



Tezpikikaf

FROM ASHES

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AUTHOR, EDITOR, LAYOUT
Jeff Kazmierski

INTERIOR ILLUSTRATIONS
Jeff Kazmierski,

First Edition

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ISBN:





Zhdant, Before the End

Zhdant was once home to not one but two sapient species, our own which we know as **Nad Zhdotlas**, and another species we called **Qiknavrats**.

The **Qiknavrats** were discovered on Zhdant's smaller continent, **Qiknavra**, and in the succeeding centuries, we humans traded and occasionally made war with them and both our species prospered.

The cultural and technological exchanges between the two species brought unprecedented advancement and growth. The humans had technology to trade; the **Qiknavrats** had a unique skill that fascinated and intrigued us – psionics.

A few years ago, we Zhdantia humans and our Qiknavrats friends took our first steps into space, first to orbit, and later to our moon **Viepchakl**. To our surprise, we discovered a species similar to the Qiknavrats living on Viepchakl, and we called them the **Viepchaklts**. Intercultural exchanges began between our three peoples, with representatives of both Qiknavrats and Viepchaklts visiting each other's home planet.

Unfortunately, the Viepchakl expeditions unleashed an ancient horror, a disease unlike any we had experienced. Within a few years the entire **non-human** population of both worlds was extinct and nearly two-thirds of the human population was dead.

We called it the **Dzaqtla** and it spread like fire across dry brush, sparing few. Doctors who came into contact with the sick and dying soon found themselves infected. Handling the dead became itself a death sentence.

The carriers were the worst. Many showed no signs of illness but spread the disease through casual contact, carrying it wherever they went. Seemingly healthy strangers became a source of suspicion and fear.

The armies tried to seal the cities in futile attempts to stem the tide of death. Riots overwhelmed the already-overstretched security forces. The collapse of our civilization was not far behind.

- From the diaries of Dliazhoezdzhde Sale, Chronicler of the Second Age



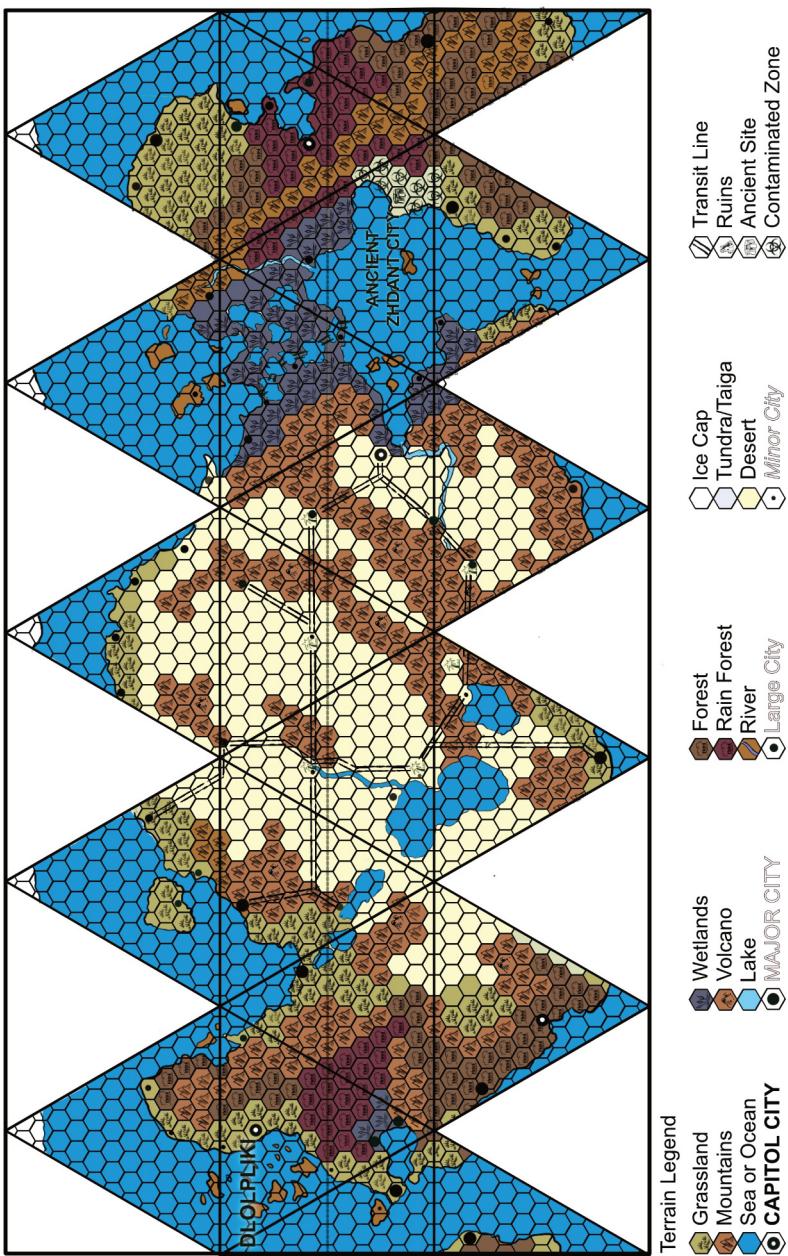
Timeline Of The Dzaqtas

The following table shows the key events in Zhdani history leading up to the Dzaqtas. The timeline is counted in *Teqozdij*, the standard chronological unit of three Zhdani years each (*chcen*). Where appropriate, years are presented in a decimal format where the first number is the *teqozdij* and the second is the *chcen*. For example, an event in -535.3 happened 535 *teqozdij* and three *chcen* prior to the establishment of the Consulate. Many events are approximate due to the lack of precise dating.

TEQOZDIJ	EVENT
-5,000	Early Iron Age; Formation of the Viepchaklashtie Empire, a religious dictatorship based on worship of a moon goddess.
-4,500	Viepchaklashtie Empire at its peak.
-3652	Collapse of the Viepchaklashtie Empire. Beginning of the First Dark Age.
-2768.2	Rise of the noble classes and a feudal society.
-1000.1	End of the First Dark Age and beginning of the Zhdani Renaissance. Science and exploration are encouraged; technological progress flourishes.
-818.3	Printing press invented.
-801.1	Oceanic trade leads to discovery of Qiknavra.
-796.3	First contact between humans and Qiknavrats.
-792.1	Invention of movable type.
-778.3	Discovery of elementary psionic talents.
-690.2	Industrial revolution begins. Geothermal and wind energy spur extensive development and growth.
-646.2	War between Dleqiats and Qiknavra.
-557.3	Uneasy peace between humans and Qiknavrats.
-549.1	First orbital space exploration.
-539.3	First expedition to Viepchakl.
-545.3	Viepchakl bases established; first contact with Viepchaklts.
-535.2	First meetings between Qiknavrats and Viepchaklts. Beginning of the Dzaqtas.
-534.3	Qiknavrats - Viepchaklts extinctions.
-533.2	Dzaqtas plague spreads to Zhdant, killing millions within the first months.
-531.2	Beginning of a Second Dark Age.
-523 c.	Barbaric tribes begin to form survivalist enclaves and nomadic war parties.
-270 c.	A new empire rises in Western Dleqiats; beginnings of the code of chivalry that will eventually become the Fevranzhtavr.
-272.2 c.	End of Second Dark Age and true ascendance of Psionics.
1.1	First Teqozdievl Psionic Games and beginning of the current Zhdani calendar.

Dates prior to Year 1.1 are approximate.

Zhdant, Before the End



Zhdant C65477A-8 Low Pop, Non-Industrial, Ancient Site

Zhdant, Before the End

END OF DAYS (c. -539 to -531)

In this scenario, the events take place while the **Dzaqtas** plague is at its height. The world is in the middle of the worst storm it's ever experienced; people are dying by the thousands every day, crops are failing, public services are shutting down as the machinery of civilization grinds to a halt. Panic, chaos, rioting, and increasingly tribal behavior become commonplace as the people fight over the scraps of a dying civilization. Some cities are abandoned; others become walled enclaves in desperate attempts to defend against the silent, invisible, merciless killer.

This is the time when the Dzaqtas is at its worst. Both species of chirpers, the Viepchakits and Qiknavrats, have been wiped out and the plague has killed and infected millions of humans, many of whom will die in the coming days.

Noble titles exist for some nations, but are not particularly important. The remnants of an upper class of nobility still exist, but society has collapsed in a functional sense so aside from access to government positions and wealth, Social Status means little. Certain government officials might still try to assert what little authority remains to them.

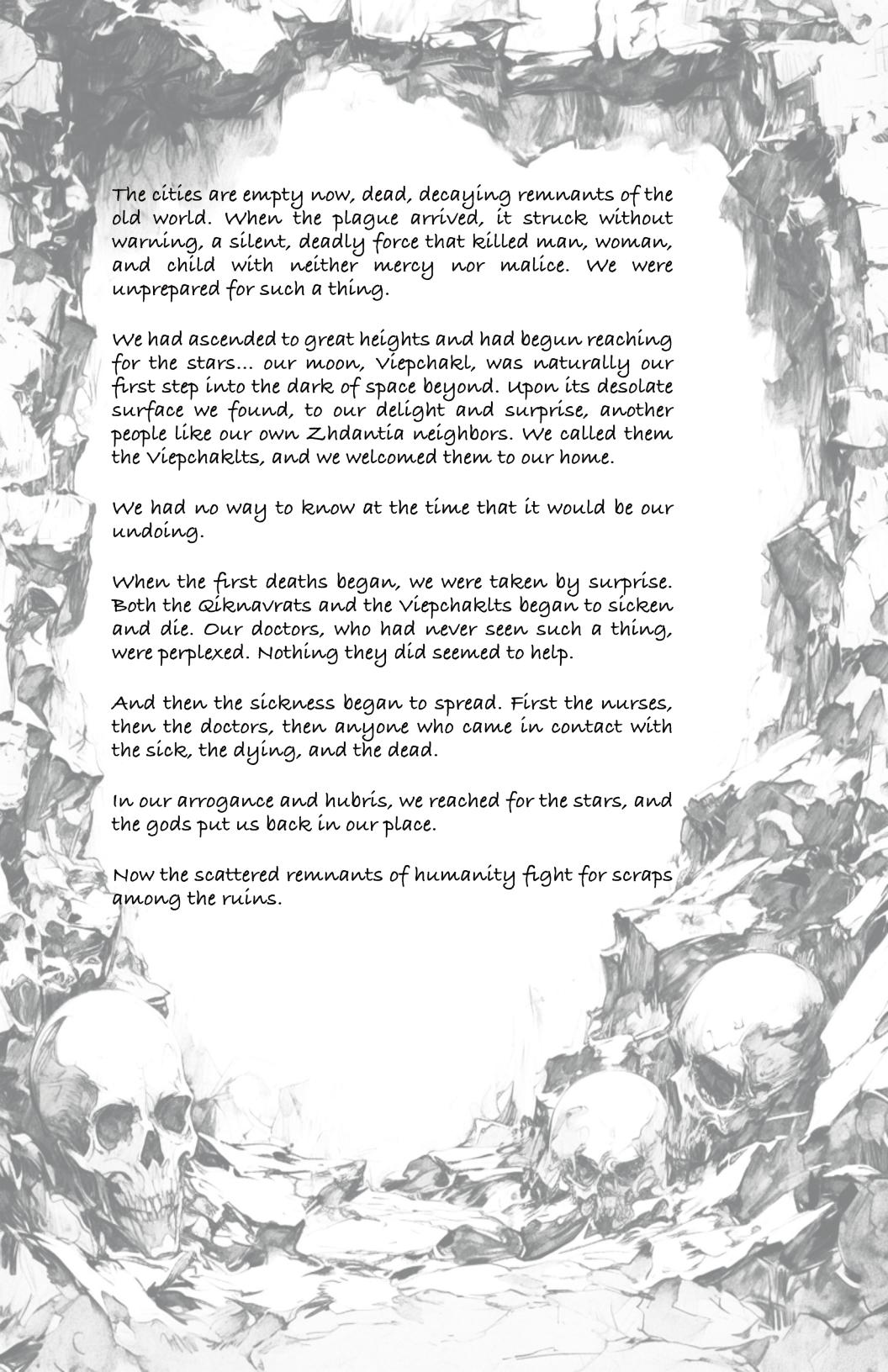
The dominant tech level before and during the collapse is roughly TL-7 to TL-8, equivalent to Terra during the mid-20th century. Most of it is still in good working condition and will remain so for several years or even decades after the Dzaqtas. However, over time, parts will become increasingly scarce and the people able to maintain them valued as the Dark Age deepens. But for now, at least, all the familiar devices are still usable and common.

Psionics are known but not ascendant as they are in later Zhodani society; there are no psionicist careers available yet. Roll 2D for Psi, but no Talents are available except under specific circumstances (as defined by specific careers). Any talents your character has are **Latent**; see the **Psionics** chapter for details. Some few may have been fortunate enough to get some formal training and become **Adepts**.

The available Careers will be familiar to experienced *Traveller™* players, but adjusted for the predominant tech level. Certain new careers should be familiar enough for players to recognize, such as *Aviator*, *Barbarian*, *Drifter* and *Rogue*. These are new to this book, and are not found in the *Alien Module 4: Zhodani*.

Teqozdij Event

-549.1	First space exploration.
-539.3	First expedition to Viepchakl.
-535.3	Viepchakl base established. First contact between Zhodani humans and Viepchakits chirpers.
-535.2	First Qiknavrats-Viepchakits meetings. Dzaqtas begins.
-534.3	Qiknavrats extinction. Dzaqtas spreads to Zhdant.
-533.2	Viepchakits extinction. Medical infrastructure collapses. Dzaqtas at its height. Plague rages unchecked, reaching 40% mortality.
-533.1	Water and food production becomes a transmission vector. Famine exacerbates the effect of the plague, mortality 60%.
-532.3	Power grids begin to fail as the crews die and monitoring ceases.
-532.2	Terrestrial agriculture begins to fail, food distribution collapses.
-531.3	Food riots as famine deepens. Mortality 70%. Survivors flee cities.
-531.2	Second Dark Age begins.
-530.3	End of Days Campaign Start.



The cities are empty now, dead, decaying remnants of the old world. When the plague arrived, it struck without warning, a silent, deadly force that killed man, woman, and child with neither mercy nor malice. We were unprepared for such a thing.

We had ascended to great heights and had begun reaching for the stars... our moon, Viepchakl, was naturally our first step into the dark of space beyond. Upon its desolate surface we found, to our delight and surprise, another people like our own Zhdantia neighbors. We called them the Viepchaklts, and we welcomed them to our home.

We had no way to know at the time that it would be our undoing.

When the first deaths began, we were taken by surprise. Both the Qiknavrats and the Viepchaklts began to sicken and die. Our doctors, who had never seen such a thing, were perplexed. Nothing they did seemed to help.

And then the sickness began to spread. First the nurses, then the doctors, then anyone who came in contact with the sick, the dying, and the dead.

In our arrogance and hubris, we reached for the stars, and the gods put us back in our place.

Now the scattered remnants of humanity fight for scraps among the ruins.

Zhdant, Before the End

WASTELAND (c. -520 to -300)

This scenario takes place in the years following the worst of the Dzaqtias. Millions are dead, and humanity has become a shell of what it once was. The worst has passed, or so it seems, but the plague remains a constant threat. Psionics is still a curiosity and the connection between survival and talent has not been made. Civilization has fallen and few "civilized" careers should be available. Depending on when the campaign is set, some people may still alive who remember the times before.

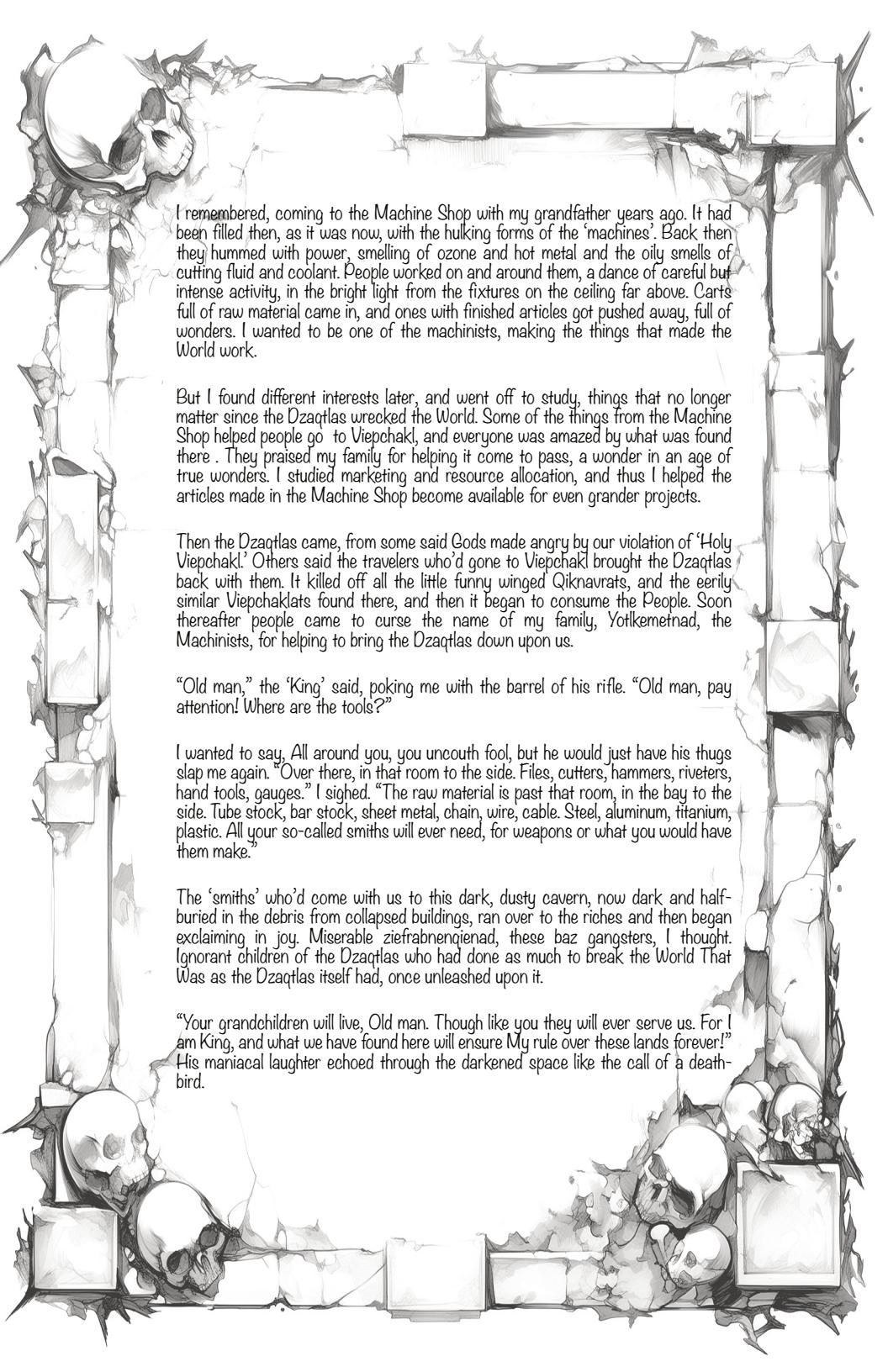
The Dzaqtias remains a threat for decades as the plague lies dormant, either in its spore form or in pools of infected water or carried by lower animals. While the chance of infection is significantly diminished, it has yet to be eradicated.

Society has become fragmented into survivalist enclaves of varying size just trying to stay alive and free from the plague. Remote and uncivilized regions are ruled by nomadic barbarians and violent wanderers.

Most pre-collapse technology has broken down from disrepair or misuse. Almost no physical records remain from the time before The End; print media has turned to dust and digital records are unreadable even on the few computers that still function. Some smaller equipment may be available and highly prized. Most functioning technology consists of a mixed bag of spare parts cobbled together by artisans whose sole job it is to maintain the remnants of the old world.

Social status has little meaning outside the barbarian tribes and survivalist communities that have managed develop some semblance of stability. Most of the nobility from Before The End were ill prepared to survive in the new world and either starved to death in their walled enclaves or were hunted down and killed for being

Psionics are available, but only under limited circumstances. Most who survived the Dzaqtias have some Talent, but may not be aware of how to use it intentionally. See the rules for **Latent** Talents in the **Psionics** section. Others may have learned how to use their talents by accident or through trial and error; these become **Wild** talents. In a few rare cases, a psion may have found formal teaching from one of the few remaining bastions of learning or from a mystical community or holy person; these become **Adepts**.



I remembered, coming to the Machine Shop with my grandfather years ago. It had been filled then, as it was now, with the hulking forms of the 'machines'. Back then they hummed with power, smelling of ozone and hot metal and the oily smells of cutting fluid and coolant. People worked on and around them, a dance of careful but intense activity, in the bright light from the fixtures on the ceiling far above. Carts full of raw material came in, and ones with finished articles got pushed away, full of wonders. I wanted to be one of the machinists, making the things that made the World work.

But I found different interests later, and went off to study, things that no longer matter since the Dzaqtas wrecked the World. Some of the things from the Machine Shop helped people go to Viepchakl, and everyone was amazed by what was found there. They praised my family for helping it come to pass, a wonder in an age of true wonders. I studied marketing and resource allocation, and thus I helped the articles made in the Machine Shop become available for even grander projects.

Then the Dzaqtas came, from some said Gods made angry by our violation of 'Holy Viepchakl.' Others said the travelers who'd gone to Viepchakl brought the Dzaqtas back with them. It killed off all the little funny winged Qiknavrats, and the eerily similar Viepchaklets found there, and then it began to consume the People. Soon thereafter people came to curse the name of my family, Yotlkemtnad, the Machinists, for helping to bring the Dzaqtas down upon us.

"Old man," the 'King' said, poking me with the barrel of his rifle. "Old man, pay attention! Where are the tools?"

I wanted to say, All around you, you uncouth fool, but he would just have his thugs slap me again. "Over there, in that room to the side. Files, cutters, hammers, riveters, hand tools, gauges." I sighed. "The raw material is past that room, in the bay to the side. Tube stock, bar stock, sheet metal, chain, wire, cable. Steel, aluminum, titanium, plastic. All your so-called smiths will ever need, for weapons or what you would have them make."

The 'smiths' who'd come with us to this dark, dusty cavern, now dark and half-buried in the debris from collapsed buildings, ran over to the riches and then began proclaiming in joy. Miserable ziefabnengienad, these baz gangsters, I thought. Ignorant children of the Dzaqtas who had done as much to break the World That Was as the Dzaqtas itself had, once unleashed upon it.

"Your grandchildren will live, Old man. Though like you they will ever serve us. For I am King, and what we have found here will ensure My rule over these lands forever!" His maniacal laughter echoed through the darkened space like the call of a death-bird.

Zhdant, Before the End

RISING EMPIRE (c. -250 to -50)

After a few centuries of suffering, death and chaos, humanity begins to make the connection between surviving the plague and having psionic talents. The Noble classes begin exerting control again, mostly in the Western Dleqjats region. This young and developing empire, with its growing psionic priesthood and noble ruling class, has begun sending out emissaries and merchants to open trade routes and spread healing and news of the New Order to the blighted lands beyond the Western forests. In the wilderness, mad cultists, wanderers, warlords, and roving bands of raiders rule. It is a time of high adventure when psionics are ascending in power and influence.

Dzaqtas Effects:

Game Effects: Society has managed to crawl back from the worst, rising to the equivalent of the Renaissance Era of Europe after the Terran Dark age. After a few centuries of suffering, death and chaos, humanity begins to make the connection between surviving the plague and having psionic talents. The Noble classes begin exerting control again, mostly in the Western Dleqjats region. This young and developing empire, with its growing psionic priesthood and noble ruling class, has begun sending out emissaries and merchants to open trade routes and spread healing and news of the New Order to the blighted lands beyond the Western forests. In the wilderness, mad cultists, wanderers, warlords, and roving bands of raiders rule. It is a time of high adventure when psionics are ascending in power and influence.

Social Status is important again with the rise of a new class of nobility in Western Dleqjats, though socially there is no link yet between nobility and psionics. It is possible for a commoner to have high psionic ability and even be selected for the ranks of the priesthood. Among barbaric tribes and survivalist enclaves, social status determines one's position within the community as usual.

Psionics are ascendant in this scenario. Roll 2D and apply the DM for Psi; on 8+ the character is noticed by either the priesthood and becomes one of the **Dlenchiepr** if from a civilized region, or a **Shaman** if from a barbaric (baz) community. **Priests** and **Shamans** each have a special Skill table they may use during generation. Otherwise, the character's talents become **Latent** until activated at the referee's discretion.

Careers:

WE LEFT DLOLPLIKI AT SUNRISE ON THE THIRD DAY OF VRJENSTIAL, THIRTY IN ALL, SIX ACOLYTES EACH WITH THREE INITIATES, AND A RETINUE OF WARRIOR AND HUNTERS ON A MISSION TO BRING THE WORD TO THE LOST.

THE VIEPCHAKLSTIAL FESTIVAL WAS INCREDIBLE AS USUAL, AN ECSTATIC CELEBRATION OF LIGHT AND MUSIC, DRINKING AND SEX. FOR THE PEOPLE, A RELEASE OF PENT-UP EMOTION AND ENERGY; FOR US A LAST CHANCE TO CUT LOOSE BEFORE THE HARD WORK BEGAN.

OUR PILGRIMAGE WOULD TAKE US FROM THE WESTERN COAST ACROSS THE DLEQJATS MOUNTAINS, THEN TOWARD THE WESTERN DESERT. FIVE THOUSAND KILOMETERS OF UNFORGIVING VOLCANIC SAND, BROKEN ONLY BY RUGGED MOUNTAINS AND BRACKISH, TOXIC INLAND SEAS. A VAST, ENDLESS WASTELAND POPULATED ONLY BY DANGEROUS BEASTS AND MARAUDING BARBARIAN TRIBES. AT LEAST, THAT'S WHAT THE SCOUTS WHO'D RETURNED FROM IT SAID. WE THOUGHT THEY WERE EXAGGERATING, MAKING UP STORIES TO SCARE THE NEW KIDS. WE SHOULD HAVE LISTENED.

WE SPENT THE FIRST WEEKS FOLLOWING ONE CARAVAN AFTER ANOTHER ACROSS THE MOUNTAINS, STAYING IN VILLAGES AND TOWNS ALONG THE WAY. SOMETIMES WE CAMPED OUT IN RUINS. THE CRUMBLING TEMPLES OF THE ANCIENT VIEPCHAKLASHTIE EMPIRE STILL PROVIDED ADEQUATE SHELTER AND SOMETIMES WATER.

THEN WE MET THE DESERT. ON THE FIRST NIGHT WE WERE SET UPON BY RAIDERS. THEY SLIPPED PAST OUR WATCH LIKE GHOSTS, SLAUGHTERING US IN OUR SLEEP. ZHRPR AND I WOKE AND TOOK UP ARMS, TOO LATE. THEY CUT HER DOWN IN FRONT OF ME. I TOOK THE FLAT OF AN AXE TO THE HEAD AND AS I WAS GOING DOWN THE BIGGEST ONE STOOD OVER ME.

"LEAVE THIS ONE ALIVE. SHE WILL TELL HER PEOPLE WHAT HAPPENED HERE." HE GRABBED MY HAIR, PULLED MY HEAD BACK. "GO. CRAWL BACK TO YOUR 'EMPIRE.' IF YOU CAN."

WHEN I WOKE NEXT I WAS ALONE. ZHRPR'S BODY LAY NEXT TO ME IN A POOL OF BLOOD.

I WON'T BE GOING BACK. TAVRIANZH, DUTY, DEMANDS IT. AND I WILL HAVE MY REVENGE.





The Dzaqtlas

The Dzaqtlas plague is unlike anything the Zhodani have ever experienced. Until it was unwittingly unleashed on the world, the worst disease (*ziltokpa*) they'd ever had to deal with were fungal infections and opportunistic bacterial infections from wounds.

The rapid onset of the plague took the Zhodani by surprise. It infected everyone who came into contact with it, without exception, and mortality was nearly 100% in the earliest days.

Before the Dzaqtlas, Zhdant was a highly industrialized society. At least half if not more of the population lived in or near an urban center. Cities became death zones as it burned through the population. First the medical infrastructure, then the food distribution systems, then the water processing all collapsed. Tens of millions died of the plague in the first few months, and many millions more died from starvation or violence in the chaos that followed.

Those living in the rural areas were spared, but only for a while. When the cities emptied from panic, those fleeing the Dzaqtlas brought it with them. Wherever humans went, death followed.



Particularly fearsome was the manner in which it killed. Three stages of Dzaqtlas infection have been recorded, in increasing levels of severity.

INCUBATION

The incubation period begins shortly after initial exposure. This stage lasts 1D+2 days. Symptoms are usually mild and may include coughing, headache, fever, sniffles, mild diarrhea. Some victims have no symptoms at all. Roll End 6+ each day; fail, and you proceed to stage 2, Sickness. Reduce all physical characteristics by -1 for the duration of this stage.

SICKNESS

This is the primary active stage of the Dzaqtlas. Now you're in trouble. Symptoms include all of the above plus increasing diarrhea and delirium. It is not unusual to have bloody stools. Contact with any bodily fluids results in infection; airborne

The Dzaqtas

contact can also cause infection - roll End 6+ to avoid. The victim may feel an uncontrollable desire to wander; this is not impeded by sleep. Sleepwalking plague carriers are common. Roll End 8+ each day of this stage. Success delays it for another day; failure means the disease has progressed to the third and final stage, Walking Dead. A critical success (12 on 2D) ends the progression; congratulations, you're safe, you survived the Dzaqtas. Reduce all physical characteristics by -2 and reduce Int by -1 for the duration of this stage.



WALKING DEAD

In the third and final stage of the Dzaqtas the victim appears alive, but in reality he's in the final stages. The victim's blood is no longer functioning and many organs have begun to shut down. Lesions begin to form on the skin; these break and release pathogen-laden blood and pus. In this phase, any contact with the victim will result in infection as the body sheds pathogen in aerosolized and liquid form. Even as the muscles deteriorate, the victim continues to wander, spreading the disease to new hosts. Delirium from hypoxia are the major symptoms. Yet even in this late stage, it is still possible to survive the Dzaqtas. Roll End 10+ each day of this stage. Success delays death for another day; failure means

the victim crashes and bleeds out. A critical success (12 on 2D) ends the progression. Lose 1 point from all physical and ½ point from all mental traits per day spent in this stage. Reduce all physical characteristics by -3 and reduce Intelligence by 1D + 2 for the duration of this stage.

PSIONICS

The Psionic talents of Awareness, Healing or Empathic Healing can be used to cure the Dzaqtas at any phase. See the **Psionics** section for more details.

VIRULENCE

The Dzaqtas was designed as a biological weapon hundreds of thousands of years ago by the Ancients, a long-dead species that once commanded technology far beyond that known by any of the Traveller universe aliens. Though it appears to have been engineered specifically to eradicate the Viepchakits and Qiknavrats, it is also capable of infecting and killing other sapient creatures including Humans.

The Dzaqtas passes through several distinct states during its infection cycle.

Dormant: In the state the Zhodani first discovered it, the Dzaqtas had lain *dormant* for thousands of years. In this state the disease can lie at rest for as long as it takes to find a suitable host. In this state the disease is usually asymptomatic and can be spread unwittingly through casual contact, usually by airborne transmission or via bodily fluids (blood, mucus, or sexual contact).

Active: Once the Dzaqtas finds a host it becomes *active*. This is when the previously detailed progression begins, with the victim getting increasingly ill until either the disease passes, or death occurs. In this state, the virus is at its most active, being infectious at every stage.

The Dzaqtla

Spore: After the victim dies, the Dzaqtla remains virulent. Handling the dead or even breathing the air near them can lead to a new infection, starting the cycle again in a new victim. However, if the body is undisturbed and the contaminated fluids dry up, or if the body is burned, the virus forms a protective shell that is nearly impervious to any damage. These spores can be carried on wind or capture by flowing water to find new victims thousands of kilometers away, where they can return to the *dormant* state for years or even centuries until reinfecting a new host.

In this state the Dzaqtla is at its most dangerous, hiding among grains of dust or floating inert in pools of water. It can also be carried by “lower life forms” without harm, since it only targets sophonts.

Characters

Zhodani characters of the Second Dark Age follow generally the same procedures as for Zhodani characters of the “modern” *Traveller* era, but with several key differences. In most cases the same rules outlined in *Mongoose Traveller*.

The most important difference that experienced players will notice is that Social Status and Psionics are not necessarily connected. The psionic Nobility has not yet ascended to prominence during this era, and many who would be considered “proles” or **zhant’ad** in the modern era can be psionically strong and conversely, the Nobility includes many non-psionic individuals.

INITIAL CHARACTER CREATION

Seven characteristics should be generated randomly for all Zhodani characters:

Strength	Physical prowess and power	These are usually determined randomly by rolling standard six-sided dice, referred to here as “D” (2D = two six sided dice) and taking the sum of the results. The usual method is to roll each characteristic in order.
Dexterity	Manual dexterity and agility	
Endurance	Toughness and stamina	
Intelligence	Ability to reason and solve problems	
Education	Highest level of formal schooling	
Social Status	Rank within society	
Psi	Psionic strength	

You may also use one of the following alternatives:

2D, player-assigned: roll in the usual way but place the values where you want them.

3D, drop low values: roll 3D instead of 2D and use the highest two results for each characteristic.

1D + 6: if you want a more heroic game, where the characters are all “above average”, this produces starting stats ranging from 7 to 12.

High Psi: Roll the first six on 2D as usual but roll Psi at 1D+6 to guarantee a high level of ability. This is well suited to campaigns that focus on psionic abilities.

Value	Modifier
0	-3
1-2	-2
3-5	-1
6-8	0
9-11	+1
12-14	+2
15	+3

Regardless of the method chosen, the values assigned confer *modifiers* to die rolls against those characteristics, as shown on the **Modifiers** table.

Characters

SOCIAL STATUS

During the Second Dark Age, Zhodani society has not yet become as highly structured, stratified as we know it in the Charted Space era. During these early years, nobility is not tied to Psionic talents and most titles of nobility are still inherited. However, during the latter part of the Dzaqlas era some communities, most notably the western feudal kingdoms, the beginnings of a society based on psionic talent are emerging. Characters with high Social Standing are considered part of the *Nobility*. The titles corresponding to each Social Status level are shown below.

Social Status	Title	Zdetl	Meaning
11	Pranatl	凡凡アアア	Aspirant
12	Jdistebr	ノノトトト	Wellborn
13	Vlestlas	ヲオトトト	Highborn
14	Zhobrtglasche	ヨヨトトト王々	Noble Born
15	Preblshienchiashav	凡セト土ヌヌヌ土ア	Princely Born

PSIONICS

Nearly everyone who survived the Dzaqlas has some measure of psionic ability, but not all to the same level. Unlike 3I-era Zhodani, any character can learn to use their natural psionic ability, provided they can find a teacher or mentor. The quality and availability of such tutelage will vary greatly depending on the Campaign Era, however.

Psi represents the amount of Psionic Strength Points available to the character. Only characters with formal training are able to learn Psionic Talents. All others are **Latent**.

There are three basic types of Psion:

Type	Game Effects
Latent	You have psionic abilities but are not aware of them. These can be activated during initial game play at an appropriate time. A character with Latent psionics loses one point of Psi strength for every term served until formally tested.
Wild	Your psionic talents manifested in an uncontrolled manner. This is common among barbaric (<i>baz</i>) tribes; you might be a holy man or woman, or mystic hermit.
Adept	Your talents were discovered by a priestly order in a civilized part of the world and you received formal training.

Psionic talents are acquired according the procedures set in **Mongoose Traveller** (Psi 8+, -1 per term served, + Learning DMs). Refer to the **Psionics Acquisition** table.

See **Chapter 5, Psionics** for detailed rules.

Characters

Psionics Acquisition

Talent	Learning DM
<i>Telepathy</i>	+4
<i>Clairvoyance</i>	+3
<i>Telekinesis</i>	+2
<i>Awareness</i>	+1
<i>Teleportation</i>	+0
<i>Empathic Healing</i>	-1
<i>Machine Symbiosis</i>	-1
<i>Blocking</i>	-2
<i>Mimic</i>	-2
<i>Healing</i>	-2
<i>Teleprojection</i>	-3
<i>Vampyric Awareness</i>	-5
<i>Precognition</i>	-7
Per talent already learned	-1
Per term already served beyond age 18	-1



BACKGROUNDS

Before beginning a career (and formal training), each character gets a number of **Background Skills**. These give a very general impression of where he or she comes from and how their adventures started. It can be as general or as detailed as you like - “I was born in a log cabin in the mountains of Western Dleqiats, the youngest of fourteen children...” is just as valid a history as “I was born in a fishing village.”

Roll 1D or choose an option from the table below and add the Skill given to your character’s **Skill** list.

Apply DM +2 for Wasteland, +4 for Rising Empire.

Roll (1D)	Birthplace	Background Skills
1	In a fishing village	Fishing-0
2	In a city	Streetwise-0
3	In a farming community	Agriculture-0
4	In a survivalist stronghold	Survival-0
5	In a palace	Soc +1
6	In a criminal hideout	Soc -1
7	In a bar or tavern	Carousing-0 Athletics (Swim)-0 or Seamanship-0
8	On the High Seas	Seamanship-0
9	In a vehicle while traveling	Mechanic-0
10	In a temple or other “holy” place	Talent-0

Characters

Education: For some characters, formal education grants a basic level of knowledge in certain sciences and academic pursuits. Based on the campaign timeline, choose 3 + your Education DM from the following:

End of Days (Dzaqtas): Admin-0, Advocate-0, Art-0, Carouse-0, Comms-0, Computer-0, Drive-0, Mechanic-0, Medic-0, Science -0, Trade-0

Wasteland (Fronzhivr): Animals-0, Art-0, Athletics-0, Carouse-0, Drive-0, Medic-0, Melee-0, Recon-0, Seafarer-0, Survival-0, Trade-0

Rising Empire (Dlenchiepr): Animals-0, Art-0, Athletics-0, Bribery-0, Carouse-0, Medic-0, Melee-0, Persuade-0, Recon-0, Seafarer-0, Survival-0, Trade-0

You are now ready to begin your **Career**.

Careers in this supplement proceed the same as defined in **Traveller**, with differences noted in the next section. In the Dzaqtas era, the Zhodani more closely resemble the other branches of Humaniti; some careers defined in **Alien Module 4 - Zhodani** such as Agent, Guard, Noble, and Prole, are not available, and others are slightly different from what's presented there.

REEDUCATION

The science of reeducation, an essential aspect of Zhodani culture in the Third Imperium era, has not yet been developed. Criminality is dealt with in more mundane ways, through imprisonment, fines, or even execution in extreme cases.

SKILLS

Skills are determined as usual, but for some careers there will be an additional Psionic Skills table. Only characters who have some degree of training or Psionic Awakening (**Wild Talents** and **Adepts**) may use these tables - **Latent** psions may not.

Other skills such as Pilot, Battle Dress, and Engineering, are unavailable due to the prevailing tech level. In a nutshell, if a skill cannot be applied beyond Tech Level 8, it cannot be learned.

SURVIVAL

Each term your character serves requires a Survival roll. Failing the roll results in a **Mishap** for that term; depending on the result, you may be forced to exit. Optionally, for End of Days campaigns the GM may apply a -1 DM to Survival for each term served - this represents the impending arrival and increased risk of the Dzaqtas. Under this rule, failing a Survival roll means civilization has collapsed - muster out immediately and run for your life.

MUSTERING OUT

Characters in this supplement muster out as usual. Some life events (such as **Dzaqtas!** on the Life Events table) may force a premature exit from the current career; in such cases the character finishes their current term without further skill or promotion advancement and begins their new life. Roll for benefits on the tables designated by the Career and Campaign Era.

Weapon: Any weapon available at the Campaign Era tech level is allowed (TL-8 for End of Days, TL-2 for Wasteland, TL-3 for Rising Empire).

Characters

LIFE EVENTS

Significant events for Zhodani characters of the Dzaqlas Era are much the same for other Traveller characters, but with adjustments based on the current tech level and the fact that the Zhodani have not left their home system yet.

Optionally, you may also choose to roll for significant Life Events of early childhood

Roll	ADULTHOOD EVENTS (All Timelines)
2d6	Event
2	Sickness or Injury: You contract a serious illness or are injured. Roll 1D; on a 1, you are afflicted by the Dzaqlas! Make an immediate Survival roll with DM -2. Even if you survive, character creation ends. Otherwise, roll on the Injury table.
3	Birth or Death: Roll 1D. On 1-3, someone close to you, like a friend or family member, dies. On 4-6, someone close to you gives birth. In either case you are involved in some way as parent, relative, or witness.
4	End of a Relationship: A romantic relationship you're involved with comes to an end. Roll 1D: 1-2 - Your partner dies or is killed. 3-4 - You leave your partner. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably. 5-6 - Your partner leaves you. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably.
5	Relationship Improves: A romantic relationship goes to the "next level", with a long term commitment or other arrangement.
6	New Relationship: You become involved in a romance (or an additional romance, if you're already hooked up).
7	New Contact: You gain a Contact.
8	Betrayed! : You are betrayed by a friend. If you have any Contacts or Allies, one becomes a Rival. If you have any Rivals, one becomes an Enemy. Otherwise, gain a Rival.
9	Travel: You spend some time travelling the world. Gain +2 to your next Advancement roll.
10	Good Fortune: Something good happens to you. You come into money, have a lifelong dream come true, invent something useful, get published, or something else. Gain +2 to any single Benefit roll from this current career.
11	Crime: You commit a crime, are accused of a crime, or are the victim of a crime. Lose one Benefit roll and one level of Social Standing.
12	Unusual Event: Something strange happens. Roll 1D: 1 - Psionics: You meet someone who helps you unlock the Hidden Powers Of Your Mind. You may immediately roll to learn one Psionic Talent (Psi, 8+, DM -1/term served so far, +DMs for talent) 2 - Aliens: In the End of Days timeline, you spend time among the Viepchaklts and/or the Qiknavrats. Gain Life Sciences (biology) and a contact in the Scholar career. For others, apply result 3, Alien Artifact . 3 - Alien Artifact: You find a strange or unusual item of alien design. You have no idea what its function is, if it has one. 4 - Amnesia: Something happened to you, but you have no memory of it. (GM: roll again on the Life Events table to determine what actually happened) 5 - Government Contact: You briefly came into contact with someone high up in the local government (or tribal council). 6 - Ancient Technology: You find something very old, possibly dating back to Zhodani prehistory.

and adolescence. Roll once on each table.

Roll	CHILDHOOD EVENTS (All Timelines) - Roll 2D6 for the age of the event
2d6	Event
2	Sickness or Injury: You contract a serious illness or are injured. Roll once on the Injury table for the effect of the injury.
3	Birth or Death: Roll 1D. On 1-3, someone close to you, like a friend or family member, dies. On 4-6, someone close to you gives birth. In either case you are involved in some way as parent, relative, or witness.
4	Truant: You skip school too many times and it costs you. Lose -1 to Edu.
8	Make a Friend: You gain an Ally. Your friend is (roll 1D6): <ul style="list-style-type: none"> 1 - involved in delinquent or criminal activities. Learn Stealth-0. 2 - a visiting Qiknavrats, one of the strange non-humans! Learn Language (wyniprith)-0. 3 - an older adult who becomes a mentor. Learn Art or Trade-0. 4 - a drifter. Learn any service skill from that career at level 0. 5 - a clergyman. Roll Int 8+. On success, gain +1 to Psi. 6 - a noble or high level government official. Roll Int 8+ to gain +1 Soc.
6	New Relationship: You become involved in a romance (or an additional romance, if you're already hooked up).
7	New Contact: You gain a Contact.
8	Witness: While exploring an abandoned building, you witness a crime in progress. The perpetrators see you but are unable to catch you. They may still be out there! Gain an Enemy (Rogue).
9	Travel: Your family moves to a different part of the world. Roll again on the Background table and apply that result.
10	Sports: You spend some time doing youth athletics (or some other competitive game). Learn Athletics (any)-0.
11	Fate: A fateful event occurs on your birthday. Roll 1D for Hi/Lo: <ul style="list-style-type: none"> Hi - a tragedy occurs. Someone dies, your family loses their home, a natural disaster wipes out the community, etc. Lo - something wonderful happens. Your family comes into wealth, you save someone's life, you discover a valuable treasure, etc.
12	Unusual Event: Something strange happens. Roll 1D: <ul style="list-style-type: none"> 1 - Psionics: You meet someone who helps you unlock the Hidden Powers Of Your Mind. You may immediately roll to learn one Psionic Talent (Psi, 8+, +DMs for talent) 2 - Aliens: In the End of Days timeline, you spend time among the Viepchaklts and/or the Qiknavrats. Gain a Contact among the aliens and Language (wyniprith)-0. 3 - Alien Artifact: While rummaging around in a basement or abandoned building, you find a strange or unusual item of alien design. You have no idea what its function is, if it has one. 4 - Amnesia: Something happened to you, but you have no memory of it. (GM: roll again on the Life Events table to determine what actually happened) 5 - Government Contact: You briefly came into contact with someone high up in the local government (or tribal council). Gain a Contact. 6 - Ancient Technology: You find something very old, possibly dating back to Zhodani prehistory, or more likely something from before the Dzaqtas.

Roll	ADOLESCENCE EVENTS (All Timelines) - Roll 12 + D6 for the age of the event	Characters
2d6	Event	
2	Illness or Injury: You are injured or contract a serious illness. Roll once on the Injury table for the effects.	
3	Birth or Death: Roll 1D. On 1-3, someone close to you, like a friend or family member, dies. On 4-6, someone close to you gives birth. In either case you are involved in some way as parent, relative, or witness.	
4	Bad Breakup: A romantic relationship you're involved with comes to an end. Roll 1D: 1-2 - Your partner dies or is killed. 3-4 - You leave your partner. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably. 5-6 - Your partner leaves you. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably.	
5	Relationship Improves: A romantic relationship goes to the "next level", with a long term commitment or other arrangement.	
6	Dedication: Your dedication to your studies earns you a scholarship or other recognition. Gain +1 to Edu.	
7	New Contact: You gain a Contact.	
8	Betrayed! : You are betrayed by a friend. If you have any Contacts or Allies, one becomes a Rival. If you have any Rivals, one becomes an Enemy. Otherwise, gain a Rival.	
9	Travel: You spend some time travelling the world, either for fun, education, or necessity. Roll again on the Backgrounds table and apply that result.	
10	Athletics: You spend some time exploring youth sports (or some other pursuit). Gain Athletics (any)-0.	
11	Protest: You participate in a protest against authority (school, civil, military). Roll 1D. On 1-2, the protest was successful and the demanded change happened. On any other result, roll Edu 8+. If you fail, you're expelled and lose -1 Edu. If you succeed, you are allowed to graduate.	
12	Unusual Event: Something strange happens. Roll 1D: 1 - Psionics: You meet someone who helps you unlock the Hidden Powers Of Your Mind. You may immediately roll to learn one Psionic Talent (Psi, 8+, +DMs for talent) 2 - Aliens: In the End of Days timeline, you spend time among the Viepchakits and/or the Qiknavrats. Gain a contact in the Scholar career. For others, apply result 3, Alien Artifact . 3 - Alien Artifact: You find a strange or unusual item of alien design. You have no idea what its function is, if it has one. 4 - Amnesia: Something happened to you, but you have no memory of it. (GM: roll again on the Life Events table to determine what actually happened) 5 - Government Contact: You briefly came into contact with someone high up in the local government (or tribal council). 6 - Ancient Technology: You find something very old, possibly dating back to Zhodani prehistory.	

Skills

The skills presented characters acquire during the course of their career will be familiar to *Traveller* players; however, there are some important differences that must be explained.

The most important one is the *Tech Level*. The dominant and highest tech level on Zhdant before the Dzaqtas is TL-8, equivalent to late 20th or early 21st century Terra. The Zhodani have achieved space flight and have computers capable of the task, but have not yet developed the Jump drive - and will not for another 2,000 years. Thus, the following skills are not available and do not appear in the skill tables:

Astrogeation - Advanced space travel has not been developed yet, only Zhdant-to-Orbit and Zhdant-to-Viepcaklı travel.

Battle Dress - The technology for powered armor has not been developed.

Drive (Mole) - The Zhodani have a few of these machines for large-scale tunneling, but characters are not likely to learn this skill.

Engineer (Jump Drive or Maneuver Drive) - These appear at TL-9.

Flyer (Grav) - Grav vehicles will revolutionize air travel on Zhdant, but not for 2,000 years.

Gunner (any) - No nation of Zhdant has an orbital military or space navy.

Gun Combat (Energy weapons) - There are no high powered portable laser weapons yet.

Pilot (any) - This covers interstellar spacecraft, which have not been developed.

Certain other subskills are unavailable for other reasons:

Animals (Riding) - Zhdant has few animal species suitable for riding, due to the lower gravity and sparse biosphere. Certain herbivores are bred for draft and work, though.

Art (Holography) - replace with Photography.

Flyer (Rotor) - Zhdant's thin atmosphere made development of helicopters and other similar flying machines difficult. There are no large rotary wing aircraft for military or commercial use.

Language - Most of the nations of Zhdant speak and write some variation of *Zdell*, though not in the standardized form known in the 3I era.

Life Sciences (Psionicology) - Psionics are mostly a curiosity

Characters

before the Dzaqtas, and serious study has not yet begun.

The following skills are new or modified:

Bow Combat - Skill and training in the use of bow weapons, including longbows, short bows, and crossbows.

Flyer (Lighter than Air) - Applies to any rigid, semirigid, or nonrigid airships including dirigibles, balloons, and Magnus spheres, the most common form of air travel on Zhdant.

Heavy Weapons - The type of weapon depends on the predominant tech level for the era. Man-portable plasma weapons are not available.

- In the *End of Days* era, all TL-8 weapon systems listed are available including **Launchers** and **Field Artillery**.
- In the *Wasteland* scenario, **Launchers** and **Artillery** are still available, but most is either wearing out or deteriorated.
- Finally, in the *Rising Empires* era, heavy weapons includes **ancient siege engines** like catapults, ballistae, and certain lower tech **field artillery**.

Scrounge - The art of combing through ruins or similar places and finding things of value. To scrounge for specific items, the player must declare what they're looking for. The difficulty depends on the likelihood of finding a working, intact, or edible sample of the item in question in the area being searched. Alternatively, the player can just scrounge for "whatever," in which case the **Effect** of the skill roll determines what sort of stuff the player finds (and what condition it's in).

Trade - Any skill applied to the purpose of performing a service or creating a good in order to make money can be considered a *Trade*. Examples include *Plumbing*, *Civil Engineering*, *Programming*, *Hydroponics*, *Aquaculture*, *Tailor*. Trades can be as general or as specific as needed; a character may learn *Computers* and *Trade (Programming)*, for example. The first implies formal training in the technology; the second suggests a more businesslike approach to a specific subskill. Multiple Trades related to the same topic may be learned as well; *Trade (Programming)* and *Trade (Networks)* are both *Computer* trades, but with different applications.

Characters

ARMY

(Short quote from a soldier)

You were a member of the organized fighting forces of one of the nations of Zhdant.

Qualification: End 5+

Assignments:

Choose from the following.

Infantry: You served as the main body of ground troops.

Support: You served in a support role as a medic, engineer, cook, or other rear echelon function.

Cavalry: You served in some form of mechanized cavalry.



Musterling-Out Benefits

Roll	Cash	Other
1	2000	Weapon
2	5000	Armor
3	10000	+1 Edu
4	10000	+1 End
5	10000	+1 Int
6	20000	Medal
7	30000	+1 Soc

End of Days: Before the End, the nations of Zhdant maintained their own dedicated fighting forces. You come from the ranks of these men and women responsible for keeping the security of your home state.

Wasteland: In the decades following the Dzaqtas, city-states arose and became walled enclaves. Each had some kind of organized militia or military force to maintain security within their borders and keep the “unclean” out.

Rising Empires: As the various city-states gained power and prominence, their armies became more organized and effective. Rulers and warlords used them for reclaiming territory and resources, and making war on other states.

TABLE OF RANKS

Rank	NCO	Benefit	Officer	Benefit
0	Trooper	Gun Combat 1	Warrant Officer	Gun Combat 1
1	Leader	Recon 1	Officer of 20	Leadership 1
2	Leader of 10		Officer of 50	
3	Leader of 20	Leadership 1	Officer of 100	Tactics (military) 1
4	Leader of 50		Officer of 500	
5	Leader of 100		Officer of 1000	
6	Leader of 1000		Officer of 5000	+1 Soc

Characters
LIFE EVENTS

2d6 Event

- 2 Disaster!** Roll on the Mishaps table but continue in this career.
- 3 Combat Duty:** You are assigned to a region torn by war or insurrection. Gain +1 to Stealth, Persuade, or Recon.
- 4 Natural Disaster:** Roll 1D. On a 1, roll on the Injury table. Otherwise, gain +1 Survival or Medic.
- 5 Commando Training:** Gain +1 to Heavy Weapons, Recon or Survival and +2 to your next Advancement roll.
- 6 War:** You are embroiled in brutal ground combat. Roll Gun Combat or Stealth 8+ to avoid injury; if successful, gain +1 to Gun Combat, Leadership, or Tactics (military).
- 7 Life Event:** roll on the Zhadani Life Events table.
- 8 Advanced Training:** Roll Edu 8+ to gain +1 to any skill already known.
- 9 Surrounded:** Outnumbered by the enemy, you hold out until relief arrives. Gain +2 to your next Advancement roll.
- 10 Peacekeeping:** You are assigned to peacekeeping duty. Gain +1 to Admin, Investigate or Recon.
- 11 Noticed by Superiors:** Gain an Ally and +2 to your next Advancement.
- 12 Heroism:** Your next Advancement roll is automatically successful.

MISHAPS

1D Mishap

- 1** Severely injured in action. Roll twice on the Injury table and take the lower result.
- 2** You are involved in a disastrous campaign from which you barely escape. Behind enemy lines, you make 1D3 contacts.
- 3** You are sent to suppress an insurgency. You are released from duty due to stress or an injury. Gain +1 to Recon or Survival. If Soc-10+, also gain an Enemy in Government.
- 4** You discover your commanding officer is involved in criminal activity. You can either join in and gain an Ally before being kicked out, or turn him in and take your chances. If you do this, roll Advocate 8+ to avoid discharge.
- 5** You have problems working with a fellow officer or soldier. Gain a Rival.
- 6** You are injured in action. Roll once on the Injury table.

Note: Characters with high Psi might, if noticed, be offered work in an Intelligence division. Roll Psi 8+; on success, learn Tactics (military), Persuasion, Deception or Investigate. Also roll for Advancement.

If selected, roll Psi 8+ to learn one Talent as an **Adept**. On a roll of 6 on the Advanced Education table you may instead take +1 to your Talent.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Drive	Tactics (military)
2	+1 Dex	Athletics	Leadership
3	+1 End	Gun Combat	Advocate
4	Gamble	Recon	Diplomat
5	Medic	Melee	Tactics (military)
6	Melee (unarmed)	Heavy Weapons	Admin

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Infantry	Specialist: Support	Specialist: Cavalry
1	Gun Combat	Mechanic	Mechanic
2	Melee	Drive	Drive
3	Heavy Weapons	Flyer	Flyer
4	Stealth	Explosives	Recon
5	Athletics	Comms	Gunnery
6	Recon	Medic	Sensors

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Drive	Tactics (military)
2	+1 Dex	Athletics	Leadership
3	+1 End	Gun Combat	Advocate
4	Brawling	Recon	Diplomat
5	Medic	Melee	Tactics (military)
6	Melee (unarmed)	Animals	Admin

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Infantry	Specialist: Support	Specialist: Cavalry
1	Gun or Bow Combat	Mechanic	Mechanic
2	Melee	Drive	Drive
3	Stealth	Explosives	Animals
4	Athletics	Medic	Recon
5	Recon	Comms	Gunnery
6	Survival	Gun Combat	Comms

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Animals	Leadership
2	+1 Dex	Athletics	Tactics (military)
3	+1 End	Bow Combat	Advocate
4	Carousing	Recon	Diplomat
5	Gamble	Melee	Tactics (military)
6	Brawling	Survival	Admin

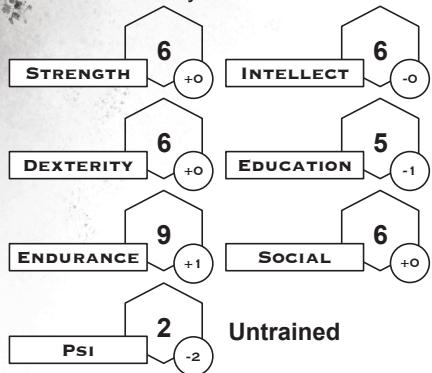
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Infantry	Specialist: Support	Specialist: Cavalry
1	Bow Combat	Animals	Animals
2	Melee	Explosives	Mechanic
3	Stealth	Medic	Recon
4	Athletics	Bow Combat	Drive
5	Recon	Mechanic	Gunnery
6	Survival	Jack-of-all-Trades	Comms

Name: Rabrstedla Arshej

Age: 32 **Origin:**

Era: End of Days



Career: Army/Cavalry

Terms: 4



Skills

Streetwise 0
Drive 1
Mechanic 1
Athletics 0
Gun Combat (slug rifle) 1
Recon 1
Melee (unarmed) 0
Heavy Weapons (launchers) 1
Sensors 2
Flyer (LTA) 1

Background: Born in a major city

Life Events

Age	Event
6	Witness to a crime. Gains an Enemy (Rogue).
17	Really applies himself to his education. +1 Edu
20	Good Fortune - +2 to one Benefit Roll
24	Assigned to Peacekeeping duty. Learns Recon.
28	Promoted for Heroism
32	Dzaqtla! Career ends; every man for himself!

Cr. 27000

Rank: 3 (Officer of 150) **Benefits:** Medal, +1 Int, +1 End

"Always been used to change, in every way. The Army helped me get out of a bad place, away from bad people in Diolpiki, to somewhere I could help other people out of bad places.

"So I was busy for a while, helping change people's fortunes- bad and good alike- at the gunner's end of a rocket launcher. Then I took charge of a Recon Troop, and trained some like-minded soldiers to help me. We even broke the Raider's Convoy at the Fritver Pass. Every trooper with me that day deserves that medal more than I did.

"But this change? The End of The World? I guess I'll just try to find a way I can help people who deserve it . . . with a rocket launcher, a rifle, or even an axe."

Characters

AVIATOR

"Being up there, in the clouds, it's the best feeling in the world."

You flew one of the massive ariships, gliders, or interplanetary shuttles for one of the nations of Zhdant.

Qualification: Dex 6+

Assignments: Choose from one of the following.

Civil: You flew a cargo plane or airship for a corporation or civil government.

Military: You were part of a nation's air forces.

Spacer: You piloted one of the many shuttles between Zhdant and Viepchakl (not available after the End of Days).



MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	2000 +1 Edu	
2	5000 Weapon	
3	10000 Weapon	
4	10000 +1 Dex	
5	10000 +1 Int	
6	20000 Aircraft	
7	30000 +1 Soc	

End of Days: Prior to the End Days, the skies of Zhdant were filled with great airships and massive gliders that carried passengers and trade goods between the various lands and their tributaries. Shuttles flew between Zhdant and its moon, Viepchakl, on a regular basis.

Wasteland: Aviators who survived the Dzaqltas might still be alive in the early years of the Wasteland Era. A few of the flying machines might even be operational, having been lovingly maintained by dedicated mechanics. Later, salvaged machines in the hands of amateur mechanics patrol the skies.

Rising Empires: After hundreds of years, none of the original gliders, planes and airships remain. However, there are those who have studied the world as it was, and yearn for the days before The End. Experimental airships and balloons might be found in more civilized areas.

TABLE OF RANKS

Rank	Civil	Benefit	Military	Benefit	Spacer	Benefit
0	Aircrew		Aircrew	Mechanic 1	Crew	Vacc Suit 1
1	Pilot	Flyer 1	Pilot	Flyer 1	Pilot	
2	4 th Officer		Flight Lt		Sr. Pilot	Sm. Craft 1
3	3 rd Officer	Admin 1	Sqdn Ldr	Tactics (air) 1	Flight Officer	
4	2 nd Officer		Group Cpt		Mission Cdr	Space Sci 1
5	1 st Officer	Persuade 1	Captain	Leadership 1	Captain	
6	Captain	+1 Soc	Commander	+1 Soc	Commander	+1 Soc

Characters LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Combat Duty: (Military) You are assigned to a region torn by war or insurrection. Gain +1 to Sensors, Navigation, or Recon. (Corporate) Your company is contracted to fly supplies into a combat zone. Gain +1 to Comms, Navigation, or Recon. (Spacer) You get specialist training in high risk operations. Gain +1 to Comms, Navigation, or Sensors.
4	Natural Disaster: Your unit or company is sent to assist in an area affected by a natural disaster. Roll 1D. On a 1, roll on the Injury table. Otherwise, gain +1 Survival or Medic.
5	Gain a Skill: You learn something new: Trade , Engineer (Electronic), Animals , or Social Science
6	Connections: You make a Contact outside your normal circles.
7	Life Event: roll on the Zhdani Life Events table.
8	Advanced Training: Roll Edu 8+ to gain +1 to any skill already known.
9	Foil a Crime: You catch another crew member in the act of committing a crime (sabotage, mutiny, smuggling, or conspiracy). Gain an Enemy, but +2 to your next Advancement roll.
10	Evacuation: You are sent to a region where civilians need to be evacuated quickly. Gain +1 to Admin, Investigate or Recon.
11	Noticed by Superiors: Gain an Ally and +2 to your next Advancement roll.
12	Heroism: Your next Advancement roll is automatically successful.

MISHAPS

1D	Mishap
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	(Military) You are shot down during a disastrous military action. Behind enemy lines, you make 1D3 contacts. (Corporate) Your flight path takes you through a conflict zone, forcing you to make an emergency landing. Lose one benefit roll for this term but gain 1D3 contacts. (Spacer) Your capsule returns to Zhdant in hostile territory. Roll on the Injury table but gain +1 to Stealth.
3	You are blamed for an accident that causes the deaths of several crew members. If you were responsible, gain one free roll on the Skills table before being discharged. If not, gain the officer who blamed you as an Enemy but keep your benefit roll for this term.
4	You discover your commanding officer or a senior executive is involved in criminal activity. You can either join in and gain an Ally before being kicked out, or turn him in and take your chances. If you do this, roll Advocate 8+ to avoid discharge.
5	You have problems working with a fellow officer or soldier. Gain a Rival.
6	You are injured in action. Roll once on the Injury table.

Note: Characters with high Psi might, if noticed, be given advanced training. Roll Psi 8+; on success, learn Tactics (military), Sensors, Recon or Survival. Also roll for Advancement.

If selected, roll Psi 8+ to learn one Talent as an **Adept**. On a roll of 6 on your service Specialization table you may instead take +1 to your Talent.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Flyer
2	+1 Dex	Gun Combat	Mechanic
3	+1 End	Drive	Leader
4	Gambling	Flyer	Computer
5	Carousing	Athletics	Admin
6	Brawling	Mechanic	Medical

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Civil	Specialist: Military	Specialist: Spacer
1	Admin	Leadership	Vacc Suit
2	Mechanic	Flyer	Pilot (Small Craft)
3	Navigation	Mechanic	Flyer
4	Flyer	Engineer (Electronics)	Computer
5	Comms	Navigation	Admin
6	Computers	Sensors	Survival

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Flyer
2	+1 Dex	Gun Combat	Mechanic
3	+1 End	Mechanic	Medical
4	Survival	Athletics	Survival
5	Brawling	Flyer	Recon
6	Gun Combat	Survival	Jack-of-all-Trades

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Civil	Specialist: Military	Specialist: Spacer
1	Admin	Leadership	-
2	Mechanic	Flyer	-
3	Navigation	Tactics (air)	-
4	Flyer	Bow Combat	-
5	Survival	Navigation	-
6	Recon	Recon	-

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Flyer
2	+1 Dex	Athletics	Mechanic
3	+1 End	Mechanic	Navigation
4	+1 Int	Gun/Bow Combat	Recon
5	Survival	Flyer	Survival
6	Brawling	Survival	Animals

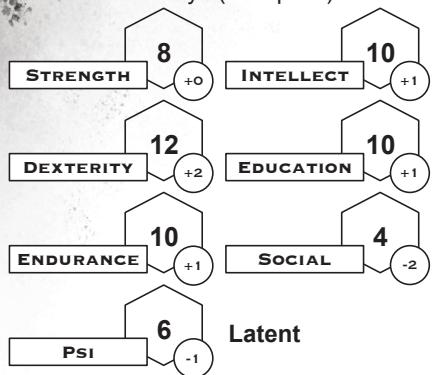
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Civil	Specialist: Military	Specialist: Spacer
1	Admin	Flyer	-
2	Mechanic	Leadership	-
3	Navigation	Tactics (air)	-
4	Flyer	Navigation	-
5	Survival	Gun Combat	-
6	Recon	Recon	-

Name: Vazbieqle Efeted

Age: 29 **Origin:** Hideout

Era: End of Days (Dzaqlas!)



Career: Aviator/Military

Terms: 1



Skills

Athletics (coordination)-0
Brawling-0
Drive (wheeled)-0
Flyer (LTA)-1
Gun Combat (slug pistol)-0
Mechanic-1
Navigation-1
Survival-1
Trade (Computers)-1

Background: Born in a hideout

Life Events

Age	Event
20	Natural Disaster, Learns Survival-1
28	Learns Trade-1
29	Dzaqlas! Fails survival roll, civilization collapses!

Cr.2000

Rank: Benefits: +1 Dex **Benefits:**

"Ya' ever lived on the streets? Didn't think so. I grew up in that shit, born and raised in Ichaifrdobdra. Didn't know my father, mom was an addict, hooked on some shit supposed to boost your psi powers. Guess it does, when she was trippin' things got *weird* around her."

"Anyway, I hadda make it on my own, hustling whatever I could to whoever would buy. Saw a lot of friends get cackled or arrested or worse. So hell yeah, when that recruiter found me I signed up. Had an aptitude for flying so they put me on airships."

"It was good, for a while. Learned some stuff, helped some folks. Then the world went to hell and here we are. You need to fly, though, I'm your girl."

BARBARIAN

"As the world fell, ordinary men were battered and smashed."

You were part of one of the many communities that populated the Wasteland after the Dzaqlas.

Qualification: Str 6+

Assignments:

Choose from the following.

Tribesman: You were a commoner, doing the farming, gathering, scavenging, smithing, or other tasks.

Warrior: You were one of the men and women called to war when needed.



MUSTERING-OUT BENEFITS

Scout: Your stealth and observation skills made you perfect for recon.

Roll	Cash	Other
1	100 Blade	
2	200 Blade	
3	1000 Bow	
4	2000 Gun	
5	3000 Vehicle	
6	4000 +1 Edu	
7	5000 +1 Int	

End of Days: Before the End, you were part of a biker gang or survivalist enclave living on the edges of civilization. Now, as the Dzaqlas claims the weak and "civilized," you sense it's your time to rise and rule a new Zhdant.

Wasteland: That didn't quite go as you'd hoped. The Dzaqlas killed everyone, even some of your own. Now the Wasteland is ruled by those brutal enough to pillage, mobile enough to scavenge.

Rising Empires: Just when you thought the strong were taking their rightful place as rulers, some **upstart** comes out nowhere claiming "divine right?" And they've got that creepy **magic** about them, even worse. Time to go to war.

TABLE OF RANKS

Rank	Tribesman	Benefit	Warrior	Benefit	Scout	Benefit
0	Tribesman		Warboy			
1	Trade		Leader	Melee	Scout	Recon
2						
3	Craftsman		Chieftain	Leadership	Tracker	Survival
4						
5	Elder	Admin	Elder	Admin	Hunter	
6	Soc +1		Warlord	Soc +1		

Characters

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Tribal Warfare: Your community goes to war with (or is attacked by)
4	Natural Disaster: An earthquake, hurricane, or other natural disaster destroys your community. Roll Survival 8+. Fail, and roll once on the Injury table. Succeed and learn one level of Survival, Recon or Medical.
5	Gain a Skill: You learn something new. Gain one level of Jack of all Trades, Survival, or Medical.
6	Connections: You make a Contact outside your tribal circles.
7	Life Event: roll on the Zhadani Life Events table.
8	Living on the Edge: Roll Edu 8+ to gain +1 to any skill already known.
9	High Risk, High Reward: You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: 1-2: You are Injured - roll once on the Injury table 3-4: You survive, but gain nothing 5-6: You succeed. Gain +4 to any one Benefit roll
10	Attacked: While on patrol (or recon) you are attacked by an enemy tribe. Gain an Enemy if you don't have one already, and roll any combat skill 8+ to avoid injury.
11	Noticed by Superiors: Gain an Ally and +2 to your next Advancement roll.
12	Heroism: Your skill in battle earns you a few scars and a promotion. Your next Advancement roll is automatically successful.

MISHAPS

d6	Mishap
1	Severely Injured: Roll twice on the Injury table and take the lower result.
2	Injury: Roll once on the Injury table.
3	Disgraced: You make a grave mistake that gets noticed by your clan leadership. Gain an Enemy.
4	Illness: You suffer a life-threatening illness. Reduce Endurance by 1.
5	Betrayal! A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
6	Stranded: Your war party or scouting team is attacked and you are left for dead. Roll Survival 8+; on success, you make it back to your clan. Fail, and roll on the Injury table.

Note: In a Wasteland or Rising Empires campaign, characters with high Psi Strength (9+) may become **Shamans**. Roll for Psionic talent acquisition as usual; these are **Wild Talents** and follow the guidelines in Chapter 5: Psionics. The ref should also roll on the Mystic Orders table of Chapter 5: Psionics to determine the tribe's attitude toward Psi powers. Shamans may roll on the Advanced Education skill tables as though they had Edu 8+, but with the following changes:

- instead of Jack of all Trades, they improve a talent they already have
- instead of Medic, roll to acquire the **Healing** talent
- instead of Recon, roll to acquire the **Telepathy** talent. If you already have it, improve it by 1

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Mechanic
2	+1 Dex	Melee	Survival
3	+1 End	Melee	Melee
4	Carousing	Gun Combat	Recon
5	+2 Str	Drive	Medic
6	+1 End	Streetwise	Jack of all Trades

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Tribesman	Specialist: Warrior	Specialist: Scout
1	Trade	Melee	Drive
2	Mechanical	Gun Combat	Recon
3	Melee	Survival	Survival
4	Carousing	Bow Combat	Medical
5	Animals	Tactics	Stealth
6	Survival	Leadership	Animals

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Mechanic
2	+2 Str	Melee	Survival
3	+1 End	Melee	Recon
4	+1 Dex	Gun or Bow Combat	Medic
5	Carousing	Drive	Tactics
6	Melee	Survival	Jack of all Trades

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Tribesman	Specialist: Warrior	Specialist: Scout
1	Trade	Brawling	Surival
2	Animals	Melee	Medic
3	Melee	Melee	Recon
4	Carousing	Bow Combat	Stealth
5	Surival	Survival	Animals (or Drive)
6	Mechainc	Leadership	Mechanic

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Mechanical
2	+2 Str	Melee	Survival
3	+1 End	Melee	Recon
4	+1 Dex	Bow Combat	Medical
5	Carousing	Survival	Tactics
6	Melee	Animals (or Drive)	Jack of all Trades

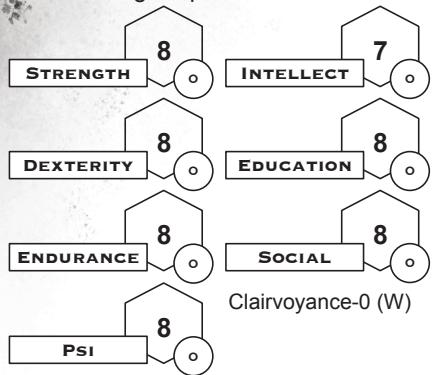
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Tribesman	Specialist: Warrior	Specialist: Scout
1	Trade	Brawling	Survival
2	Animals	Melee	Medic
3	Melee	Bow Combat	Recon
4	Carousing	Survival	Stealth
5	Survival	Animals	Animals (or Drive)
6	Mechanic	Leadership	Mechanic

Name: Choa Erebr

Age: **Origin:** Holy Place

Era: Rising Empires



Career: Barbarian Scout **Terms:** 4



Skills

Brawling 0
Melee 0
Bow Combat 0
Drive 1
Survival 2
Recon 2
Medic 1

Background: Born in a Holy Place

Life Events

Age	Event
20	Learns to Survive.
23	Attacked while on patrol. Gains an Enemy.
31	Natural Disaster! Learns Recon.
36	Makes a connection with another tribe. Leaves the tribe.

Cr. 3000

Rank: 2 (Scout)

Benefits: Vehicle (Psi fetish), Gun

"The priests who raised me said my mother left me on the stoop of the monastery in a basket. But that's what they said about every kid like me. Maybe part of it's true. Hard to say. All I know is, when the tribe came raiding they gave me up in a heartbeat to save their own skins."

"The Holy Man of the tribe said I had some talent - not enough to be a Shaman, but maybe good for a warrior or scout. Maybe that's true too. All I know for sure is when I'm riding, the Wasteland just opens up to me, you know? Like I can see things others can't, far down the road. It's how I survive out there on my own, just me and my bike, engine running. Anyway, the Dzayak clan is on the move again. Better get ready for war."

Characters

CITIZEN

(Quote from a citizen)

You were a corporate manager, a general labourer, or a pioneer breaking ground in the wild lands of Zhdant.

Qualification: Edu 5+

Assignments:

Choose from the following.

Corporate: You were an executive or manager in a corporation. (End of Days only)

Worker: You were a blue-collar citizen working for a living.

Pioneer: You were part of an expansion effort on Zhdant or Viepchakl.



MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	1000	Weapon
2	5000	Vehicle
3	10000	+1 Edu
4	10000	+1 Int
5	10000	Armor
6	50000	Honors
7	100000	+1 Soc

End of Days: You were one of the millions of ordinary people going about their daily lives, working for a living and trying to get ahead. Then the world ended and you had to fight for your life.

Wasteland: In this scenario, there are no “citizens” in a traditional sense, though the common folk protected by various city states may fill that role as Laborers and Tradesmen. **Corporations** no longer exist in this scenario.

Rising Empires: In this scenario, Citizens are those who make up the bulk of a nation’s population and do the trade work.

TABLE OF RANKS

Rank	Corporate	Benefit	Worker	Benefit	Pioneer	Benefit
0						
1						
2	Manager	Admin 1	Technician	Trade 1		Sufvival 1
3						
4	Sr Manager	Advocate 1	Craftsman	Mechanic 1		Navigation 1
5						
6	Director	+1 Soc	Master Tech	Engineering 1		Gun Combat 1

Characters

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Your career leads in unusual directions; gain a level of Jack-of-all-Trades.
4	Natural Disaster! Roll Str, Dex or End 8+ to avoid injury. If successful, gain +1 Survival or Medic.
5	Training: You spend time learning to operate a vehicle, either for work or as a hobby. Gain +1 to Drive, Mechanic, or Flyer.
6	Business is Good: Your interests expand or grow. Gain +1 to any Benefit roll for this term.
7	Life Event: roll on the Zhodani Life Events table.
8	Rewarded: Your diligence earns you a +2 to your next Advancement.
9	Technical Training: Roll Edu 8+ to gain one level in a skill already known.
10	Advanced Training: Gain one level of Comms, Computers, or Sensors.
11	Noble Ally: You gain a friend in high places. Gain an Ally and +2 to your next Advancement.
12	Promoted: Your hard work earns you an automatic promotion.

MISHAPS

1D	Mishap
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	Harassed: You are harassed and your life is ruined by a criminal gang. Gain them as an Enemy.
3	Trade War: Disruptions in the supply chain cause hardship. Lose a benefit roll for this term.
4	Conflict: A conflict throws your life into chaos. Roll 1D on the Zhodani Life Events table.
5	Tragedy: A family member, friend, or lover is killed in an accident. Lose an Ally or Contact.
6	Rival: One of your co-workers develops a hatred of you and sabotages your life. Gain a Rival.

Note: Characters with high Psi (9+) have a good chance of being selected for management positions. Roll Psi 8+; on a success gain an immediate promotion and learn one Talent at the **Adept** level. Additionally, **Corporate** characters may improve their Talent on a roll of 6 on Advanced Education or the Corporate Specialist skill tables.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Edu	Drive	Art
2	+1 Int	Flyer	Advocate
3	Carouse	Streetwise	Diplomat
4	Gamble	Melee	Broker
5	Drive	Steward	Computers
6	Jack of all Trades	Trade	Medic

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Corporate	Specialist: Worker	Specialist: Pioneer
1	Advocate	Drive	Animals
2	Admin	Mechanic	Athletics
3	Broker	Trade	Jack of all Trades
4	Computers	Engineer (electrical)	Recon
5	Diplomat	Trade	Survival
6	Leadership	Science	Recruiting

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Edu	Drive	Art
2	+1 Int	Streetwise	Advocate
3	Carouse	Melee	Diplomat
4	Gamble	Steward	Broker
5	Drive	Trade	Bribery
6	Jack of all Trades	Art	Medic

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Corporate	Specialist: Worker	Specialist: Pioneer
1	-	Drive	Animals
2	-	Mechanic	Athletics
3	-	Trade	Jack of all Trades
4	-	Engineer	Recon
5	-	Trade	Survival
6	-	Recon	Trade

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Edu	Animals	Art
2	+1 Int	Streetwise	Advocate
3	Carouse	Melee	Diplomat
4	Gamble	Steward	Admin
5	+1 Str	Trade	Broker
6	Jack of all Trades	Art	Medic

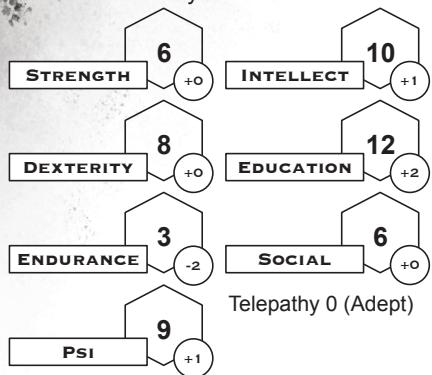
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Corporate	Specialist: Worker	Specialist: Pioneer
1	-	Animals	Animals
2	-	Bow Combat	Athletics
3	-	Trade	Jack of all Trades
4	-	Melee	Recon
5	-	Trade	Survival
6	-	Recon	Trade

Name: Dratsaflidibr Drodri

Age: 27 **Origin:**

Era: End of Days



Career: Citizen/Corporate **Terms:** 2

Skills

Drive (wheeled) 0
 Streetwise 2
 Flyer (LTA) 0
 Melee (unarmed) 0
 Steward 0
 Trade (Aquaculture) 0
 Advocate 1
 Broker 1
 Admin 2

Background: Born in a major city

Life Events

Age	Event
6	Witness to a crime. Escapes, but makes an Enemy.
18	Bad breakup - leaves his partner on bad terms.
20	Commits a crime, loses one Benefit and -1 Soc.
26	Business is good. +1 to any Benefit roll.
27	Denied re-enlistment.

Cr. 10000

Rank: 2 (Manager)

Benefits: Jack armor

"One day, everything was normal—meetings, deadlines, quarterly reports—and the next, it wasn't. The plague spread faster than anyone predicted. Now no one's left to close the deals or keep the lights on."

"I thought I'd be stronger in a crisis. Instead, I'm paralyzed. I tried reaching out to the company's board members, but the phone just rings. I tried to call my wife... her number's disconnected. The world's unraveling, and I can't even bring myself to leave the building. The air feels thicker now, like something is coming."

"I wonder if anyone else is still out there, or if I'm just the last man standing."

"I have a gun stashed under my desk. Now I wonder who I'll have to use it on."

Characters

DRIFTER

(Quote from a drifter)

You were a wanderer, hitchhiker, or vagrant making his way in the world.

Qualification: Automatic

Assignments:

Choose from the following.

Scavenger: You made a living collecting and selling salvage.

Wanderer: You lived hand-to-mouth on the streets of Zhdant's cities and in the wilderness.

Hunter: You lived apart from civilization, hunting and trapping the creatures of Zhdant.



MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	-	Contact
2	-	Weapon
3	1000	Ally
4	2000	Weapon
5	3000	+1 Edu
6	4000	+1 End
7	5000	Vehicle

End of Days: Before the world fell, you wandered from city to city, catching rides when you could and living on your own or sometimes with small groups. Now, not much has changed, but you avoid cities and have to watch out for the infected.

Wasteland: Somehow you made it, one of the fortunate few to survive the plague. Now you're eking out an existence among your fellow survivors, teaming up when it suits you and trading what you hunt and find.

Rising Empires: You've seen it before, dozens of times, someone gets the idea that they can "civilize" the wasteland. They've all failed. But you've heard rumors of new powers rising, and this time it seems different. Maybe this world isn't lost after all.

TABLE OF RANKS

Rank	Scavenger Benefit	Wanderer Benefit	Hunter Benefit
0			
1	Survival	Streetwise	Animals
2	Recon	Melee	Recon
3			
4	Jack o T	Deception	Survival
5			
6			

Characters

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Opportunity: A patron offers you a chance at a job. Accept and get +4 to your next Advancement, but now you owe them a favor.
4	Natural Disaster: An earthquake, hurricane, or other natural disaster strikes the place you're living in. Roll Survival 8+. Fail, and roll once on the Injury table. Succeed and learn one level of Survival, Recon or Medical.
5	Gain a Skill: You learn something new. Gain one level of Jack of all Trades, Survival, or Melee.
6	Find: You manage to scrounge something useful. Go to the Life Events table and have an Unusual Event.
7	Life Event: roll on the Zhadani Life Events table.
8	Living on the Edge: Roll Edu 8+ to gain +1 to any skill already known.
9	High Risk, High Reward: You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: 1-2: You are Injured - roll once on the Injury table 3-4: You survive, but gain nothing 5-6: You succeed. Gain +4 to any one Benefit roll
10	Attacked: You are attacked by someone. Gain an Enemy if you don't have one already, and roll any combat skill 8+ to avoid injury.
11	Drafted: You are conscripted into the Army. Change careers for your next term.
12	Thriving: You thrive in adversity. Your next Advancement roll is automatically successful.

MISHAPS

d6	Mishap
1	Severely Injured: Roll twice on the Injury table and take the lower result.
2	Injury: Roll once on the Injury table.
3	Disgraced: You run afoul of a gang, tribe, or government official. Gain an Enemy.
4	Illness: You suffer a life-threatening illness. Reduce Endurance by 1.
5	Betrayal! A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
6	Stranded: You are stranded and left for dead. Roll Survival 8+; on success, you make it back to your group. Fail, and roll on the Injury table.

Note: Characters with high Psi Strength (9+) may have, by accident, developed some of their talent. Roll Psi 8+ and note the **Effect** of the roll.

- On a 0 (**Marginal Success**) you learn on your own through trial and error as a **Wild Talent**; roll to acquire **one** psionic talent this way.
- On an **Average Success** (1 to 5) you discover 1D3 Talents hidden within you; these are both **Wild Talents**.
- On an **Exceptional Success** (6+) you find a mentor who trains you in multiple Talents as an **Adept**. Roll to acquire **one** Talent in this way.

Also roll for *Psychic Trauma* for each Talent you learn. You did it the hard way and paid a price for your skills. In any case you may try to learn additional talents later in life at the usual penalties.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Athletics	-
2	+1 Dex	Gun Combat	-
3	+1 End	Melee	-
4	Jack of all Trades	Recon	-
5	+1 Int	Survival	-
6	+1 End	Stealth	-

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Scavenger	Specialist: Wanderer	Specialist: Hunter
1	Drive	Athletics	Survival
2	Mechanic	Deception	Animals
3	Scrounge	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Streetwise	Gun Combat
6	Streetwise	Survival	Melee

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Athletics	-
2	+1 Dex	Gun or Bow Combat	-
3	+1 End	Melee	-
4	Jack of all Trades	Recon	-
5	+1 Int	Survival	-
6	+1 End	Stealth	-

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Scavenger	Specialist: Wanderer	Specialist: Hunter
1	Drive (or Animals)	Athletics	Survival
2	Mechanic	Deception	Animals
3	Scrounge	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Survival	Gun (or Bow) Combat
6	Stealth	Streetwise	Melee

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Athletics	-
2	+1 Dex	Bow Combat	-
3	+1 End	Melee	-
4	Jack of All Trades	Recon	-
5	+1 Int	Survival	-
6	+1 End	Stealth	-

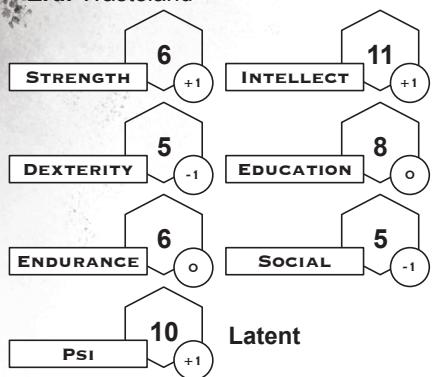
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Scavenger	Specialist: Wanderer	Specialist: Hunter
1	Animals	Athletics	Survival
2	Mechanic	Deception	Animals
3	Scrounge	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Survival	Bow Combat
6	Stealth	Streetwise	Melee

Name: Zhdiktloz

Age: 24 **Origin:**

Era: Wasteland



Career: Drifter/Scavenger **Terms:** 1

Skills

Seafarer 0
 Athletics (swimming) 0
 Bow Combat 0
 Melee (blade) 0
 Recon 0
 Survival 0
 Stealth 1

Background: Born on the High Seas

Life Events

Age	Event
20	Attacked - Gains an enemy, nearly killed. -3 Str, -2 Dex/End

Cr. 0

Rank: 0

Benefits: Axe

"If it wasn't for bad luck, I'd have none at all.

"Was born in the hold of a fishing boat, spent most of my life at sea. First time we went ashore to do some trade and salvage, we get attacked by some scavs. Took everything from us - everything. Killed my family, left me for dead.

"But a sea rat is harder to kill than that. I lived, and I'm gonna track down the bastard who did it. He'll pay."

Characters

ENTERTAINER

(Quote from an entertainer)

You were part of the media, either as an artist, performer or journalist.

Qualification: Int 5+

Assignments:

Choose from the following.

Artist: You were a painter, sculptor or other visual/physical artist.

Journalist: You worked for an organization chronicling the day's events.

Performer: You were an actor, dancer, musician or other stage performer.



MUSTERING-OUT BENEFITS

	Roll	Cash	Other
Artist	1	100	Contact
Journalist	2	1000	+1 Soc
Performer	3	10000	Contact
Artist	4	10000	+1 Soc
Journalist	5	40000	+1 Int
Performer	6	40000	+1 Edu
	7	80000	Award

End of Days: Before the End, artists and performers did what entertainers do everywhere else - they provided diversions from daily life and often commented and reported on the day's events. As the world fell around them, many fell with it.

Wasteland: Even in the Fallen World, artists survive. Journalists, now in the form of traveling minstrels and wandering theater troupes, carry news and information between communities.

Rising Empires: The arts are on the rise again as civilization returns to Zhdant. Performers tell the tales and bring word of the coming new Empires, artists document events, sculptors rebuild the cities from the ashes of the old world.

TABLE OF RANKS

Rank	Artist	Benefit	Journalist	Benefit	Performer	Benefit
0						
1	Art		Freelancer	Comms		+1 Dex
2				Investigate		
3		Investigate				+1 Str
4			Reporter	Persuade		
5		+1 Soc				+1 Soc
6			Chief	+1 Soc		

Characters

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Opportunity: You are invited to participate in a controversial performance or exhibit. Roll Art or Investigate. If successful, gain +1 to Soc. If you fail, lose -1 Soc.
4	High Places: You become part of the celebrity circles. Gain +1 to Carouse, Persuade, Steward or a Contact.
5	Recognition: One of your works becomes popular, gaining you fame and notoriety. Gain +1 to any Benefit roll.
6	Patron: Meet a patron of the arts. Gain +1 to your next Advancement roll and gain an Ally.
7	Life Event: roll on the Zhadani Life Events table.
8	Political Machinations: You have the chance to criticize a person in high places. If you refuse, you gain nothing. If you accept, gain an Enemy and roll Arts or Investigate 8+. If you succeed, gain +1 to any skill you already have. If you fail, gain the skill level and roll on the Mishap table.
9	Tour: You visit several cities, showing your skills. Gain 1D3 Contacts.
10	Theft: One of your pieces is stolen, bringing you into contact with the criminal underworld. Gain a level of Streetwise, Investigate, Recon or Stealth.
11	Unusual Event: Artists have strange lives. Go to the Life Events table and have an Unusual Event.
12	Prestige: You win an award and recognition, gaining an immediate promotion.

MISHAPS

d6	Mishap
1	Severely Injured: Roll twice on the Injury table and take the lower result.
2	Injury: Roll once on the Injury table.
3	Disgraced: Public opinion turns against you. Lose -1 Soc.
4	Mistake: An investigation, tour or project goes badly wrong, leaving you stranded and far from home. Gain +1 to Survival, Recon, Streetwise, or Persuade. Betrayal! A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
6	Censored: You are forced out due to some controversy over your work. Gain +2 to the Advancement roll in your next career.

Note: Characters with high Psi Strength (9+) may have a chance to develop their talent and enhance their skills and reputations. Roll Psi 8+ and note the **Effect** of the roll.

- On a 0 (**Marginal Success**) you learn on your own through trial and error as a **Wild Talent**; roll to acquire **one** psionic talent this way.
- On an **Average Success** (1 to 5) you find a mentor who trains you as an **Adept** in one talent. Roll to acquire **one** Talent.
- On an **Exceptional Success** (6+) you find a mentor who trains you in multiple Talents as an **Adept**. Roll to acquire up to 3 Talents.

In any case, you may try to learn additional talents later in life at the usual penalties.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Art	Admin
2	+1 Dex	Carouse	Computers
3	+1 Int	Diplomat	Diplomat
4	+1 Edu	Persuade	Advocate
5	Carouse	Social Science	Science
6	Stealth	Steward	Broker

SPECIALIST TRAINING (End of Days)			
Roll	Specialist: Artist	Specialist: Journalist	Specialist: Performer
1	Art	Art	Art
2	Carouse	Comms	Athletics
3	Computer	Computer	Carouse
4	Gambler	Investigate	Deception
5	Persuade	Recon	Stealth
6	Trade	Streetwise	Streetwise

SKILLS AND TRAINING (Wasteland)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Art	Admin
2	+1 Int	Carouse	Diplomat
3	+1 End	Diplomat	Advocate
4	+1 Dex	Persuade	Broker
5	Carouse	Steward	Trade
6	Stealth	Jack of all Trades	+1 Edu (or Psi)

SPECIALIST TRAINING (Wasteland)			
Roll	Specialist: Artist	Specialist: Journalist	Specialist: Performer
1	Art	Art	Admin
2	Carouse	Investigate	Diplomat
3	Persuade	Recon	Advocate
4	Trade	Survival	Trade
5	Scrounge	Stealth	Melee
6	Melee	Diplomat	Survival

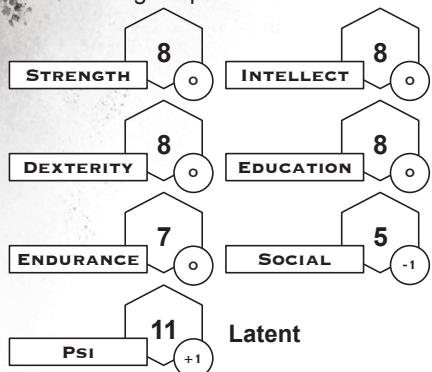
SKILLS AND TRAINING (Rising Empires)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Art	Admin
2	+1 Dex	Carouse	Diplomat
3	+1 End	Diplomat	Advocate
4	+1 Int	Persuade	Broker
5	Carouse	Steward	Trade
6	Stealth	Jack of all Trades	+1 Edu (or Psi)

SPECIALIST TRAINING (Rising Empires)			
Roll	Specialist: Artist	Specialist: Journalist	Specialist: Performer
1	+1 Str	Art	Admin
2	+1 Dex	Investigate	Diplomat
3	+1 Int	Recon	Advocate
4	+1 Edu	Persuade	Persuade
5	Carouse	Stealth	Melee
6	Stealth	Diplomat	Survival or Streetwise

Name: Dliar Iejstivl

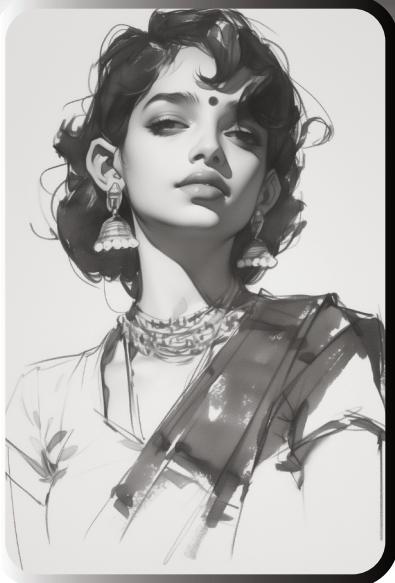
Age: 36 **Origin:**

Era: Rising Empires



Career: Entertainer/
Performer

Terms: 4



Skills

Art (acting) 0

Carouse 1

Diplomat 0

Jack of all Trades 0

Melee (blade) 1

Persuade 1

Seafarer 0

Steward 0

Background: Born in a palace

Life Events

Age Event

22 Participates in controversial performance. Loses 1 Soc.

26 Invited again to be controversial. Gains 1 Soc.

29 Life Event - Gains a Contact.

36 Life Event - Travels, gets promoted.

Cr.

Rank: 3

Benefits:

"My lords and ladies! Gather 'round and hear the tale of Liankana Tlazhdoya and the Dzaqtas Baz!"

"This is our scene: a wasteland, ravaged by war and disease, where survival is the only law. But from this darkness, a few—just a few—will dare to bring light."

"This is a story about courage in the face of fear. A fight not just for survival, but for a future. These heroes will struggle, they will bleed, and they will fall. But in the end, their ideas will endure."

"Tonight, I step onto this stage not just as a player in this tale, but as herald of change! For the story we tell tonight will bring order to the world!"

Characters

GOVERNMENT

(Quote from a government official)

Members of the government of one of the many nations of Zhdant in the pre-Dzaqtas era.

Qualification: Int 8+

Assignments:

Choose from the following.

Administrator: You were part of the civil service bureaucracy that kept the nation functioning.

Diplomat: You were a liaison between cultures and/or nations.

Nobility: You were part of the upper crust ruling class of Zhdant. In this Era, Psionics is not required.

CAREER PROGRESS		
	Survival	Advancement
Admin.	Int 4+	Edu 8+
Diplomat	End 6+	Edu 6+
Nobility	(Soc 10+)	Int 12+



MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	10000	Weapon
2	10000	Share
3	50000	Two Shares
4	50000	+1 Soc
5	100000	Award
6	100000	Contact
7	200000	+1 Soc

End of Days: Before the End, you were part of the ruling class of elite public servants. Then overnight you went from having a cush job in the halls of power to barely keeping control as society spiraled into chaos and despair.

Wasteland: What government? The few “leaders” who survived weren’t suited to the new life scavenging the ruins. Lawlessness rules the new Zhdant. Of course, some wasteland towns have their own governments, usually tribal elders.

Rising Empires: After centuries of death and strife, new powers are rising to restore order. You’re part of that, leading the charge to bring civilization out of the barbarism.

TABLE OF RANKS

Rank	Admin	Benefit	Diplomat	Benefit	Nobility	Benefit
0	Assistant		Assistant		Dlenchiepr	
1	2 nd Secy	Admin	2 nd Secy	Admin	Pranatl	Admin
2	1 st Secy		1 st Secy		Jdistebr	
3	Executive	Advocate	Executive	Advocate	Viestlas	Persuade
4	Consul		Consul		Zhobrtglasche	
5	Proconsul	Leadership	Proconsul	Diplomat	Preblshiench	Leadership iashav
6	High Consul	+1 Soc	High Consul	+1 Soc	-	-

Characters

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Your time in government gives you a wide range of experiences. Gain +1 to Animals (riding), Art (any) or Carouse.
4	You are chosen to act as a special advisor to another career for the remainder of your term. Roll on the Service Skills for any other career and gain one skill and a cash benefit roll from that career.
5	You inherit a gift from a patron. Gain +1 to any Benefit roll.
6	You become involved in politics and become a player in the intrigues of government. Gain +1 to Admin, Advocate, Diplomat, or Persuade but also a Rival.
7	Life Event: roll on the Zhodani Life Events table.
8	You get advanced training in a specialist field. Roll Edu 8+ to gain +1 to any skill you already know.
9	A group of Nobles involved in a conspiracy attempt to recruit you. If you refuse, gain an Enemy (conspiracy). If you accept, roll Diplomat or Persuade 8+. Fail and roll on the Mishaps table. Succeed and gain +1 to Carouse, Persuade or Tactics (any).
10	You are recognized as able to build bridges between factions. Gain +1 to Advocate, Diplomat or Leadership.
11	You make an alliance with a powerful and charismatic high level official, who becomes an Ally. Either gain +1 to Leadership or +2 DM to your next Advancement roll.
12	You excel in your role and are automatically promoted.

MISHAPS

d6	Mishap
1	An error in judgement leads to a diplomatic incident. You are forced to resign in disgrace, losing all but one Benefit roll.
2	Diplomatic efforts to secure a peace settlement or trade deal backfire. You cannot be promoted this term but may remain in this career.
3	Your posting loses its diplomatic status following the deterioration of relations between governments. Gain a Rival (Government) and leave this career.
4	Someone attempts to assassinate you. Roll Psi, Melee (any) or Recon 8+ to avoid it. If you fail, roll on the Injury table.
5	A foreign ambassador insults you. Roll Diplomat 8+ to avoid an incident. If you fail, you are forced out. If you succeed, gain an extra Benefit roll.
6	Terrorists attack your embassy. Roll on the Injury table.

Note: Characters with high Psi Strength (9+) may have a chance to develop their talents in service of their government. Roll first on the Mystic Orders table (Psiionics, p. 74) to find the attitude of the local government toward psionics. If the result is at least Accepting, roll Psi 8+ to learn one **talent** at the Adept level.

The talents available depend on the campaign timeline:

End of Days:

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1			
2			
3			
4			
5			
6			

SPECIALIST TRAINING (End of Days)			
Roll	Specialist: Administrator	Specialist: Diplomat	Specialist: Nobility
1			
2			
3			
4			
5			
6			

SKILLS AND TRAINING (Wasteland)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	-	-	-
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-
6	-	-	-

SPECIALIST TRAINING (Wasteland)			
Roll	Specialist: Administrator	Specialist: Diplomat	Specialist: Nobility
1	-	-	-
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-
6	-	-	-

SKILLS AND TRAINING (Rising Empires)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1			
2			
3			
4			
5			
6			

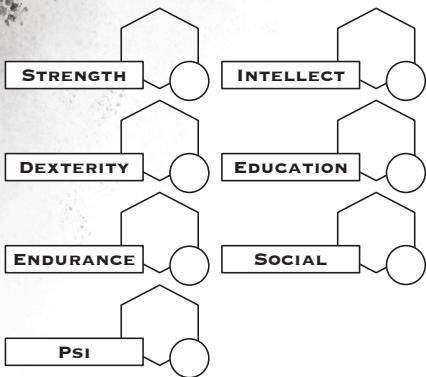
SPECIALIST TRAINING (Rising Empires)			
Roll	Specialist: Administrator	Specialist: Diplomat	Specialist: Nobility
1			
2			
3			
4			
5			
6			

Name:

Age:

Era:

Origin:



Career:

Terms:

Skills

Background:

Life Events
Age Event

Cr.

Rank:

Benefits:

"Good evening. I understand the fear and uncertainty surrounding the plague, but I want to assure you that we are fully committed to containing it. We urge everyone to follow health guidelines—practice good hygiene, avoid large gatherings, and seek medical help if needed. We are working tirelessly, and with your cooperation, we will get through this together. Thank you."

I waited for the blue "On Air" light to shut off, then addressed the crew.

"We're done here. Get to the nearest safe zone, preferably out of the city if you can. Go." They don't wait for me to say it twice.

As I peel the mic from my throat, a small patch of skin comes with it. Blood drips to the desk. The second stage. It won't be long now.

ROGUE

(Quote from a criminal)

You were part of the criminal underworld of your home city.

Qualification: Dex 6+ (-1 for previous career)

Assignments:

Choose from the following.

Punk: You were a petty thief, street drug dealer, fence, fixer, or other common criminal

Gangster: You were involved with organized crime.

Assassin: You were paid to kill, usually discretely but sometimes not.



MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	1000	Weapon
2	2000	Weapon
3	10000	+1 Int
4	10000	Armor
5	50000	+1 Str
6	100000	Contact
7	100000	+1 Dex

End of Days: Before the End, you were a petty thief, street dealer, small time crook, or maybe part of a larger organized crime syndicate. When the Dzaqtas hit, you thought it was the end for the ruling class - but it hit everyone.

Wasteland: In a world where the most ruthless and cunning survive, one would think you and your associates would be well placed. But survival in the Wasteland is very different from carving out a niche in the urban landscape. Still, you're making it in this new world, for better or worse.

Rising Empires: This new power is making it hard for the unscrupulous to make a living. When the cops can read your mind, it's hard to hide your crimes. But maybe, if you can find a way in, you'll carve a corner out of the new world they're creating.

TABLE OF RANKS

Rank	Punk	Benefit	Gangster	Benefit	Assassin	Benefit
0			Associate			
1		Stealth	Soldier	Gun Cbt		Gun Cbt
2			Enforcer			
3		Streetwise	Leader	Persuade		Stealth
4			Underboss			
5		Broker	Boss	Admin		Tactics
6			Lord			

Characters LIFE EVENTS

2d6	Event
2	Disaster! Roll on the mishap table, but continue in this career.
3	Arrested! You get caught committing a crime. You can either defend yourself (Advocate 8+) or hire a lawyer. If you succeed at defending yourself, the charges are dropped. If you fail, you lose one Benefit and gain an Enemy. If you hire a lawyer, lose one Benefit and gain a Contact.
4	Heist: You are involved in a huge caper. Gain +1 to Computers, Sensors, Comms or Mechanic.
5	Payoff: Sometimes crime pays. Gain +2 to any one Benefit roll and gain the victim as an Enemy.
6	Backstabber: You have the chance to screw someone else over. If you do, gain +4 on your next Advancement. If not, gain an Ally.
7	Life Event: roll on the Zhadani Life Events table.
8	Organized Crime: You spend time as part of a crime ring. Gain +1 to Stealth, Melee, or Gun/Bow Combat.
9	Rivalry: You become involved in gang warfare. Roll Stealth or Gun Combat 8+. If you fail, roll on the Injury table. If you succeed, gain one Benefit roll.
10	Crime Ring: You are involved in a Gambling ring. Gain Gambler +1. You may wager any number of Benefit rolls (Gambler 8+). If you fail, you lose all. If you succeed, you win half as many as you bet.
11	Noticed: A crime lord considers you his protégé. Either gain Tactics (military) or +4 DM to your next Advancement roll.
12	Legendary: You pull off a major crime that gets noticed by the underworld. You are immediately promoted.

MISHAPS

d6	Mishap
1	Seriously Injured: You're hurt during a heist, caper, or hit. Roll twice on the Injury table and take the lower result.
2	Arrested: You get caught in the act. Lose one Benefit from this career and spend 1D6 years in prison.
3	Betrayal: One of your Contacts or Allies sells you out, ending your career. That person is now a Rival or Enemy. If you have no Contacts or Allies, you got blindsided. Roll Int 8+ to avoid doing 1D6 years.
4	Botched Job: A job goes wrong, forcing you to lay low for a while. Gain +1 to Deception, Drive, Streetwise, or Stealth.
5	Hunted: A cop or criminal forces you to flee and vows to hunt you down. Gain an Enemy.
6	Injured: Roll once on the Injury table.

Note: Characters with Psi 9+ have a chance of being identified as “especially talented” possibly put to use in “special tasks.” Or they could be violently kicked out of the organization. Roll Psi 8+ to be identified, then if you’re a **Gangster** roll once to determine the attitude of the gang toward Psi as though they were a Mystic Order. If they’re accepting, you may develop one Psi talent as a **Wild Talent** with all the restrictions applicable. If not, you remain **Latent** and roll once on the Psychic Injury table.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 10+)
1	Carouse	Deception	Computers
2	+1 Dex	Recon	Comms
3	+1 End	Athletics	Medic
4	Gambler	Gun Combat	Investigation
5	Melee	Stealth	Persuade
6	Gun Combat	Streetwise	Advocate

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Punk	Specialist: Gangster	Specialist: Assassin
1	Stealth	Gun Combat	Recon
2	Computers	Melee	Investigate
3	Streetwise	Streetwise	Melee
4	Deception	Persuade	Gun Combat
5	Recon	Athletics	Stealth
6	Athletics	Drive	Deception

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 10+)
1	Carouse	Deception	Recon
2	+1 Dex	Recon	Medic
3	+1 End	Athletics	Investigation
4	Gambler	Gun Combat	Persuade
5	Melee	Survival	Advocate
6	+1 Str	Stealth	Survival

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Punk	Specialist: Gangster	Specialist: Assassin
1	Stealth	Gun or Bow Combat	Recon
2	Survival	Melee	Investigate
3	Deception	Streetwise	Melee
4	Recon	Persuade	Gun or Bow Combat
5	Streetwise	Athletics	Stealth
6	Athletics	Survival	

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 10+)
1	Carouse	Deception	Recon
2	+1 Dex	Recon	Medic
3	+1 End	Athletics	Investigation
4	Gambler	Melee	Persuade
5	Melee	Survival	Advocate
6	Bow Combat	Streetwise	Tactics

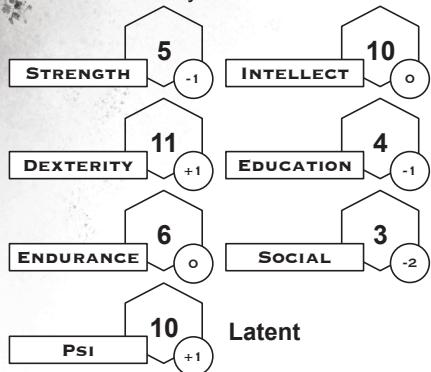
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Punk	Specialist: Gangster	Specialist: Assassin
1	Stealth	Melee	Recon
2	Survival	Streetwise	Investigate
3	Deception	Persuade	Melee
4	Recon	Athletics	Bow Combat
5	Streetwise	Survival	Stealth
6	Athletics	Recon	Deception

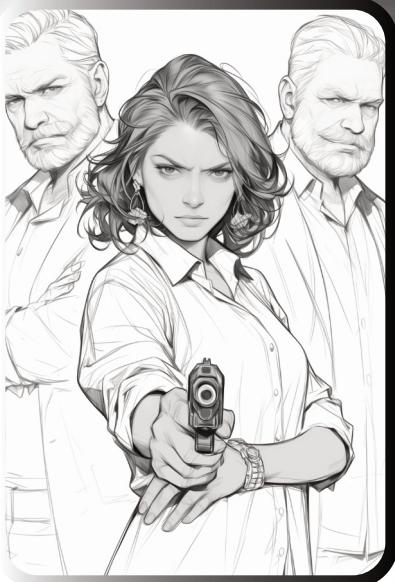
Name: Tia'sak

Age: ~38 **Origin:**

Era: End of Days



Career: Rogue/Gangster **Terms:** 4



Skills

Deception 0
Streetwise 3
Recon 1
Athletics (coordination) 0
Gun Combat (slug pistol) 4
Stealth 0
Gambler 1
Persuade 2

Background:

Born in a city

Life Events

Age	Event
22	Gambling Ring. Does not bet any benefits.
26	Pulls off a major crime and gets promoted.
28	Organized Crime. Learns Gun Combat.
31	Backstabber. Gets promoted.
34	Pulls off another major job, gets promoted to Lord.

Cr. 120000 **Rank:** 6 (Lord)

Benefits: Contact, Weapon (pistol)

"I knew sooner or later a cop would come for me. Just your bad luck it had to be you."

"Think I wasn't ready for this? Think I haven't spent my entire life looking over my shoulder, making connections, building an empire only to have it get dzaq'd by some two-bit do-gooder?"

"What's that? You got a family. Well, that sucks. I'm sure they'll miss you. I had a family once too. Know what happened to them? They're in a watery grave somewhere under the city. Thanks to your kind."

"If you pray to any gods, now's the time."

Characters

SAILOR

"My first love is the sea. You have a chance to be my second."

The hardy seafarers making a living on the rough seas of Zhdant.

Qualification: Int 6+

Assignments:

Choose from the following.

Merchant: You made a living as a fisherman or as part of a seagoing merchant combine.

Navy: You were part of a nation's naval forces.

Pirate: You were the terror of the high seas of Zhdant. *Pirates roll on the Rogue table for Cash benefits.*



CAREER PROGRESS

	Survival	Advancement
Merchant	Edu 5+	Int 6+
Navy	End 5+	Int 6+
Pirate	Dex 6+	Int 6+

MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	2000 +1 Int	
2	5000 +1 Edu	
3	10000 Weapon	
4	10000 Weapon	
5	10000 Contact	
6	20000 +1 Edu	
7	30000 +1 Soc	

End of Days: Before the End, the seas of Zhdant were the main source of food and trade for the Zhodani. Sailors crewed the merchant and naval forces, and sometimes pirate ships preyed on vulnerable shipping.

Wasteland: After the End, many sailors continued to ply their trade. Ship crews remained largely untouched by the Dzaqtias, at least until they put to shore, so hardy sailors continued to ply the sea lanes for years. So did pirates, raiding coastal communities and ships.

Rising Empires: With the rise of new powers in the East and West after centuries of chaos, organized trade and military shipping is returning as well. Sailing vessels now trade and raid between far flung communities.

TABLE OF RANKS

Rank	Merchant	Benefit	Navy	Benefit	Pirate	Benefit
0					Lackey	Brawling
1	Ensign	Mechanic	Ensign	Melee	Henchman	Carousing
2	4 th Officer		Lieutenant	Leadership	Lieutenant	
3	3 rd Officer		Lt Cdr		Bosun	Admin
4	2 nd Officer	Seafarer	Commander		Commander	
5	1 st Officer	+1 Soc	Captain	Tactics (n.)	Captain	Tactics (naval)
6	Captain		Admiral	Soc +1	Commodore	-1 Soc

Characters

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the mishap table, but continue in this career.
3	Gambling: You join a gambling ring on board. Gain +1 to Gambler or Deception. If you wish, roll Gambler 8+ to win an extra Benefit roll for this career.
4	Special Duty: You are given a special assignment or duty on board. Gain +1 to any Benefit roll.
5	Advanced Training: Throw Edu 8+ to gain +1 to any skill you already know.
6	Engagement: You're involved in a notable operation: (Merchant): you're involved in a significant business deal. Gain +1 to Broker, Seafarer or Navigation. (Navy): your vessel is part of a major operation. Gain +1 to Sensors, Seafarer, or Heavy Weapons. (Pirate): your ship pulls off a major raid against shipping or the military. Gain +1 to Seafarer, Heavy Weapons, or Persuade.
7	Life Event: roll on the Zhodani Life Events table.
8	Special Mission: Your ship participates in a special operation. (Merchant): You shipped relief supplies to an area affected by war or disaster. Gain +1 to Steward, Diplomacy or Advocate. (Navy): You participated in a special diplomatic mission. Gain +1 to Recon, Diplomacy, or Steward. (Pirate): Your crew assists in disaster relief where governments and corporations either won't or can't. Gain +1 to Soc, Diplomacy or Advocate.
9	Crime: You foil an attempted mutiny on board. Gain an Enemy, but also +2 to your next Advancement roll.
10	Abuse of Power: You have the chance to rise through underhanded means. If you do, gain an extra Benefit roll from this term. If not, gain +2 to your next Advancement roll.
11	Friends in High Places: Your commander takes an interest in your career. Gain +1 to Tactics (naval) or +4 to your next Advancement roll.
12	Heroism: Your heroism in battle earns you an immediate promotion.

MISHAPS

2d6	Mishap
1	Seriously Injured: You're hurt during an engagement or operation. Roll twice on the Injury table and take the lower result.
2	Arrested: You get caught while committing a crime. Lose one Benefit from this career and spend 1D3 years in prison.
3	Betrayal: One of your Contacts or Allies sells you out, ending your career. That person is now a Rival or Enemy. If you have no Contacts or Allies, you got blindsided. Roll Int 8+ to avoid doing 1D6 years.
4	Accident: You are blamed for an accident that claims the life of several crew members. If you were responsible, gain one free Skill roll before being ejected from this career. If not, gain an Enemy but keep your Benefit roll for this term.
5	Insubordination: You quarrel with a superior officer or other crewman. Gain a Rival and get kicked out.
6	Injured: Roll once on the Injury table.

Note: Characters with high Psi might, if noticed, be offered work in an Intelligence division. Roll Psi 8+; on success, learn Tactics (military) if Navy or Pirate, Persuasion, Deception or Investigate. Also roll for Advancement.

If selected, roll Psi 8+ (-1 per term already served) to learn one Talent as an Adept.

Going Pirate: At the referee's discretion, a Sailor who fails a reenlistment roll (or Survival roll in the End of Days timeline) may instead become a **Pirate** or **Privateer**. The character should muster out of the current career and attempt to enlist as a **Pirate**, and follow the next few terms in that career path. The Psi Talent rules above apply again as well.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Gun Combat	Medic
2	+1 Dex	Comms	Vehicle
3	+1 End	Recon	Navigation
4	Gambling	Seafarer	Computer
5	Brawling	Seafarer	Admin
6	Carousing	Athletics (swim)	Jack-of-all-Trades

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Merchant	Specialist: Navy	Specialist: Pirate
1	Admin	Seafarer	Melee (blade)
2	Broker	Mechanic	Gun Combat
3	Navigation	Navigation	Tactics (naval)
4	Persuasion	Heavy Weapons	Mechanic
5	Mechanic	Recon	Heavy Weapons
6	Steward	Sensors	Navigation

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Gun or Bow Combat	Medic
2	+1 Dex	Comms	Vehicle
3	+1 End	Recon	Navigation
4	Gambling	Seafarer	Mechanic
5	Brawling	Seafarer	Admin
6	Carousing	Athletics (swim)	Jack-of-all-Trades

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Merchant	Specialist: Navy	Specialist: Pirate
1	Admin	Seafarer	Melee (blade)
2	Broker	Mechanic	Gun or Bow Combat
3	Navigation	Navigation	Tactics (naval)
4	Persuasion	Heavy Weapons	Mechanic
5	Mechanic	Recon	Heavy Weapons
6	Steward	Comms	Navigation

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Bow Combat	Medic
2	+1 Dex	Comms	Streetwise
3	+1 End	Recon	Navigation
4	Gambling	Seafarer	Mechanic
5	Brawling	Seafarer	Admin
6	Carousing	Athletics (swim)	Jack-of-all-Trades

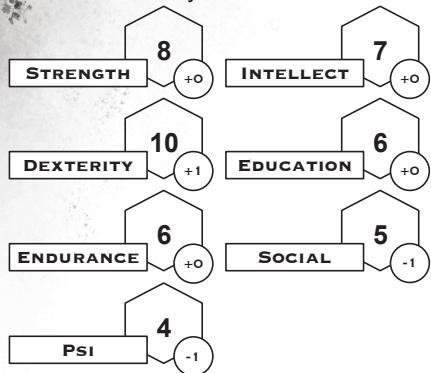
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Merchant	Specialist: Navy	Specialist: Pirate
1	Admin	Seafarers	Melee (blade)
2	Broker	Mechanic	Bow Combat
3	Navigation	Navigation	Mechanic
4	Persuasion	Heavy Weapons	Tactics (naval)
5	Mechanic	Recon	Heavy Weapons
6	Steward	Explosives	Navigation

Name: Kamfre Sepr

Age: 26 **Origin:**

Era: End of Days



Career: Sailor (navy/pirate) **Terms:** 2

Skills

Seafarer 2
 Gun Combat (handgun) 0
 Comms 0
 Recon 1
 Athletics (swim) 1
 Diplomacy 1

Background: Born in a fishing town

Life Events

Age	Event
8	Skipped school; -1 Edu
15	Has a romantic relationship.
18	Enlists in navy, Foils an attempted mutiny. Gain an Enemy, +2 to advancement.
22	Dzaqtla! Career in navy ends, goes Pirate.
23	Crew assists in disaster relief. Learns Diplomacy.
26	Fails survival. Blamed for an accident, gains an Enemy.

Cr. 5000

Rank: 2 (Lieutenant)

Benefits: +1 Edu, Revolver

From the trial of Kamfre Sepr:

"I'm tellin' you, it wasn't my fault. I wasn't even on watch that night; it was that sht'zy idiot Chadlido. He's always doing something stupid, and it was his job to watch the ammo stores."

"Yeah, you, Chad. Ziefrbrnenqachrpla! You left the damn hatch open that night, between that and your damn smoking, it's a wonder we didn't lose the damn ship!"

"But fine, if it makes you feel better, I'm done with this. I'll find another crew. But this ain't over, Chad. I ever see you again, you'll be jdablnetl food."

Characters

SCHOLAR

(Quote from a scholar)

The educated elite of Zhdant, specializing in research and the quest for knowledge.

Qualification: Int 6+

Assignments:

Choose from the following.

Scientist: You were a researcher for a corporation or university.

Researcher: You were an explorer or field researcher studying Zhdant's biosphere or archaeology.

Physician: You were a doctor, surgeon, or medical researcher in life sciences.



CAREER PROGRESS

	Survival	Advancement
Researcher	End 6+	Int 6+
Scientist	Edu 4+	Int 8+
Physician	Edu 4+*	Edu 8+

MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	5000 +1 Int	
2	10000 +1 Edu	
3	20000 Equipment	
4	30000 Team	
5	40000 Team	
6	60000 Equipment	
7	100000 +1 Soc	

End of Days: Prior to the Dzaqlas, scholars were the educated elite of Zhdant, studying the planet's biosphere, genetics and history. When the plague struck, they were the first to get hit - hard. *Physicians get -1 to Survival per term after the first, since they were on the front lines of the plague. Healing negates this.*

Wasteland: Some few who survived the Dzaqlas went on to become wandering History Men preserving pre-collapse knowledge, Collectors gathering and maintaining old technology, or itinerant Plague Doctors wandering the world healing the sick and stopping the plague.

Rising Empires: The new powers rising have use of those willing to gather technology and knowledge, and even more use for anyone who can stop the Dzaqlas from spreading. Such people are well paid for their labors, often rising to the ranks of nobility.

TABLE OF RANKS

Rank	Scientist Benefit	Researcher Benefit	Physician Benefit
0			
1	Social Sci	Physical Sci	Medic
2			
3	Investigate	Investigate	Life Science
4			
5	Computers	Computers	Social Sci
6			

Characters

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the mishap table, but continue in this career.
3	Questionable Research: You are called upon to perform research that goes against your conscience. Accept, and gain an extra benefit roll and +1 to any two Science skills, but also 1D3 Enemies.
4	Secret Project: You are assigned to work on a special project for a secret organization. Gain +1 to Medic, any Science, Computers or Investigate.
5	Praise and Honors: You win a prestigious award for your work, earning the praise and envy of your colleagues. Gain +1 to any Benefit roll.
6	Advanced Training: Roll Edu 8+ to gain +1 to any skill of your choice.
7	Life Event: roll on the Zhodani Life Events table.
8	Academic Dishonesty: You have the opportunity to cheat in order to advance your career. If you refuse, you gain nothing. If you accept roll Deception or Admin 8+. If you succeed, gain +2 to any Benefit roll and +1 to any skill, but also gain an Enemy. If you fail, you gain an Enemy and lose one Benefit roll.
9	Breakthrough: You discover or invent a major breakthrough in your field. Gain +2 to your next Advancement roll.
10	Red Tape: You are entangled in bureaucratic or legal nonsense that distracts you from your work. Gain +1 to Admin, Advocate, Persuade or Diplomat.
11	Mentor: You work for an eccentric but brilliant mentor who becomes an Ally. Either gain +1 to any science skill, or +4 to your next promotion.
12	Academic Brilliance: Your excellent work earns you an immediate promotion.
MISHAPS	
d6	Mishap
1	Seriously Injured: An experiment or expedition goes horribly wrong. Roll twice on the Injury table and take the lower result.
2	Disaster: A lab accident leaves several injured and you are blamed. Leave this career and roll on the Injury table.
3	Political Interference: The government interferes with your research. If you continue openly, gain +1 to any Science skill and gain an Enemy. If you work in secret, gain +1 to any Science skill but -2 to Soc. You may remain in this career.
4	Stranded: An expedition or dig goes wrong, leaving you stranded in the wilderness. Gain +1 to Survival or Athletics. By the time you find your way home, you've been replaced.
5	Sabotage: Your work is sabotaged by someone, you don't know who. You may salvage what you can and give up, leaving the career but keeping a Benefit roll, or start again from scratch, losing all Benefits but staying in this career.
6	Tarnished: A rival tarishes your reputation or steals your work. Gain a Rival.

Note: Characters with high Psi (9+) may have a chance to become involved in the emergent field of Psionicology (a subset of Science) and develop their talents. Roll Psi 8+; if successful gain Science (psionicology) 0 and roll to learn **one** Talent as an **Adept**. Physicians first test for Healing, Empathic Healing or Awareness. Other talents may be acquired as **Wild Talents** at the referee's discretion (or based on plot importance). Psionicology is a new field and may not be learned above level 2.

In the post-Dzaqtas timelines, any character with the Healing talent automatically becomes a Plague Doctor (Physician), either wandering the wasteland as an itinerant healer or, in later times, as a court physician protecting the community from carriers.

Characters

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Int	Comms	Art
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Persuade
5	+1 End	Investigate	Engineer (electronic)
6	Computers	Any Science	Any Science

SPECIALIST TRAINING (End of Days)

Roll	Specialist: Researcher	Specialist: Scientist	Specialist: Physician
1	Sensors	Admin	Medic
2	Diplomat	Engineer (electronic)	Comms
3	Persuade	Any Science	Investigate
4	Survival	Sensors	Medic
5	Investigate	Computers	Persuade
6	Any Science	Any Science	Any Science

SKILLS AND TRAINING (Wasteland)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Int	Diplomat	Art
2	+1 Edu	Medic	Advocate
3	+1 Soc	Investigate	Persuade
4	+1 Dex	Recon	Diplomat
5	+1 End	Survival	Survival
6	Investigate	Any Science	Any Science

SPECIALIST TRAINING (Wasteland)

Roll	Specialist: Researcher	Specialist: Scientist	Specialist: Physician
1	Diplomat	Any Science	Medic
2	Persuade	Scrounge	Investigate
3	Scrounge	Survival	Persuade
4	Survival	Recon	Diplomat
5	Investigate	Investigate	Any Science
6	Any Science	Any Science	Medic (or Talent)

SKILLS AND TRAINING (Rising Empires)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Int	Admin	Art
2	+1 Edu	Persuade	Advocate
3	+1 Soc	Diplomat	Persuade
4	+1 Dex	Medic	Diplomat
5	+1 End	Investigate	Admin
6	Admin	Any Science	Any Science

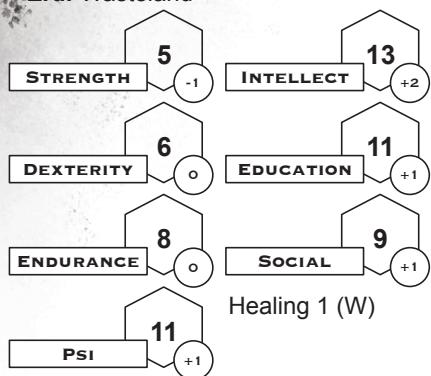
SPECIALIST TRAINING (Rising Empires)

Roll	Specialist: Researcher	Specialist: Scientist	Specialist: Physician
1	Diplomat	Any Science	Medic
2	Persuade	Admin	Investigate
3	Admin	Recon	Persuade
4	Survival	Investigate	Diplomat
5	Investigate	Persuade	Any Science
6	Any Science	Any Science	Medic (or Talent)

Name: Zdezhepkез lefria lafe

Age: **Origin:**

Era: Wasteland



Career: Scholar/Physician **Terms:** 2

Skills

Survival 1
Diplomat 2
Medic 2
Investigate 0
Recon 1
Survival 0
Life Sciences (biology) 1
Animals 0
Art (sculpture) 0

Background: Survivalist enclave

Life Events

Age	Event
10	Tragedy! Family dies from the plague, he survives.
14	Dedicated to studies. +1 Edu.
19	Praise & Honors from community.
23	Major Breakthrough. Promoted as a result.

Cr. 10000

Rank: 2

Benefits: +1 Int, Medical Equipment

"Guess I just been lucky my entire life. When the Big One hit my family's stronghold, just about everyone died. Everyone 'cept me, that is. While it was ripping the town apart, I was helping people stay alive."

"After that I just felt like I had a calling, y' know? The town's History Man taught me about that lost science called 'medicine' and I just took it from there. Went around curing folks of their ills, fixing their hurts, making things better."

"Now I'm gonna take it out to the world. I hear there's plenty out there need someone like me."

Characters

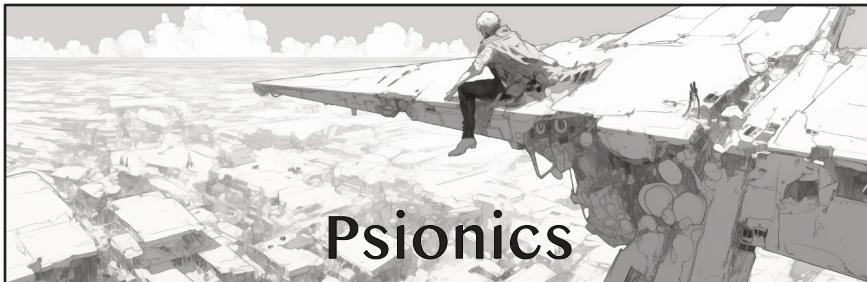
Characters

Characters

Characters

Characters

Characters



Where would the Zhodani be had they not harnessed the powers of the mind? For most humans, powers like Telepathy and Telekinesis are little more than quaint parlor tricks, charlatanism done by sleight of hand, or worse, signs of demonic influence.

The Zhodani, however, learned during the Second Dark Age that these strange talents were more than that - they were critical to their survival as a people.

During the Second Dark Age, psionics are just beginning to come into ascendancy, and those with the power are often seen as mystics, wizards, or sometimes charlatans. How a talent is expressed also depends on the campaign timeline. Campaigns that take place During the Dzaqtias will be less psionically-oriented; games later in the Second Dark Age will have more emphasis on psionics.

There are three ways psionics manifest in a character or NPC. These are **Latent**, **Wild**, and **Adept**. Each of these will have different expressions and game effects depending on the timeline and setting.



LATENT TALENTS

Most people are born with some degree of psionic ability, but few actually learn to use them. A talent is considered *Latent* until some event activates it. This could be a trauma or other stress, an accidental discovery, or any other significant event. The exact nature of the Awakening Event should be up to the referee, but in collaboration with the player. A **Latent** talent that becomes activated in this way becomes a **Wild Talent**.

The nature of the talent depends on the type of scenario.

End of Days: Psionic talents were known of but not actively researched in the pre-Dzaqtias times; therefore, a Latent Talent is unlikely to have awakened before the End. However, the events of that time could be traumatic enough to cause an Awakening. Finding someone to actually *teach* one to use and develop a talent will be nearly impossible, however.

Wasteland: "Out here, everything hurts." Latent talents in the Wasteland scenario may be somewhat aware of their abilities, but for some reason are afraid to use them or have a mental block that prevents them from doing so. Latents might be "outed" by accident and become the target of witch hunts, or even enslaved and abused by

Psionics

barbaric tribes due to their power and potential.

Rising Empire: In this scenario, Latent Talents are often those who have abilities that have gone unnoticed by the society at large, whether they come from a barbaric tribal culture or the civilized Western Empire. In either case, there's a chance of finding someone capable of teaching a Latent Talent to use their abilities, depending on the attitudes of the tribe and the availability of a *Shaman* or *Priest*.

WILD TALENTS

A *Wild Talent* is one that's active and has some skill, but no formal training. The character who has such a talent may not even have direct control over when and how she uses it; it just *happens* when she needs that extra boost. A character with Teleport, for example, might suddenly find herself a hundred meters from where she was, having flitted just before an arrow hit her. Someone with telepathy might subconsciously warn his allies about an ambush he's just discovered. With some time and practice, and by spending some Experience Points, he will be able to exercise some conscious control, but with restrictions.

Being untrained is not necessarily a handicap - a Wild Talent may lack formal teaching, but this means she also is not encumbered by the limitations imposed by such education. Wild Talents are able to "improvise" new powers more readily than those with formal training simply because they *do not know* what their limitations are! They get +1 to attempts to use their Talent in a "new" or unconventional way.

End of Days: In the days during the height of the Dzaqtas, psionic powers went from



being an object of curiosity to something feared. Many practitioners hid their abilities to avoid the angry mobs looking for anyone to blame for the plague. Some fortunate few discovered their Talent lay in either healing themselves and surviving the Dzaqtas, or even healing others. These became the first wandering healers and shamans, eventually rising to if not an honored state, at least not despised and feared.

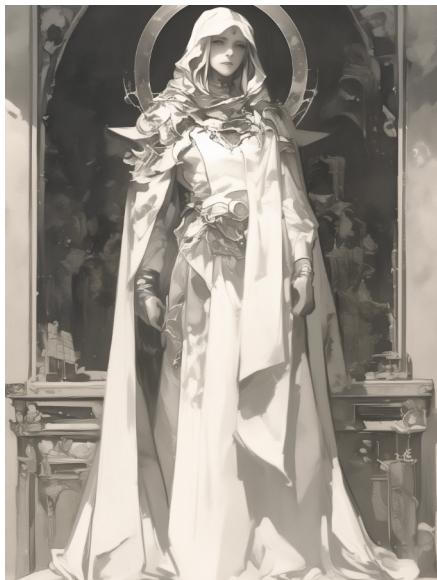
Wasteland: After a few decades, people began making the connection between psionics and healing. Tribes and communities began looking for individuals with the strange powers, and even welcoming wandering "plague doctors" when they passed by. However, not all practitioners were created equal, and there were many who took advantage of others during the Dark Age. Charlatans,

Rising Empire: The new Dlenchiepr Priesthood in the West is actively seeking out these Wild Talents to bring them firmly under the control of the Empire. There's a good chance that if a Wild Talent is wandering the land in civilized regions that she will be discovered and recruited for "proper" training. In the rest of Zhdant, Wild Talents are often Shamans, healers, seers, or soothsayers, respected and honored by their tribes.

Psionics
ADEPTS

When a psion gets formal tutelage to develop his Talent, he becomes an *Adept*. This can take one of two forms.

Shamanic Psions who find a barbarian healer, medicine man, or holy woman, get taught the ways of “magic” from a fellow Wild Talent. They retain many of their old previous bonuses, like being able to improvise new Powers, but now are able to consciously direct their Talent. The trade off for this is the need for a fetish or focus. These are ritual items and activities that must be done in order to use the Talent effectively. They might take the form of a prayer or physical ritual (fetish), or a piece of jewelry or a staff of specific and unique construction (focus). The psychic powers may be used without these items, but at a disadvantage (-1 to -3 depending on circumstances).



Mystic Psions are those who are taken in by a civilized holy order. In the **Rising Empire** scenario, this means the Dlenchiepr Priesthood. Once their, they are given formal training to overcome any mental aversions they might have to actually using their *Talent*, and they are shown how to use it effectively. For *Wild*

Talents this means losing the ability to improvise, but gaining an immediate +1 to their *Talent* level. A *Mystic Psion* is able to do some imaginative psionics, but at a disadvantage (-1 DM to improvisational uses). They also do not have the same restrictions as *Shamanic Psions* do - they don't need a focus or fetish, for example - but some use them anyway, usually in the form of a gem or jewel worn on a small circlet or diadem.

End of Days: In the days during the height of the Dzaqtas there were few if any properly trained psions. Most were either stage magicians using telekinesis or telepathy to impress audiences, or occasionally, members of a religious order. In either case, many of them went into hiding to avoid angry mobs looking for easy scapegoats.

Wasteland: The same wandering healers, charlatans, and snake oil salesmen with *Wild Talents* also proliferate from the surviving Trained psions. The difference is, the trained ones are better at hiding their intentions and more efficient at tricking the desperate or gullible.

Rising Empire: In the West, a new power is rising where a psionic priesthood has strength and influence. These well trained, disciplined Healers and Priests have a code of honor and ethics that the new Dlenchiepr Empire is determined to spread to all corners of the world. However, there is resistance to the plan as other tribes and communities have their own healers and shamans and their own agendas.

PSIONIC AWAKENING

For those who wish to develop their powers to their full potential, several avenues for exploring training are available.

Individual Experimentation/Psychic Trauma: The first, and probably least reliable option, is do-it-yourself psionics. Either the psion has stumbled upon the abilities by accident and decided to try and make something of it by trial and error, or some traumatic experience has unlocked it and revealed the hidden powers. Either way, this is the least reliable and most dangerous way to learn.



Trial and Error: Untrained psionic tasks may be attempted at DM -3; if successful, the task is effective but in a limited way (according to the GM's discretion). The talent attempted is not "unlocked," however - it remains latent. The character "accidentally" used it but does not fully understand HOW. The next attempt to use the same talent is at DM -2. This method is not without risk as well; in the event of a catastrophic failure (relative success of -6 or less), roll on the **Psychic Injury** table (p. XX) to determine the damage inflicted by the attempt and reset the penalty DM to -3.

Find a Mentor: More reliable than experimenting alone. A psion can look for a more experienced and hopefully wiser person to show them the ropes. This may have varying results depending on the quality of the mentor and how **they**

learned their skills. The mentor must also actually **know** the Talent being learned; this should be obvious.

It takes time to learn from a mentor. Roll 1D + the Mentor's Talent level for the time spent, in months, learning a Talent to level-1 in this way. The highest level the talent can be learned is equal to the mentor's Talent level -1. Additionally, mentors sometimes have the unpleasant habit of passing on their own psychic trauma to their students. Roll End 8+ for each session to avoid this.

Learn one level of Talent from a mentor: Psi 8+, 1D + Mentor's Talent level in months

Join a Mystic Order: Another option for the curious is joining a religious order, mystic commune, or religious cult. This has its own challenges peculiar to the type of group joined, and results may vary widely. Not all such organizations are created equal, and the quality of teaching depends on the order's attitude toward psionics. When you find a Mystic Order or Cult, roll on the **Mystic Orders** table to determine the group's attitudes toward psionics:

Acceptance into the order is not guaranteed. For those groups that actually accept psionics, follow the instructions in the Effects column. Regardless of the attitudes of the Mystic Order, the psion immediately gains **Strictures of Faith** as a **Disadvantage**. This represents the rules laid down by the holy order that both guide the psion along the path to enlightenment (or whatever the teaching is) and restrict their activities and uses of psionics. The more accepting of psionics the order is, the

Psionics

more restrictive the teachings. If the adherent attempts to use her powers in a way that violates the teachings of the order, the disadvantage imposes a -DM on the attempt.

Find a mystic order: Investigate 10+, 8+ if in a civilized region, 1D weeks

In the Dzaqtas Era and during the Second Dark Age, the Zhodani are just beginning to unlock the limitless potential of the human mind. Some Zhodani have developed these powers to a high level; others may have undiscovered talents hidden even from themselves.

2D Attitude	Effects
2 Despised	Psionics are a disease to be purged! Roll Soc or Psi 10+; on success, you are accepted into the group but their true goals are to “free you” from your “curse”... fail, and they attack on sight.
3-5 Shunned	The order rejects the very notion of psionics and will not train the petitioner but are unlikely to be violent. Roll Soc or Psi 10+. On success, you are accepted, with restrictions. Fail, and you’re cast out - they might even warn others in the area of the presence of a “witch.”
6-8 Accepting	Psionics are treated like a rare gift. They will train the psion, but only if high potential is shown. Roll Psi 8+ to be accepted.
9-11 Welcoming	Psionics are greeted with enthusiasm and may even be part of religious observances. Roll Psi 8+ to be accepted. They will then train the petitioner. Roll Psi 8+ to learn a new Talent.
12 Enthusiastic	Not only does the order welcome psionics, they do so enthusiastically since they form a core of their beliefs. Roll Psi 6+ to be accepted. They will train the psion, granting an immediate +1 to any one Talent. Roll Psi 8+ (-1 per term served, 1- per Talent known) to learn a new Talent.

Psionic Strength Points

All Zhodani have some level of Psionic strength. This is measured by the characteristic **Psi**. This is rolled like any other characteristic during initial generation and is rated from 0 to 15, depending on age and other modifiers.

$$\text{Psionic Strength Points} = \text{Psi} - \text{terms served}$$

Psionic Strength tells you the most difficult powers of any talent your character can use. It also acts like “mana” in that when you use a power, you must spend Psi points to do it. If you don’t have enough points you can still make the attempt, but at a penalty of -1 DM per point of deficit.

Because Psi is also an *attribute*, it grants bonuses (+ DM) or penalties (- DM) based on its current level. These will change as Psi points are expended.

For example, a character has maximum natural Psi-11 has a +1 DM at full strength and Telepathy-1. She attempts to telepathically relay an order to her teammate 100 meters away. This will cost 4 Psi points, reducing her Psi temporarily to 7 with a +0 DM. If she attempts another transmission, she will be down to 3 Psi points and have a -1 DM.

Psi points are recovered at the rate of one point per hour **of rest**. This begins three hours after psionic activity; if interrupted, the time resets. Meditation, prayer, or other such mental exercises can increase the recovery rate to two points per hour; roll Int 8+ every hour to sustain the recovery. Uninterrupted sleep for at least six hours provides full recovery.

Psionic Talents

There are several psionic talents available as shown on page 32. That table shows you how to acquire them; this section shows how to **use** them.

The most common Psionic Talents available in the Dzaqtla Era are:

- **Telepathy** - reading minds and mental communication
- **Telekinesis** - moving things with the powers of the mind
- **Clairvoyance** - perceiving objects, people, and events at a distance
- **Awareness** - controlling one's mind and body; the ability to heal injuries and cure diseases
- **Teleportation** - moving from one place to another instantaneously

There are other psionic talents available that are more rare and difficult to acquire, but no less important:

- **Healing** - the ability to heal injuries, control physical health, and cure disease in others
- **Blocking** - The ability to prevent others from using their talents
- **Mimic** - The ability to mask one's own thoughts and personality behind a false psychic construct
- **Psychic Transfer** - the ability to transfer some or all of one's Psi strength to another
- **Empathic Healing** - the same as Healing, but the psion sacrifices her own health instead of Psi points to heal the subject
- **Teleprojection** - the ability to teleport another person

The following psionic talents are extremely rare and not well known at the time of the Dzaqtla, and should only be used in special cases:

- **Machine Symbiosis** - the ability to interact with computers and other mechanical devices
- **Vampyric Awareness** - the same as Awareness, but the psion drains life from another to heal himself
- **Precognition** - the ability to "see the future" and predict events that haven't happened yet

Learning a Talent gives one access to *all* the **powers** listed. A Telepath can use any of the powers associated with telepathy - *life detection, read surface thoughts, send*

Psionics

thoughts, deep probe, and even assault become available at Telepathy-0. Actually succeeding at using them depends on Psionic Strength, as explained above.

Using Psionic Talents: To use a power, the psion must make a skill check against the Talent being used, plus his Psi DM, his Talent level as a skill DM, and any other modifiers imposed by the ref. He must also expend the required number of Psi points before making the attempt. These are used even if he fails. Attempting to use a power that requires more Psi points than he has imposes a -DM for each point of deficiency.

Some Talents are *ranged*, in other words, they can be used at a distance. This means the psion must spend additional points to create the same effect over longer distances. Consult the Ranged Effects table to find the added cost.

For example, a Telepath could read the mind of a target using *read surface thoughts* for two points at Close range, three points at Short range, and four points at Long Range.

The rules for using the common talents are covered in the **Traveller** rulebook in detail; Healing, Empathic Healing, Teleprojection, and Machine Symbiosis are found in **Traveller Alien Book 4: Zhodani**. Reference tables are provided here for those Talents; some, like Awareness, have new applications which will be described in detail. The two new Talents introduced in this book, *Vampyric Awareness* and *Precognition*, deserve special attention and will be covered here as well.

"The air in the stone walled chamber is thick with incense and the echo of arcane chants. My mind is a storm - voices, flashes of memories, emotions I can't control. I can feel them, all of them, inside my skull: the thoughts of the people I've touched, their pain, their joy, their secrets. It's too much."

"I was born with this gift—or curse, as I've come to believe. A shadrmad. A mind bender. A zhobrdievl. Once, it was beautiful, connecting me to others, a feeling of unity. But as I grew it became a waking nightmare. I hear things I shouldn't. Feel things that aren't mine. It's crushing me."

"These mystics told me they could help, said they could purge the chaos from my mind. But I'm terrified. The ritual is dangerous—some who tried it have died, or been driven mad. They say I'll face my deepest fears, my darkest memories. My worst nightmares. I say I'm already living them."

"The hooded figures stand before me now, their voices a low hum as they begin the ritual. I feel their thoughts intertwining with mine, like thorns pressing through the thin layer of my skin. A cool hand presses against my forehead, and I close my eyes, feeling my mind stretch and tear open. I scream, but no sound comes. The world warps."

"Then I see twisting shadows, ancient and terrible, monstrous and bestial in perverted mockery of human forms worming their way into the depths of my subconscious. Drilling through shifting layers of dream, twisting and reshaping reality around me. I hear a piercing wail of agony and wonder if it's mine. I want to turn back, to tell them no, this isn't what I want."

"Then I'm falling into endless swirling blackness, and I know it's too late."

		Psionics		Telekinesis		
				Healing		
Range	Distance	Telepathy		Empathic Healing		Teleportation
		Clairvoyance		Vampyric Awareness		
Psychic Transfer						Teleprojection
Blocking						
Personal	.5 to 1.5m	0		1		1
Close	1.5 to 3m	0		1		1
Short	3 to 12m	1		2		2
Medium	12 to 50m	1		4		2
Long	50 to 250m	2		8		4
Very Long	250 to 500m	2		-		4
Distant	500 to 5km	3		-		6
Very Distant	5 to 500km	3		-		6
Regional	500 to 5000km	4		-		8
Planetary	5000 to 50,000km	4		-		8

Awareness and **Mimic** have no range beyond the user.

Awareness

For some, the ultimate expression of psionic potential is in the ability to control one's own bodily processes. The Talent of Awareness lets the psion directly manipulate their physical body, for a short time. Awareness powers are always Personal, as they only affect the user.

Cure Dzaqtla: The most challenging use for Awareness is the ability to actually cure the effects of the Dzaqtla plague. The cost for this variable based on the current stage of infection; success at any stage immediately lowers the infection state by one step (three to two, two to one, one to cured). Once cured, any lost characteristic points may be recovered through Regeneration or natural healing.

Awareness, Psi 14+, 1D minutes, Cost: 2 (stage 1), 4 (stage 2), 8 (stage 3)

Awareness Powers

Power	Test	Time	Cost
Suspended Animation	Psi 8+	1D x 10 sec	2
Concentration	Psi 8+	1D sec	3
Physical Enhancement	Psi 8+	1D sec	1 per point
Regeneration	Psi 12+	1D x 10 sec	1 per point
Body Armor	Psi 12+	1D sec	1 per point
Cure Dzaqtla (self)	Psi 14+	1D min	2, 4, or 8

Healing

The psionic Talent of Healing is virtually the same as Awareness, but it only functions on another person, not on the user. In addition to the usual Power costs, the psion must pay the *range* costs of using each Power.

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In the Second Dark Age, Healing is one of the Talents most critical to the survival of the Zhodani as a species.

Cost: As Awareness + range (Telekinesis)

Empathic Healing

A further subset of Healing is Empathic Healing. Instead of using Psionic Strength to heal another person, the psion actually drains his own Strength, Dexterity, or Endurance to do it. The character literally transfers wounds from another to himself. These can only be done *in their entirety*; the difficulty level of the check is equal to the points of damage. The psion heals normally thereafter; if he also has Awareness, he can use that to accelerate healing. The effects of the wounds are imposed immediately, and if any characteristic is reduced to zero, the psion is affected as though damaged.



Empathic Healing, Psi (damage)+, 1D x 10 seconds, Cost: As Awareness + range

Blocking

Psions with this talent can transmit psionic static or noise over a distance, which prevents others from using their psionic talents. While *blocking* is in use, other psions suffer a penalty to their own skill checks equal to half the blocking psion's current Psi strength.

Blocking, Psi 8+, 1D minutes, Cost: 1 + range (Telepathy)

Clairvoyance

Clairvoyance is the ability to detect events and objects at a distance. These Powers allow a person to spy on locations and people undetected. Conversations can be overheard, and objects within a room can be identified, but thoughts cannot be read through Clairvoyance. Clairvoyant activity cannot be sensed by others, even by other Clairvoyants or Telepaths.

Clairvoyance Powers

Power	Test	Time	Cost
Sense	Psi 6+	1D sec	1 + range
Tactical Awareness	Psi 8+	1D x 10 sec	1 + range
Clairvoyance	Psi 8+	1D x 10 sec	2 + range
Clairaudience	Psi 8+	1D x 10 sec	2 + range
Clairsentience	Psi 10+	1D x 10 sec	3 + range

Mimic

A psion with Mimic has a mental shield much like any skilled Telepath. However, if another Telepath attempts to probe or use other Telepathic talents, they must make

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an opposed Psi check to succeed. If they fail, they perceive an unshielded mind with a false personality fabricated by the Mimic. clairvoyants will see and hear false images generated by the Mimic's talent.

Cost: none

Precognition

Perhaps the strangest, rarest, and least understood psionic Talent is Precognition, the ability to see into the future and predict events that haven't happened yet.

Very few psions ever develop this power, and it's probably a good thing. Sensing the ebb and flow of time is not something mortal minds easily comprehend, and all Precognitives (also known as soothsayers, seers, or That Mad Old Woman/Man) exhibit some form of psychic trauma or disorder. The table below is a sample of possible psychological problems a Precognitive might exhibit.

"Distance" in Time	Cost
1 to 5 days (week)	2
5 to 40 days (season)	4
40 to 244 days (year)	8
> 1 year	16

Predicting the future is rarely completely accurate, and the further out one looks, the less accurate the predictions become. The difficulty and cost of the test depend on the distance from the present *in time*, and the relative success indicates the "accuracy" of the prediction. Of course, many soothsayers speak in riddles, and the interpretation of such predictions is often tricky.

Precog Psychosis Table

1D	Psychological Problem
1	Substance Abuser - the Precog is addicted to a drug of some kind, either as a psychic crutch or focus, or as an unhealthy coping mechanism. Going without the drug results in withdrawal symptoms and negative DMs for tasks.
2	Paranoid - Jumps at shadows, thinks "they" are following him or out to get him.
3	Phobia - The character has a rational (or entirely reasonable but excessive) fear of something. If placed in a situation where the fear is expressed, impose DM -2 on all tasks.
4	Fugue - Use of the Talent results in a temporary state (1D hours) wherein the Precog is unaware of where he is (or even what temporal state).
5	Schizophrenic - The Precog has the symptoms of schizophrenia, including "hearing voices" and random compulsions.
6	Bipolar - The Precog is plagued with violent, unpredictable and often destructive mood changes, which use of the Talent exacerbates.

For game purposes, Precognition should be left strictly to NPCs unless there's a very good reason and case presented why a player character has this ability. Roll once on the Precog Psychosis Table.

Precognition, Psi 12+, Cost: range in time

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Psychic Transfer

The psion may transfer some or all of their Psi strength points to another character. Points are recovered normally.

Psychic Transfer, Psi 8+, 1D seconds, Costs: 1 + Range (Telepathy) + 1 per point transferred

Telekinesis

The first *physical* expression of psionic powers is Telekinesis, the ability to move objects at a distance using one's mental powers. This Talent allows the psion to physically manipulate objects as though she were actually handling them, but without the danger of radiation, heat, cold, or pain. Telekinesis includes a limited degree of sensory awareness, enough to allow intelligent manipulation of the target object.

Throw: Tossing an object via Telekinesis requires a more specific application of the power; the psion imparts an initial velocity and vector to an object and releases it. The cost of a *Throw* is based on the distance the psion wants to lob the object and the **Effect** of the skill check. The higher the **Effect**, the further (or heavier) the object can be thrown. Thus, a higher **Effect** means both a better result but a higher Psi cost.

Telekinesis, Psi 10+, 1D seconds, Cost: 1 + Range + Effect

Slam: Picking up an object (or person) telekinetically and slamming it to the ground, causing great damage. The cost is based on the mass of the object and the distance from the psion. Slam inflicts 1D damage per degree of **Effect** from the impact. Cost is based on the range and **Effect** of the skill check.

Telekinesis, Psi 10+, 1D seconds, Cost: 1 + Range + Effect

Singularity: By focusing telekinetic energy on a single point, a skilled psion can create a localized gravitational anomaly that sucks in masses nearby. The effect lasts for a number of rounds equal to the degree of success. The cost depends on the range of the power and the maximum mass affected (see Telekinesis above). The **Singularity** can only be maintained for a short time, and costs Psi strength points for every second it remains in effect.

Telekinesis, Psi 10+, 1D sec, Cost: 2 + Range per degree of Effect

Telekinesis Powers

Power	Test	Time	Cost	Effect
Telekinesis	Psi 8+	1D sec	1 + Str + range	
Flight	Psi 8+	1D sec	5	
Punch	Psi 8+	1D sec	1 + range	2D damage
Singularity	Psi 10+	1D sec	2 + range per G	
Microkinesis	Psi 10+	1D x 10 sec	3	
Pyro/Cryokinesis	Psi 10+	1D x 10 sec	3 + range	
Throw	Psi 10+	1D sec	1 + range	
Slam	Psi 10+	1D sec	1 + range	1D per Effect

Telepathy

The most common psionic Talent is Telepathy, the ability to read the thoughts of others and send one's thoughts as communication. It can also be used to crush the wills of those who oppose the telepath.

Psychic Probe: This is taking a deep dive into the mind of another person to read their innermost thoughts, even those long suppressed. This can be a highly effective interrogation technique, when used judiciously, as lies can easily be detected by the telepath. When used against an unwilling telepath, the test becomes *opposed*, and the target can always shut off access at will. The relative success of the test determines the amount and clarity of information gained.

When used against a sleeping target, *psychic probe* is known as *dreamwalking*. The victim is more vulnerable to the probe, though the mental images are less coherent. Skilled interrogators can use this to extract information from the victim's subconscious mind or even implant new ideas and change their thinking in subtle ways. There is always the danger of the target becoming aware of the attempt and rejecting the dreamwalker the way the body rejects a foreign protein. There is also a real danger of either the telepath or the target suffering *psychic trauma* from the experience. Roll Int 8+ to avoid.



Telepathy Powers

Power	Test	Time	Cost
Shield	None	0	0
Detect Life	Psi 4+	1D x 10 sec	1 + range
Telepathy	Psi 6+	1D x 10 sec	1 + range
Read Surface Thoughts	Psi 8+	1D x 10 sec	2 + range
Send Thoughts	Psi 10+	1D x 10 sec	2 + range
Psychic Probe	Psi 12+	1D minutes	4 + range
Dreamwalk	Psi 12+	2D minutes	4 + range
Tomb Tapping	Psi 12+	2D minutes	4 + range + 2x number of days since death
Psychic Assault	Psi 14+	1D seconds	8 + range

Another, slightly morbid use of Psychic Probe, is *tomb tapping* - the ability to probe the minds of the recently dead. This is not always reliable, but can under the right circumstances be used in a forensic way. The target mind is effectively unshielded, but the quality of the memories degrades over time and increases the point cost. The brain must be intact.

Probe: Telepathy, Psi 12+, 1D minutes, Cost: 4 + range

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Dreamwalk: Telepathy, Psi 10+, 2D minutes, Costs: 4 + range

Tomb Tap: Telepathy, Psi 14+, 2D minutes, Cost: 4 + range + 2x the number of days since death

Vampyric Awareness

One of the more frightening psionic abilities, Vampyric Awareness enables the psion to enhance or heal herself by draining life from others. The Suspended Animation and Concentration powers functions the same as Awareness, but the others (Physical Enhancement, Regeneration, Body Armor, Cure Dzaqlas) all drain Strength, Dexterity, or Endurance from the victim. If any characteristic is reduced to zero, the victim suffers as though damaged. The range of this talent is limited to within touching distance.

Cost: As Awareness + range (Telekinesis)



Psionics



Zhdant, After the Fall

