8. BRONZE
9. FLOURESCANT BLUE
10. FLOURESCANT RED
11. FLOURESCANT YELLOW
12. FLOURESCANT GREEN

STEP 16- Purchase gear and equipment for your character. Note that not all equipment may be available at all times, so always check with the storyteller prior to purchase.

VI. GEAR AND EQUIPMENT TABLE

AVAILABILITY CODE: C = Common, usually in stock. R = Rare, 50% chance, VR = Very Rare, 30% chance, XR = Extremely Rare, 10% chance. X = Unique or can't be bought.

Object	Size	Weight	Cost (N)	Restriction	Availability
Adventuring Gear					
Aqua-condenser (generates water)					
Basic	Med	4 lb.	6000	--	R
Mini	Tiny	—	60,000	--	VR
Binoculars					
Standard	Small	2 lb.	50	—	C
Rangefinding	Small	3 lb.	500	—	R
Electro-optical	Small	4 lb.	650	—	R
Caltrops (25)	Small	2 lb.	30	—	C
Chemical light sticks (5)	Tiny	1 lb.	10	—	R
Climbing gear	Large	10 lb.	150	—	C
Compass	Dim	0.5 lb.	20	—	C
Disguise kit	Med	5 lb.	200	—	VR
Duct putty	Tiny	-	30	--	C
Duct tape	Tiny	1 lb.	5	—	C
EM field generator					
Basic	Small	15#	100	INT 75+	V
Fake ID	Fine	—	See text	Illegal	R
Fire extinguisher	Med	3 lb.	70	—	C
Flare canister	Diminutive	.5 lb.	5	-	VR
Flare rod	Diminutive	-	1	-	R
Flash goggles	Tiny	2 lb.	500	—	R
Flashlight					
Penlight	Dim	0.5 lb.	10	—	C

Standard	Tiny	1 lb.	20	—	C
Battery flood	Small	2 lb.	40	—	C
Flexcable (150')	Medium	-	300	INT 75+	C
Fusion disk	Diminutive	1 lb.	200	INT 75+	C
Gas mask	Small	5 lb.	300	—	C
Glass cutter	Tiny	1 lb.	200	—	R
Grappling hook	Small	2 lb.	40	—	C
Grapline	Diminutive	1 lb.	200	---	R
Hackcard	Fine	—	400	Illegal	VR
Handcuffs					
Steel	Tiny	1 lb.	25	—	R
Zip-tie (500)	Dim	0.5 lb.	25	—	C
Jam-bond (JB Weld)	Tiny	1 lb.	500	---	R\
Jetpack	Large	22 lbs.	2,750	MIL	R
Laser fire-starter	Diminutive	-	100	---	C
Lockpicks					
Car opening kit	Tiny	1 lb.	40	INT 50+	C
Lockpick set	Tiny	1 lb.	100	TRNG	R
Lock release gun	Tiny	0.5 lb.	200	REST	VR
Laser tripwire	Diminutive	-	30	-	XR
Magnesium fire starter	Diminutive	-	10	-	C
Map					
Road atlas	Tiny	1 lb.	15	—	C
Street map (City Specific)	Tiny	—	See text	---	R
Tactical map	Tiny	0.5 lb.	10	—	R
Mesh vest	Med	7 lb.	75	—	R
Multipurpose tool (Knife, saw, pliers)	Tiny	0.5 lb.	90	—	C
Neural scrambler	Small	1 lb.	300	MIL/COA	X
Night vision goggles	Small	3 lb.	600	—	R
Passive Upgrade	Minuscule	-	50	MIL	X
Plastic surgery kit, personal	Tiny	1 lb.	120,000	MED 80+	XR
Pocket knife	Diminutive	—	20	—	C
Portable environment generator	Medium	5 lb.	300	INT 75+	R
Portable glow lamp	Tiny	.5 lb.	40	—	C

Portable stove	Tiny	1 lb.	100	—	C
Puritizer (Water and food purifier)	Small	2 lb.	200	---	C
Rebreather	Large	20 lb.	8000	—	R
Rope (150')	Large	12 lb.	25	—	C
Scuba gear	Large	18 lb.	1200	—	R
Search-and-rescue kit	Med	7 lb.	200	—	R
Sleeping bag	Med	4 lb.	80	—	C
Spike strip	Huge	22 lb.	300	—	R
Swing-line	Medium	1 lb.	500	---	R
<i>Tether-gun</i>	Medium	1 lb.	800	---	VR

Tent					
<i>2-person dome</i>	Med	4 lb.	150	—	C
<i>4-person dome</i>	Med	7 lb.	200	—	C
<i>8-person dome</i>	Large	10 lb.	250	—	C
Trail rations (12)	Tiny	1 lb.	30	—	C

Communications Equipment

Astro-Com	Diminutive	-	N/A (600)	---	X
Badge-Comm	Diminutive	-	N/A (200)	---	X
Cell phone	Diminutive	—	100	—	C
Com, radio	Diminutive	-	400	---	C
Com-array	Huge	300 lb.	50,000	INT 80+	R
Com-sat dish	Massive	-	600	INT 80+	X
ComSat network	Tiny	—	500,000,000	Comm skill	VR
Portable satellite phone	Small	2 lb.	1500	—	R
Smartphone	Dim	—	400	—	C
Walkie-talkie					
<i>Basic</i>	Tiny	1 lb.	50	—	C
<i>Professional</i>	Tiny	1 lb.	150	—	R
Wireless headset	Fine	—	600	—	VR

Computers

Desktop	Large	10 lb.	1,000	—	C
Laptop	Med	5 lb.	700	—	R
Notebook	Small	2 lb.	400	—	R
Wrist	Tiny	0.5 lb.	600	—	VR

Super Computer	Huge	200 lb.	10,000	—	X
System Upgrades					
Upgrade Functionality	—	—	500	—	C
Upgrade Memory	—	—	500	—	C
Upgrade Speed	—	—	100	—	C
Computer Accessories					
Modem					
<i>Broadband dongle</i>	Tiny	1 lb.	40	—	C
<i>Cellular dongle</i>	Tiny	1 lb.	50	—	C
<i>Mastercraft</i>	—	—	Special	—	VR
Printer	Med	3 lb.	100	—	R
Scanner	Med	3 lb.	100	—	R
Software					
<i>Animation software</i>	—	—	300	—	R
<i>Arcana software</i>	—	—	200	---	C
<i>Architecture software</i>	—	—	300	—	C
<i>Chemistry software</i>	—	—	200	—	R
<i>Civics software</i>	—	—	100	—	C
<i>Cryptography software</i>	—	—	300	—	VR
<i>Database, empty</i>	—	—	50	—	C
<i>Database, full</i>	—	—	see text	—	C
<i>Demolitions software</i>	—	—	200	Lic	R
<i>Design software</i>	—	—	200	—	C
<i>Diagnostics software</i>	—	—	100	—	C
<i>Disguise software</i>	—	—	100	—	C
<i>Digital art software</i>	—	—	200	—	C
<i>Electronics software</i>	—	—	200	—	C
<i>Finances software</i>	—	—	300	—	C
<i>Forensics software</i>	—	—	300	RES	R
<i>Forgery software</i>	—	—	100	Illegal	X
<i>Hacking software</i>	—	—	100	Illegal	X
<i>History software</i>	—	—	50	—	C
<i>Life sciences software</i>	—	—	200	—	C
<i>Linguistics software</i>	—	—	200	—	C

<i>Mapping software</i>	—	—	50	—	C
<i>Mechanics software</i>	—	—	200	—	C
<i>Medical software</i>	—	—	200	—	C
<i>Nature software</i>	—	—	100	—	C
<i>Penumbra software</i>	—	—	400	---	R
<i>Pharmacist software</i>	—	—	200	—	C
<i>Photography software</i>	—	—	100	—	C
<i>Physical sciences software</i>	—	—	200	—	C
<i>Planar software</i>	—	—	600	---	E
<i>Programming software</i>	—	—	200	—	R
<i>Psionic lore software</i>	—	—	200	—	VR
<i>Security software</i>	—	—	100	—	C
<i>Sat-web access</i>	—	—	500	Skill 80+	
<i>Tactics software</i>	—	—	300	—	XR
<i>Theology and philosophy software</i>	—	—	50	—	C
<i>Text translation software</i>	—	—	100	—	VR
<i>Writing software</i>	—	—	100	—	C
<i>Zoology software</i>	—	—	50	—	C

Displays

<i>Display glasses</i>	Tiny	—	2000	---	XR
<i>Heads-up display</i>					
<i>Basic</i>	Tiny	1 lb.	200	—	VR
<i>Advanced</i>	Fine	—	1000	---	X

Recording Equipment

<i>Camera</i>					
<i>35mm camera</i>	Small	2 lb.	600	—	C
<i>Digital camera</i>					
<i>-Basic</i>	Tiny	0.5 lb.	100	—	C
<i>-Professional</i>	Tiny	0.5 lb.	500	—	C
<i>Disposable camera</i>	Tiny	0.5 lb.	15	—	C
<i>Film</i>	Dim	—	10	—	XR
<i>Developing (roll/camera)</i>	—	—	10	—	R
<i>Digital audio recorder</i>	Tiny	—	100	—	R
<i>Helmet video camera</i>	Tiny	2 lb.	600	—	R

Sensors					
Bioanalyzer (Mark I)	Large	150 lb.	20,000,000	INT 80+	XR
Electronic Sweeper	Tiny	-	2,000	Lic	R
Motion Tracker	Small	1 lb.	1,500	MIL	X
Portable Mineral Analyzer	Small	1 lb.	8000	---	VR
Surveillance & Tracking Equipment					
A/V Bug	Fine	-	200 ea.	-	R
Black box (Vehicle)	Tiny	0.5 lb.	20	Illegal	R
Signal interceptor	Tiny	0.5 lb.	1200	—	R
GPS					
<i>GPS receiver (Helmet or Hand-held)</i>	Tiny	1 lb.	200	—	C
Homing beacon	Diminutive	-	300	-	R
Nanobeacon	Minuscule	-	1000	MIL	XR
Track chip	Fine	-	50 ea		R
Lineman's buttset	Tiny	1 lb.	150	Lic	R
Spy satellite	Huge	1500 lb	200000000	MIL	X
Tap detector	Tiny	1 lb.	50	—	R
Telephone tap					
<i>Line tap</i>	Tiny	0.5 lb.	250	Illegal	C
<i>Receiver tap</i>	Tiny	0.5 lb.	10	Res	R
<i>Telephone line tracer</i>	Med	5 lb.	2500	—	VR
SpyStar Satellite Link	Small	1 lb.	5,000	MIL	XR
Misc. Electronic Equipment					
Caller ID defeater	Tiny	1 lb.	30	—	C
Energy bubble director					
<i>Classic</i>	Small	15 lb.	75	MIL	R
Power backpack					
<i>Basic</i>	Medium	3 lb.	80	MIL	X
Professional Equipment					
Bolt cutter	Med	5 lb.	40	—	C
Chemistry kit	Med	6 lb.	600	—	C
Demolitions kit	Med	5 lb.	300	Res	XR
Drawing kit	Med	5 lb.	50	—	C

Easel	Med	5 lb.	50	—	C
Electrical tool kit					
Basic	Large	12 lb.	400	—	C
Deluxe	Huge	33 lb.	3000	—	R
Forensics kit					
Basic	Med	6 lb.	60	—	R
Deluxe	Med	8 lb.	500	—	VR
Forgery kit	Small	3 lb.	200	Illegal	R
Fusion torch	Small	5 lb.	500	---	R
Instrument					
Amplifier	Large	15 lb.	150	—	C
Electric keyboard	Large	12 lb.	150	—	C
Drum set	Huge	100 lb.	400	—	C
Flute	Tiny	1 lb.	200	—	C
French horn	Large	12 lb.	500	—	C
Guitar, acoustic	Large	7 lb.	200	—	C
Guitar, electric	Large	8 lb.	300	—	C
Guitar, electric bass	Large	8 lb.	300	—	C
Harp, Celtic	Medium	4 lb.	500	—	U
Harp, concert	Huge	20 lb.	1,500	—	U
Organ, digital	Large	10 lb.	1,500	—	C
Organ, electric	Huge	200 lb.	3,000	—	C
Organ, pipe	Gargantuan	1000 lb.	20,000	—	V
Pan flute	Tiny	1 lb.	100	—	C
Piano, electric	Huge	200 lb.	1,000	—	C
Piano, upright	Huge	200 lb.	3,000	—	C
Piano, baby grand	Huge	200 lb.	5,000	—	U
Piano, grand	Huge	200 lb.	15,000	—	R
Recorder	Tiny	—	5	—	C
Trombone	Large	12 lbs.	300	—	C
Trumpet	Small	3 lbs.	200	—	C
Violin	Small	2 lbs.	500	—	C
Xylophone, metal	Medium	30 lbs.	1,500	—	C
Xylophone, wood	Medium	10 lbs.	500	—	C

Magician's kit					
Basic	Medium	15 lb.	200	—	C
Deluxe	Huge	300 lb.	5000	—	U

Mechanical tool kit					
Basic	Large	22 lb.	300	—	C
Deluxe	Huge	45 lb.	2000	—	R
Metal detector	Small	2 lb.	150	—	R
Painting kit, acrylics	Med	5 lb.	150	—	C
Painting kit, oils	Med	5 lb.	400	—	C
Pharmacist kit	Med	6 lb.	900	Res	VR
Sculpting kit, clay	Med	12 lb.	40	—	C
Sculpting kit, stone	Med	14 lb.	90	—	C

Sewing kit					
Basic	Small	2 lb.	30	—	C
Deluxe	Large	30 lb.	200	—	R
Sketchboard	Large	1 lb.	15	—	C

Medical Equipment

Medical Equipment					
ATP test	Tiny	-	200	---	R
Chemical					
Anti-rad	Diminutive	-	150	---	VR
Anti-ox	Diminutive	-	100	---	VR
Convalescine	Diminutive	-	120	---	R
Curall	Diminutive	-	50	---	R
First aid kit	Small	3 lb.	30	—	C
Healer's kit	Tiny	1 lb.	500	MED 80+	R
Med-Ex (Medi-gel)	Diminutive	-	250	MED 70+	C

Medical kit					
Basic	Med	5 lb.	500	—	C
Advanced	Small	3#	2,000	-	R
Fast-use	Small	3#	300	-	VR
Medpak	Diminutive	-	50	---	C
Stabilizer, medical	Diminutive	-	6,500	---	R
Surgery kit	Med	5 lb.	700	MED 80+	R

Non-Medical Drugs

Chemicals						
<i>Boost (+10 STR, DEX and VIT 2rds)</i>	Diminutive	-	30	Illegal	C	
<i>Chloraline (renders target unconscious)</i>	Diminutive	-	2,000	MED 60+	R	
<i>Psibond (recharges mana 20pts)</i>	Diminutive	-	4,000	Illegal	R	
<i>Truthtell</i>	Diminutive	-	200	MIL	R	
<i>Wolf's Balm (Memory boost)</i>	Tiny	.5 lb.	500	Res	R	
<i>Wolf's Bane (Memory eraser)</i>	Tiny	.5 lb.	20	Res	R	
<i>Wolf's Wane (Viagra, Cialis)</i>	Small	1 lb.	1,000	---	C	

Containers

Aluminum travel case		Medium				
<i>10 lb. Capacity</i>	Med	5 lb.	120	—	C	
<i>40 lb. Capacity</i>	Large	10 lb.	150	—	C	
<i>75 lb. capacity</i>	Large	15 lb.	200	—	C	
Backpack	—	—	—	—	—	
<i>Adventuring</i>	Med	3 lb.	100	—	C	
<i>Student</i>	Small	2 lb.	30	—	C	
Briefcase	Med	2 lb.	50	—	C	
Computer case	Med	3 lb.	20	—	R	
Contractor's field bag	Med	2 lb.	40	—	VR	
Duffle bag	Medium	3 lb.	40	—	C	
Handbag	Small	1 lb.	20	—	C	
Patrol box	Med	4 lb.	100	—	C	

Plexite travel case						
<i>10 lb. Capacity</i>	Med	2 lb.	250	---	R	
<i>40 lb. Capacity</i>	Large	4 lb.	300	---	R	
<i>75 lb. capacity</i>	Large	6 lb.	400	---	XR	

Range pack						
<i>Standard</i>	Small	2 lb.	50	—	C	
<i>Oversized</i>	Med	3 lb.	90	—	C	

Security Equipment

<i>Force-field generator (100 MHP Area)</i>	Large	500 lb.	10000	MIL	X
<i>Force-field reinforcement (+50 MHP)</i>	Large	500 lb.	5000	MIL	X

Clothing

Costume						

<i>Light</i>	Med	2 lb.	60	—	C
<i>Medium</i>	Med	3 lb.	100	—	R
<i>Heavy</i>	Med	4 lb.	150	—	VR
<i>Full</i>	Med	5 lb.	200	—	XR
<i>Second-skin (Omni-skin)</i>	—	—	5000	MIL	X
Mask					
<i>Light</i>	Fine	—	10	—	R
<i>Medium</i>	Fine	—	20	—	R
<i>Heavy</i>	Tiny	—	40	—	R
<i>Full</i>	Tiny	1 lb.	150	—	R
<i>Small</i>	Small	5lb	300	---	C
Accessories					
<i>Glasses</i>	Tiny	—	40+	—	C
<i>Hood</i>	Tiny	—	20	—	C
<i>Sunglasses</i>	Tiny	—	40+	—	C
<i>Tool belt</i>	Small	2 lb.	50	—	C
<i>Utility belt</i>	Small	2 lb.	20	—	C
<i>Wig</i>	Tiny	—	150	—	C
Outfit					
<i>Business</i>	Med	3 lb.	200	—	C
<i>Casual</i>	Med	2 lb.	70	—	C
<i>Formal</i>	Med	3 lb.	500	—	C
<i>Explorer outfit</i>	Med	2 lb.	70	—	C
<i>Fatigues</i>	Med	3 lb.	100	—	C
<i>Uniform</i>	Med	2 lb.	100	—	C
Outerwear					
<i>Coat</i>	Med	2 lb.	60	—	C
<i>Fatigue jacket</i>	Med	2 lb.	50	—	C
<i>Ghillie suit</i>	Med	5 lb.	40	—	C
<i>Overcoat</i>	Med	3 lb.	100	—	C
<i>Parka</i>	Med	3 lb.	100	—	C
<i>Photojournalist's vest</i>	Med	1 lb.	90	—	C
<i>Rain Poncho</i>	Med	1 lb.	10	—	C
<i>Space-suit</i>	Med	200 lb.	10,000,000	MIL	X

<i>Windbreaker</i>	Med	1 lb.	40	—	C
Weapon Accessories					
Box magazine	Tiny	0.5 lb.	20	—	C
Detonator					
<i>Blasting cap</i>	Tiny	0.5 lb.	20	MIL	U
<i>Radio controlled</i>	Tiny	0.5 lb.	120	MIL	C
<i>Timed</i>	Tiny	0.5 lb.	60	MIL	C
<i>Wired</i>	Tiny	1 lb.	40	MIL	C
Holster					
<i>Hip</i>	Tiny	1 lb.	30	—	C
<i>Concealed carry</i>	Tiny	0.5 lb.	30	—	C
<i>Illuminator (IR beam)</i>	Tiny	0.5 lb.	50	—	VR
<i>Laser sight</i>	Tiny	0.5 lb.	500	—	R
Scope					
<i>Standard</i>	Tiny	0.5 lb.	150	—	C
<i>Electro-optical (IR Night)</i>	Small	3 lb.	1200	—	VR
<i>Speed loader</i>	Tiny	0.5 lb.	10	—	C
Suppressor (Silencer)					
<i>Pistol</i>	Tiny	1 lb.	200	Mil	C
<i>Rifle</i>	Small	4 lb.	300	Mil	C

VII. ALIEN SPECIES

The following are some of the alien races you will commonly encounter in the wasteland. In certain cases the storyteller may allow a Player Character to play as one of these races, or a half human and half alien hybrid. Discuss this with the storyteller if you would like to expand your role playing horizons.

ALIEN SPECIES

TAL'EHN- The Tal'ehn species hails from the Alpha Centauri galaxy. Their homeworld is known as Tal'Ehness. It is a small earth-like planet with two moons. They are a small, humanoid species that have developed their advanced intelligence far beyond the capabilities of human beings. As a side effect to this massive brain power, their physical bodies slowly became smaller and weaker as brute strength was less and less necessary.

The Tal'Ehn were among the earliest species to develop space travel and faster than light travel. Reports of them began to surface on earth hundreds of thousands of years ago. They have been found in early literature from almost every populated world.

SPECIES NAME: TAL'EHN
SPECIES NUMBER: 000001-7W
FIRST ENCOUNTER: 1947, ROSWELL, NM

STANDARD ATTRIBUTES:

STR	40
DEX	60
AGI	50
VIT	70
COM	20
INT	150
PER	80
CHA	70
PSY	200

HT: 3'6"- 4'

WT: 60-70lbs



TECHNOLOGY LEVEL: Very advanced

PREFERRED WEAPON: Energy blasters

DISPOSITION: Usually friendly and inquisitive.

THREAT LEVEL: Minimal

SHAL'RAH PRIME- The Shal'Rah prime are a hostile and angry insectoid race from the farthest reaches of the Kalium Galaxy on the far side of the known universe. The Shal'Rah raped and destroyed their home planet and decided, like any civilized species, to go then and simply ask other worlds for theirs. Failing that they would simply take what they wanted, and destroy the world, and that's exactly what they did to countless worlds.

SPECIES NAME: SHAL'RAH PRIME
SPECIES NUMBER: 000002-7W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	120
DEX	80
AGI	70
VIT	80
COM	20
INT	50
PER	70
CHA	20
PSY	20

HT: 7'+
WT: 280-300 lbs



TECHNOLOGY LEVEL: Very advanced
PREFERRED WEAPON: Gauss Weapons
DISPOSITION: Angry and hostile
THREAT LEVEL: Extreme

SHAL'RAH TALORIAN- The Talorians are a long and slender pale human-like race gifted in the art of diplomacy and politics. When the Shal'Rah prime invaded their world they were ill-prepared to defend themselves. Their race are highly intelligent and serve the collective in the capacity of politicians, lawyers and diplomats. The Talorians despise the collective however, and serve mostly as slaves.

SPECIES NAME: SHAL'RAH COLLECTIVE; TALORIANS

SPECIES NUMBER: 000003-7W

FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	60
DEX	80
AGI	60
VIT	70
COM	80
INT	100
PER	60
CHA	100
PSY	70

HT: 5'-5'6" F, and 5'8 – 6'6" M

WT: 100-220lbs



TECHNOLOGY LEVEL: Very advanced

PREFERRED WEAPON: None

DISPOSITION: Calm and patient

THREAT LEVEL: Minimal

SHAL'RAH T'ANA'RHE- The T'ana'rhe (Tah-Nair-Ree) are a slightly built bird-like race from the fourth moon of the planet of the Gideos in the Falorian system of the Drax galaxy. They are incredibly adept psions and healers. They dislike the collective and prefer to live among the humans. Many are still kept as slaves and forced to serve the Shal'Rah leaders.

SPECIES NAME: SHAL'RAH COLLECTIVE; T'ANA'RHE

SPECIES NUMBER: 000004-7W

FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	40
DEX	80
AGI	80
VIT	60
COM	60
INT	120
PER	70
CHA	80
PSY	200

HT: 3'6-4'6

WT: 60-100lbs



TECHNOLOGY LEVEL: Very advanced

PREFERRED WEAPON: Psionics

DISPOSITION: Good natured and peaceful

THREAT LEVEL: Minimal

SHAL'RAH DENGAR CHARGER- usually found in packs on the end of chains, the Dengar chargers are the attack beasts from the Dengar home world.

SPECIES NAME: SHAL'RAH COLLECTIVE; DENGAR CHARGER
SPECIES NUMBER: 000005-8W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	120
DEX	80
AGI	60
VIT	120
COM	20
INT	15
PER	120
CHA	20
PSY	0

HT: 4' at the shoulder

WT: 200-350lbs

LENGTH: 5'-7'



TECHNOLOGY LEVEL: Low

PREFERRED WEAPON: Claws and teeth

DISPOSITION: Violent attack animals

THREAT LEVEL: Extreme

SHAL'RAH DENGAR- The Dengar are the only race in the collective that joined willingly. When they Shal'Rah invaded they welcomed them with open arms and gave their world and loyalty freely. The Dengar and their guard animals have been the muscle of the collective for many generations.

SPECIES NAME: SHAL'RAH COLLECTIVE; DENGAR
SPECIES NUMBER: 000006-9W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	100
DEX	90
AGI	70
VIT	100
COM	20
INT	60
PER	60
CHA	30
PSY	30

HT: 5'-6'

WT: 170-260lbs



TECHNOLOGY LEVEL: Very advanced

PREFERRED WEAPON: Plasma and blades

DISPOSITION: Violent and war-like

THREAT LEVEL: Extreme

SHAL'RAH KILRATHI- The Kilrathi are a feline race from the planet Kilrah Prime, a vast jungle and grassland world in the deepest reaches of space. The Kilrathi are a proud and honorable race and fought hard when the Shal'Rah arrived. In the end the technology of the collective won out, and the Kilrah had to surrender to save lives.

SPECIES NAME: SHAL'RAH COLLECTIVE; KILRATHI (KILL-WRATH-EE)
SPECIES NUMBER: 000007-7W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	110
DEX	70
AGI	70
VIT	120
COM	80
INT	60
PER	100
CHA	70
PSY	60

HT: 5'6"-7'

WT: 180-300lbs



TECHNOLOGY LEVEL: Moderate

PREFERRED WEAPON: Claws, teeth and blunt weapons

DISPOSITION: Noble and honorable

THREAT LEVEL: Moderate

SHAL'RAH XITHRIAN The Xithrian are a supremely intelligent race from the advanced world of Xithrinus on the far side of the Milky Way galaxy. What they lack in fighting skill and physical prowess they make up for in intellect and psionic aptitude. Xithrians are at home in labs, hospitals and research facilities.

SPECIES NAME: SHAL'RAH COLLECTIVE; XITHRIAN (ZITH-REE-ANN)
SPECIES NUMBER: 000008-7W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	40
DEX	60
AGI	50
VIT	60
COM	40
INT	150
PER	75
CHA	60
PSY	150

HT: 3'6"-4'6"

WT: 80-150lbs



TECHNOLOGY LEVEL: Very advanced

PREFERRED WEAPON: Superior intellect

DISPOSITION: Friendly and curious

THREAT LEVEL: Minimal

SHAL'RAH VYRAXUS- The Vyraxus are a reptilian race from the primordial world of Vyranus IV, situated close to a blue dwarf star in the galaxy GSX-119. They are an unintelligent and aggressive species who care little for the rules of society. The Vyraxus are best suited for roles in the criminal community as hired thugs and muscle and are often found in the employ of bounty hunters and mob bosses.

SPECIES NAME: SHAL'RAH COLLECTIVE; VYRAXUS (VIE-RAX-US)
SPECIES NUMBER: 000009-7W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	120
DEX	50
AGI	50
VIT	100
COM	30
INT	20
PER	100
CHA	20
PSY	0

HT: 5'6"-7'

WT: 180-300lbs



TECHNOLOGY LEVEL: Moderate

PREFERRED WEAPON: Claws, teeth and firearms

DISPOSITION: Angry, dumb and violent

THREAT LEVEL: Extreme

SHAL'RAH CHIROPTERAN- The Chiropterans are a bat-like species who have spent many hundreds of generations living on small outposts and space stations around the shattered remains of their long-destroyed home world. When the Shal'Rah attacked them, they had no means of defense and were conquered quickly. The Chiropterans are an industrious race and very mechanically gifted. They are usually found in fabrication and repair shops.

SPECIES NAME: SHAL'RAH COLLECTIVE; CHIROPTERAN (KY-ROPP-TERR-ANN)
SPECIES NUMBER: 0000010-7W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	40
DEX	80
AGI	60
VIT	60
COM	20
INT	80
PER	100
CHA	40
PSY	30

HT: 2'4"-4'

WT: 25-100lbs



TECHNOLOGY LEVEL: Moderate

PREFERRED WEAPON: Blunt weapons

DISPOSITION: Patient and slow to anger

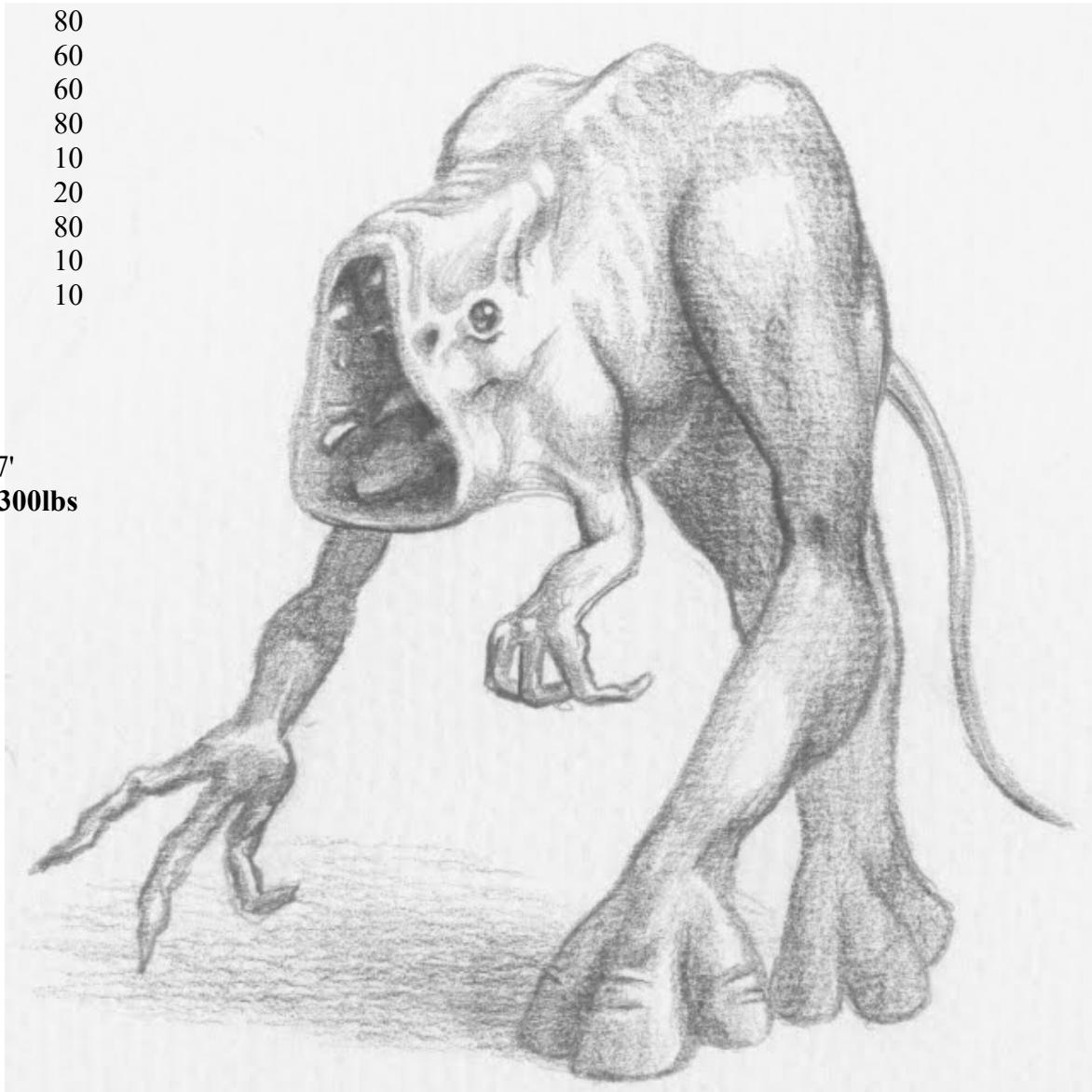
THREAT LEVEL: Minimal

SHAL'RAH ANTHROMORPH- The Anthromorph are ravenous beings from the third moon of the Falorian system in the Meridia Galaxy. They are animalistic and not very bright but are strong fighters and their caustic saliva dissolves even bone. This makes them perfect waste recycling machines, and a good way to get rid of a body and leave no trace.

SPECIES NAME: SHAL'RAH COLLECTIVE; ANTHROMORPH
SPECIES NUMBER: 0000011-7W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	80
DEX	60
AGI	60
VIT	80
COM	10
INT	20
PER	80
CHA	10
PSY	10



HT: 5'6"-7'

WT: 180-300lbs

TECHNOLOGY LEVEL: Low

PREFERRED WEAPON: Claws, teeth and blunt weapons

DISPOSITION: Unintelligent and animalistic

THREAT LEVEL: Moderate

SHAL'RAH AVIANOS- The Avianos are a bird-like predatory race from the dark side of the Warnix planetoid. They once had wings and spent much of their time aloft. When they fought against the Shal'Rah and lost, their wings were taken along with their homes. They dislike the collective and will often seek to harm them from inside. They have never fit in on Earth, and live primarily as outsiders and vagrants.

SPECIES NAME: SHAL'RAH COLLECTIVE; AVIANOS (AY-VEE-AHN-OS)
SPECIES NUMBER: 0000012-7W
FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	70
DEX	90
AGI	80
VIT	80
COM	30
INT	60
PER	100
CHA	40
PSY	20

HT: 5'6"-6'6"
WT: 120-190lbs



TECHNOLOGY LEVEL: Moderate
PREFERRED WEAPON: Beak, talons and energy weapons
DISPOSITION: quiet and secretive
THREAT LEVEL: Moderate

SHAL'RAH BEHEMOTH- The Behemoth are a pack animal from a grassland world near the Phallon Nebula. While not very bright, their immense size and carrying capacity make them the perfect beast of burden. When the collective decided they were of no further use they were sold off, mostly to travelling merchants and caravaneers.

SPECIES NAME: SHAL'RAH COLLECTIVE; BEHEMOTH

SPECIES NUMBER: 0000013-7W

FIRST ENCOUNTER: 2012, BOULDER, CO.

STANDARD ATTRIBUTES:

STR	300
DEX	20
AGI	20
VIT	100
COM	10
INT	20
PER	80
CHA	10
PSY	0

HT: 7'-12'

WT: 800-2500lbs

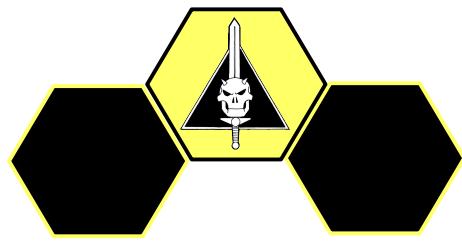


TECHNOLOGY LEVEL: Nil

PREFERRED WEAPON: Six punishing melee attacks and a stomp

DISPOSITION: Animalistic

THREAT LEVEL: Low



THE H.I.V.E.

THE BLOODY BASTARDS OF THE WASTELAND



“In my youth I knew two things only...The wasteland was a cruel and unforgiving mistress, and the H.I.V.E was worse.”

-John Reilly

The Human Intervention

Victory Enclave or H.I.V.E came about as a result of a clash of ideals in the early twenty first century. When the humans that were lucky enough to survive first returned to the surface world, they were confronted with an alien planet unlike the technological wonder they had left behind as they fled the Shal'Rah onslaught.

The world had been reclaimed by nature. Buildings lay in ruin and automobiles we home to animals and plant life. The Earth had been reduced to an earlier form and man was no longer the king of all creation.



When the first group emerged in what was once Colorado, they were full of hope and dreams. The world was still there and they could find a way to carry on and perhaps one day even flourish. They elected a governing council and sat about the task of restoring civilization in this savage wasteland. The two men who led this rag-tag group were Peter Allan McVeigh, and Jefferson Lewis Harding. The two were the best of friends and had the interest of the people at heart.

Harding and McVeigh both agreed that they should re-establish the glory that was The United States of America. Harding saw it as a chance to rebuild a world on the tenements of the original founding fathers and the constitution they wrote. McVeigh saw it as a chance to cleanse the world of undesirables and make a more perfect world by eliminating those less perfect than himself. Both men were able to rally a certain number of the populace to their cause and in time the group became divided into sides. Harding's group became known as the Federal Democratic Government, while McVeigh named his organization the Human Intervention Victory Enclave. The two sides began to squabble and in time they waged full scale war on one another.

In time the two battle-weary leaders decided it would be best to form to separate and independent nations. Harding led his group west toward old California where he settled in a place between Los Angeles and San Diego, where he established his capital. McVeigh took his followers to the former American Seat of power in Washington DC, where they began their new life.

They remained separated and out of communication with each other for nearly one hundred years. In 2115 the two governments began to squabble again and could not agree on who, if anyone should rule the wasteland are between the great steel walls that they had erected to protect their interests. The area between the Mississippi river and the Rocky mountains was a veritable no man's land but had some tactical and logistical value as there were untapped resources like coal and gold there as well as military assets that lay long forgotten.

On November 5th, 2117 the two armies met in the Mississippi river valley and toughed off a blaze which engulfed the wasteland for seven years. The was was a war of attrition with both sides taking heavy casualties and no land being gained or lost for any length of time. In december of 2124 the two sides called a fragile truce and returned to their homes where they have been for seven uneasy years.

H.I.V.E. UNITS

DRONE- The H.I.V.E employs many units both human and remotely operated machines. None however compare in numbers to their front line shock troopers known as H.I.V.E. Drones. The drone is the very backbone of the H.I.V.E.'s military structure. Each Drone is highly trained both physically and mentally and never hesitate to follow the orders they are given, no matter how vile or grotesque they may be.

Drones operate mainly in small units called swarms. These swarms usually consist of 6-12 individual Drones a few NCOs and a Swarm Leader who usually holds the rank of Sr. Lieutenant. Each Drone is assigned a number, and that is how he is addressed and referred to. The number is stamped onto each piece of his armor and clothing as well as his weapons. This number is also tattooed onto his flesh on his left cheek. This ritual has become known as "branding" and is considered a high honor among H.I.V.E. Ranks.

TYPICAL ATTRIBUTES:

STR	70/100
DEX	70/60
AGI	60/80
VIT	80
COM	80-100
INT	80
PER	60/80
CHA	60
PSY	0

TYPICAL SKILLS:

FIREARMS	70
BLADES	60
ARMOR SOAK	60
DEFENSE	15

TYPICAL LOADOUT:

High Velocity plasma carbine (non-persistent)

High Velocity plasma pistol (non-persistent)

2x Funbuzzer grenades

2x Smart frag grenades

H.I.V.E. Drone power armor.

MAX HP: Head 80, Shoulders 60, Cuirass 100, Legs 60, Arms 60, Hands and feet: 60



TYPICAL PERSONALITY:

H.I.V.E. Drones are fiercely loyal to their commanders and have no qualms about the murdering,

raping or pillaging of any and all considered to be hostile to their regime. They are an arrogant lot and think very highly of themselves and of all pure humans.

ELITE DRONE- The H.I.V.E elite drones are the special operations unit of the H.I.V.E. Military. They are highly trained in martial arts, blades and covert tactics. The H.I.V.E. Utilizes them as assassins and murderers throughout the wasteland. Elite Drones operate alone or in two-person slayer teams. Unlike Drones, women are allowed and encouraged to become Elites.

TYPICAL ATTRIBUTES:

STR	70
DEX	90
AGI	90
VIT	80
COM	80-100
INT	80
PER	80
CHA	60
PSY	0

TYPICAL SKILLS:

FIREARMS	70
BLADES	80
E.H. PARRY	80
DEFENSE	20

TYPICAL LOADOUT:

2x Vibro-blades

Suppressed High Velocity plasma pistol

Energy garotte

H.I.V.E. Light power armor w/shadow effects and silenced footpads

MAX HP: Head 80, Shoulders 40, Cuirass 80, Legs 30, Arms 40, Hands and feet: 30



TYPICAL PERSONALITY:

H.I.V.E. Elite Drones are usually officers and from aristocratic families. They believe themselves superior to all other humans and that they have a God-given right and responsibility to cleanse the wasteland.

PSI-HUNTER- The Psi-hunter is an elite unit gifted in the psionic arts and tolerated in the H.I.V.E. Solely as a means to hunt and kill the blasphemous psions that populate the blessed Earth. They usually operate as a lone unit with a band of mutated dogs that they use to track and tear psionic citizens apart. Psi-hunters have been known to feed children to dogs for sport.

TYPICAL ATTRIBUTES:

	HUMAN	CANINE
STR	70	40
DEX	70	60
AGI	60	80
VIT	80	60
COM	80-100	60
INT	80	40
PER	60	100
CHA	60	60
PSY	80	60

TYPICAL SKILLS:

FIREARMS	70
BLADES	60
ARMOR SOAK	60
DEFENSE	15

TYPICAL LOADOUT:

High Velocity plasma carbine (non-persistent)
High Velocity plasma pistol (non-persistent)
2x Funbuzzer grenades
2x Smart frag grenades
H.I.V.E. Drone power armor.
MAX HP: Head 80, Shoulders 60, Cuirass 100, Legs 60, Arms 60, Hands and feet: 60

TYPICAL PERSONALITY:

H.I.V.E. Psi-hunters are quiet and hyper-focused on murdering psions and casters wherever they are found. Most are poorly educated and are conscripts, meaning they are forced into service and brainwashed to believe the H.I.V.E. Doctrine.



OFFICER- The H.I.V.E officer is the peak of H.I.V.E. Society. Born to aristocratic families, they are hand picked to attend the H.I.V.E military academy by the President herself. The Officer is usually the talk of the social event, and looked upon as the height of human existence. Male and female officers are treated as royalty by H.I.V.E. Citizens.

TYPICAL ATTRIBUTES:

STR	80
DEX	70
AGI	70
VIT	80
COM	80-100
INT	90
PER	70
CHA	90
PSY	0



TYPICAL SKILLS:

FIREARMS	70
BLADES	60
ARMOR SOAK	60
COMMAND	80
DEFENSE	15

TYPICAL LOADOUT:

High Velocity plasma pistol (non-persistent)
Officer's Vibro-Sabre, or dagger

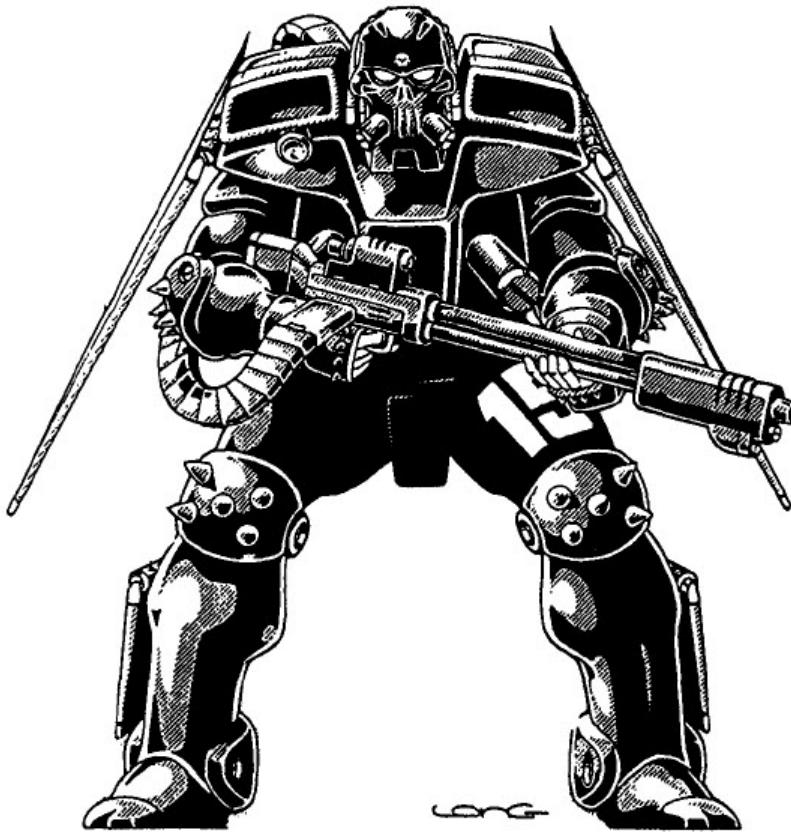
TYPICAL PERSONALITY:

H.I.V.E. Officers are arrogant and self-centered and have no time for the poor, infirmed or other undesirables. They are usually found at high society functions and at photo ops throughout civilized areas.

HORNET- The H.I.V.E Hornet is a heavily armed and armored aerial attack suit piloted by elite officers and used to rain hot death down on the enemies of the H.I.V.E.

TYPICAL ATTRIBUTES:

STR	70/100
DEX	70/60
AGI	60/80
VIT	80
COM	80
INT	80
PER	60/80
CHA	60
PSY	0



TYPICAL SKILLS:

FIREARMS	80
PILOT: HORNET	80
ARMOR SOAK	60
DEFENSE	20

TYPICAL LOADOUT:

30mm High Velocity plasma Repeating cannon (non-persistent)

High Velocity plasma pistol (non-persistent)

H.I.V.E. HORNET power armor.

MAX HP: Head 80, Shoulders 60, Cuirass 100, Legs 60, Arms 60, Hands and feet: 60

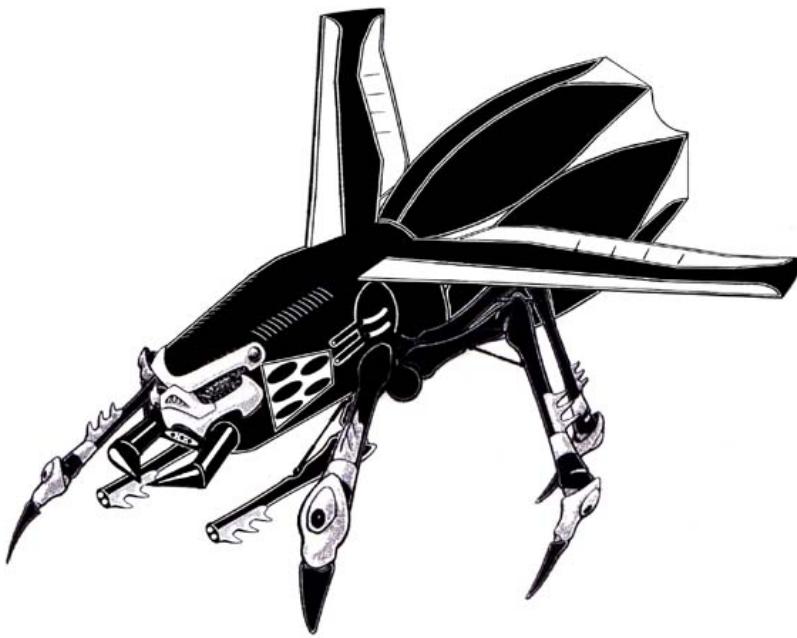
TYPICAL PERSONALITY:

H.I.V.E. Hornets are dedicated pilots and are usually a bit arrogant and very focused. Most pilots drink heavily and carry some regret for past actions.

STINGER- The H.I.V.E Stinger in a remotely operated drone and aerial attack craft.

TYPICAL ATTRIBUTES:

STR	120
DEX	60
AGI	120
VIT	0
COM	0
INT	100
PER	100
CHA	0
PSY	0



TYPICAL SKILLS:

FIREARMS	80
PILOT: HORNET	80
ARMOR SOAK	60
DEFENSE	20

TYPICAL LOADOUT:

30mm High Velocity plasma Repeating cannon (non-persistent)
MAX HP: Head 80, Shoulders 60, Cuirass 100, Legs 60, Arms 60, Hands and feet: 60

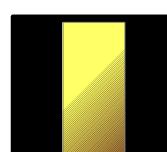
TYPICAL PERSONALITY:

NONE

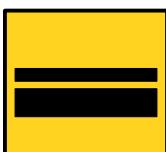
H.I.V.E. MILITARY RANK INSIGNIA



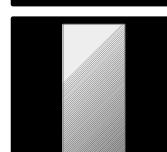
ENLISTED GRADE 1:
TROOPER BASIC



OFFICER GRADE 1:
LEIUTENANT



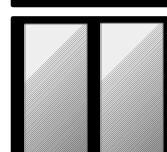
ENLISTED GRADE 2:
TROOPER 1st CLASS



OFFICER GRADE 2:
SR. LEIUTENANT



ENLISTED GRADE 3:
CORPORAL



OFFICER GRADE 3:
CAPTAIN



ENLISTED GRADE 4:
SERGEANT



OFFICER GRADE 4:
LT. COMMANDER



ENLISTED GRADE 5:
TECH SERGEANT



OFFICER GRADE 5:
COMMANDER



ENLISTED GRADE 6:
SERGEANT 1st CLASS



OFFICER GRADE 6:
COLONEL



ENLISTED GRADE 7:
MASTER SERGEANT



OFFICER GRADE 7:
COMMODORE



ENLISTED GRADE 8:
1st SREGEANT



OFFICER GRADE 7:
GENERAL, LOWER
HALF



ENLISTED GRADE 9:
SERGEANT MAJOR



OFFICER GRADE 8:
GENERAL, UPPER
HALF

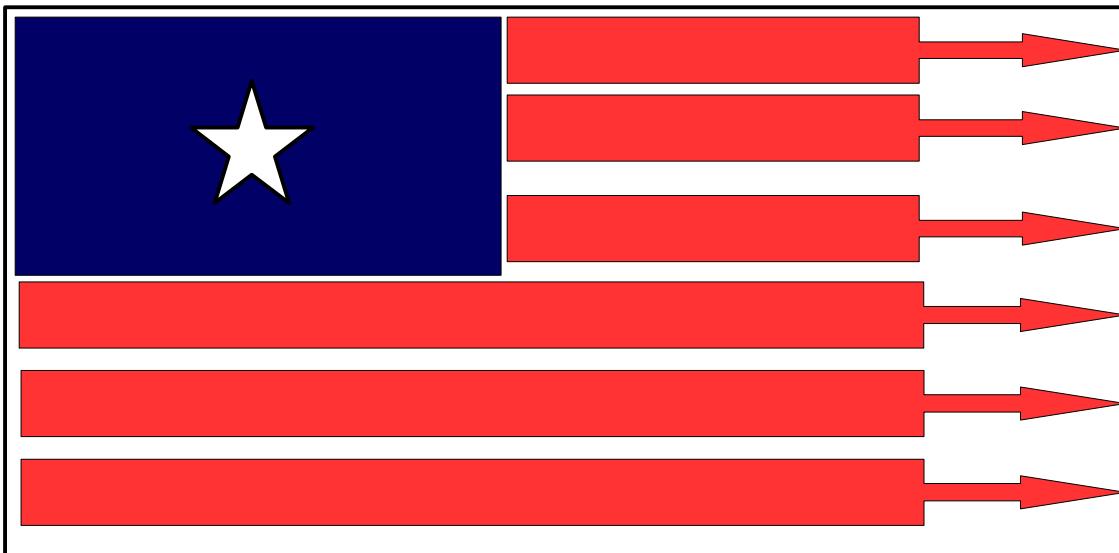


ENLISTED GRADE 10:
COMMAND
SERGEANT MAJOR

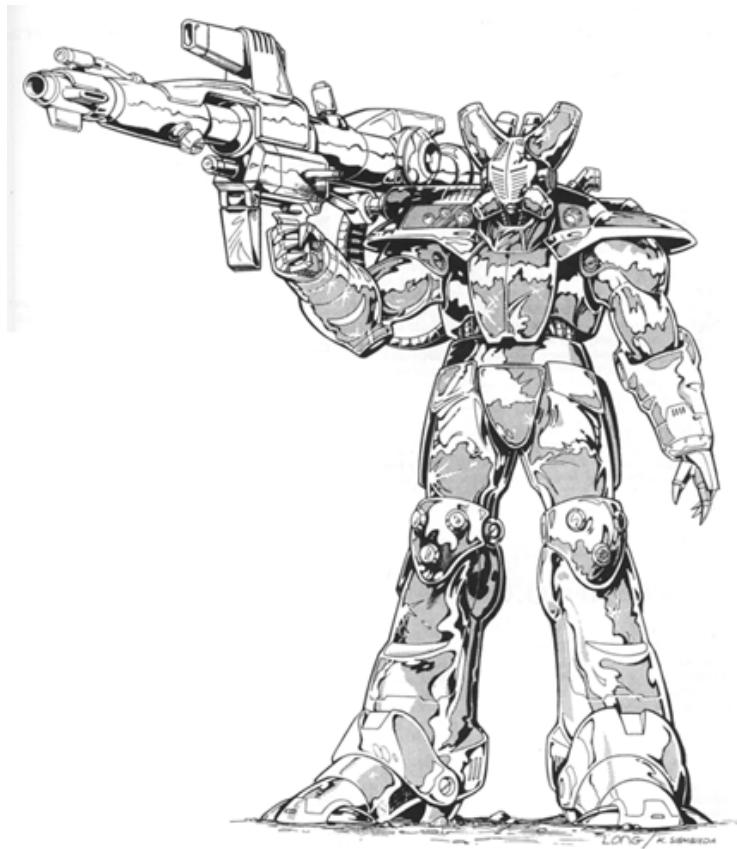


OFFICER GRADE 9:
COMMANDING
GENERAL

THE F.D.G.



FEDERAL DEMOCRATIC GOVERNMENT



FDG UNITS

TROOPER The FDG trooper is the backbone of the Federal military. Though H.I.V.E drones out man and out gun them on the battlefield, their never-say-die attitude and indomitable spirit makes these plucky warriors fearsome foes.

TYPICAL ATTRIBUTES:

STR	60
DEX	60
AGI	70
VIT	70
COM	60-80
INT	60
PER	60
CHA	60
PSY	0



TYPICAL SKILLS:

FIREARMS	60
ARMOR SOAK	70
DEFENSE	10

TYPICAL LOADOUT:

FDG Rail carbine

FDG Rail pistol

FDG "SHOGUN" armor

MAX HP: Head 80, Shoulders 60, Cuirass 100, Legs 60, Arms 60, Hands and feet: 60

TYPICAL PERSONALITY:

FDG troopers are proud and fearless. They are slow to anger but steadfast when on task. FDG troopers are usually under-equipped and under trained.

WARHAWK- The FDG Warhawk is a heavily armed and armored shock trooper used in front-line combat and support roles. While all volunteer, the ranks of these fearless attackers is bolstered by their holo-vid ads and publicized exploits.

TYPICAL ATTRIBUTES:

STR	70
DEX	70
AGI	60
VIT	80
COM	60-80
INT	60
PER	60
CHA	70
PSY	0



TYPICAL SKILLS:

FIREARMS	60
ARMOR SOAK	70
DEFENSE	12

TYPICAL LOADOUT:

FDG Rail carbine

FDG Rail pistol

FDG "MANTIS IV" power armor

MAX HP: Head 80, Shoulders 60, Cuirass 100, Legs 60, Arms 60, Hands and feet: 60

TYPICAL PERSONALITY:

FDG Warhawks are tough as nails and courageous in the face of the enemy. The volunteer for the ranks of the Warhawks knowing it is a likely suicidal decision.

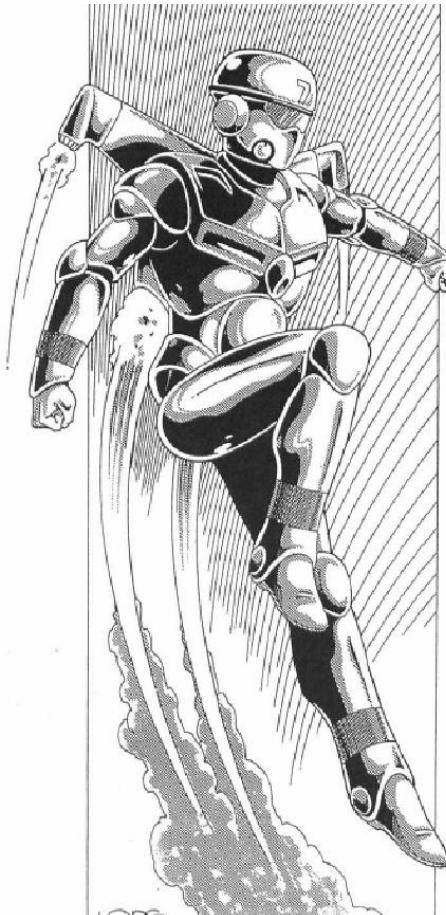
VALKYRIE- The FDG Valkyrie is a smaller and lighter answer to the H.I.V.E. Hornet assault trooper. Valkyrie pilots constantly patrol the skies in areas of conflict, providing aerial reconnaissance, photography and when needed, death from above.

TYPICAL ATTRIBUTES:

STR	60
DEX	60
AGI	70
VIT	70
COM	60-80
INT	60
PER	60
CHA	60
PSY	0

TYPICAL SKILLS:

FIREARMS	70
ARMOR SOAK	60
DEFENSE	15
PILOT: VALKYRIE	80



TYPICAL LOADOUT:

FDG Rail carbine

FDG Rail pistol

FDG "Valkyrie" aerial power armor

MAX HP: Head 60, Shoulders 50, Cuirass 80, Legs 50, Arms 50, Hands and feet: 50

TYPICAL PERSONALITY:

Valkyries, like all FDG troops are proud and tough. They take great pride in their ascension to their commissioned officer rank as well as their selection as a pilot.

ARCHANGEL MAIN BATTLE ARMOR- While most of the armored combat that was fought in the civil war was conventional (Tanks, apc's and armored fighting vehicles, etc...) an innovative mobile design was tested and met great success in the form of the mobile armored battle suit. The Archangel was heavy enough to have a great impact of the battlefield, but light and mobile enough to keep the pilot out of harm's way.

TYPICAL ATTRIBUTES:

STR	60/300
DEX	60/40
AGI	70/60
VIT	70
COM	60-80
INT	60
PER	60/100
CHA	60
PSY	0



TYPICAL SKILLS:

FIREARMS	60
ARMOR SOAK	100
DEFENSE	20
PILOT: ARCHANGEL	80

HT: 12'

WGT: 2,500lbs

TYPICAL LOADOUT:

FDG Heavy Rail Cannon (EXTERNAL)

FDG Rail pistol (PERSONAL)

FDG ARCHANGEL powered battle armor

MAX HP: Head 100 Shoulders 80, Cuirass 250, Legs 80, Arms 80, Hands and feet: 80

TYPICAL PERSONALITY:

ARCHALGEL pilots are courageous and proud. They are natural leaders and heroes to the FDG. They are greatly admired by FDG citizens.

The BLACK ROSES- The Black Roses are an all female group of warriors trained to the physical and mental limits of human capabilities. They sometimes run in small teams, but prefer to operate alone under deep cover using deceit and subversion to bring down their targets. The Roses are usually found in the entourage of important H.I.V.E. Diplomats, Officers or Politicians posing as concubines or escorts, waiting for the opportune time to strike. They are as beautiful as they are deadly.

TYPICAL ATTRIBUTES:

STR	60
DEX	90
AGI	90
VIT	80
COM	90-100
INT	80
PER	80
CHA	100
PSY	0



TYPICAL SKILLS:

FIREARMS	90
BLADES	80
DEFENSE	15
INTERROGATION	90
MANEATER	100
STEALTH	90
ACROBATICS	80
SEDUCTION	100

TYPICAL LOADOUT:

Whatever she can conceal easily
Usually a blade or small pistol

TYPICAL PERSONALITY:

The Black Roses are sexy, sultry and deadly. They talk sexy, walk sexy and are very alluring. Their voices have been surgically altered for maximum sex appeal, and they have medically altered pheromone glands.