Hybrid PSI and Ki

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# 

# Psionics

## Intro

This chapter outlines one of the more interesting areas of SF gaming: Psychic Phenomenon or Psionics. What is to be noted is that no comfortable way could be found to make a truly generic set of psionic abilities. A great deal of the limitations described here are indeed implementation specific and could be changed on GM's whim.

Psionics is the application of mental force to directly affect an entity's surroundings. The use of psionics is dependent upon the total concentration of the psionic.

### Areas of Psionics

* Energetics
* Telekinetics
* Temporokinetics
* Biokinetics
* Mystokinetics

### Gaining Psionics

All entities have the potential for psionics.

All Psionic Skills are mental disciplines.

### Usage of Psionics

There are several things of note to be mentioned. The first and foremost is that it is always easier to affect inanimate objects with Psionics.

When attempting to affect other entities the percentage chance to succeed is lowered by the defending entities MDF. An actively defending individual lowers it by 2 \* MDF.

#### Skill Rolls

Attempting to use Psionics requires a skill roll just as any other skill. The same DF modifiers apply as to any other action.

#### 

#### Concentration Aids/Checks

If the Psionic is disturbed in any way the psionic must make an DF -2 roll against that psionic skill in order to continue their concentration. This concentration may be made up to three times per pulse. If more than that is needed , give it up. Psionics may use special aids in concentrating including: Meditation, Ear Plugs, Drugs etc...

#### Meditation

Meditation allows the psionic to apply \[ 2\%/rank\] for their Meditation skill to their chance to perform the discipline. It cuts all non-psi perceptions to \[ 1/2\] their normal chance.

#### Foci

The use of Foci may be designed into the specific discipline, in which case the DF of the discipline will be lower than normal. If it is used as a separate aid the focus gives \[ 2\%/rank\] in the focus.

#### Concentration Checks

If the Psionic is disturbed in any way the entity must make an DF -2 roll against that psionic skill in order to continue their concentration. This concentration may be made up to three times per pulse. If more than that is needed , give it up. Psionics may use special aids in concentrating including: Meditation, Ear Plugs, Drugs etc...

#### Mental movement

Mental movement governs that distance in M/sec that can be covered by a psionics powers while concentrating. This is subject to the specific rules of a given psionic skill.

#### Range of Psionics

Varies

#### Damage of Psionics

Varies

#### Base effect

?

#### Feedback

One of the great limitations on Psionics is the fact that most life forms (especially sentient ones) generate a field of resistance to psionic manipulation. This is not a factor in certain operations:

Simple empathy rolls or Surface reads pose no problem. Telepathy into an unwilling mind is potentially hazardous. Most telekinetic and Biokinetic skills are also affected.

## 

## Areas of Psionics

* Telekinetics - Telekinetics is the use of the mind to impart kinetic energy to an

object. The use of psionics to toss objects around is a telekinetic action.

* Temporokinetics- is the use of the mind to affect the spatial integrity

of the surrounding area. Teleportation is a temporokinetic action.

* Biokinetics - The use of a mind to directly influence a biological system. Placing

oneself in suspended animation is a typical biokinetic feat.

* Energetics - The use of the mind to directly affect the molecular nature of a

material. Setting fire to paper or dissolving a glue would be

typical actions of an energetic.

* Telepathics - The use of the mind to influence other minds at the emotional and conscious communication level. This does not go down far enough to affect most bodily processes.
* Mystokinetics - Basically this covers the more mysterious skills that are less subject to mechanistic explanations than the above four categories. Precognition is an example of such.

## Skills Involved

There is a Filter Skill for each of the areas of psionics. In addition there is a Perception skill associated with each area.

And finally there are specific skills within each area of psionics.

A Telekinetic would have the following range of skills:

* Telekinetics(Filter)
* Telekinetic Perception
* Telekinesis (Move Object ?)

A Biokinetic would have the following range of skills:

* Biokinetics(Filter)
* Biokinetic Perception
* Biokinesis (Influence Body ?)

A Temporokinetic would have the following range of skills:

* Temporokinetics(Filter)
* temporokinetic Perception
* Temporokinesis (Transition Object ?)

A Energetic would have the following range of skills:

* Energetics(Filter)
* Energetic Perception
* Ergokinesis (Transform Energy ?)

A Telepath would have the following range of skills:

* Telepathics(Filter)
* Telepathic Perception
* Empathy
* Surface Read
* Telepathy
* Mind Mel(t/d)

A Mystic would have the following Skills

* Mystokinetics(Filter)
* Mystokinetic Perception
* Precognition
* Clairsentience
* Object Reading (Retrocognition ?)

There are also skills such as Stealth(Psionic), and Deception(Psionic)

## Examples

To give some ideas of what the powers should be like here are some examples of what I would like psionics to be able to do.

Telepaths at a low level should be able to pick someone's mind pattern out of a crowd in a room, 'path to someone in the room if they don't know them, 'path to someone anywhere in the ship if they know them well, and maintain that conversation for as long a an hour. Telepaths at a high level (10-12) of skill should be able to locate a mind somewhere in a ship, 'path to someone in a ship if they don't know them, 'path to someone anywhere in a town if they know them well, and maintain that conversation for a few hours. Telepaths at the very top (20) of skill should be able to locate a mind somewhere in a city (takes time), 'path to someone in a town if they don't know them, path to someone in orbit if they know know them well.

Temporokinetics at a low level should be able to sense when a teleport has occurred in the area, 'port small objects in line of sight or to recently memorised locations. At a medium level (6-7) they should be able to teleport themselves to line of sight locations. At high levels (10-12) they should be able to teleport themselves to memorised places beyond line of sight. At rank 20 it should be possible to teleport to and from orbit given a location taken from another's mind.

Biokinetics at a low level should be able to ease pain, sense what is wrong with themselves or others. At a medium level they should be able to cure shock, bring down fever, and anesthetize people. At a high level you should be able to speed reflexes, increase strength, Suspend animation.

Telekinetics at a low level should be able to move chairs across a room, float cups of coffee. Medium level telekinetics should be able to levitate themselves and moves things around in rooms they can't see. High level 'kinetics should be able to do simple flight with themselves, block punches with their minds. Master level 'kinetics should be able to parry bullets, do fairly quick flight.

Energetics at a low level should be able to heat/cool cups of water, keep themselves warm. At a medium level they should be able to ignite paper or wood, cause electrical switches to bridge, blow light bulbs. High level energetisists should be able to generate light, redirect spark gaps, protect themselves from UV. Master levels should be able to generate laser beams, protect themselves from radiation.

Mystics at a low level should be able to get a general sense of danger. Medium level should be able to determine that this person is in danger (if they have met them). High level mystics should be able to predict simple events. Master level mystics should be able to tell you what horse to bet on.

In all of these it must be remembered that these are the limits of what someone can do. It may require meditation and setup as well as power. The Energetic and Temporokinetic areas are limited by the power they use. Mystics are limited by the difficulty of what they attempt.

Now,

Here are the verbal notes I have about Pisonic ranges and

strengths and effects. The labels are not significant except

that they give information on relative positions.

Empathy - Low Cost, Easy, Long range

Surface Read - Low Cost, Easy, Long Range

Telepathy - Low Cost, Easy, Long Range

Biokinesis - Med Cost, Medium Diff, Short Range

Ergokinesis - High Cost, Medium Diff, Short Range

Precognition - Low Cost, High Difficulty,

Clairsentience - Low Cost, High Difficulty,

Object Read - Low Cost, High Difficulty,

Telekinesis - Med Cost, Medium Difficulty, Short Range

--------------------------------------------------------------------------

For those in the In-The-Know group of Karban they can consider this to be

a official esper corp summary of what can be done with psionics with

the following alterations: The Esper corp does not acknowledge the existence

of the Mystic skills and they have no certain knowledge of any skill

levels above medium. High level feats are a matter of unsubstantiated rumor and

master level events are fantasy.

Yvette would be aware of what the Esper corp (Lesk) thinks is real and can

tailor her report accordingly.

## 

## PSI Disciplines

### Description

Psionic Disciplines have a series of attributes

* Penetration - Describes how well the discipline overcomes resistance. Usually only important for attack or healing disciplines.
* [Quantitative Effect/QE - What the discipline does in terms of mass moved, healing effect, etc.
* Difficulty Factor/DF - The difficulty associated with the given discipline.
* Energy Cost/EC - The amount of mental fatigue used to perform the discipline.
* Cast Time/CT - The time needed to perform the discipline.
* Range/RNG - Range of affect (could be 0)
* AOE - Area of effect (could be 0)
* Visibility - How easily detected the discipline is.
* Integrity- How well the discipline will endure without direct concentration. Usually translates to duration.

\section{Skills Involved

There is a Filter Skill for each of the areas of psionics. In addition there is a Perception skill associated with each area.

And finally there are specific skills within each area of psionics.

A Telekinetic must have the following range of skills:

\begin{description \item[Telekinetics(Filter)] \item[Telekinetic Perception] \item[Telekinesis] \end{description

A Telekinetic could have the following other skills (as an example)

\begin{description \item[Discipline:Levitate] \end{description

A Biokinetic must have the following range of skills:

\begin{description \item[Biokinetics(Filter)] \item[Biokinetic Perception] \item[Biokinesis] \end{description

A Biokinetic may have the following range of skills (as an example):

\begin{description \item[Gestalt Lore:My Own Body] Lore absorbed via experience with direct mind manipulation of the given body. \item[Gestalt Lore:Human] Lore absorbed via experience with direct mind manipulation of the given type of body. \end{description

A Temporokinetic must have the following range of skills:

\begin{description \item[Temporokinetics(Filter)] \item[Temporokinetic Perception] \item[Temporokinesis] \end{description

A Temporokinetic may have the following range of skills (as an example):

\begin{description \item[Discipline:Teleportation] \item[Memorize Location] \end{description

A Energetic must have the following range of skills:

\begin{description \item[Energetics(Filter)] \item[Energetic Perception] \item[Energetics (Transform Energy )] \end{description

A Energetic may have the following range of skills:

\begin{description \item[Knowledge of Energy:Heat or] \item[Physics E\&M or] \item[Gestalt Lore:IR] Lore absorbed via experience with direct mind manipulation of the given energy frm. \end{description

A Telepath must have the following range of skills:

\begin{description \item[Telepathics(Filter)] \item[Telepathic Perception] \item[Telepathy] \end{description

A Telepath may have the following range of skills:

\begin{description \item[Discipline:Empathy] The ability to sense moods and feelings \item[Discipline:Telempathic Projection] The ability to project moods and feelings onto another entity \item[Discipline:Surface Read] The ability to read surface thoughts. \item[Discipline:Telepathic Surface Projection] The ability to insert surface thoughts into another's mind. \item[Discipline:Telepathic Read] The ability to read thoughts. \item[Discipline:Telepathic Projection] The ability to insert thoughts into another's mind.. \item[Discipline:Telepathy] The ability to communicate in coherent thought patterns with another entity. \item[Discipline:Mind Meld] The ability to coprocess/share minds with another entity. This includes sharing all of another's senses. \end{description

A Mystic must have the following Skills

\begin{description \item[Mystokinetics(Filter)] \item[Mystokinetic Perception] \item[Mystokinetics] \end{description

A Mystic may have the following Skills

\begin{description \item[Discipline:Precognition] The ability to see into the future \item[Discipline:Retrocognition] The ability to see into the past. \item[Discipline:Object Reading] The ability to see into an object's past. \end{description

Any psionic may typically have these support skills:

\begin{description \item[Stealth(Psionic)] The skill associated with trying to hide that psionics are being used. Ofetn used to hide from another psionic when being searched for. \item[Deception(Psionic)] The skill associated with trying to disguise the psionic action being performed. Often used to disguise one type of action for another. \item[Focus:Crystal] Skill in using something as a focus for a discipline. See above. \item[Meditation] Skill in tuning the rest of the world out in order to better concentrate on what is being done. \end{description

\section{How it should feel

These things should be possible for a Telepath in ideal conditions (at rest , meditating, setup, with some sort of focus):

\subsection{Telepathics

Telepaths at a low level should be able to pick someones mind pattern out of a crowd in a room, 'path to someone in the room if they don't know them, 'path to someone anywhere in the ship if they know them well, and maintain that conversation for a few (10-20) minutes. Assuming, of course, a non-hostile partner.

Telepaths at a medium level (10-12) of skill should be able to locate a mind somewhere in a ship, 'path to someone in a ship if they don't know them, 'path to someone anywhere in a town if they know them well, and maintain that conversation for a few minutes.

Telepaths at a high level (20) of skill should be able to locate a mind somewhere in a city (takes time), 'path to someone in a town if they don't know them, path to someone in orbit if they know know them well.

Range is less of an issue than familiarity and willingness of partner. Empathy is the detection of mood and feelings.

\subsection{Temporokinetics

Temporokinetics at a low level should be able to sense when a teleport has occured in the area, 'port small objects in line of sight or to nearby (a few meters) recently memorised locations. At a medium level (10-12) they should be able to teleport themselves to line of sight locations. At high levels (14-18) they should be able to teleport themselves to memorised places beyond line of sight. At rank 20 it should be possible to teleport to and from orbit.

Knowledge of the area targeted is critical to success. It is far more difficult to teleport another person than it is for the psionic to teleport themself.

\subsection{Biokinetics

Biokinetics at a low level should be able to ease pain, sense what is wrong with themselves or others. At a medium level they should be able to cure shock, bring down fever, and anaesthesize people. At a high level you should be able to speed reflexes, increase strength, Suspend animation.

Knowledge of the body in question is a key factor. Biokinetics often have ranks in knowledge of their body and ranks in inner awareness.

\subsection{Telekinetics

Telekinetics at a low level should be able to move chairs across a room, float cups of coffee. Medium level telekinetics should be able to levitate themselves. High level 'kinetics should be able to do simple flight with themselves, block. Master level 'kinetics should be able to do fairly quick flight, and maybe even block punches.

Most characters will need to see the objects being manipulated in order to manipulate them.

\subsection{Energetics

Energetics at a low level should be able to heat/cool cups of water, keep themselves warm. At a medium level they should be able to ignite paper or wood, cause electrical switches to bridge, blow light bulbs. High level energetisists should be able to redirect spark gaps, protect themselves from UV. Master levels should be able to generate light, protect themselves from radiation.

Knowledge of the type of energy being manipulated is the key factor. That knowledge may occur as an abstract model (scientific knowledge), a symbolic paradigm (Wiccan elemental worldview) or a pragmatic experience.

\subsection{Mystokinetics

Mystics at a low level should be able to get a general sense of danger. Medium level should be able to determine that this person is in danger (if they have met them). High level mystics should be able to predict simple events. Master level mystics should be able to tell you what horse to bet on.

Mystokinetic skills are tricky. There are several degrees of freedom in any attempt to precog: The accuracy of detail - what happened, The accuracy of Presentation - How it looked, and Depth - Background or context. This can also be What, When, WHere, Why, How, and Viewpoint.

Different psionic usage cultures have different relationships to the mystokinetic degrees of freedom.

Discussion with Ron

I. General

- You say that psionics are described and treated in a manner similar

to Thrown Weapons. I am unfamiliar with the nuts and bolts of that

system (or should I say slings and arrows?). Where can I find a

summary to read?

- What is the effect of concentration aids? How much do they add?

- Can concentration aids include 'crystal balls' or other magically

sensitized objects?

- Is the effect increased by cooperation with others working on the

same subject? Need they be aware of each other to be able to add to

the process? Or is it not additive at all?

- Is there the possibility for a psionic 'familiar', avatar, or

sorcerer's-apprentice-type? I would imagine that they could either

improve concentration or off-load a significant part of the work.

- How long must one concentrate to perform (typical range)? How long

is one diabled after working psi? Is one physically drained as well,

or just mentally drained?

- Is psi performed only with humans? with mammals? with animals?

with living things? Where on the scale is the effect on aliens?

II. Foreseeing/Precognition

- Does distance (in terms of time) make a difference? In other words,

are 'sooner' things easier to see, or, when you see something, is it

difficult to tell whether it's in the next two minutes or the next two

centuries?

- Does distance (in terms of space) make a difference? In other

words, can you see future things in far away spaces as easily as where

you are currently standing?

- Does one get clear images or vague impressions? Or does this vary

by person or by training/experience?

- Is this primarily a visual sensing? Or does one experience future

sounds and smells?

- What is clairsentience?

II. Telepathy

- In the general description, telepathy is described as the use of the

mind to affect others (an active force). Under skills you list

perception, empathy, surface read, etc. (all passive). Is a

telepathic able to change minds, or just read them?

- What is Surface Read, and how does it differ from empathy?

- Does distance (in terms of space) make a difference? In other

words, is there more effect with greater proximity? What is the

effective range? Can telepathy span star systems?

- Does prior relationship (in terms of knowing the other) make a

difference? In other words, is there more effect with someone you

know well, or does it work just as well with aliens?

- At what level is communication understood? Do telepaths hear

thoughts, entire sentences, or just moods?

IV. Stealth/Deception (Psionic)

- Does stealth mask who is working? In other words, can one work psi

anonymously?

- Does stealth mask what is being done? In other words, can one work

psi unnoticed (even though it is clear who is working psi)?

- Must one choose whether to mask who or what?

- Does deception mask/redirect who is working? In other words, does

it appear as though someone else is working psi?

- Does deception mask/redirect what is being done? In other words,

can working energetics appear as (or read as) something else, say,

telekinesis?

>> I would be much happier if we eliminated R/W skills for language and said that the single language

>> skill covered both. What do you think?

>

>Hmmm... Still thinking. Not likely though I may buy-in to a lower cost.

My experience is as follows:

I know a little french. I learned it all by reading. I cannot pronounce it for beans and no one can

understand what I say. I can understand what other people say (as well as I can read which is

poorly).

I know a little greek. It took me less than a day to get to the point where I can read greek letters

and turn them into greek sounds better than Andrea can. She however actually knows what the

words mean and can pronounce the ones she recognizes better. I can pronounce the ones she

does not recognize better than her but I don't know what they mean. I can also read faster than

her but with the same limitation. Most of the greek I know I learned from speaking. I can write

this spoken stuff but it has that same phonetic problem that english has. Other people can read

and understand it but it is often not correct.

I used to know the russian alphabet but now I cannot even pronounce it.

I know some japanese words but I do not know any of the alphabets.

Alphabets are very different than ideograms and should probably have different languages.

I suggest the following model:

Writing is a light-weight filter skill to a language. The inaccurate but playable model would be

that people learn spoken languages (even from reading) and the writing skill is merely an

enabler that allows them to decipher the phonemes they are used to hearing as encoded in

an arbitrary symbol set. I would call it a light-weight filter in that each rank would enable three

or four ranks in the language. This is to model the fact that I think a 26 letter alphabet is pretty

trivial to learn. I would also suggest that the skill be for an alphabet rather than a language. I

can read english written in greek letters and greek written in roman letters. I would also suggest

that an ideogram based writing skill be treated as a full language because the vocabulary of symbols

is as large as the vocabulary of the language. What do you think?

>> 4. I am planning on taking skills which overlap quite a bit. An example of this

>> would be:

>> Terran Culture (2000)

>> N. American Culture (2000)

>> Canadian Culture (2000)

>> How should I calculate my success chance for this triad specifically.

>

>On a case by case basis. :-) More seriously the Terran Culture could be considered a general skill (1%/rnk)

>for the other two. and N.A, Culture could be used as a secondary (2%/rnk) on Canadian culture.

Would Terran Culture be a secondary (2%/rank) for a roll in N.A. Culture?

> > Shapeshifters occurs in a culture where literacy is less than 10%. I forget how BT works for

> > Dangerous Jazz. Space Hybrid occurs in a culture where (I am assuming) literacy is 99%.

> >

> Literacy is overall 87-90% with many Calvinist worlds forsaking technical lore or reading skills.

>

> > I would be much happier if we eliminated R/W skills for language and said that the single language

> > skill covered both. What do you think?

>

> Hmmm... Still thinking. Not likely though I may buy-in to a lower cost.

I agree that r/w is a seperate skill.. I also agree about the lower cost.

Subject: Morning Gaming Rants

Well Jim, Now you get to be subjected to what I was subjecting Alex to the last few weeks before the ritual.

Morning raves about your gaming system. Today's topics are as follows:

1. It is a bitch being a scientist. I knew this from the last rev of the system and it is not a complaint.

It is merely an observation after looking at the experience point system.

2. I happen to notice in the skills chapter a mention of R/W skills for a language. I do not think we should

have separate R/W skills. The assumption that they make is that it is half the effort to learn a language

in spoken form than in spoken and R/W form. In my experience there is a skill in the language which

takes 80% of the effort to learn and then there are filter skills in alphabet recognition and pronunciation.

Both of these skills are trivial to learn compared to the grammar and vocabulary and are of no

importance beyond a rudimentary level to 99% of the population.

I have no problem with the separation of spoken and R/W languages in BT but I believe that this is

completely different for two reasons:

The written skills are in an alphabet rather than a language, hence you could write any number

of languages in Tarek runes and knowing Tarek runes by themselves would allow you to read

none of them, you would need the language skill as well as the rune skill (I assume this is true).

Shapeshifters occurs in a culture where literacy is less than 10%. I forget how BT works for

Dangerous Jazz. Space Hybrid occurs in a culture where (I am assuming) literacy is 99%.

I would be much happier if we eliminated R/W skills for language and said that the single language

skill covered both. What do you think?

3. Can I get the formula for the eps table so I can generate it myself in excell.

4. I am planning on taking skills which overlap quite a bit. An example of this

would be:

Terran Culture (2000)

N. American Culture (2000)

Canadian Culture (2000)

How should I calculate my success chance for this triad specifically.

]]]]From: Alexander M. Jackl [ajackl@avs.com]

Sent: Friday, October 03, 1997 4:45 PM

To: ajackl@avs.com; Alexander M. Jackl; Dave Wall; Jim Jackl-Mochel; Jim Smith; Jim Wilson; Morphus; Ron Severson; Alan Hicks; Matthew Allen; Peter Kaplan

Subject: SH: Interlude 2 - The Drop

The Drop - or how I spent my fall from orbit.

It's that first step that kills ya'. When the drop chute blows you into

space and the elephant sits on your chest. The... dropping feeling.

When your stomach stays in orbit and your body goes flying away from it

at speeds you don't want ta think about.

Then there's the silence. After the roar of the drop chute and exiting

the spaceship in a puff of gas, complete silence cut through only with

the soft hum of your suit's airflow and the shell's computer. Then,

after an eternity of watching the little colored displays tell you where

you are, the whistle begins as you penetrate the ionosphere.

You can at first barely hear through your suit sensors but then it gets

louder and louder as the external shell temp display gets more and more

digits. Then the damn shaking begins...

At first it is just a mild vibration, but then it starts to feel like

somebody gave you as a present to a giant kitten. If that weren't bad

enough- just when you think maybe your lunch wouldn't look so bad on the

inside of your suit- you get the release warning and your insides feel

like they are being pressed through your body as the artificial gravity

field cuts in. It also gives you that itch in all the places you can't

reach in a suit.

And then the break: 3 seconds of screaming terror as the grav field

cuts off and your safe, little universe (after all - a little shaking

never hurt anybody) blows open into a whirlwind of wind,

counter-measures, chaff, and, usually, artillery fire as the ground

rushes up at you at velocities far faster than man was meant to fall

at. Then your target drivers come up and little red markers show up all

around you as your targeting server is kind enough to let you know

exactly how deep the lake of shit you are falling into is. The orange

lines showing enemy fire streams and missiles fill the entire sky above

and below you.

Then you start spewing ammo, rockets, grenades and laser-fire all around

you as you hang suspended in space falling at half the speed of sound.

Hitting the 300 meter mark is almost a relief until the giant's hand of

the decelleration field from your MGG slaps you into next week And, of

course, being a highly trained professional, you are supposed to keep on

eliminating targets and clearing your LZ as your are stuffed into the

top half of your suit and your suit is doing auto-evasion of incoming

fire..

Landing is a cinch- all you need to do is be alive as your suit rights

itself at nine Gs , and slams into the ground. Ahhh.. the life of an

MI!

[ron]

From: Ron\_Severson\_at\_CAM2@abtassoc.com

Sent: Wednesday, September 24, 1997 9:07 AM

To: hicks@yield.enet.dec.com; Ajackl@avs.com; ccarlucci@utopia.usweb.com; wall@amt.tay1.dec.com; jaw@foliage.com; mallen@foliage.com; Jim Jackl-Mochel

Subject: Re: SH: Possibility for Style of Play

I'm all for it. Much as Karban 541 has had to develop an entire

world's culture from scratch - as the lone Alphan, I have a complex

society to unfold. It would be great to be able to start weaving the

history of Alpha with Terran and Proximan events. I think it would

also give us a sense of being inside a larger universe.

--

Alexander M. Jackl "No matter where you go - there you are!"

Information Engineer -Buckaroo Banzai

Advanced Visual Systems

[email] ajackl@avs.com

[work](781) 890-8192 X2197

[home](617) 666-0341From: Ron\_Severson\_at\_CAM2@abtassoc.com

Sent: Tuesday, September 23, 1997 2:43 PM

Cc: jmochel@foliage.com; ajackl@avs.com

Subject: Re[2]: SH: Bodyguard

Greetings from the Ambassador.

To Field Commander Karban541.

The furthest stars brighten the void.

Apologies for mis-understanding your title. Information was too

forward. You may be addressed by the correct designation. Many

thanks.

Live long and prosper.

The Ambassador

Note to Alex: I'm not so sure it's a good idea to trust the

desription of the Alphan language to someone who reports dialogue

like, "Woh era uoy?" Would you rather trust the language skills of a

native speaker bred for conversation and diplomacy, or the dialect of

some watery tart slumming in a backwards port city on Alpha?

Ambassador:

Thank you for your note. Your safety is my utmost concern.

By the way, my rank is "Field Commander" not "Commander General".

Although I am honored you think so highly of me the rank "Commander

General" belongs to the head of all Confederation Tactical and Strategic

Services- Marion Sutaken. I am sure all these military titles are

confusing.

Praxna-tektotl,

Field Commander Karban 541

NOTE to Ron: "Praxna-tektotl" will be Alpahn for something like

"Sending good thoughts your way" and is probably relatively formal....

--

Alexander M. Jackl "No matter where you go - there you are!"

Information Engineer -Buckaroo Banzai

Advanced Visual Systems

[email] ajackl@avs.com

[work](781) 890-8192 X2197

[home](617) 666-0341

From: Ron\_Severson\_at\_CAM2@abtassoc.com

Sent: Tuesday, September 23, 1997 11:52 AM

To: jmochel@foliage.com

Cc: AJackl@avs.com

Subject: SH: Xkalybr - from the Ambassador (not urgent)

Greetings from the Ambassador.

To the Head of Engineering, Stratus McPhearson.

(copy to Commander General)

It is trusted that you are well and in good spirit. Congratulations

on your appointment to such an important mission.

You and your entire engineering crew, indeed, all of Strategic

Services, are invited to a Reception in the rec area during the first

evening of our journey, from 20:00 to 22:50 hours shiptime. There

will be wine and song, conversation and light dancing. Refreshments

suited to Terran physiology will be served.

Although it is certain that you have many details to attend to, and

much to prepare for, it is hoped that you, and as many of your staff

as is possible, will be able to shift rotations such that attendance

could be arranged.

Live long and prosper.

The Ambassador

From: Ron\_Severson\_at\_CAM2@abtassoc.com

Sent: Tuesday, September 23, 1997 11:19 AM

To: mallen@foliage.com; jmochel@foliage.com

Subject: SH: Xkalybr - from the Ambassador (not urgent)

Greetings from the Ambassador:

To the Colonel -

Congratulations on your appointment to this important mission. May we

all be successful in our various endeavors for this time.

You are cordially invited to a festival of Proximan games to be held

in the rec area on our third day of travel (one day before

Transition).

Although it is understood that you are not Proximan by birth, and are

unlikely to be familiar with the tournaments or traditional festivals

of Proxima, it is thought you may enjoy the spectacle. The

traditional celebrations of Proxima are very similar in spirit to the

ancient Terran games of jousting and melee. Although through the

years, the Proximan games have become more stylized and ritualized,

there is still a great element of personal danger and, consequently,

much to do about honor andd prestige.

Please allow the favor of a reply. It is hoped that you will be able

to attend.

Live long and prosper.

The Ambassador

From: Ron\_Severson\_at\_CAM2@abtassoc.com

Sent: Tuesday, September 23, 1997 11:06 AM

To: jmochel@foliage.com; wall@amt.tay1.dec.com

Subject: SH: Xkalybr - About psi

[Mr. GM - I am copying in Still Mist on this conversation, since I

think it will be of some interest to him, as well.]

Just to get clear about certain aspects of how psi works in this

universe:

Fore-seeing:

What's that like? - Are there images or just colors/flavors/tones?

Is fore-seeing done around a particular place or a particular person?

Do you see only what happens in the space you are in, or can you see

other spaces?

Do you see only people with whom you are familiar, or can you see

other people?

What difference does 'distance' (either from place or people) make on

what is seen?

What makes an image easy to interpret? Is is just a function of

expertise and concentration?

What is the effective 'range'?

Is there things like crystal balls to aid concentration?

If you use drugs for concentration (like Spice), how much of a boost

do you get?

Assuming that you need to be pretty drugged up to gain any effect, how

long are you effectively disabled (moments? minutes? hours? days?)?

Telepathy:

Is is possible to use telepathy to 'talk' to other telepaths? What

distance? What range of expression (just vague feelings, or actual

words and phrases)? other restrictions?

Is is possible to commmunicate to people who have no telepathy

themselves?

What is Surface Read?

In the text you gave me, it says telepathics are to 'influence other

minds', yet, under skills, you seem to have only passive abilities

(even Mind Meld/t seems passive). Is there a separate skill to

'influence' someone?

If you can 'influence' someone, does it occur in the subject as a

general wish or urge to do something, or can they experience a command

to do something? other restrictions?

Stealth & Deception:

Are these only for hiding psi from others? Or can they be used to

prevent someone, for example, from seeing/hearing/perceiving you?

Under Deception, does the subject perceive that you are using psi, but

is misled as to what skill you used, or only the content of what you

did with that skill? In other words, can you make telepathy look like

biokinetics and precognition look like energetics - or can you just

make it look like you moved the window shades when you really moved

the clock?

From: Jim Jackl-Mochel [jmochel@foliage.com]

Sent: Tuesday, September 23, 1997 3:05 PM

To: 'ajackl@avs.com'

Cc: Jim Wilson; 'jmochel@foliage.com'

Subject: RE: I have a few questions

[jimjm] Can't chat, heading to a customer site. Here are sdome Quick and Dirty answers.

When you get a moment- chat me.... This is a little long but if you

could just at least peruse it and see if anything leaps out at you....

I am going to write up our mission porders and all that sort of stuff

when I get names form you (Captian, XO, etc. ) and the response to this

post. Obsessively yours.

Things I am interested in:

What level of Strategic Service(SS) training has the Captain had.

[jimjm] She has a basic privateer liason course from the triculture war.

Her primary qualification is that she is known for having survived 40 blind jumps

and encounters with a black hole.

Who is the XO and how experienced is (s)he?

[jimjm] A very experienced Commander. More details later.

Does Alan have a name?

[jimjm] Not yet.

What do you call ten hand of Proximan Marauders? (No- this is not the

lead in to a joke though several possible endings to that just occurred

to me:-)) Karban(and Alex) will use their Proximan name since I don't

wnat to conbfuse them with our Marauders. How about "Kr' Tenal"

[jimjm] The actual name of the maurauders in P{roximan is T'kan. So five hands of T'kan

Are Dr. Beltane and Dr. Berry going to share managing the Science and

Research Team? Or does Dr. Berry not care...?

[jimjm] Dr. Barry cares ! Please have Dr. Beltane do it !

What is the title of the head of the Proximan Marauders- and how much

experience does he have?

[jimjm] Later.

Are they acting under military command or are they rogue. :-) I.e. can

I use them in my ship defense plans and what level of use can I make of

them. What are their duties?

[jimjm] Later.

I am going to assign bodyguards to the three politico's on board- I was

thinking of assigning Alan as a bodyguard for Ron's character- that

would keep him involved even if we were having high level normally

"officer/leaders-only-meetings" what do you think?

[jimjm] Works for me. You may want to assign "Kickem" to one of the politicos.

[jimjm] Whoaaa ! This is getting long. I wil take it home tonite and reply tomorrow.

Is the Doctor part of the Strategic Services Complement or my

complement. Most people were clear in terms of where they fit on the

chain of command. There are three main streams of command- I will

setail them below. The Doctor was the weird one. SO are the Proximan

Marauders- Are they attached to Strategic Services via Nahabidian or are

they tactical ground troops that are there so Nahabidian has the correct

escort but are really tactical service troops

on top of that. This also leads to the question of the Pleasure

Providers but I assume they will nbeassociated personnel with whichever

command chain they fall under. Here is what I think is obvious:

Operation Roundtable Command: Trocia 12 and Elder Gabrial

- the Ambassador

- Trocia's Counselor-in-training (name?) and her two clan sisters

- his assistants, priest(?), secretary(?)

Task Force Camelot Command: Karban 541

- the MI

- Ishido and Yojimbo

- com techs, and comp techs

- science and research team

- associated personnel (bodyguards, assistants, secretaries...)

SS Excalibur Command: Captain "Peterson"

- her crew

- Travis McPherson

- Nahabidian Drexel

- associated personnel (spouses, family, assistants, ???).

Does that make sense?

In terms of the Normal Doctor's(since our doctor is a civilian) role on

a military ship of identifying people who are incapable of retaining

command, I suggest a protocol that the Doctor can make recommendations

under that section to Trocia or Gabrielle who can then act if they think

it is necessary.

PRAC: Personnel, Resources, and Action Committee :-) Suggested

complement: [people in square brackets are there but not participating

actively, i.e. seated members] Jim tell me what you think- this will

allow all PCs to be involved in the planning sessions. The purpose of

the PRAC meetings is to have short(emphasis short) meetings to make sure

everyone knows the state of research/mission statrus. During hands down

periods like now we will only meet every other day at 0900 hours for

half an hour. During alert periods or when we are in contact with

aliens we will meet every day at 0900 hours or as needed. I suggest we

use a stateroom near the bridge so Strategic personnel can get on the

post quiclkly if needed. I will have Ishido work with McPherson to set

up a meeting room with all the amenities, holodisplay equipment,

controls/comp access for every seated member, etc.

I clear all this with Trocia and Elder Gabrielle, and ask for their

presence at these meetings. I will also enroll the Captain. I will

make it mandatory for my people.

Karban 541

Trocia 12, [her secretary, her MI bodyguard]

Elder Gabrial [his assistant, his MI bodyguard]

the Ambassador [Alan's character]

Sgt. Comm. Moore {I need my immediate chain of command at these meeting

in case I get cacked}

Sgt. Comm. Stillmist{see above}

Captain "Janice Peterson"{I made that up- just for convenience- call her

whatever you like}

her XO

Colonel Hobbs

Gregory Mannering{he will have an MI bodyguard if he ever leaves the

ship- otherwise I assume he doesn't want one shipboard. Is that

accurate?}

Mr. Ishido{probably virtually- I suspect he won't show up in person but

will be listening in and contributing that way}

Dr. Beltane

Dr. Berry [Nathan Brazil]

the head of the Proximan Marauders {Is that an Arms master?}

Dr. Munroe{I am thinking of assigning one the Proximan Marauders to

guard him:-):-)}

OKay- chain of command under me. I have two seperate chains. One is

Task FOrce command. The other is MI command.

Task Force command:

Karban 541, Colonel Hobbs (because he has the broadest experience and is

trained in First Contact), Sgt. Commander Stillmist, Dr. Jonathon

Beltane, Sgt. Commander Moore, we're fucked.:-))

MI Command (I want to set it up so Harris is always the XO for whoever

is in Command but not high to be in mission command- does this make

sense? If not, insert Harris after me instead of after Stillmist.):

Fld. Cmmdr. 541, Sgt. Cmmdr. Moore, Sgt. Cmmdr. Stillmist, Sgt. Cmmdr.

Harris, Sgt. Marla Wills, Trpr. Van Damne, Trpr. Hughes, Trpr. "Alan",

Trpr. Lyssandra, Trpr. Lisa

Please reply.... I am also completely open for any coaching you have on

not dominating the runs. I am aware of my/my characters leaning towards

that and will be watching for it. I thought I did okay, not great but

okay, last run? Thoughts?

By the way: I love this campaign and you did awesome on Saturday.

Kudos.

--

Alexander M. Jackl "No matter where you go - there you are!"

Information Engineer -Buckaroo Banzai

Advanced Visual Systems

[email] ajackl@avs.com

[work](781) 890-8192 X2197

[home](617) 666-0341From: Jim Jackl-Mochel [jmochel@foliage.com]

Sent: Tuesday, September 23, 1997 2:58 PM

To: 'ajackl@avs.com'

Cc: Jim Wilson; 'jmochel@foliage.com'

Subject: RE: I have a few questions

-----Original Message-----

From: Alexander M. Jackl [SMTP:ajackl@avs.com]

Sent: Monday, September 22, 1997 11:33 AM

To: Jim Jackl-Mochel

Cc: ajackl@avs.com; Jim Wilson

Subject: I have a few questions

Pookie: There are some questions in here for you and you have a good

eye. Tell me what you think.

Jim:

When you get a moment- chat me.... This is a little long but if you

could just at least peruse it and see if anything leaps out at you....

I am going to write up our mission porders and all that sort of stuff

when I get names form you (Captian, XO, etc. ) and the response to this

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Kudos.

--

Alexander M. Jackl "No matter where you go - there you are!"

Information Engineer -Buckaroo Banzai

Advanced Visual Systems

[email] ajackl@avs.com

[work](781) 890-8192 X2197

[home](617) 666-0341From: Alexander M. Jackl [ajackl@avs.com]

Sent: Tuesday, September 23, 1997 2:47 PM

To: Jim Jackl-Mochel

Cc: ajackl@avs.com

Subject: SH: Do not forward- COnfidential Info

Just so you, as the GM, know- Dr. Beltane has told Karban in confidence

about the Ambassadors virtual friend/communal entity. The Ambassador

told Beltane and asked Beltane not to tell me specifically, and no one

else either.

Beltane, of course, immediately told me. I don't know anything about

it, but I am going to talk to Still mist about it and se eif he and/or

the girls have "seen" it. As you can imagine it irritates and freaks

Karban out. I am going to be really subtle about it and try not to

think too loud about it around the ambassador!:-) I will run the

conversation with Stillmist at the next run.

--

Alexander M. Jackl "No matter where you go - there you are!"

Information Engineer -Buckaroo Banzai

Advanced Visual Systems

[email] ajackl@avs.com

[work](781) 890-8192 X2197

[home](617) 666-0341

From: Ron\_Severson\_at\_CAM2@abtassoc.com

Sent: Tuesday, September 23, 1997 10:33 AM

To: jmochel@foliage.com; jaw@foliage.com; AJackl@avs.com; js\_myth@compuserve.com

Subject: SH: Xkalybr - Alphan characteristics

Here's a list of Alphan characteristics - in no particular order -

that have already surfaced as a part of play: (Please let me know if

any of this is contrary to your outlook on the race).

\* very adept politically

\* distinuish between different kinds of 'truth' (what's a 'lie',

really?)

\* notion of 'property' is foreign (everything belongs to anyone)

\* very free with gifts

\* Alphans don't breed for psi - they feel that it doesn't work (the

really valuable psi abilities show up where you'd never suspect)

\* refer to psi as 'thinking'

\* use a drug called Spice (aka Spice Dust) to enhance concentration

while 'thinking' (using psi)

\* common Alphan social gatherings: "talking groups" called 'salons'

\* take the long view - are not too concerned with 'running out of

time'

\* are laid back - not easily surprised - commonly a "don't worry, be happy"

attitude

\* mate late in life (certainly after 50)

\* social/family structure closer to what Terrans would call a commune;

not what Wiccans would call a coven

\* non-violent; use other means to keep order

\* allow police (of other races) to patrol spaceports on Alpha

\* have non-corporeal "companions" - hard to translate exactly, but

could be considered 'the spirits of the ancesters' or 'the

elders/mentors'

\* are generally ageless - hard to determine age from physical

appearance

\* don't have physical sports, only mental and social sports (politics

is a big one)

\* rank and status among other Alphans is important

\* even though Alphans do not attend to the rank and prestige of

other races, an Alphan would consider it very rude to do anything

that would diminish the rank/status of, say, a Terran, in other

Terrans' eyes

\* very comfortable on board starships

\* prefer 0.5 G environment

This is just what's been uncovered so far. I will add to the list as

different things become 'common knowledge' about Alphans. Thanks!

[ron]

From: Alexander M. Jackl [ajackl@avs.com]

Sent: Tuesday, September 23, 1997 2:28 PM

To: Ron Severson; Jim Jackl-Mochel

Subject: SH: Player e-mail addresses

GM: I have

Karban541: I have

Dr. Beltaine: Jim Wilson - jaw@foliage.com

Ishiido: This is Myth!

Colonel (Matt): THis is the foliage.com address that is not Pook

or Jim.

Still Mist: Dave Wall

(Peter): Doesn't have e-mail- I think.

Do I deliver messages to Lady Isadora through her bodyguard?

(Chris): carlucci@utopia.com

--

Alexander M. Jackl "No matter where you go - there you are!"

Information Engineer -Buckaroo Banzai

Advanced Visual Systems

[email] ajackl@avs.com

[work](781) 890-8192 X2197

[home](617) 666-0341

From: Alexander M. Jackl [ajackl@avs.com]

Sent: Tuesday, September 23, 1997 2:20 PM

To: Ron\_Severson\_at\_CAM2@abtassoc.com

Cc: Jim Jackl-Mochel; ajackl@avs.com

Subject: Re: SH: Xkalybr - Technical questions

Ron\_Severson\_at\_CAM2@abtassoc.com wrote:

> Ok - some technical questions:

Not aproblem. BTW: I am cc'ing Jim on all Space Hybrid mail sohe can

know what is going on and be a good GM!:-)

> I need to understand base chance rolls. Let's say I want to make

> an

> 'empathy' roll. What's the difference in base chance between

> rank 7

> and rank 11 in empathy (a Psionics skill)?

To make any roll you need to know four things(1) What skill applies to

the task being attempted

In this example(ITE) it is EMPATHY.

(2) What statistic is the stat basis for the skill being used, and what

is it's value

ITE it would be PSI for empathy, and let us say you have a 19

PSI..

(3) What is your RANK in that skill?

ITE you have either RANK 7 or 11.

(4) What is the difficulty factor of the task one wishes to perform.

The difficulty factor(DF) is dependant on a variety of factors-

how difficult

is the task? A 0 DF task is a task that 60% of the people in a

craft can do easily

and as a part of the everyday routine. DF is a number from -10 to

+10

Now her eis how you calculate success chance:

(Stat Base)\*3+ RANK\*4 + DF\*5

That is it. Very simple. SO.....

In the RANK 7 example above(say it is DF 0):

19\*3 + 7\*4 + 0\*5 -> 57 + 28 -> 85% chance to make a successful empathy

roll.

In the RANK 11 example above(say it is also DF 0):

19\*3 + 11\*4 + 0\*5 -> 57 + 44 -> 101% chance to make a successful empathy

roll.

That should be clear.. any questions?

> Please say what you can about the mathematical basis of how

> transition

> jumps work - is it space/time? - is it FTL? - what the heck is

> it?

I am going to make something up based on conversations Jim and I have

had.. jim will tell you if I am wrong.The Transition Drive was invented

out of a combination of Alphan spatial mathematics and Terran fusion

technology.

A mathematician named Mak'ansor- or something like that- on Alpha

theorized that there would be points at various locations in a heavy

gravity field (like a star) that would be "empty". These points would

be connected to a similar hole in a "nearby" gravity field. These holes

are created by superstrings linking and twisting together- this happens

all the time and then the superstrings split apart, but at certain

places in a gravity field under the correct conditions a "tunnel" is

formed of stable linked superstrings. This tunnel grows and grows and

grows until it destabilizes and disintigrates. Every once in a blue

moon- but inevitably- two tunnels link and stabilize each other. The

two holes at either end of these tunnels- once they have grown for a few

thosand years- are transition points. When you ignite a Cagson Fusion

Displacement Drive (commonly known as a Transition Drive) on top of one

of these holes the two holes become one point- and everything in the

Fusion Displacement field ends up outside the other hole. Most systems

have at least one transition point, two or three are not uncommon.

There is a rough correlation to geographic location. You are more likely

to have a Transition point to a neighboring star but huge Transition

Tunnels bridging dozens and dozens and dozens of stars have been found.

The tunneling mechanism is not completely understood. SOme tunnels are

short- some stretch across the galaxy(though this is rare). In theory

there could be cross-galactic transition points but they would be very

VERY rare because the two tunnel segments would have to cross HUGE

distances before encountering the stabilizing influence of another

tunnel.

>

>

> What's the name of the new race - the one that was recently

> mauled by

> the Yssdak? Do we even have a code name - like the Ferrets?

No. But I have suggestion- the Friends. I think that would help keep

my troops in line.:-)

> Thanks.

>

> [ron]

[ron]

From: Ron\_Severson\_at\_CAM2@abtassoc.com

Sent: Tuesday, September 23, 1997 9:44 AM

To: jmochel@foliage.com

Subject: SH: Xkalybr - Technical questions

Ok - some technical questions:

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'empathy' roll. What's the difference in base chance between rank 7

and rank 11 in empathy (a Psionics skill)?

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the Yssdak? Do we even have a code name - like the Ferrets?

Thanks.

[ron]

From: wall@amt.tay1.dec.com

Sent: Tuesday, September 23, 1997 11:38 AM

To: ajackl@avs.com

Cc: Dave Wall; Jim Jackl-Mochel

Subject: Re: SH: Question about Morning studies and the girls

Stillmist's focus is on the emotional and the spiritual. He doesn't

particularly object to Karban using non-Wiccan models for anything as long as

Karban doesn't try to put any of them forth as absolutes. Probably one of the

first things Karban learns about Wiccans is that they don't believe in absolute

anything. Questions with any sort of scope are guaranteed to have more than

one answer. Knowing \*a\* truth is one thing -- knowing \*the\* truth is something

else again.

Of course, one of the things Karban finds extremely frustrating about Wiccans is

they don't write things down, they don't codify, because they believe that

Writing things down can actually be destructive to learning. It's all right

in areas of knowledge that are narrowly focused and highly compartmentalized.

MI suits have manuals because they're designed to work on certain principles.

It would take a lot of resources to remember everything in a maintenance manual.

You can't apply that same idea to something like politics. There, the purpose

of writing it down is to preserve an idea because ideas often have a greater

useful life than the people who think of them, but you can't allow yourself

Chris

>Terran

>======

>PBD Mod=1.0

>PMV Mod=1.0

>MDB Mod=1.0

>MMV Mod=1.0

>HT (Avg=1.8m,Var=0.1m)

>WT (Avg=80kg,Var=7kg)

>

>Proximan

>========

>PST+2,PEN+1,PAG+1,PAW+1,PSI-3,MAW-1

>PBD Mod=1.1

>PMV Mod=1.1

>MDB Mod=1.0

>MMV Mod=0.9

>HT (Avg=1.7m,Var=0.1m)

>WT (Avg=80kg,Var=5kg)

>

>Alpha

>=====

>PSI+3,MAW+1,MST+1,MEN+1,PST-1,PBD-2,PFT-2,PAW-1

>PBD Mod=0.95

>PMV Mod=0.90

>MDB Mod=1.0

>MMV Mod=1.3

>HT (Avg=1.9m,Var=0.1m)

>WT (Avg=80kg,Var=5kg)

>

>Artifact:Combat-2226

>====================

>PST+1,PEN+1,DEX+1,PAG+1,PSI-4,PAW+1

>PBD Mod=1.2

>PMV Mod=1.2

>MDB Mod=1.0

>MMV Mod=0.9

>HT (Avg=1.8m,Var=0.1m)

>WT (Avg=1.8m,Var=0.1m)

>

> "Bother", said Pooh, as he deleted his root directory.

From: Chris Carlucci [carlucci@utopia.usweb.com]

Sent: Friday, September 19, 1997 11:08 PM

To: Jim Jackl-Mochel

From: Alexander M. Jackl [ajackl@avs.com]

Sent: Friday, September 19, 1997 4:09 PM

To: Jim Jackl-Mochel; ajackl@avs.com

Subject: Comments- part 1

I know this might be a pain in the neck but people will want to know

this tommorow.

You haven't fixed the crit miss chart in the players handbook. That

weill be importnat for people rolling their char. generation.

On PAge 14 -put the description of the table on the SAME page as the

table. PLease.

1 eep per 10 hours of training with a teacher???? Are you mad? That

means I could train in Aikido with Fabienne who is a black belt plus in

AIkido for hour-and a half a day for SIX months and get 30 eps for

that? That would low me to buy a RANK 6 in AIkido with no suppoert

skills- no throw, no hold, no pressure points. And RANK 6 in your

system is Dedicated Amateur.... I am not so sure.

SO POOLS: I iwll writ ethis up cleaner for you if you want.. But let me

make sure I understand....

Number of skills in a pool= (RANK of highest rank skill in pool)/2 + 1

VALUE= The ranks of all the above added together as a percentage

addition.

Isa that correct?

-Myth.From: Alexander M. Jackl [ajackl@avs.com]

From: wall@amt.tay1.dec.com

Sent: Tuesday, September 16, 1997 8:14 AM

To: jmochel@foliage.com

Cc: wall@amt.tay1.dec.com

Subject: Questions

Okay, here are some character questions:

o Exactly what kind of esper talents are available?

o Are espers born or made?

o Is there any specific origin tied to esper talents?

o Is MI augmentation mutually exclusive of esper talents?

o What is the relationship between espers and the MI?

o Is there an esper agency or movement with a specific agenda?

And on a more general note...

o Is there a colony planet that's still largely wilderness?

DFW

From: Alexander M. Jackl [ajackl@avs.com]

Sent: Friday, September 12, 1997 12:28 PM

To: Jim Wilson; Jim Jackl-Mochel; Dave Wall

Subject: Interlude

Pook: Please include....

Jim: Send to SH people if you think it would amuse...

Also -do not in any way think that I want this to happen to Karban. I

am merely expressing myself!

Interlude

The tall, blonde woman blinked her eyes several times as she surveyed

the damaged craft. Her eyes flicked across the screens laid out before

her.

Before her in the large office were twenty view screens, deluging

the office in a cacophony of light and sound. The tech sitting behind

her and by the door looked up nervously at all the busyness on

the view wall. She watched as the officer took a laser pen and

tagged one of the screens with it.

"Corporal? "

"Yes, Ma'am?" The voice was tinny with a hint of distortion as his

communicator bridged the gulf of space and radiation between him and the

ship the Field Commander sat in.

"There seems to be some scoring damage on the starboard exhaust- please

give me an analysis. Are those graser burns? "

"I am sending a team now."

Her microphones were filled with the contained, echoing breathing of a

dozen men as the teams crawled around the alien craft. She focused on

one of the helmet cameras and zoomed in on a particular control that

was adjacent to the giant block of black and orange metal that appeared

to be an airlock. She toggled a switch and leaned forward as

she studied the control.

Simultaneously, she watched a team beginning to enter the craft through

a giant hole in its port side.

"Major! Watch for shimmer fields. With all this radiation and dust, a

Yssdaak in a shimmer field will be almost invisible to any of our

sensors. "

"Yes, Ma'am." There was a hint of exasperation in Major Takom's voice

as he slowed down the pace of his scouts.

"Corporal. Get a stat of that control panel to Beltane right away. We

need to find out..."

A shout interrupted her and two screens went black.

"Major Takom- status!"

"I don't know! I lost comm link to two of my men. Geysa and Pauls are

both..."

She blinked once rapidly as she saw the flash of metal in his helmcam

and then his screen went black.

"All units pull back from the ship!! We may have Ykkraine battle

robots

on the field. All MI- change to PEX ammo."

The chatter of Parkhursts firing ripped through the office the Field

Commander was sitting in. She began barking orders and her eyes leapt

from screen to screen with lightning speed. She heard the tell tale

\*pings\* of standard Parkhurst needle rounds ricocheting off metal. The

thump of TH32 Sonic Grenades- developed specifically for the Yssdaak-

pealed from several teams at once. The screen came alive with targets.

Yssdaak soldiers in battle harness and battle robots swarmed out of the

shadows of the giant alien ship. Hundreds of them.

"Damn- it's a trap! Get Ishido and his computer out of there! I want a

whole squad on him! As soon as Ishido is on board LIFT all shuttles!

Go! Go!"

Cursing to herself as her fingers flashed across the terminal screen in

front of her she split part of her attention away from managing the

retreat from the wreck and started analyzing the implications....

It was a battle cruiser class ship lying there on the surface of the

asteroid. No one would scuttle a battle cruiser just to catch a few

ground

troops. That meant...

The deck shuddered under her and the faded roar of distant explosions

sang through the hull. The intruder alert klaxon roared to life.

Suddenly the voice of the First Officer rang through the corridor of

the ship alerting the crew to the intrusion of Yssdaak through the

hull. She smiled grimly. That made more sense.

She strapped the needler pistol onto her belt and laid her Parkhurst on

the wall next to her. She quickly flicked some keys on her terminal.

"Shuttle pilots- belay the order to return to Mother- go silent- repeat

go silent. We have a Code 54 Red here- assume we are compromised unless

you get a signal 11. All ships confirm. "

As the shuttles confirmed she got up and grabbed her pressure suit. As

she began to thrust her legs into the p-suit she turned and spoke to a

screen.

"Corporal- you are in charge of ground tactics and the withdrawal. When

you achieve withdrawal go underground until you hear from me. Code 43!"

"Aye, aye, Ma'am!"

She then bent over the console and switched to the internal screens.

Her face grew darker as she saw orange-furred shapes tearing amongst the

silent, giant, mechanical shells that were the Mech suits- the power of

the Mechanized Infantry division she commanded. She sighed, and pressed

a three key sequence rapidly.

The ship rolled as a huge series of simultaneous explosions ripped

through the ship. The screens she had been looking at went black. She

nodded and then turned as she heard a sound at the door.

The \*Abandon Ship\* klaxon sounded as the door disintegrated under

projectile fire from outside. She sealed her helmet and told the

quivering tech in the corner to suit up. The technician gasped and

began to cry. The Field Commander frowned and threw her needler at the

tech.

"Here- wait for one of the bastards to sink their claws into you then

press this against their side and pull the trigger. You may survive for

the next one."

The door flew completely open and a large, furry, eight-foot form

clothed in combat armor filled the doorway. It looked surprised to be

facing the barrel of a Parkhurst. The Field Commander smiled when she

noted the red ring of blood on its mouth. Apparently, it had taken its

helmet off to snack on some crew members.

"Welcome to hell...," she said with a grim smile as she pulled the

trigger and it snapped its projectile weapon up.

The click of a jammed chamber echoed through the room. A curse

on the ammo manufacturer was her last coherent thought as the alien's

slugs tore through her body.

DFW

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From: Alexander M. Jackl [ajackl@avs.com]

Sent: Friday, August 15, 1997 2:42 PM

To: Alexander M. Jackl; Jim Jackl-Mochel; Jim Smith; Jim Wilson; Ron Severson

Subject: SH: Interlude

The tall, blonde woman blinked her eyes several times as she surveyed

the damaged craft. Her eyes flicked across the screens laid out before

her.

"Corporal? "

"Yes, Ma'am?" The voice was tinny with a hint of distortion as his

communicator bridged the gulf of space and radiation between him and the

ship the Field Commander sat in.

"There seems to be some scoring damage on the starboard exhaust- please

give me an analysis. Are those maser burns? "

"I am sending a team now."

Her microphones were filled with the contained, echoing breathing of a

dozen men as the teams crawled around the alien craft. She focused on

one of the helmet cameras and zoomed in at a particular control at what

appeared to be an airlock. She toggled a switch and leaned forward as

she studied the control. Simultaneously, she watched a team beginning

to enter the craft through a giant hole in its port side.

"Major! Watch for shimmer fields. With all this radiation, and dust, a

Ysdock in a shimmer field will be almost invisible to any of our

sensors. "

"Yes, Ma'am." There was a hint of exasperation in Major Takom's voice

as he slowed down the pace of his scouts.

"Corporal. Get a stat of that control panel to Beltane right away. We

need to find out..."

A shout interrupted her and two screens went black.

"Major Takom- status!"

"I don't know! I lost comm link to two of my men. Geysa and Pauls are

both..."

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and then his screen went black.

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on the field. All MI- change to PEX ammo. " The chatter of

Parkhursts firing ripped through the office the Field Commander was

sitting in. She began barking orders and her eyes leapt from screen to

screen with lightning speed. She heard the tell tale \*pings\* of

standard Parkhurst needle rounds ricocheting off metal. The thump of

TH32 Sonic Grenades- developed specifically for the Ysdock- pealed from

several teams at once. The screen came alive with targets- Ysdock

soldiers in battle harness and battle robots. Hundreds of them.

"Damn- it's a trap! Get Ishido and his computer out of there! I want a

whole squad on him! As soon as Ishido is on board LIFT all shuttles!

Go! Go! "

Cursing to herself as her fingers flashed across the terminal screen in

front of her she split part of her attention away from managing the

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smiled grimly. That made more sense.

She strapped on the needler and laid her Parkhurst on the wall next to

her. She quickly flicked some keys on her terminal.

"Shuttle pilots- belay the order to return to Mother- go silent- repeat

go silent. We have a Code 54 Red here- assume we are compromised unless

you get a signal 11. All ships

confirm. "

As the shuttles confirmed she got up and grabbed her gun. As she began

to thrust her legs into a p-suit she turned and spoke to a screen.

"Corporal- you are in charge of ground tactics and the withdrawal. When

you achieve withdrawal go underground until you hear from me. Code 43!"

"Aye, aye, Ma'am! "

She then bent over the console and switched to the internal screens .

Her face grew darker as she saw orange-furred shapes tearing amongst the

silent, giant, mechanical shells that were the Mech suits. She sighed.

And pressed a three key sequence rapidly.

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corner to suit up. The technician gasped and began to cry. The field

commander frowned and threw her needler at the tech.

"Here- wait for one of the bastards to sink their claws into you then

press this against their side and pull the trigger. You may survive for

the next one. "

The door flew completely open and a large, furry, 8-foot form filled the

doorway. It looked surprised to be facing the barrel of a Parkhurst.

"Welcome to hell..." she said with a grim smile as she pulled the

trigger and it charged.

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Sorry- little bout of creative madness- this flew out of my fingers at

high speed so

it may not be as refined as possible....