

BAG OF HAMMERS & THERMOPYLAE PRESS PRESENTS:

SIGURD'S

A GUIDE TO THE GALAXY
A HAMMER SYSTEM
ROLEPLAYING GAME

CREATED BY JOSH "MAC" MCCLELLAN

COPYRIGHTS & CREDITS

ORIGINAL SETTING CONCEPT BY	JOSH McCLELLAN
GAME DESIGNER	JOSH McCLELLAN
HAMMER SYSTEM CREATED BY	JOSH McCLELLAN
DESIGN ASSISTANCE	MIKE McKOWN DENNIS NORTHOVER II JUSTIN EMERY
EDITOR	JOSH McCLELLAN
PROOF READER	JOSH McCLELLAN
GRAPHIC DESIGN & LAYOUT	JOSH McCLELLAN
COVER ARTIST	FORTHCOMING
INTERIOR ARTISTS	JEFFREY CORDOVA [PAGES ?]
PLAY TESTERS	CORY CROOKS BOBBY DAVIDSON JUSTIN EMERY MIKE HOFER JOSH McCLELLAN ERNEST McCLELLAN MIKE McKOWN DENNIS NORTHOVER II DERRICK PERRY JOHN REED JAKE SCHWARZFIGURE VAL SCHWARZFIGURE

**SPECIAL THANKS TO - FRIENDS, FAMILY, AND ALL THOSE WHO
PITCHED IN TO HELP OUT**

The Merc.NET game uses mechanics developed by the Hammer System Game System created by Josh McClellan, Clayton Campos, and Derrick Perry.

Hammer System, Merc.NET, Merc.NET Logo, and Bag of Hammers Logo, are registered trademarks of Bag of Hammers Game Co. LLC. Distributed to the Hobby, Toy, Book, and Comic trade in the United States and Canada by regional distributors. This Material is protected under the copyright law of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bag of Hammers Game Co. LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Made in the U.S.A. ©2011-2013 Bag of Hammers Game Co. LLC.

TABLE OF CONTENTS

Ownership/Splash Page	1	Chapter 8 – Hacking	176
Copyrights & Credits	2	8.1 – How The GalactaNET Works	176
Table Of Contents	3	8.2 – Interfaces	176
Chapter 1 - Introduction	5	8.3 – Avatars	177
1.1 - Disclaimer	5	8.4 – Combat On The GalactaNET	177
1.2 - The Future	5	8.5 – Node Avatar Defense System	177
1.3 - Rules For The Future Of Game Play	5	8.6 – Node Firewalls & Portals	177
1.4 - What To Expect In The Future	6	8.7 – Computer Memory	178
1.5 - A View Of The Future	6	8.8 – Software	179
1.6 - Futuristic Shenanigans	7	Chapter 9 – Transportation	186
1.7 - Make Sure To Seal Your Hardsuit	7	9.1 – Ground Vehicles	186
1.8 - Campaign Setting	8	9.2 – Hardsuit, Power Armor, & Exo-Skeletons	191
1.9 – Game Masters, Dungeon Masters, & Blood	8	9.3 – Mecha	195
Thirsty Space Emperors		9.4 – Auxiliary Craft	197
Chapter 2 - Character Creation	9	9.5 – Spaceships	204
2.1 - Steps To Creation	9	Chapter 10 – Creatures	219
Chapter 3 – Races	11	10.1 – Not So Thug Life	219
3.1 – Humans	11	10.2 – Quislings	227
3.2 – Dwuervan	12	Chapter 11 – Game Mechanics	252
3.3 – Elharnian	13	11.1 – Addiction & Drunkenness	252
3.4 – Halfarn	15	11.2 – Advantages & Disadvantages	253
3.5 - Ngorm	16	11.3 – Animals	253
3.6 - Orlanc	18	11.4 – Attacks & Combat	253
3.7 - Yetin	19	11.5 – Boosts & Boost Points	258
3.8 - Tantalán	20	11.6 – Crafting & Disabling	259
Chapter 4 - Advantages & Disadvantages	24	11.7 – Critical Hits & Misses	259
4.1 - Advantages	24	11.8 – Damage Deflection	264
4.2 - Advantage Descriptions	25	11.9 – Defense	264
4.3 - Disadvantages	30	11.10 – Encounters	264
4.4 - Disadvantage Descriptions	31	11.11 – Encumbrance	267
Chapter 5 – Boosts	41	11.12 – Espers	268
5.1 – Understanding Boost Entries	41	11.13 – Exertions	269
5.2 – Boost Type	41	11.14 – Fear & Mental Disorders	269
5.3 – Esper Disciplines	42	11.15 – Genetic Slavery	270
5.4 – Esper Boosts	44	11.16 – Hacking	270
5.5 – Esper Powers	45	11.17 – Health, Healing, & Physical Ailments	271
5.6 – Knowledge/Craft Boosts	66	11.18 – Information Gathering & Deception	272
5.7 – Mental Boosts	71	11.19 – Initiative	272
5.8 – Physical Boosts	74	11.20 – Interacting In The Game	272
5.9 – Weapon Boosts	81	11.21 – Kill Points	273
Chapter 6 – Gear	85	11.22 – Languages & Literacy	273
6.1 – Armor	85	11.23 – Mechanics Of A Round & Types Of Actions	274
6.2 – Weapons	98	11.24 – Money, Wealth, & Starting Funds	274
6.3 – Equipment	113	11.25 – Morale	275
6.4 – AI's, Androids, & Robots	137	11.26 – Movement, Terrain, & Weather Conditions	275
6.5 – Services	141	11.27 – Operating Vehicles	277
Chapter 7 – Upgrades	142	11.28 – Perform	277
7.1 – Bioware Upgrades	142	11.29 – Physical Statuses	278
7.2 – Cyberware Upgrades	151	11.30 – Races	278
7.3 – Nanno-Ware Upgrades	171	11.31 – Range Increments & Vision	279
		11.32 – Robots & AIs	279
		11.33 – Scavenging & Resources	279
		11.34 – Sex & STDs	280
		11.35 – Standard & Metric Conversion	280
		11.36 – Surge Points	280
		11.37 – Surprises & Ambushes	280

11.38 – Survival Skills	281
11.39 – Throwing Items	281
11.40 – Upgrades	281
11.41 – Weapons & Weapon Sizes	282
Appendices	
Appendix I – Timeline	283
Appendix II – Factions	293
Appendix III - Treasure	298
Appendix IV – Table Chart	309
Character Sheet	N/A

SIGURD'S GUIDE

"Man's first steps outside it's own solar system weren't those of exploration but of survival"
- Historian Gerald MacCruder - 5987 C.E.

CHAPTER 1 - INTRODUCTION

"And here we go again." - Jack Sikorsky.

"Once more into the breach." - Samuel Zion.

"That's unto." - Jack Sikorsky.

"Whatever; we going to blow them out of space or what?" - Samuel Zion.

"Sure why not then we can have a cook out." - Jack Sikorsky.

Conversation held between Jack Sikorsky and Samuel Zion shortly before their disappearance aboard the TNS Ghost of War

1.1 - Disclaimer

There are some points that anyone buying this game book should understand about the authors; mainly myself – Mac; our sense of humor can be rather caustic and sarcastic at times but we've tried to tone that down a bit here.

The main thing is we are bringing this book to you so that you'll have fun with it and enjoy the Sigurd's Setting as much as we did and still do; mostly likely we are playing a session as you are reading this particular chapter.

We're hoping that the hope and desperation that are sprinkled in equal amounts throughout this book bring a full and interesting story that you can build and expand upon as you like or you can just pick an era and go with it if you like; we've made both equally easy.

We've tried to balance game mechanics and real world mechanics where we can but sometimes you just have to go with it and hope it doesn't sound too ridiculous and this campaign and the general rule layout support both real world and action movie style gaming; also to make people's lives easier we've included both standard and metric measurements where possible.

So have fun enjoy and let the GM do his job; or at least try not to make it as hard as possible.

1.2 – The Future

The year is 6200 and mankind has left its cradle to explore the greater galaxy; and to exploit it of course – can't forget that.

While the first leaving of humanity as it is now known from its solar system was actually aboard the sub-light long distance cryogenic colony ship SS Claremont on March 3rd 2142 C.E. it wasn't until the Theban Cluster ship TNS Thermopylae made an emergency hyperspace jump out of system during the Scultor Invasion of 2575 C.E. that anyone consciously left the system.

Since then mankind has spread and conquered for good and ill from the United Nations Solar Federation

that inherited protectorship of Old Earth to the Technologically advanced Theban Cluster to the Genetic Slave Trading Neo-Prussian Empire humanity controls nine major star nations with smaller ones and single system polities scattered across the Independent System's League and the Confederacy Of United Systems with a galactic human population of 1 quadrillion they make up almost sixty percent of the galaxy's known population [setting aside the Elharnians and Evarans] and that is just the numbers of humans that live in systems and not aboard ships that constantly transit the space ways.

Humanity has also encountered many of its nearest neighbors from the amphibious Aquarians to the Pseudo-human Zanalans; many of these encounters have been fraught with war but many others with peaceful resolution and mutual aid.

With exploration of the known galaxy technology finds itself rubbing elbows with magic and mental abilities and many other strange things.

Currently the galaxy is licking its wounds and picking up what pieces are left after a seventh horrifying Pan-Galactic War that left many a star nation reeling with losses to their systems.

Many hope that while they are unable to stop the more conquest oriented races such as the Symbiotic Evarans or the snake like Sssissvaranss they can at least enjoy a bit of coexistence for a while.

Currently no new threats lurk over the horizon but only time will tell; will you keep them from happening, help them occur, or help stop them; as a player these decisions are up to you.

1.3 – Rules For The Future Of Game Play

"And so sayeth the game creator" - Josh

"Absolute power corrupts absolutely," - John

"Hmm, I suppose," - Josh

So basically there are three basic rules to remember when playing Sigurd's or any future games that come out of our strange and distressed minds under the Bag Of Hammers logo and these are as follows -

1] – Rule numero uno – this is a game, it's supposed to be fun so have fun enjoy yourselves drink and eat lots of junk food that probably isn't too healthy for you, make fun of one another and just have plain old fun while doing so.

Eh, otherwise you might as well use this book to steady that wobbly coffee table in the living room.

2] – The GM, DM, the Great Kazoo; or whatever you'd call him; and I'm sure some of those names aren't very complimentary and probably shouldn't be repeated in police company – although considering most gamers aren't considered polite company it probably doesn't

matter at this point.

Well getting back on track now; the GM is for all intents and purposes is the god of the gaming world and sets down the laws that govern it and what he will and won't allow; although hopefully this won't got to his head and he'll ruin the whole experience.

Remember he's the one making the game session possible so cut him slack wherever you can since he does have to put up with you guys and this odd and weird product that he must run the game from.

A lot of what the GM does is number crunching which is bad enough but he may enjoy that; it's also his job to develop and create a gaming world and populate for the players to run around in causing as much mayhem as they can; and don't give me that look players enjoy nothing more than causing mayhem when they can get away with it.

I mean consider the ubiquitous bar fight that always seems to crop up when the PCs are dumb enough to set foot in one.

Enough of my rambling however; just remember cut the GM some slack and show him a bit of respect; he'll appreciate it in the end.

"Bribery doesn't hurt either; bringing the GM fast food, drinks, and snacks doesn't hurt and may help keep him in a good mood," - Josh

"But what if he's on a diet?" - Bard

"A diet; yeah," - Mike

3] - This third rule is a major no-no and should be followed as closely as possible; no rules lawyering.

Please try to avoid rules lawyering as much as possible; we'd appreciate this greatly and so do all the other players and the GM.

Retribution for this evil and despicable habit can not only be found in the real world but also in the game world when the Rule Lawyer's character finds himself being chased down a dark alley by numerous unsavory types that mysteriously seem to be about ten times his own level.

4] - Okay, yes I can count and no there are no more rules after this one; like I said I have a strange sense of humor and this is the final rule; honestly.

THIS IS BOOK IS ONLY A GUIDE.

Frankly this book was created for you to have fun; if there is a rule that you don't like or do not feel runs properly with the rest of the game feel free to ignore it after discussing it with the other players and the GM.

This stuff isn't written in stone; mainly because my chiseling is horrible and makes my wrist hurt.

If you think it should be done or handled a different way go right ahead and do it please.

Heck, if you think you have come up with a better way of doing something feel free to e-mail us and it may get added to the FAQ or be Rerated into an upcoming product.

1.4 - What To Expect In The Future

The year 6200 C.E. is and the galaxy is still recovery from the brutality of the 7th Pan-Galactic War and

coming to terms with the fact that the things they have done in the past will come home to roost soon.

The world or galaxy of Sigurd's is a futuristic setting that encompasses both humanity and several alien races; those included in this book and those that are still waiting to be fleshed out.

Other things include alien cuisine; word of advice don't eat anything that an Evaran, Sssissvarin, or Skurmvald offers you; Nanno-Virii which has caused two separate wars and claimed millions if not billions of lives, holy wars that are even more devastating than before with the return of the old gods; heck even the day to day skirmishes between the religions and cults gets pretty bloody on Godhead.

Other things to look forward to include still stupid politicians; wait I guess no one really looks forward to that; faster than light space travel allowing one to travel from point A to point B in a matter of days or hours.

Of course there will be cool energy weapons, explosions, exotic alien locales, mysteries of the ages, explosions, treasure, oh yes and did we mention explosions.

This core book can be used for stuff other than the Sigurd's setting so feel free to use it as a loose guide for your own futuristic setting.

Also look forward to upcoming expansion books that cover all sorts of cool things like futuristic socket sets; okay...that's not really that cool but you never know.

There will also be weapons books, books about races and factions, ships, equipment, and a bunch of other cool stuff including futuristic socket sets.

"What's with the Futuristic Socket Set?" - Dennis
**Shrug* "They are really, really handy, you might want to buy one for the next session; hint, hint,"*
- Josh

1.5 - A View Of The Future

In certain ways the human race has advanced far in the last 4200 years; mainly technologically and scientifically.

However even morals are hard to advance when it comes to human beings and while great strides have been made there is still bigotry; mostly aimed at alien races - although some are still hateful of the differences in our own race.

Food is another thing that has made major advances with various types of new items found on colonized planets and pre-existing crops and stocks that have been mutated by exposure to a different ecosphere; plus there is also the cuisine of dozens of different races and with the introduction of the auto-chef and auto-kitchen food preparation has become much easier. Home entertainment has taken on new dimensions; literally; with the introduction of the Holo-Tank and Holo-Projector allowing for full 3D manifestation and the ability to interact with the entertainment environment if one wishes to.

New sports which have become even more brutal have also been introduced such as Grav-Disc, Laser Jet Ball, and Galactic Anti-Gravity Vehicle Racing that keep up

with the fast paced edge of the future.

Homes have also become more comfortable and easier to maintain whether you live in one of the huge habitation towers or a regular home the advent of self-adjusting furniture with built in heating and cooling elements as well as massaging ability allow one more ease to relax and with cleaning drones to take over the burden of house work people are able to focus on more important things such as family, work, and leisure activities.

With the reduced need of having to carry a bunch of junk around with them clothing preferences have changed radically with the advent of materials such as mono-film and Nanno-tex allowing for easier wear and longer life as well as snag free ability; however fads still come and go and bell bottoms still somehow manage to rear their ugly heads every now and then and materials such as leather, cotton, and silk still have their place.

With automated systems vehicles and travel have become easier to operate and can travel longer and farther than before and range from the small flight capable city card you drive down the block to pick up the milk and eggs up to the kilometers long cryogenic colony ships that can travel untold light years before delivering their cargo to new worlds.

Advances in medical technology have exploded across the known galaxy and even the lowest income family can afford decent medical care; mainly thanks to the Galactic Medical Association.

Along with the health care advances has also come the TET or Telomere Enhancement Treatment that can extend a person's life to almost three quarters of a millennia and most childhood sicknesses have been eradicated between standard medical technology and Nanno-technology

Most of the ills of the past have disappeared but there are still dark sides to it as well with the discovery of both NRS; Nanno-Rejection-Syndrome; and Nanno-drugs humanity will always find bad uses for good things.

Religion is another thing that has changed radically whether for the better or worse no one is really sure; but with the return of all the old mythological gods things have become even more inflammatory between the old and new religions; thankfully most of the bloodshed and depredations are kept on Godhead in the Fountain System.

1.6 – Futuristic Shenanigans

As stated before this is a game [we may or may not repeat this throughout the book – probably depend on how lazy we are feeling] and it is meant to be fun; so use your imagination and enjoy it.

And even if you don't have an imagination or have to play with someone who doesn't...wait that won't work I guess you'd have to have an imagination to be able to pretend to have an imagination; hmm talk about paradoxes.

We also ask that you please, please do not LARP our game; we don't need someone going around killing or beating up people because they think everyone around them is a Quisling in disguise.

Okay in roleplaying there is a bit of duality to a player's personality; it's even worse for the GM who has to play all the NPCs.

First off there is the player who discusses thing out of game with his fellow players and the GM and then there is the PC or player character that takes actions in the storyline of the game; whether it is running away from hordes of aliens bent on killing you and eating your spleen or standing your ground to impress the hot chick; and no she probably still won't be impressed by it.

Generally in a sci-fi game setting there are all sorts of things you couldn't do in a medieval or modern campaign setting.

These types of games are filled with different alien races either trying to live together or to kill each other on a daily basis and to conquer new territory or just defend what they already have.

Even space by its nature is against you; there is a reason it's called death pressure after all.

Now you add these together along with various plagues, unknown alien creatures, planet and star destroying technology and all sorts of other nice things; oh and let's not forget the latest galaxy conquering conspiracy; and you've got yourself a ready to adventure sci-fi campaign setting.

So enjoy.

1.7 – Make Sure To Seal Your Hardsuit

In the following section we'll tell you exactly what you need to play or at least what we think you need to play; you may think you need other things or think that leaving some of the stuff out doesn't matter; it's all really up to you.

1]. – This book and the rules and information that it contains; actually don't even ask why we put this one in the list since if you didn't have the book you wouldn't have the list and probably wouldn't be playing the game.

2]. – Character sheets; while not completely necessary and you can use regular paper to write stuff down on it does make it easier and more organized to keep track of stuff; these are supplied at the back of the book.

And yes you definitely have our permission to reproduce these to your heart's content plus it puts a lot less stress on those pesky metacarpals that everyone has.

3]. – Writing utensils; these are definite must; we generally suggest a pencil and usually a mechanical one at that and one of those nifty extendable tube erasers would be a good idea since a lot of erasing gets done in RPGs.

Erasers are especially good if you don't want to deal with a ton of scrap paper.

4]. – Excess sheets of paper, if you aren't keeping track of your hit points and such on these they are also good for keeping track of all the goodies you pick up and keeping notes; notes are a good thing; if you don't keep good ones they have a tendency to come back and bite you on the butt.

5]. – Dice, one always needs dice and lots and lots of it

for any role playing game; whether you like to keep it all the same color or a multi-color non-matching fanatic you'll always need the dice.

And don't be stingy get at least two sets; believe us it'll make life easier.

Dice are also good for other things as well such as bouncing them off the heads of rule lawyers or people who just plain annoy the GM; remember an irate GM is never a good thing and has tendency to lead towards TPK.

Below are several reasons why you need lots of dice that we've gathered from various members of our own gaming group.

Also you need lots of dice because occasionally you will run across a die that just refuses to roll good for you so we suggest a few ways to dispose of these -

1]. Sewer drains are always good and you can practice your hand eye coordination.

2]. Microwave the thing and see what happens, we don't suggest using this option with dice made out of metal however [actually we don't suggest this option at all, but if you do, e-mail us and let us know what happened; and we are not responsible for damages to your microwave or anything else].

3]. Give bad dice to someone you don't like.

4]. Switch your bad die with one of the GM's good die when he isn't looking, and remember this only works if the dice look the same. - BOH Staff

Okay continuing on with our seemingly random discussion of dice there are several types and we'll detail them as follows -

d3] - These look sort of like skinny ended squashed triangles and are rather oddly shape and are a fairly new type of die.

d4] - These look like three side pyramids with the fourth side facing down and a generally good for throwing at people since at least one point will always hit the person; they also make good impromptu caltrops.

d6] - You can never have enough d6's; if you run low go raid that old board game that has been moldering in the closet for god only knows how many years.

d8] - This is another die that makes a pretty effective projectile since it has a point on each end and is shaped like two four-sided pyramids put together.

d10] - This die is numbered 1-10 and are shaped very similar to the d8 save that each end has five facets with generally odds being on one end and evens on the other.

d10 Percentile] - Physically speaking this is exactly the same as the regular d10 save that it is number 01-00 with once again the odd numbers on one end and the evens on the other.

d12] - This is 12-sided die that has a side on each end

and then five more running around the circumference of each end.

d20] - This is a fairly large die that has twenty sides.

d30] - This is an even larger die that has thirty sides and we don't really have anything that uses this; but maybe sometime in the future we might.

Zochehedron] - This is basically a golf ball pretending to be a die and has 100 sides to it and can take the place of percentile set but has a bad habit of rolling around forever before stopping.

6]. - This next one is pretty optional but for players that have horrible special awareness or if you just want to add more to your game; especially if you have a complicated map set up for the session we generally suggest this.

A battle mat and miniature are always good to have but can be a tad on the expensive side and make sure you use the right markers or it will all end in tears.

7]. - And of course the most important thing of all; yes even more important than having this book; some poor dumb slob to run your game for you; and no you can't kidnap a bum off the street and hold him at gunpoint.

1.8 - Campaign Setting

The basic setting for Sigurd's is that of a sci-fi futuristic; I know we've said this before but it never hurts to repeat oneself.

The galaxy has been through seven major wars and who knows when another will start up and there is always someone fighting somewhere along with the various intrigues and hidden agenda that can be found. Scenarios can range anywhere from a simple cargo hauling job gone wrong to a pirate attack [with the players either being the victims or the pirates], a diplomatic mission, galactic exploitation - *cough* I mean exploration, or just trying to avert another major war.

So in the end have fun and be creative, if you think you have an excellent campaign that may add to the history of the game let us know and events and names may end up in future publications.

Unfortunately due to size constraints and trying to get a good quality product with a low price tag out we will not be including a starter scenario.

1.9 - Game Masters, Dungeon Masters, & Blood Thirsty Space Emperors

Okay, all of these things have something in common; they are in charge and you generally want to do what they say otherwise you may end up in great peril; although the GM and DM are less likely to cut your head off than the Blood Thirsty Space Emperor

Alrighty, GM's your job is to flesh out the story you want the other players to be involved in and you can even run an NPC of your own to help them along and point them in the right or wrong direction; you can even run several actually but we generally consider this a bad idea since it can slow the game pace down if you run too many party affiliated characters.

Generally we just suggest creating an NPC that fits a gap that hasn't been filled by the party or if there are no open niches just make an all-around jack of all trades.

And don't forget all the other NPC's you'll have to come up with as the players wander through the world and cause mayhem.

Let's face it folks a GM's job is to paint a picture as if the players were really there, oh and possibly screw the players over every chance he gets.

You may be friends with your boss but it is really hard to be friends with the GM; although if you bribe him enough he may mellow out some.

The following is a discussion we had about things to keep an eye out for while playing or if you are the GM -

"Power gaming is bad by the way." - Justin

"Give me some examples." - Josh

1. Well there are those people that try to take books from other games systems and try to use them without asking if it's okay.

2. You create a power gamed henchman that covers everything that the player isn't able to do.

3. You think you are god and try acting upon it.

4. You try to make yourself the center of everything even when the plot has nothing to do with you.

5. Purposely cheat with dice.

6. You make people want to sleep as you rant about your character for two hours, and actually succeed at it.

7. You force the GM and all other characters to plot your death.

8. Then whine and never come back to play again.

"All dice should be rolled where the GM can see them." - Campi

"Make sure no one is using loaded dice." - Justin

"All actions should be called before dice are rolled."

- Campi

"Rule 0, the GM is always right." - Justin

Seriously in all honesty folks the GM should make the game fun and exciting for the players but not screw with them to badly; unless they've done something that blatantly deserves it.

Also remember to count your fingers after having an encounter with an NPC named Habib anytime he tries to sell you something; frankly I don't know how he keeps popping up but he does.

Hey, I resent that last remark. - Habib

Then stop trying to sell characters guns that have no firing pins, RPG warheads with no explosives, and weeks old tuna fish and telling them that it is aged and healthy for them. - Josh

But it is and I cannot help it if they don't ask if the guns they are buying have firing pins. - Habib

Argh. - Josh

SIGURD'S GUIDE

*"Mother always said I should have become a doctor; but hey with a cool tag line such as meet interesting people and kill them who could pass up being a Fleet Marine."
- TC-FMC Sgt. Major Zacarel Dashinel - 4322 C.E.*

CHAPTER 2 - CHARACTER CREATION

"Can I play a horse?" - Dave

"Sorry there aren't any anthropomorphic horse races," - Josh

"But there are regular horse races?" - Mike

"Shut up," - Josh

"No I want to play a regular horse," - Dave

"I really don't even have an answer to that nor the energy to ask why," - Josh

"So I can play a horse?" - Dave

"Let me think about it; NO!" - Josh

2.1 – Steps To Creation

Okay the following section gives a list of steps that you will need to follow to create your character.

1] – The first thing you need to do for character creation is to decide what race your character is going to be; the core book contains eight base races but more will be available in later publications.

The races include Human, Dwuervan, Elharnian, Ngorm, Halfarn, Orlanc, Yetin, and Tantalán.

2] – The next step is to decide whether your character will be a normal person or an Esper; if the latter is chosen different charts must be consulted during character creation.

3] – Next you need to decide what Advantages you plan on taking; you always want to do this first so you know how many points you are going to need to pay for it with Disadvantages; just remember you don't have to take Advantages or Disadvantages.

If you do not take Advantages you can still take disadvantages to pump up your hit points; believe me you can get a pretty screwed up character but have a ton of hit points.

Technically Advantages and Disadvantages can only be taken during character creation however a GM may deem it necessary for a character to gain one or the other during game play due to circumstances or events.

4] – Determine how many boost points your character will start with and spend them accordingly; a subsection of this is the calculation of Defenses, Exertions, Initiatives, and Damage Deflections which are boosts but are also listed separately for ease of use.

Also as an extra little tid-bit humans gain an extra five points per level if anyone is playing an alien race.

Below Table 2-1 – Level Rewards details how many boost points you receive per level as well as how many attacks and what your max boost rank is allowed to be at that level.

If you have decided to become a Magus or Esper

please use Table 2-8 to determine the above instead of Table 2-1.

Table 2-1 - Level Rewards

Level	Boost Points	Attacks	Max Rank
0 th	25	1	1
1 st	50	1	2
2 nd	50	1	3
3 ^d	50	1	4
4 th	50	2	5
5 th	50	2	6
6 th	75	2	7
7 th	75	2	8
8 th	75	3	9
9 th	75	3	10
10 th	75	3	10
11 th	100	3	10
12 th	100	4	10
13 th	100	4	10
14 th	100	4	10
15 th	100	4	10
16 th	125	5	10
17 th	125	5	10
18 th	125	5	10
19 th	125	5	10
20 th	150	5	10

5] – Determine how many hit points your character starts with and do not forget to add in any points left over from disadvantages or any that you have received from boosts and from left over boost points.

Also remember that boost ranks are not a one for one basis but scale upwards as you get into higher ranks as shown in Table 2-1 – Boost Rank Costs.

Table 2-2 – Boost Rank Costs

Rank	Rank Point Cost	Total Point Cost
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	6	21
7	7	28
8	8	36
9	9	45
10	10	55

6] – Determine how many Surge Points you character has and what die size that you will be rolling for those surge points; we'll go into Surge Points in more detail later on in the book in Chapter ? Game Mechanics but Table 2-2 – Surge Point Level Chart details these as well.

Table 2-3 – Surge Point Level Chart

Level	Die Size
1 st -5 th	1d6
6 th -10 th	1d8
11 th -15 th	1d10
16 th -20 th	1d12

7] – Next up is figuring out you characters movement rates; Table 2-3 - Medium Creature Base Movement gives the base movement rates for well a medium sized creature; after you have the base movements don't forget to add in any modifiers from boosts that have been taken.

It should be noted that any time you end up with a number that isn't a five or a ten you need to always round up to the nearest five.

Table 2-4 – Medium Creature Base Movement

Movement Type	Movement Rate
Walking	40
Running	80
Sprinting	160
Climbing	20
Jumping	10
Flying	40 - When Applicable
Swimming	20

8] – Of course you always need to know how much crap; er I mean gear you character is capable of carrying so one of the most important things to do is determine your characters encumbrance.

One thing about encumbrance is that a lot of times GM's could really care less about how much you are actually carrying but some do and sometimes it is a good idea to know how much stuff you are actually carrying and below in Table 2-4 – Base Lifting/Carrying Capacity it tells you what the base encumbrance is for creatures of varying sizes as well as how much they can easily lift and hold for an extended period of time [generally ten rounds or two minutes].

Table 2-5 – Base Lifting/Carrying Capacity

Creature Size	Encumbrance	Lift Capacity
Fine	3lbs./1.3kgs.	9lbs./4kgs.
Diminutive	9lbs./4kgs.	27lbs./12kgs.
Tiny	18lbs./8kgs.	54lbs./24kgs.
Small	36lbs./16kgs.	108lbs./48kgs.
Medium	45lbs./20kgs.	135lbs./60kgs.
Large	90lbs./40kgs.	270lbs./120kgs.
Huge	180lbs./80kgs.	540lbs./240kgs.
Gigantic	270lbs./120kgs.	810lbs./360kgs.
Gargantuan	360lbs./160kgs.	1080lbs./480kgs.
Colossal	450lbs./200kgs.	1350lbs./600kgs.
Titanic	900lbs./400kgs.	2700lbs./1200kgs.

9] – Determine how much money your character starts out with otherwise you can't buy your gear so the Table 2-5 - Starting Wealth & Salaries helps you and the GM determine how much money you get; frankly our table can be really nice or really harsh but the GM can also decide to determine how much money your character starts with by backstory and what your character's job was before becoming and adventurer and how long he was at that job [a player can kind of cheat by making his character older and being in the same job longer]; and

then table 2-6 – Savings helps decide what kind of credit rating and how good or bad you were at saving your money.

The Savings/Year column in Table 2-5 is how much money is left over after paying for bills, rent, food, and other essentials and this number is taking and modified by savings column in Table 2-6 to determine how much money the character has actually managed to save each year.

Table 2-6 – Starting Wealth & Salaries

Roll [%]	Class	Yearly	Savings/Year
1%	Upper Wealthy	220k	22k
2-5%	Middle Wealthy	180k	18k
6-10%	Wealthy	78k	7.8k
11-20%	Upper Middle Class	73k	7.3k
21-40%	Middle Class	71k	7.1k
41-60%	Lower Middle Class	26k	2.6k
61-100%	Poor	1.3k	130

Table 2-7 – Savings

Roll [d6]	Class	Savings
1	Penny Pincher	100%
2	Coupon Clipper	75%
3	Well Off	50%
4	Comfortable	25%
5	Broke	10%
6	In Debt	5%

10] – Okay for those of you have decided that you want to be an Esper you have to determine whether you are going to be a Mind & Body or Elemental Esper once that is decided we can go from there.

Espers start with one discipline and then can gain another every four levels.

11] – Flesh out your character by giving them a name, determining age, gender, height, weight, eye and hair color, date of birth, religion, and home world.

These things allow the GM to come up with a more comprehensive game play and to add plot points for the characters as the story progresses.

12] – Finally we are at the end of character creation and this is where you get to spend that money that you rolled up earlier.

Go ahead and buy gear, equipment, weapons, armor, ammo, and other stuff that you find important for your character.

"Mike there isn't any clothes listed on your character sheet," - Josh

"That's because my character is running around naked," - Mike

"Well your character gets arrested by the Galactic Patrol for indecent exposure," - Josh

"Only you would manage to get yourself arrested before the game even started," - John

SIGURD'S GUIDE

"Xenophobia has nothing to do with it; I'm a cautious person that would like to reach retirement."
 - TC-FMC Sgt. Major Zacarel Dashinel - Shorty Before His Death On Tantras III - 4539 C.E.

CHAPTER 3 - RACES

In Sigurd's there are numerous possibilities for one to create a character among these possibilities is the ability to choose what race you want to play and in the Core Book we present eight different choices that are listed and described in this chapter.

These choices are the versatile Human, the stocky and pragmatic Dwuervan, the graceful and dexterous Elharnian, the joking and devious Halfarn, the genius and annoying Ngorm, the strong and introspective Orlanc, the mysterious and thoughtful Yetin, and the parasitic and conquering Tantalanc.

The races in this book other than humanity are those that have been allied with them since the 1st Pan-Galactic War and are their most numerous and profitable trading partners; the only exception to this rule is the hive-minded Tantalanc Parasites that have just recently come on to the galactic scene.

On Table 3-1 – List Of Races it shows the overall percentage of these races population as well as their latest population numbers [remember these numbers only include those persons living on planet and aboard habitats associated with those star nations and does not include transient populations].

Table 3-1 – List Of Races

Race	Population	% Of Population
Dwuervan	64 Trillion	1.5%
Elharnian	3 Quadrillion	71.9%
Halfarn	10 Trillion	0.2%
Human	1 Quadrillion	24%
Ngorm	16 Trillion	0.4%
Orlanc	31.5 Trillion	0.8%
Tantalanc	10 Trillion	0.2%
Yetin	3.5 Trillion	0.8%

The following sections of this chapter will include images and descriptions of the various core races; this will include height, weight, eye colors, hair colors and the like as well as any special bonuses they gain and other background information.

3.1 – Humans



Barr & Berry Robards Typical Humans Of The 63rd Century

The dominate species on Earth for the last eight to ten millennia humans have quickly spread through the areas of the galaxy that they control and large populations of them can be found in other star nations that are friendly with the species.

As one of the most prolific races; so far only the Elharnians with their four millennia life spans and the undying Evarans have larger populations.

This expansion is due to their aggressive expansionism, their ability to procreate quickly and their desire to see what lies beyond the next hill or star in this case.

Mentality & Personality

Mentally humans are very versatile and flexible in both mind and body allowing them to easily and quickly adapt to their physical surroundings and what they can not adapt to they adapt to themselves with a technological innovation that is not easily matched by any other race.

Personality wise Humans can be petty, jealous, greedy, and all the other deadly sins along with a few new ones. On the otherside of the coin however Humans can be loving, giving, and kind hearted and its this propensity and diversity that tends to confuse most other races even those that share similar physical traits with them such as the Elharnians and even the Orlanc.

Physical Description

Physically Humans follow the rule of two, two eyes, two ears, two legs and arms and so on.

Humans are a bipedal upright species with stereoscopic vision and decent hearing but horrible sense of smell.

Humans have five fingers on each hand and five toes on each foot making them excellent tool users and are omnivores with leanings towards carnivorousness with some few trying to stay herbivorous.

Relationships With Other Races

Humans can be kind and courteous, others hatefull and racist and some can even flip-flop from moment to moment but in general most humans are pretty straight-forward with their views.

In general humans are pretty wide open to new people and concepts but unfortunately there are still those who have xenophobic or even racist tendencies.

Humans enjoy good relationships with most of the known galaxies races save for those bent on enslaving or conquaring others.

Languages

Humans have dozens of different mainstreams languages and hundreds of dialects and derivatives of these base languages but thankfully most also speak at least a smattering of Modern Theban with secondary langauges being mainly English, German, Russian, Spanish [Castillan], Japanese, and Mandarin Chinese.

Naming Tendencies

Naming tendencies for humans are too diverse and vary wildly even on their own home world suffice it to say you can find just about any name you want in a human star nation.

Birth Rates

Humans generally have a nine month gestation period for their young and the numbers of births at one time can vary wildly.

For humans single or twins are most common; triplets are not unheard of but quadruplets & quintuplets only have about a 5% chance of occurring and sextuplets and septuplets have a 1% chance.

Religion

Humans follow four major religions that originate from their home world and are as follows; Judaism, Christianity, Hinduism, and Islam; of these Islam is the least practiced and has mellowed much from its stances in the second millennia due to the loss of most of the more violent elements of their culture.

Other religions are followed as well and there are numerous versions of the major four religions as well.

3.2 – Dwuervan



Grun Gruffrock A Dwuervan Bounty Hunter

Dwuervan are a stocky race of humanoids that tend to keep to themselves and hide themselves away in mines and aboard asteroid belt space stations spending most of their working hours mining and smelting everything from iron to palladium and either selling them as raw materials or as intricate melee and ranged combat weapons that hold up to the test of time.

Semi-long lived Dwuervan prefer to keep to themselves but woe to anyone that messes with them or their families and they become fierce warriors with picks and shovels being exchanged for axe and shotgun.

Mentality & Personality

Stubborn as most days are long the Dwuervan could give an Earth mule a run for its money.

Although many consider them rude the Dwuervan are short and to the point when it comes down to just about everything in their life.

However the Dwuervan work hard and tend to play hard afterwards with full contact sports and heavy drinking that would give most other races alcohol poisoning.

The Dwuervan are very clannish and families and extended clans are the most important things in their life after mining and smelting but once they get to take the measure of a person and if they are impressed by them

they will quickly befriend them.

Physical Description

The Dwuervan are a short stocky race of humanoids that share almost the exact same anatomy as humans save for height and density and only stand about 5' 6" or 1.5 meters at the tallest.

Relationships With Other Races

The Dwuervan have a tendency to avoid other races in general and the Elharnian and Eld in particular; not through any malice but they deem these two races to be too aloof and snooty; however they have good relations with the Ngorm who have provided them with many innovations with mining.

As for other races the Dwuervan reserve judgement on a person by person basis and if they are impressed by someones skill or aptitude they will become quick and life long friends.

Languages

All Dwuervan speak at least one dialect of Dwuervan; which there are five; and most also speak Modern Theban since it is considered a trade language.

Naming Tendencies

Dwuervan names consist of a first and last name often with a clan name if still tied closely to that clan; generally Dwuervan who have left behind their homeworld no longer include their clan name.

First names tend to be somewhat guttural but oddly enough are very similar to Swedish, Finnish, and German.

Last names generally derive from where the family originated from or some deed that they are known for such as Rockdweller or Stonefist.

Clan names however often describe what that clans main axis of trade is such as Ironcutter, Oreminer, or other similar names.

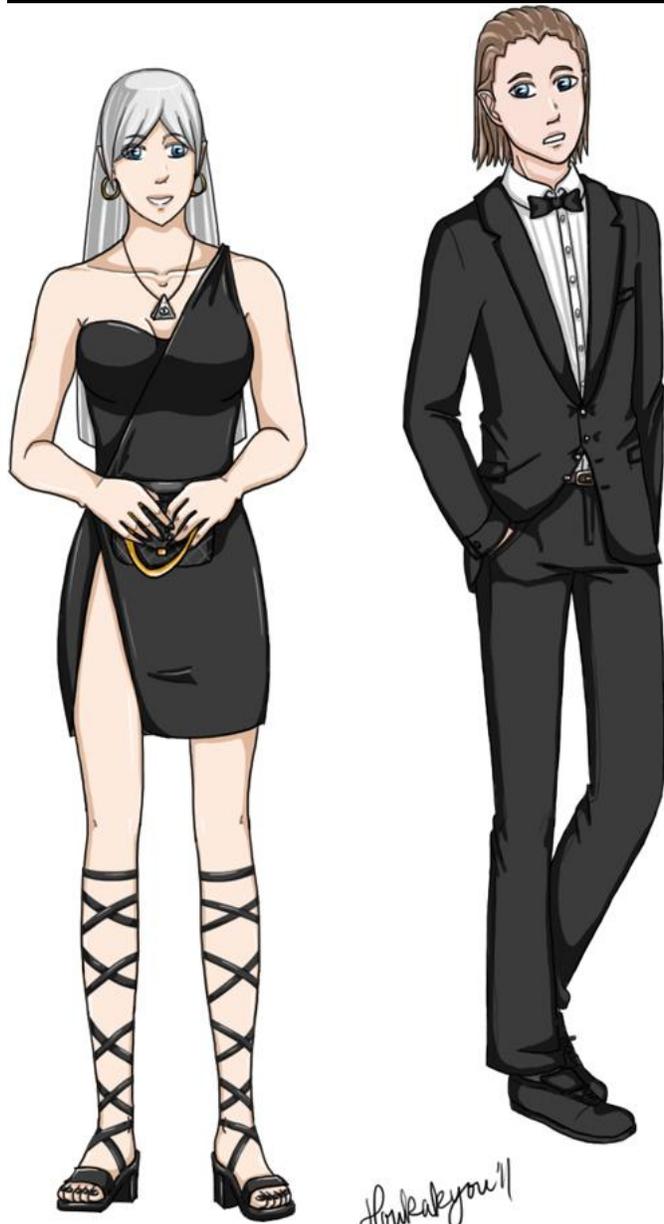
Birth Rates

Dwuervan generally give birth to single babes but with their longer natural life spans they tend to have quite large families; the standard gestation period for a Dwuervan birth is 27 months.

Religion

Oddly enough the Dwuervan worship a pantheon very similar to that of Old Earth's vikings with an overall god called Ordin.

3.3 – Elharnian



PRIVATEER/PIRATE CAPTAIN ARIEL FOR-LAVANDER & ELHARNIAN
COMBINE NAVAL INTELLIGENCE OFFICE COMMANDER ARES LIGHNOR
OUT ON A NIGHT ON THE TOWN

The Elharnian are considered by most to be one of the most physically beautiful races in the galaxy and unfortunately a lot of them believe it themselves causing them to be somewhat snooty and snobbish; of course that isn't the only cause of their attitude with almost 75% of their race currently ranging in age from 2500-3500 years of age.

Bitterness also plays a role in their attitude as well since Elharnian females are only fertile for the first four hundred years of their life which causes many an older Elharnian to resent the younger generations and in turn this causes the younger generations to act wild and uncultured for the first couple hundred years of their life. Among other things the Elharnians have a passion for sword play which is not odd considering they are one of the premier manufacturers of long blades as well as the rare and much sought after psi-blades made by their

ancient masters; other interests include light, filigreed jewelry, and oddly enough long ranged hunting and sniping rifles.

Mentality & Personality

Most Elharnians come off as snooty, snobbish, aloof, and boring; or at least the older generations do.

Unfortunately due to their ability to live for almost four millennia Elharnians have the bad habit of considering themselves to be superior to other races.

However the younger generations have a bad tendency to be wild and reckless and seeing that they have so long to live indulge in the moment more than anything else.

Thankfully both entrenched attitudes are starting to wane as they have more contact and interaction with the galaxy at large and the fact that a lot of races won't put up with this attitude.

Physical Description

Elharnians are taller even than humans and are somewhat on the thin side but not unhealthily so and many a would be assailant has had his brains beaten in by the whipcord strong muscles of an Elharnian.

At a distance one could easily mistake an Elharnian for a tall and thin human but upon closer inspection the paler complexion, downy hair, and of course the slightly pointed ears easily give away the fact.

Relationships With Other Races

Sadly with their attitudes towards other races the Elharnians have a hard time getting along with them and about the only Star Nation that they have very good relations with is the Theban Cluster.

Languages

The Elharnians have three distinct dialects of Elharn that they speak and most also know Modern Theban as trade language.

There are also rare traces of more dialects but it is believed during the ten plus millennia of war that broke out between the three great nation states of Elharnia that most of the evidence of these was lost.

Naming Tendencies

Most Elharnian names are light and flowing and are somewhat musical sounding.

For example a females name may be Ariel Fox-Lavander while a males would be Are Lighnor with the l being long and the g and h being silent.

Birth Rates

As stated previously Elharnian Females are only fertile for the first four hundred years of their life while males are able to impregnate up to around the age of 3000+.

Thankfully the lack of fertility is offset by the fact that Elharnian females generally give birth to twin or triplets with single births being rare and anything beyond triplets being uncommon.

The pregnancy period for an Elharnian is approximately twelve and a half months.

Religion

Elharnians are generally not very religious and one cannot really blame them of the three Nation States that existed when the Theban Cluster encountered them one was a pseudo-communist state that forbade

religion while the second was a Theocracy run by religious zealots that would make Old Earth's Spanish Inquisition's most evil and perverted member whimper in fear.

As for the third Nation State that existed at the time it was more analogous of the United States of the 1960s governmental wise and while they still practiced normal religion there was no overall demand to do so and to this day religion takes a low priority with Elharnians; some scholars believe it this mentality is also due to the fact that Elharnians live for several millennia.

3.4 – Halfarn

One of the smallest races encountered by humanity the Halfarn are a group of fun loving and joyful people who tend to like practical jokes and for some reason blonde jokes the most.

Due to their small size most others tend to underestimate them to their own detriment and have ended up with a bullet in their back or a knife in their kidneys.

While the Halfarn are very placid and fun filled race they also have one of the largest mafia organizations in the known galaxy; the Galactic Patrol has been trying for almost two millennia to round them up with little success.

One of the reasons is that the Halfarn's pretty much keep their noses clean with barely legal endeavors that take the heat while their more legal businesses hide the truly illegal things such as drug trafficking, racketeering, and extortion.

However not all Halfarns are criminal and due to their sizes make excellent spies and scouts and many a criminal or military person has been put off guard by a Halfarn disguised as a child.

Mentality & Personality

The Halfarn are very exuberant about most things and will constantly be joking and carrying on conversation and look at most things with a sunny eye; however they are also some of the most devious criminals in the known galaxy as well with their Mafia families taking great pains to keep their illegal activities as clean as possible and well hidden.

Physical Description

Halfarn are short averaging about 3 feet or 0.9 meters in height and at most weighing thirty five pounds; Halfarns share the same physical make up as humans and other humanoids such as Dwuervan and Elharnian and resemble children more than anything else even in their later years.

The only thing odd about the Halfarns body is the fact that in general they have slightly oversized feet.

Relationships With Other Races

The Halfarn generally get along with most other races unless they start butting into their business; and recently the Halfarn have started to lose houses of ill repute to an unknown assailant that may or may not be the Tantalus Hive Mind.

Languages

The Halfarn speak their native language Halfarn and Modern Theban as a trade tongue.

Naming Tendencies

Halfarn names are generally short and consist of a first and last name that are generally no more than one or two syllables long; for example a female may be called Tes Gow while a male would go by Din Cor.

Birth Rates

The Halfarn give live birth with pregnancy lasting approximately thirteen months and generally have single births with twin births being very rare.

Religion

The Halfarn have a small pantheon of gods that generally focus on jokes, having fun, and criminal enterprises.

3.5 – Ngorm

The Ngorm have come to known as the second most annoying galaxy; with the Axibekains being the most annoying – but we'll discuss them in a different book.

The fact that the Ngorm are inquisitive to the point of insanity isn't the main problem it's the fact that they spend the rest of their time asking questions of everyone to the point that that person wants to run away screaming.

If you've ever had a two year old child or even had to deal with one this isn't even similar it's actually a lot worse; magnify the annoyance by a 100 fold and feed the child an entire field of sugar and you might get close.

However a Ngorm's intelligence level should never be mistaken for that of a two year old; they are probably one of the smartest and most innovative races in the galaxy; they actually invented the Boreworm drive – however no one was ready to try it out until scientists from other races went through and checked it over carefully – the Ngorm aren't exactly known for proof-testing things.

An Ngorm's line of questioning follows the same vein until they have exhausted all the information their unlucky target has or they are satisfied; which rarely happens; they tend to use the word why a lot and their language has 507 different words that mean why.

Once you get past the questions and get an Ngorm to focus however they are a pretty likeable race and are some of the best mechanics and engineers in space.

Mentality & Personality

The Ngorm are hyper-active, talk a mile a minute; literally; and are easily distracted by mechanical, chemical, and well just about any shiny object that they see.

Ngorm spend most of their work time working hard and coming up with new innovations and upgrades for different equipment; however when they are at home their family is paramount with them playing games that teach all members of the family new and interesting things.

Physical Description

Slight of build the Ngorm are slightly taller than the Halfarn and very wirey allow them to eel their way through the vast odd contraptions that they design and build.

Ngorm have an affectation for overly large mustaches and pointy goatees that they keep groomed within an inch of their lives even when the rest of their bodies are covered in grease, chemicals, and mechanical fluids.

Most Ngorm can be found wearing mono-film jumpsuits with flaring cuffs and will pouches and belts strapped all over their bodies to hold tools, parts, and schematics.

Relationships With Other Races

Not easily tolerable when they are on a questioning tangent the rest of the time they get along well with most of the other races but only the patience levels of the Draganar, Yetin, and Rahtahlans are high enough to tolerate a question oriented Ngorm for long periods of

time.

The generally unflappable Elharnians have been known to literally run away when they see a Ngorm coming and the Orlanc suddenly find themselves needing to plow a field somewhere.

Languages

Ngoran is the base language of the Ngorm; unfortunately the language is as confusing as the Ngorm themselves are and has a tendency change a word's meaning from day to day; thankfully most Ngorm also speak Modern Theban.

Naming Tendencies

Just like everything else that involves the Ngorm their names are also long, convoluted, and complicated and include fairly names going back several generations and woe to anyone who would interrupt a Ngorm while he is introducing himself as it is a major insult.

It's also the only way to shut one up sometimes.

Birth Rates

The Ngorm have life birth with mostly individual children and on the rare occasion twins; the pregnancy period for a Ngorm is surprisingly short at six months but their population is so low due to the fact that everyone is busy working.

Religion

Asking a Ngorm about religion is one of the worst things a person could do they'll go off on a tangent and start talking about the mechanics of the cosmos and either come up with several different theories on why a deity does or doesn't exist.

However if a person is really lucky they'll just say they are too busy for it and go back to work.

Planets

While the Ngorm populate numerous types of planets, it just depends on what purpose the colony had started out with.

Unlike other races Ngorm colony missions are made up of like-minded scientists and engineers [and of course their families].

For example a group wanting to test water based propulsion systems will choose a mostly water planet while a group wanting to test out new theories on mining will choose a rocky mountainous planet.

Racial Traits Information/Race	Humans	Dwuervan	Elharnian	Halfarn
Languages	English Modern Theban	Dwuervo Modern Theban	Elharn Modern Theban	Halfar Modern Theban
Life Span	750 Years	400 Years	4,000 Years	400 Years
Starting Age	16	16	160	18 Years
Skin Colors	Albinism [5%] Black Brown Caucasian Red Yellow	Ruddy Brown Caucasian	Albinism [25%] Caucasian Mocha	Albinism [5%] Black Brown Caucasian Red Yellow
Hair Color	Auburn Black Blonde Brown Gray Red White	Black Brown Gray	Blonde Gray White	Auburn Black Brown Gray Red White
Eye Color	Black Blue Brown Gray Green Hazel Violet Red [5%]	Black Brown Gray Hazel	Blue Gray Green Hazel Purple Violet Red [25%]	Black Blue Brown Gray Green Hazel Violet Red [5%]
Natural Attacks	Bite – 1d4 Claw – 1d4	Bite – 1d4 Claw – 1d4	Bite – 1d4 Claw – 1d4	Bite – 1d3 Claw – 1d2
Sexes	Male/Female	Male/Female	Male/Female	Male/Female
Movement Rate	40ft./12mtrs.	35ft./10mtrs.	40ft./12mtrs.	30ft./9 Meters
Average Height – Low End	5ft./1.5mtrs.	5ft./1.5mtrs.	5.5ft./1.7mtrs.	3ft./0.9mtrs.
Average Height – High End	6.2ft./1.9mtrs.	5.5ft./1.7mtrs.	6.5ft./2.0mtrs.	
Average Weight - Low End	Female - 100lbs./45kgs. Male - 175lbs./78kgs.	125lbs./56kgs.	Female - 95lbs./43kgs. Male – 135lbs./60kgs.	30lbs./14kgs.
Average Weight - High End	Female - 150lbs./67kgs. Male - 250lbs./110kgs.	280lbs./125kgs.	Female – 135lbs./60kgs. Male – 175lbs./78kgs.	35lbs./16kgs.
Homeworld	Earth	Dwuerva	Elharnia	Helfara
Preferred Planets	Various	Mountainous Heavy w/Ore & Mineral	Forested	Rolling Hills, Grasslands Old Growth Forests
Size	Medium	Medium	Medium	Small
Bonuses	5 Boot Points Per Level If Other Races Played	W - Axes W - Shotguns K/C - Mining	W – Rifles [Non-AR] W – Long Sword Appraisal - Jewelry	Climb, Jump, Notice Survival – Escape/Evade W – Heavy – Gren. Lau.

3.6 – Orlanc

The Orlanc are a bit of an oddity when it comes to space capable races; when the Theban Cluster first encountered them they were being held captive on their planet by an AI that had gone rogue aboard their planet's only space station and had used its weapons to destroy anything that tried to leave the planet's surface. Recent uncovered records however show that the Orlanc's intelligence level may have regressed during the period that the AI controlled the planet's orbitals.

The Orlanc also share their planet with a race known as the Yetin and seem to get along well.

The Orlanc are a rather robust race that seem to prefer physical activities over mental ones but that in no way means that they are stupid; their technological level is on par with most of the other Tunnel Union races and they also make fairly decent shock troops.

The Orlanc tend to be farmers and ranchers supplying large amounts of food stuffs to other planets.

Mentality & Personality

Most Orlanc are very gregarious and outspoken; even annoyingly loud at times especially when it comes to physical activity which they enjoy very much.

It isn't uncommon to encounter a group of Orlanc that are off work setting up a spontaneous game of some physical sport or even just arm wrestling.

Physical Description

The Orlanc are very muscular and robust with large upper body strength and the ability to carry massive loads they generally weigh around five hundred pounds and stand around seven feet tall.

Another thing that should be considered is the Orlanc's facial appearance; while not ugly the Orlanc are not exactly one of the better looking races and tend to have hooked noses, upward jutting tusks from their lower jaw and underbites with coarse, thick, dark colored hair.

Relationships With Other Races

The Orlanc are impressed by strength both brute and by force of arms and generally get along with most races that prove they can be depended upon for both.

Unfortunately the Orlanc tend to end up as the victims of a lot of Halfarn practical jokes and are completely confused by the Ngorm.

Languages

Orlan is the major language spoken by the Orlanc as well as Modern Theban; there are hints that at one time there were several other dialects but no written or verbal specimens exist at this date.

Naming Tendencies

Orlanc names tend to be three to four syllables in length with a guttural undertone to the vowels.

Birth Rates

Orlanc give birth to single children but tend to be very prolific in their procreation even though a pregnancy can last up to twenty-four months.

Religion

When first encountered the Orlanc seemed to worship the AI that kept them on their planet but since the resurgence of the old gods they have turned their eyes

towards gods such as Thor and Hercules.

Planets

The Orlanc prefer planets that have large stretches of grasslands and open fields as well as fertile valleys for their herds of domesticated animals and crops.

Bonuses

Even though Orlanc are not large creatures they receive all the bonuses of a large creature due to their extremely muscular physiques.

3.7 – Yetin

The Yetin as a whole are a bit of a mystery; they were first encountered on the Orlanc home world but state that they do not originate from that planet; the Orlanc state that they have been on the planet for as long as they can remember and records from the defeated AI that they were on planet when it took over the orbitals.

The Yetin's physical appearance and biological make-up reinforce the fact that they are not from the Orlanc Homeworld and up until recently that is the only place that one could be found; no one is real sure of the exact number of Orlanc since they generally keep to the cool mountainous regions of Orlan when not acting as technological and spiritual advisors to the Orlanc.

Recently large numbers of Yetin have started taking pilgrimages through the galaxy; there have been whispers of something that they must atone for but no one is real sure if this is just rumor or truth.

Mentality & Personality

Yetin are generally quiet unless they find something humorous and their personality has often been described as a cross between Budha and a stand up comedian.

The Yetin are steadfast and have a tendency to think things over before they rush into a decision and sometimes this can be detrimental to the situation but often times it is the only thing that keeps from exacerbating an already bad situation.

Generally the Yetin speak in quiet deep tones that require their audience to listen carefully but the few times that a Yetin has become angered it is a sight and sound to behold as they roar with anger at the situation but still manage to keep a calm sense about them.

Physical Description

Yetin are bipedal but this is the only similarity that they share with the Humanoid races that they are generally found with; their entire bodies are covered with a thick long fur save for their eyes, mouth, and the bottoms of their hands and feet.

Yetins stand around eight feet tall and weigh around 750lbs./333kgs. and have intelligent blue eyes that often have a hint of wisdom and humor mixed in equal parts they have oversized canines that sometimes aren't hidden by their lips and most of their teeth are pointed and sharp.

Relationships With Other Races

Yetins have the ability to get along with most other races and are only stymied by the Tantalans who they have been heard to mutter act more like computer programs than living beings.

Languages

Yetr is the native tongue for the Yetins and is a very sing-song with smooth tones and is oddly enough very reminiscent of Nepalese; many believe this may be where the legends of the Abominable Snowman hail from with Yetin having visited that portion of Earth millennia ago.

Naming Tendencies

Yetin names are exceedingly long and fluid consisting of a dozen or more syllables but most go by the first

one or two syllables of their name to ease conversations.

Birth Rates

Unknown; it's assumed that Yetin give live birth but birth numbers, pregnancy length and maturation times are completely unknown.

Religion

The closest thing Yetin have to religion would be something similar to the teachings of Budha

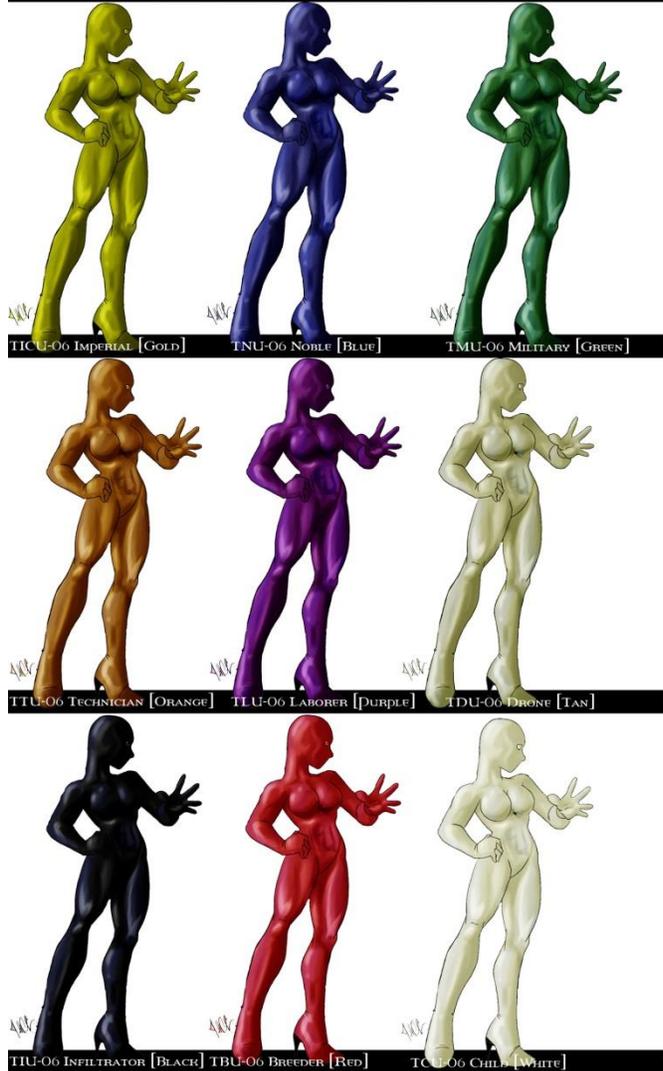
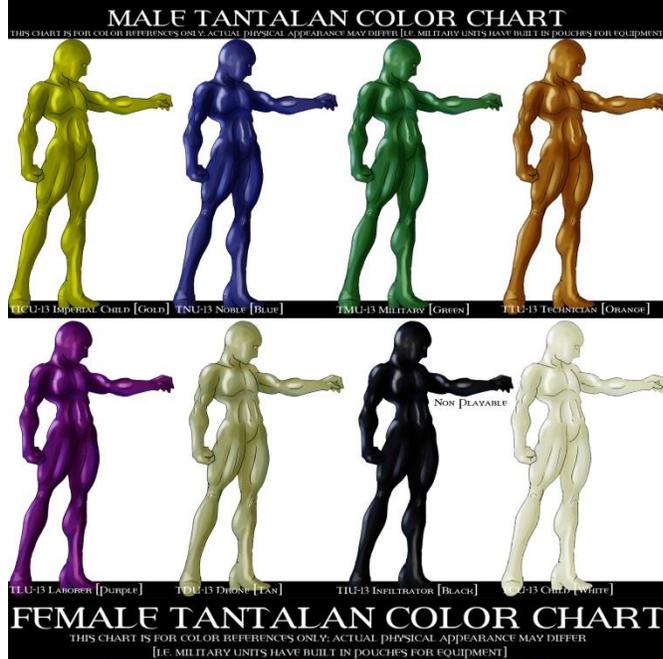
Planets

It's assumed that the Yetin prefer cool mountainous planets since that is the type of terrain they prefer on the planet Orla.

Bonuses

See Below

3.8 - Tantalun



The Tantalans are a race of humanoids that have been infected by a mutated strain of the Tantalus Nanno-

Virus and appear very similar to Quislings. All Tantalans belong to the Star Nation known as the Tantalus Hive Mind and controlled by a shared hive like mind that is centered on their Emperor and Empress. Even though these creatures have only recently appeared they have made inroads with the political galactic community and have signed treaties with the Galactic Coalition that state that they are allowed to turn anyone that enters their territory without prior permission into Tantalans. The Tantalans currently control 100 systems that were formerly part of the Quisling Quarantine Zone and have either eradicated or turned the Quislings in that area into Tantalans.

Mentality & Personality
Tantalans have very little personality and generally work through proxy's that would better understand and be able to put their views forward. However if somehow a Tantalun is seperated from the Hive Mind either by spatial distances [generally being in another galaxy] or if their Quantum Flux Transceiver is destroyed or damaged in some manner they start to develop a personality slowly at first but more quickly afterwards and portions of their former personality start to seep through in about a six month time.

Physical Description
The Tantalus Nanno-Virus genetically alters all those it infects so that they are exact duplicates save for color; the only real difference other than that is that males weigh slightly more.

Relationships With Other Races
Strained would be the lightest term one could use when concerning relations between the Tantalans and other races; terrified would be the more exact term especially for those who find themselves inadvertently trespassing in their territory. Humanoids can look forward to being turned into Tantalans while other races look forward to enslavement until death or just outright death when captured.

Languages
Technically none; the Tantalans generally do not speak to one another but communicate via their implanted QFT or Quantum Flux Transceiver that relays information at faster than light speeds via high band hyperspace transferrance.

Tantalans however have access to any language that was known to any member of the Hive Mind prior to their turning as long as they are connected to the Hive Mind; however if some how cutoff from the Hive Mind they only have the languages that they knew previous to becoming a Tantalun.

Naming Tendencies
None; Tantalans are referred to by a designation. For example a female technical unit named Alice Barbara Wood would be designated as TTU-6-30-73-57.

Birth Rates
Originally it was thought that Tantalans could only expand their numbers by infecting others.

Recently however small child sized Tantalans that are all white with differing colored stripes running up their sides have been spotted as well as a new red colored Tantalans that at times appears to be pregnant more often than not; they also generally appear with groups of the smaller Tantalans as well; this new variant has been dubbed a Breeder.

Religion

Absolutely none unless you consider being part of the Hive Mind being a religion.

Planets

The Tantalans have no specific type of planet that they colonize.

When they do need to colonize however they specifically try to protect the ecology system of whatever planet that they have and try to return any planets that they have assimilated back to their original ecological state and build only six large cities spaced equidistantly across the surface of the planet and will even tear down any existing infra-structure [although they will preserve any buildings or monuments of historical significance] to return a planet to a more pristine state and use genetic engineering to re-introduce any extinct species of flora and fauna.

Bonuses

Low Light Vision - The lenses that are part of the cybernetic eyes of the Tantalans gives them low-light vision that allows them to see in most darkness out to thirty feet as long as there is some light source.

Damage Deflection - The Tantalans Nanno-Sheath confers Damage Deflection 5 and allows the Tantalans to regenerate 2d4 hit Points Per Level per round.

Hive Mind - The Tantalans are part of a hive mind, whenever two or more Tantalans are in the same vicinity they do everything at exactly the same time including speaking; they go on the best die roll of all the Tantalans initiative rolls.

For each Tantalans over the first they gain an accumulative +1 for each Tantalans [up to +10] when attacking the same target.

The only drawback to the Hive mind is that once there is more than one Tantalans in the vicinity any Tantalans that have developed a personality lose it until they are separated from others of their kind for more than twenty-four hours and if they are in the vicinity of a higher ranking Tantalans they do whatever they are ordered to no matter what.

Restrictions By Caste

Imperial/Nobility - None.

Technician – Technicians are only allowed to take Knowledge/Craft Skills and mental boosts that would make sense for a technically oriented character.

Military – Military Tantalans are only allowed to take Weapon boosts, Knowledge/Craft and Mental boosts related to military and combat, and Physical boosts.

Laborer – Laborers are only allowed to take Physical boosts related to a character that mostly does lifting and carrying and staming related.

Breeder – Breeders are very restricted and only able to take physical boosts that are related to breeding.

Drone – Drones are only allowed to take the same boosts as Laborers but only up to rank five.

Caste Hierarchy

Emperor, Empress, Imperial Child, Nobility, Technician, Infiltrator [Non-Playable], Laborer, Breeder, Child, Drone, Pleasure [Non-Playable], Sentry [Non-Playable].

Homeworld

ACW-001 - Assimilated Crèche World
001/Formerly New Bavaria

Racial Traits [Continued]				
Information/Race	Ngorm	Orlanc	Yetin	Tantalan
Languages	Ngoran Modern Theban	Orlan Modern Theban	Yetr Orlan Modern Theban	See Description
Life Span	800 Years	250 Years	Unknown; 4,000+	Indefinite
Starting Age	18	14	Unknown	Any
Skin Colors	Black Brown Caucasian	Albinism Black Brown Caucasian Red Yellow	Black	Imperial – Gold Child – White w/Stripe Nobility – Blue Military – Green Laborer – Purple Breeder – Red Technician – Orange Drone – Tan Infiltrator - Black
Hair Color	Auburn Black Brown Gray	Black Blonde Brown Gray Red White	Silver White White Gray Black	None
Eye Color	Black Blue Brown Gray Green	Black Blue Brown Gray Green Violet	Pale Blue	Matches Skin Color
Natural Attacks	Bite – 1d2 Claw – 1d2	Bite – 1d6 Claw – 1d4	Bite – 1d8 Claw – 1d10	None
Sexes	Male/Female	Male/Female	Male/Female	Male/Female
Movement Rate	30ft./9mtrs.	40ft./12mtrs.	50ft./15mtrs.	40ft./12mtrs.
Average Height – Low End	3ft./0.9mtrs.	6ft./1.8mtrs.	8.5ft./2.6mtrs.	6ft./1.8mtrs.
Average Height – High End	3.5ft./1.1mtrs.	7ft./2.2mtrs.		
Average Weight - Low End	45lbs./18kgs.	180lbs./80kgs.	750lbs./333kgs.	Female - 150lbs./67kgs.
High End	50lbs./22kgs.	500lbs./225kgs.		Male – 200lbs./89kgs.
Homeworld	Ngora	Orla	Currently Orla	ACW-001
Preferred Planets	See Ngorm Section	See Orlanc Section	See Yetin Section	Any
Size	Small	Medium	Large	Medium
Bonuses	Photographic Memory Three Know/Craft	Large Stature - See Orlanc Description W – Heavy Weapons	K/C – Religion 3 Science K/C	See Description

SIGURD'S GUIDE

*"He may be a sociopath but he's a functioning sociopath and more importantly he's our sociopath."
- Comment made by Sgt. Major Jack Sikorsky to Martian Marine Corps shrink when discussing Samuel Zion.*

CHAPTER 4 - ADVANTAGES & DISADVANTAGES

This chapter allows players to further customize their by giving them Advantages and Disadvantages thus giving them ability to gain special abilities beyond what their boosts would give them or to make a flawed character.

One thing that should always be remembered about using Advantages and Disadvantages however is that too get the perks of Advantages one must balance them out by the flaws of Disadvantages and that only a maximum of five all together can be taken so choose wisely.

Also don't forget Advantages and Disadvantages are option no character has to take them unless the GM deems it necessary for the game.

Advantages allow a player to gain abilities over what the boosts allow thus giving them the ability to do things that are extraordinary such as allowing them to accurately fight with two hands or the ability to deflect slow moving projectiles with their hands to being a more competent healer.

However to pay for the Advantages you must take an

equal point cost in Disadvantages so tally those points correctly and try to balance it as best as possible.

Disadvantages can handicap a person's character to a lesser or greater degree depending on what they take but these can be balanced out by the ability to spend those points on either Advantages or extra hit points.

4.1 – Advantages

Advantages give your character special or extra abilities that allow their character to perform above and beyond what a normal human would be able to do however any Advantages taken must have their point price paid for by taking Disadvantages.

The following Table 4-1 – List Of Advantages lists and gives a basic point cost and a short description for each one of the advantages.

Table 4-1 – List Of Advantages

Title	Ranks	Points	Description
Ambidextrous	1-5	5-25	Additional Off-Hand Attacks
Cool Headed	1-5	3-15	Bonus To Mental Exertions Vs. Fear Rolls
Defy Limits	1-5	5-25	Spend HP To Get A Bonus To Hit
Drunken Master	1-5	5-25	You Gain Bonus Vs. Drunkenness; Enemies Gain Minuses To Hit
Eagle Eye	1-5	10-50	Additional Distance To Range Increment; Lower Critical Range
Eyes Bigger Than/Stomach	N/A	10	Function On Half The Food & Water
Favored Son	1-5	5-25	Bonuses To News/Gossip & Bonus Starting Funds
Graceful Hands	1-5	5-25	Heal Additional Points Of Damage
Heavy Fisted	1-5	5-25	Additional Hand To Hand Damage
Idiot Savant	N/A	10	Raise Boost Level Restriction
In The Black	N/A	75	+5 To Hits & Additional Melee Damage, Lower Critical Range
Jack Of All Trades	1-5	10-50	Halve Cost Of Boosts
Jasper The Roach	N/A	5	Negate A Stupid Act
Light Sleeper	1-5	5-25	Bonus To Notice Checks While Asleep
Look Alike	1-5	5-25	Bonus To Interaction Rolls & Discount On Purchases
Luck Of The Irish	N/A	10	Re-Roll Your Critical Miss Or An Attacker's Critical Hit
Meticulous	1-5	5-25	Bonus To Knowledge/Craft Boost
Multiple Disciplines	1-5	10-50	Start With Additional Disciplines
Nanno-Tech Resistant	1-5	5-25	Bonus To Physical Exertions Vs. Nanno-Tech
On Fire	1-5	10-50	Chance Of Auto Critical Hit
Photographic Memory	1-5	5-25	Bonuses To Unknown Knowledge
Sex Sells	1-5	10-30	Bonuses To Interaction Rolls & News/Gossip Checks
Speed Reader	N/A	75	Pay Half The Cost To Rank Up Knowledge/Craft Boosts
Split Focus	N/A	25	Able To Start With Elemental As Well As Mind & Body Disciplines
Two Gun Mojo	1-5	5-25	Bonuses To Target Multiple Enemies
Virtuoso	1-5	5-25	Bonuses To Perform Checks

4.2 – Advantage Descriptions

The following section gives a more in depth description of the Advantages available to characters.

Ambidextrous

Description	You have become sufficiently skilled with both hands that you are now able to take additional off-hand attacks.				
Bonus	Rank 1	1 Additional Off-Hand Attack			
	Rank 2	2 Additional Off-Hand Attacks			
	Rank 3	3 Additional Off-Hand Attacks			
	Rank 4	4 Additional Off-Hand Attacks			
	Rank 5	5 Additional Off-Hand Attacks			
Special	Accumulative minuses still apply unless Akimbo is taken. It should be noted that if you take higher than Rank 1 that the additional attacks will not be available until you have reached a rank high enough that the good hand attacks are the same amount.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Cool Headed

Description	Even in the most life-threatening or demoralizing circumstances you character is able to keep their cool and function normally.				
Bonus	Rank 1	+1 Bonus To Mental Exertions Vs. Fear Effects From Situations.			
	Rank 2	+2 Bonus To Mental Exertions Vs. Fear Effects From Situations.			
	Rank 3	+1 Bonus To Mental Exertions Vs. Fear Effects From Situations & Creatures.			
	Rank 4	+1 Bonus To Mental Exertions Vs. Fear Effects From Situations, Creatures, & Spells.			
	Rank 5	+1 Bonus To Mental Exertions Vs. Fear Effects From Situations, Creatures, Esper Powers, & Spells.			
Special	You may not take any phobias if this advantage is taken.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	3	6	9	12	15

Defy Limits

Description	Your character is able to exert their self and by doing so they can go beyond their normal physical bounds and add additional bonus to die rolls but this exertion has a cost in hit points. These bonuses can be used with Attacks, Initiative, Physical Boosts, and Weapons Boosts.				
Bonus	Rank 1	Spend 5 HP & Gain +1			
	Rank 2	Spend 10 HP & Gain +2			
	Rank 3	Spend 15 HP & Gain +3			
	Rank 4	Spend 20 HP & Gain +4			
	Rank 5	Spend 25 HP & Gain +5			
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Drunken Master

Description	Inebriation while still affecting your character does not do so as badly as it normally would and allows you to confuse and annoy your opponents.				
Bonus	Rank 1	+1 Bonus To Physical Exertion rolls Vs. drunkenness and any one attacking you will receive a -1 to attacks against you; however your initiative is also -1.			
	Rank 2	+2 Bonus To Physical Exertion rolls Vs. drunkenness and any one attacking you will receive a -2 to attacks against you; however your initiative is also -2.			
	Rank 3	+3 Bonus To Physical Exertion rolls Vs. drunkenness and any one attacking you will receive a -3 to attacks against you; however your initiative is also -3.			
	Rank 4	+4 Bonus To Physical Exertion rolls Vs. drunkenness and any one attacking you will receive a -4 to attacks against you; however your initiative is also -4.			
	Rank 5	+5 Bonus To Physical Exertion rolls Vs. drunkenness and any one attacking you will receive a -5 to attacks against you; however your initiative is also -5.			
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Eagle Eye

Description Your characters eye site has become so acute that you are able to more accurately strike targets at long range in critical locations.

Bonus	Rank 1	+5 Feet To Range Increment Lower Critical Range By 1
	Rank 2	+10 Feet To Range Increment Lower Critical Range By 2
	Rank 3	+15 Feet To Range Increment Lower Critical Range By 3
	Rank 4	+20 Feet To Range Increment Lower Critical Range By 4
	Rank 5	+25 Feet To Range Increment Lower Critical Range By 5

Special Near Sighted disadvantage cannot be taken with this.

Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Eyes Bigger Than Your Stomach

Description Through training and conditioning your character is able to function on half the food and water that a creature of their size would normally be able to.

Special Cannot take Anorexia or Bulimia disadvantages.

Point Cost 10

Favored Son

Description With Favored Son your character must choose an organization to give their loyalty to and this loyalty is even above and beyond that they give to their team. If the organization calls upon them for help they must drop whatever they are doing and go immediately.

This membership does have its advantages however and the character gains a bonus to gaining information from their organization as well as gaining an additional percentage of money for buying equipment at the beginning of the game.

Bonus	Rank 1	+1 News/Gossip From Organization +10% To Starting Funds
	Rank 2	+2 News/Gossip From Organization +20% To Starting Funds
	Rank 3	+3 News/Gossip From Organization +30% To Starting Funds
	Rank 4	+4 News/Gossip From Organization +40% To Starting Funds
	Rank 5	+5 News/Gossip From Organization +50% To Starting Funds

Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Graceful Hands

Description With this advantage a character when using their Knowledge/Craft Medical they heal additional amounts of damage due to their skilled and deft hands.

Bonus	Rank 1	Heal 1d4+1 Points
	Rank 2	Heal 1d8+2 Points
	Rank 3	Heal 2d6+3 Points
	Rank 4	Heal 2d10 Points
	Rank 5	Heal 2d12+2 Points

Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Heavy Fisted

Description You have become a skilled pugilist and know exactly when to attack, where to attack, and at what perfect angle to strike at when fist fighting.

Special This Advantage only adds this damage to punching.

Bonus	Rank 1	Deal 1 Extra Die Of Damage
	Rank 2	Deal 2 Extra Die Of Damage
	Rank 3	Deal 3 Extra Die Of Damage
	Rank 4	Deal 4 Extra Die Of Damage
	Rank 5	Deal 5 Extra Die Of Damage

Point cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Idiot Savant

Description You can choose one boost and raise it by two ranks past your level restriction to a max of ten ranks.

Special Can only be taken once and you must have the points to pay for the boost.

Point Cost 10

In The Black

Description During combat your character operates at a heightened functionality causing his ability to strike and do damage to become devastating as well as allowing him to more easily cause critical damage.

Bonuses +5 to hit with both ranged and melee damage, melee damage is multiplied by 1.5 and critical range drops to a natural 15 on die.

Special The character must move his full movement each round and can take no other actions save attacking. In The Black only occurs when the party is outnumbered two to one or when at least one party member is put out of action.

Point Cost 75

Jack Of All Trades

Description	With Jack Of All Trades your character is more adept at learning new boosts and is able to choose boosts that they now only have to spend half as many points to rank up in; these points are rounded up if they are at a half point mark.				
Bonus	Rank 1	Choose 1 Boost			
	Rank 2	Choose 2 Boosts			
	Rank 3	Choose 3 Boosts			
	Rank 4	Choose 4 Boosts			
	Rank 5	Choose 5 Boosts			
Special	This cannot be taken multiple times.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Jasper The Roach

Description	If your character isn't exactly known for his brilliant game play choices this is the perfect advantage. Once per gaming session you character may take back one detrimental choice that he has made. For example the character decided to half sex with the kings wife and then kills the king in a sword fight causing the character to jump out the window to escape the guards while still butt naked. The event thus causes the character to be wanted for murder and an execution order has been put out for him.				
Special	This advantage is free to first time Sigurd's players and does not take up one of our Advantage/Disadvantage slots.				
Cost	5				

"Daine does that once and you never let me forget it," - Josh

"Ernie should definitely get this one free every time he plays," - Justin

Light Sleeper

Description	Your character generally sleeps very lightly and is able to easily detect any dangers that approach while doing so.				
Bonus	Rank 1	+1 To Notice Checks When Asleep			
	Rank 2	+2 To Notice Checks When Asleep			
	Rank 3	+3 To Notice Checks When Asleep			
	Rank 4	+4 To Notice Checks When Asleep			
	Rank 5	+5 To Notice Checks When Asleep			
Special	Heavy Sleeper Disadvantage cannot be taken with this advantage.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Look Alike

Description	Your character is easily mistaken for someone famous and well liked giving your character bonuses to interaction rolls and generally getting them a discount on purchases.				
Bonus	Rank 1	+1 To Interaction Rolls 5% Discount On Purchases			
	Rank 2	+2 To Interaction Rolls 10% Discount On Purchases			
	Rank 3	+3 To Interaction Rolls 15% Discount On Purchases			
	Rank 4	+4 To Interaction Rolls 20% Discount On Purchases			
	Rank 5	+5 To Interaction Rolls 25% Discount On Purchases			
Special	The chances of you actually being mistaken for someone famous occurs on a percentage die roll.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Luck Of The Irish

Description	With this advantage your character is able to re-roll a critical miss of their own or force another to re-roll a critical hit against them; this can only be done once per game session.				
Special	If the player is of actual Irish descent and has red hair he gets this twice per game session.				
Point Cost	10				

"Gingers have no souls," - Mike

Meticulous

Description	Your character is known for take great care and large amounts of time to make sure he does something properly; whether it is gathering every last drop of information from a target or thoroughly searching a house. With the Meticulous Advantage a character can choose one Knowledge/Craft Boost per session and add a bonus to it for that game session.				
Bonus	Rank 1	+1 To One Knowledge/Craft Boost Per Session.			
	Rank 2	+2 To One Knowledge/Craft Boost Per Session.			
	Rank 3	+3 To One Knowledge/Craft Boost Per Session.			
	Rank 4	+4 To One Knowledge/Craft Boost Per Session.			
	Rank 5	+5 To One Knowledge/Craft Boost Per Session.			
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Multiple Disciplines

Description	With Multiple Disciplines an Esper has tried their mind to more easily control multiple disciplines even more quickly.				
Special	Normally an Esper can only start with a single discipline and learn more as they level up.				
Bonus	Rank 1	Start With 1 Additional Discipline			
	Rank 2	Start With 2 Additional Disciplines			
	Rank 3	Start With 3 Additional Disciplines			
	Rank 4	Start With 4 Additional Disciplines			
	Rank 5	Start With 5 Additional Disciplines			
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Nanno-Tech Resistant

Description	Whether through the use of Nanno-Tech, natural immunity, or genetic manipulation only Nanno-tech that you want in your body is able to function properly.				
Bonus	Rank 1	+1 To Physical Exertions Vs. Nanno-Tech.			
	Rank 2	+2 To Physical Exertions Vs. Nanno-Tech.			
	Rank 3	+3 To Physical Exertions Vs. Nanno-Tech.			
	Rank 4	+4 To Physical Exertions Vs. Nanno-Tech.			
	Rank 5	+5 To Physical Exertions Vs. Nanno-Tech.			
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

On Fire

Description	Your follow through on devastating attacks allows you to more easily damage your next opponent. After rolling a critical hit you have the chance of automatically rolling another critical hit				
Bonus	Rank 1	10% Chance Of Auto Critical Hit			
	Rank 2	20% Chance Of Auto Critical Hit			
	Rank 3	30% Chance Of Auto Critical Hit			
	Rank 4	40% Chance Of Auto Critical Hit			
	Rank 5	50% Chance Of Auto Critical Hit			
Special	No you do not get to roll another percentage if you manage another critical hit with this boost.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Photographic Memory

Description	Through skilled observation you can easily remember bits of information that you have overhead or read throughout your life and even though you have no ranks in Knowledge/Craft Boost you get a bonus towards that roll.					
Bonus	Rank 1	+1 Bonus To Unknown Knowledge				
	Rank 2	+2 Bonus To Unknown Knowledge				
	Rank 3	+3 Bonus To Unknown Knowledge				
	Rank 4	+4 Bonus To Unknown Knowledge				
	Rank 5	+5 Bonus To Unknown Knowledge				
Special	You may not take the Empty Attic Disadvantage. This bonus only works on the Knowledge portion of Knowledge/Craft Boosts.					
	Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
		5	10	15	20	25

Sex Sells

Description	Your character is extremely attractive and can exude extrude sexual charm and attraction at will and by using this both in basic interaction and coital activity you are able to glean information more easily from your target.				
Bonus	Rank 1	+1 Bonus To Interaction Rolls +1 Bonus To News/Gossip Checks			
	Rank 2	+2 Bonus To Interaction Rolls +2 Bonus To News/Gossip Checks			
	Rank 3	+3 Bonus To Interaction Rolls +3 Bonus To News/Gossip Checks			
	Rank 4	+4 Bonus To Interaction Rolls +4 Bonus To News/Gossip Checks			
	Rank 5	+5 Bonus To Interaction Rolls +5 Bonus To News/Gossip Checks			
Special	Your character does not actually have to have sex with someone for these bonuses to work and these bonuses work at only half their rank if the person you are trying to get information from is not oriented towards your sex; IE generally a straight male will not be enthralled by another male same with females.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
		10	15	20	25

Speed Reader

Description	Your character is capable of swiftly and easily learning new knowledge and does so at phenomenal rate.				
Bonus	Your character only pays half the point cost rounded up to rank up in their Knowledge/Craft boosts.				
Special	You may not take the Empty Attic or illiterate disadvantages with this advantage. Does not stack with Jack Of All Trades.				
Point Cost	75				

Split Focus					
Description	Your Esper is skilled in mental and elemental manipulation and is able to begin play with both an Elemental and a Mind & Body discipline and follow both trees normally.				
Point Cost	25				
Two Gun Mojo					
Description	Your character is able to swiftly and accurately switch targets after downing an enemy and also allows a character to target two separate enemies with good and off-hand weapons at the same time.				
Bonus	Rank 1	Can target an additional enemy each round without penalty.			
	Rank 2	You can target two additional enemies each round without any penalties.			
	Rank 3	You can target three additional enemies each round without penalties.			
	Rank 4	You can target four additional enemies each round without penalties.			
	Rank 5	You can target five additional enemies each round without penalties.			
Special	Generally switching targets gains an accumulative -1 penalty for each target.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25
Virtuoso					
Description	Your character is very skilled in their form of art and has spent so much time and practice that they are a virtual virtuoso.				
Bonus	Rank 1	+1 Bonus To Perform Checks			
	Rank 2	+2 Bonus To Perform Checks			
	Rank 3	+3 Bonus To Perform Checks			
	Rank 4	+4 Bonus To Perform Checks			
	Rank 5	+5 Bonus To Perform Checks			
Special	Must have ranks in a perform boost.				
Point Cost	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

4.3 - Disadvantages

Disadvantages are there to add flavor to your character as well as giving you the ability to purchase advantages and extra hit points.

You can really handicap your character or you can just give a character a slight disadvantage giving the game more depth and the GM more to work with.

The following Table 4-2 – List Of Disadvantages lists and gives a basic earned point amount and a short

description for each one of the disadvantages.

Table 4-2 – List Of Disadvantages

Title	Ranks	Points	Description
ADD/ADHD	1-5	5-25	Minuses To Initiative
Anorexia	1-5	5-25	Minuses To Physical Boosts
Arch-Nemesis	1-5	5-80	Gain An Enemy
Asthma	1-5	10-50	Minuses To Movement Rates
Blind	1-5	5-25	Minuses To Attack Rolls & Vision Based Boost Checks
Bulimia	1-5	5-25	Minuses To Physical Exertions
Deaf	1-5	5-25	Minuses To Notice Checks Vs. Sound
Drug Addiction/Drunkard	1-5	5-25	Spend % Of Funds & Minuses To Actions
Empty Attic	1-5	10-50	Minuses To Knowledge Checks, Mental Boosts, & Mental Exertions
Far-Sighted	1-5	5-25	Minuses To Ranged Attacks At Short Distances
Heavy Sleeper	1-5	5-25	Minuses To Notice Hearing Checks While Asleep
Hemophilia	1-5	10-50	If Wounded Take Additional Damage
Honor	N/A	5	-1 To Honor Codes
Illiterate	1-5	5-25	Minuses To Reading
Incontinent	1-5	5-25	Minuses To Notice And Interaction Checks
Kleptomania	1-5	5-25	Chance Of Stealing Stuff
Light Sensitivity	1-5	5-25	Minuses TO Notice Checks & Attack Rolls
Lightweight	1-5	3-15	Get Drunk More Easily
Look Alike	1-5	5-25	Minuses To Interaction Checks & Purchases Cost More
Meek	1-5	10-50	Minuses To Physical Boosts & Physical Exertions
Memory Loss	1-4	10-40	Minuses To Knowledge Checks
Mouse Hearted	1-5	5-25	Chance Of Fleeing A Fight
MPD	1-6	5-30	Has Multiple Personalities
Mute	N/A	5	Character Is Unable To Speak
Nanno-Rejection Syndrome	N/A	50	Unable To Use Nannites
Narcolepsy	1-5	5-25	Chance Of Falling Asleep
Near-Sighted	1-5	5-25	Minuses To Ranged Attacks At Long Distances
Nymphomania	1-5	5-25	Minuses To Actions
Old Age	1-5	10-50	Minuses To Physical Boosts, Initiative, & Hit Points
Otaku	1-5	5-25	Spend % Of Income
Paranoia	1-3	10-30	Minuses To Social Interaction & Chance Of Bad Stuff Happening
Phobias	N/A	25	Afraid Of Something
Psychopath	1-3	10-30	Homicidal Tendencies
Pyromaniac	1-5	5-25	Minuses To Actions
Rage	1-5	10-50	Attacks Nearest Enemy
Reality Disconnection	1-5	15-75	Minuses To Defense & Notice Checks
Schizophrenia	1-5	15-75	Minuses To Party Rolls
Shell Shock	1-5	10-50	Minuses To Initiative, Attacks, Defense, And Physical Exertions
Sociopath	1-5	5-25	Minuses To Mental Exertions & Emotional Reactions
Sunny Disposition	N/A	25	Goes Last In Initiative & Other Non-Mean Stuff
Ugly	1-5	5-25	Minuses To Social Interactions
Withered Limb	1-5	10-50	Minuses To Lift/Carry Capacity, Attacks, & Grapple Checks

4.4 – Disadvantage Descriptions

The following section gives a more in depth description of the Disadvantages available to characters.

ADD/ADHD

Description	Due to an inability to focus properly your character is unable to take advantage of his ability to act promptly.				
Minus	Rank 1	-1 To Initiative Checks			
	Rank 2	-2 To Initiative Checks			
	Rank 3	-3 To Initiative Checks			
	Rank 4	-4 To Initiative Checks			
	Rank 5	-5 To Initiative Checks			
Special	Patience Is A Virtue Boost cannot be taken with this disadvantage.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Anorexia

Description	Through some misguided attempt at keeping themselves from getting fat your character has a bad tendency to starve themselves; thus debilitating their body.				
Minus	Rank 1	-1 To Physical Boosts			
	Rank 2	-2 To Physical Boosts			
	Rank 3	-3 To Physical Boosts			
	Rank 4	-4 To Physical Boosts			
	Rank 5	-5 To Physical Boosts			
Special	Eyes Bigger Than Stomach advantage cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Arch-Nemesis

Description	Through a planned or unplanned circumstance your character has gained an enemy that is constantly hounding them; whether a single person a powerful organization this enemy is almost always a small potential away from appearing at the worst times.				
Minus		Enemy Type	% Roll		
	Rank 1	Debt Collector	10%		
	Rank 2	Ex-Lover/Spouse	20%		
	Rank 3	Gang/Mafia	30%		
	Rank 4	Law/Corporate	40%		
	Rank 5	Nation/God	50%		
Special	The GM should roll at least once per day, once per location change and then rolling during really inconvenient times. The GM will roll a % die to determine if the Arch-Nemesis appears.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	20	40	80

Asthma

Description	Your characters lung capacity is not what it should be and if they exert themselves too much they begin to wheeze and become unable to breathe.				
Minus	Rank 1	-5 Feet To Run, Sprint, Jump, Climb, & Swim Speeds			
	Rank 2	-10 Feet To Run, Sprint, Jump, Climb, & Swim Speeds			
	Rank 3	-15 Feet To Run, Sprint, Jump, Climb, & Swim Speeds			
	Rank 4	-20 Feet To Run, Sprint, Jump, Climb, & Swim Speeds			
	Rank 5	-25 Feet To Run, Sprint, Jump, Climb, & Swim Speeds			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Blind

Description	Either due to a birth defect or a devastating accident your sight is either incredibly impaired or completely gone making even the simplest tasks difficult.				
Minuses	Rank 1	-1 To Attack Rolls & Boost Checks Requiring Vision			
	Rank 2	-2 To Attack Rolls & Boost Checks Requiring Vision			
	Rank 3	-3 To Attack Rolls & Boost Checks Requiring Vision			
	Rank 4	-4 To Attack Rolls & Boost Checks Requiring Vision			
	Rank 5	-5 To Attack Rolls & Boost Checks Requiring Vision			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Bulimia

Description	Through some misguided attempt at keeping themselves from getting fat your character has a bad tendency to gorge their selves then puke it all back up.				
Minuses	Rank 1	-1 To Physical Exertions			
	Rank 2	-2 To Physical Exertions			
	Rank 3	-3 To Physical Exertions			
	Rank 4	-4 To Physical Exertions			
	Rank 5	-5 To Physical Exertions			
Special	Eyes Bigger Than Stomach advantage cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Deaf					
Description	Either due to a birth defect or a devastating accident your hearing is either incredibly impaired or completely gone making hearing the slightest sound difficult.				
Minuses	Rank 1	-1 To Notice Checks Related To Sound			
	Rank 2	-2 To Notice Checks Related To Sound			
	Rank 3	-3 To Notice Checks Related To Sound			
	Rank 4	-4 To Notice Checks Related To Sound			
	Rank 5	-5 To Notice Checks Related To Sound			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Drug Addiction/Drunkard					
Description	Your character is either a drug addict or a drunk and spends most of his time either high or sloshed and impairing their ability to perform normal tasks easily.				
Minuses	Rank 1	Subtract 15% Of Any Funds Earned & -1 To All Actions			
	Rank 2	Subtract 30% Of Any Funds Earned & -2 To All Actions			
	Rank 3	Subtract 45% Of Any Funds Earned & -3 To All Actions			
	Rank 4	Subtract 60% Of Any Funds Earned & -4 To All Actions			
	Rank 5	Subtract 75% Of Any Funds Earned & -5 To All Actions			
Special	On top of the minuses caused by this disadvantage the player must also follow the rules of addiction in the game mechanics chapter.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Empty Attic					
Description	Due to either a birth defect or an accident your character's mental capacity has become impaired.				
Minuses	Rank 1	-1 To Knowledge & Mental Boosts, & Mental Exertion Checks			
	Rank 2	-2 To Knowledge & Mental Boosts, & Mental Exertion Checks			
	Rank 3	-3 To Knowledge & Mental Boosts, & Mental Exertion Checks			
	Rank 4	-4 To Knowledge & Mental Boosts, & Mental Exertion Checks			
	Rank 5	-5 To Knowledge & Mental Boosts, & Mental Exertion Checks			
Special	Photographic Memory and Speed Reader advantages cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Far-Sighted					
Description	Due to an irregularity in your character's eyesight they suffer from hyperopia or farsightedness and are unable to see close-up.				
Minuses	Rank 1	-1 To Hit Under 10 Feet			
	Rank 2	-2 To Hit Under 20 Feet			
	Rank 3	-3 To Hit Under 30 Feet			
	Rank 4	-4 To Hit Under 40 Feet			
	Rank 5	-5 To Hit Under 50 Feet			
Special	Eagle Eye advantage, Blind Disadvantage, and Nearsighted Disadvantage cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Heavy Sleeper					
Description	Your character falls asleep quickly and sleeps deeply and is hard to rouse from slumber.				
Minuses	Rank 1	-1 Notice Hearing Checks While Asleep			
	Rank 2	-2 Notice Hearing Checks While Asleep			
	Rank 3	-3 Notice Hearing Checks While Asleep			
	Rank 4	-4 Notice Hearing Checks While Asleep			
	Rank 5	-5 Notice Hearing Checks While Asleep			
Special	Light Sleeper advantage cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Hemophilia					
Description	Due to a rare blood disorder your character's blood is unable to clot properly and takes quite some time before you stop bleeding after being injured.				
Minuses	Rank 1	-1 Hit Point Per Wound Per Round For 1d4+1 Rounds			
	Rank 2	-2 Hit Point Per Wound Per Round For 1d4+2 Rounds			
	Rank 3	-3 Hit Point Per Wound Per Round For 1d4+3 Rounds			
	Rank 4	-4 Hit Point Per Wound Per Round For 1d4+4 Rounds			
	Rank 5	-5 Hit Point Per Wound Per Round For 1d4+5 Rounds			
Special	Enhanced Recovery boost cannot be taken with this disadvantage.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Honor

Description	Your character has a code of honor that keeps him from doing specific things that would be construed as dishonorable to them. These constraints are part of their personality and if they see someone else performing said acts they will move to stop that person.
Minuses	If the character performs something that goes against his code of honor he will be -5 to all roles until he atones for it and -2 to all roles if he sees and does nothing to stop another from doing something he considers dishonorable.
Examples	Suffer The Women & Children - Will not harm women or children. Gentlemen - Will not rape or pillage. The Geneva Convention - Will not use anti-personnel mines, frangible munitions, napalm or torture.
Special	There is a myriad amount of honor codes that could be taken and this disadvantage should be thoroughly discussed with the GM.
Pts. Earned	25

Illiterate

Description	Either due to a learning disability or the fact that they were never taught properly or at all the character has difficulty reading.										
Minuses	Rank 1 -1 To Reading Checks Rank 2 -2 To Reading Checks Rank 3 -3 To Reading Checks Rank 4 -4 To Reading Checks Rank 5 -5 To Reading Checks										
Special	Speed Reading advantage and Literacy boost cannot be taken with this disadvantage.										
Pts. Earned	<table border="1"> <tr> <th>Rank 1</th> <th>Rank 2</th> <th>Rank 3</th> <th>Rank 4</th> <th>Rank 5</th> </tr> <tr> <td>5</td> <td>10</td> <td>15</td> <td>20</td> <td>25</td> </tr> </table>	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	5	10	15	20	25
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5							
5	10	15	20	25							

Incontinent

Description	Due to a gastro-intestinal problem the character has problems with their bowels and it often causes them to soil themselves.										
Minuses	Rank 1 Once Per Day 10% Chance Of Occurring And Is -1 To Notice And Interaction Checks Till Cleaned Rank 2 Twice Per Day 20% Chance Of Occurring And Is -2 To Notice And Interaction Checks Till Cleaned Rank 3 Thrice Per Day 30% Chance Of Occurring And Is -3 To Notice And Interaction Checks Till Cleaned Rank 4 Four Times Per Day 40% Chance Of Occurring And Is -4 To Notice And Interaction Checks Till Cleaned Rank 5 Five Times Per Day 50% Chance Of Occurring And Is -5 To Notice And Interaction Checks Till Cleaned										
Special	For ease of the GM we generally suggest rolling all the checks at the beginning of the day.										
Pts. Earned	<table border="1"> <tr> <th>Rank 1</th> <th>Rank 2</th> <th>Rank 3</th> <th>Rank 4</th> <th>Rank 5</th> </tr> <tr> <td>5</td> <td>10</td> <td>15</td> <td>20</td> <td>25</td> </tr> </table>	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	5	10	15	20	25
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5							
5	10	15	20	25							

Kleptomania

Description	Due to a mental disorder your character has the uncontrollable urge to steal small items at random times with a chance that it may be from a party member.										
Minuses	Rank 1 Once Per Day 10% Chance Of Occurring And A 5% Chance That It Is A Party Member Rank 2 Twice Per Day 20% Chance Of Occurring And A 10% Chance That It Is A Party Member Rank 3 Thrice Per Day 30% Chance Of Occurring And A 15% Chance That It Is A Party Member Rank 4 Four Times Per Day 40% Chance Of Occurring And A 20% Chance That It Is A Party Member Rank 5 Five Times Per Day 50% Chance Of Occurring And A 25% Chance That It Is A Party Member										
Special	For ease of the GM we generally suggest rolling all the checks at the beginning of the day. We really suggest taking the Sleight Of Hand boost if you take this disadvantage.										
Pts. Earned	<table border="1"> <tr> <th>Rank 1</th> <th>Rank 2</th> <th>Rank 3</th> <th>Rank 4</th> <th>Rank 5</th> </tr> <tr> <td>5</td> <td>10</td> <td>15</td> <td>20</td> <td>25</td> </tr> </table>	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	5	10	15	20	25
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5							
5	10	15	20	25							

Light Sensitivity

Description	Due to a genetic defect in the ocular nerve you character is very sensitive to light and has problems seeing in normal daylight and bright interior lighting.				
Minuses	Rank 1	-1 To Notice Checks That Involve Sight & Attack Rolls For 1d4+1 Rounds			
	Rank 2	-2 To Notice Checks That Involve Sight & Attack Rolls For 1d4+2 Rounds			
	Rank 3	-3 To Notice Checks That Involve Sight & Attack Rolls For 1d4+3 Rounds			
	Rank 4	-4 To Notice Checks That Involve Sight & Attack Rolls For 1d4+4 Rounds			
	Rank 5	-5 To Notice Checks That Involve Sight & Attack Rolls For 1d4+5 Rounds			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Lightweight

Description	For some reason your character is unable to handle liquor very well and gets drunk very easily.				
Minuses	Rank 1	Increase Inebriation Difficulty By 3			
	Rank 2	Increase Inebriation Difficulty By 6			
	Rank 3	Increase Inebriation Difficulty By 9			
	Rank 4	Increase Inebriation Difficulty By 12			
	Rank 5	Increase Inebriation Difficulty By 15			
Special	Follow the drunkenness rules in the game mechanics chapter. Drunken Master advantage cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	3	6	9	12	15

Look Alike

Description	Your character is easily mistaken for someone infamous and not like at all giving your character minuses to interaction rolls and also causing them to have to pay extra for purchases.				
Minuses	Rank 1	-1 To Interaction Rolls 5% Increase On Purchases			
	Rank 2	-2 To Interaction Rolls 10% Increase On Purchases			
	Rank 3	-3 To Interaction Rolls 15% Increase On Purchases			
	Rank 4	-4 To Interaction Rolls 20% Increase On Purchases			
	Rank 5	-5 To Interaction Rolls 25% Increase On Purchases			
Special	The chances of you actually being mistaken for someone infamous occurs on a percentage die roll.				
	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	1-10%	1-20%	1-30%	1-40%	1-50%
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Meek

Description	Due to psychological scarring your character is very quiet and meek and has problems excelling at physical activities.				
Minuses	Rank 1	-1 To Physical Boosts, & Physical Exertion Checks			
	Rank 2	-2 To Physical Boosts, & Physical Exertion Checks			
	Rank 3	-3 To Physical Boosts, & Physical Exertion Checks			
	Rank 4	-4 To Physical Boosts, & Physical Exertion Checks			
	Rank 5	-5 To Physical Boosts, & Physical Exertion Checks			
Special	Rage against the world cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Memory Loss

Description	Whether chemical, neurologic, psychological, or physical in nature your character has problems remembering things and even may have amnesia.			
Minuses	Rank 1	-1 To Knowledge Checks; and 10% chance of forgetting to take an item with them.		
	Rank 2	-2 To Knowledge Checks; Short Term Memory Loss, 25% Chance Of Forgetting What Happened The Day Before.		
	Rank 3	-3 To Knowledge Checks; Major Memory Loss, Cannot Remember A Major Event In Their Life.		
	Rank 4	-4 To Knowledge Checks; Full Born Amnesia, The Character Has No Clue Who They Are Or Where They Are From.		
Special	Character's main concern should be regaining their memory.			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4
	10	20	30	40

Mouse Hearted

Description	Your character is very skittish and easily scared and when in combat if they are attacked and struck there is a chance that they will flee.				
Minuses	Rank 1	5% Chance Of Fleeing			
	Rank 2	10% Chance Of Fleeing			
	Rank 3	15% Chance Of Fleeing			
	Rank 4	20% Chance Of Fleeing			
	Rank 5	25% Chance Of Fleeing			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

MPD [Multiple-Personality Disorder]

Description	Due to a mental trauma or just chemical imbalance in the brain your character has developed multiple-personalities to cope with stressful situations.					
Minuses	Rank 1	Brainiac - -1 To All Physical & Weapon Boosts				
	Rank 2	Brute - -1 To All Mental & Knowledge/Craft Boosts				
	Rank 3	Wimp - -5 To Initiative & Only Fights Back When Attacked				
	Rank 4	Nurturer - Always Helps Those In Need Even If They Are An Enemy				
	Rank 5	Adrenaline Junky - -5 To Defense And Takes Unnecessary Risks				
	Rank 6	Child - -5 To All Rolls				
Special	It is up to the GM to determine whether a situation is stressful enough for an alternate personality to appear. If situation is deemed stressful the player will roll a die to determine which personality appears [generally a d6 is easiest, if two personalities 1-3/4-6, three personalities 1-2/3-4/5-6, four personalities just roll a d4 instead, and five personalities re-roll any sixes].					
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
	5	10	15	20	25	30

Mute

Description	Whether due to a birth defect, physical or psychological trauma your character is unable to speak.				
Pts. Earned	5				

Nanno-Rejection Syndrome

Description	Due to a rare genetic disorder there is something about your DNA make-up that causes your bio-electrical field to damage and destroy any Nanno-technology that is used on you.				
Special	While this keeps you safe from Nanno-virii and Nanno-drugs you are also unable to use Nanno-injectors, useful Nanno-tech, or regeneration equipment.				
Pts. Earned	50				

Narcolepsy

Description	Due to either a physical ailment or a neurological disorder character becomes fatigued rather quickly and will fall asleep and once asleep is very hard to wake.				
Minuses	Rank 1	Once Per Day 10% Chance Of Falling Asleep For d4+1 Rounds And At A -2 To Wake-Up			
	Rank 2	Twice Per Day 20% Chance Of Falling Asleep For d4+2 Rounds And At A -4 To Wake-Up			
	Rank 3	Thrice Per Day 30% Chance Of Falling Asleep For d4+3 Rounds And At A -6 To Wake-Up			
	Rank 4	Four Times Per Day 40% Chance Of Falling Asleep For d4+4 Rounds And At A -8 To Wake-Up			
	Rank 5	Five Times Per Day 50% Chance Of Falling Asleep For d4 Rounds And At A -10 To Wake-Up			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Near Sighted

Description	Due to an irregularity in your character's eyesight they suffer from myopia or nearsightedness and are unable to see at distances.				
Minuses	Rank 1	-1 To Hit Over 50 Feet			
	Rank 2	-2 To Hit Over 40 Feet			
	Rank 3	-3 To Hit Over 30 Feet			
	Rank 4	-4 To Hit Over 20 Feet			
	Rank 5	-5 To Hit Over 10 Feet			
Special	Eagle Eye advantage, Blind Disadvantage, and Farsighted Disadvantage cannot be taken with this.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Nymphomania

Description	Either due to a chemical imbalance in the brain or a hormonal one your character is almost always extremely horny and craving gratification.				
Minuses	Rank 1	-1 To All Actions Until Gratified For That Day			
	Rank 2	-2 To All Actions Until Gratified For That Day			
	Rank 3	-3 To All Actions Until Gratified For That Day			
	Rank 4	-4 To All Actions Until Gratified For That Day			
	Rank 5	-5 To All Actions Until Gratified For That Day			
Special	Gratification can be gained through either interaction with another character or equipment and character will be grumpy and likely to jump another character until gratified [10% Chance].				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Old Age

Description	Your character is nearing the latter part of their life and is starting to slow down and lose some of their vitality.				
Minuses	Rank 1	76-80% Of Maximum Life; -1 To Physical Boosts & Initiative; -5 Hit Points			
	Rank 2	81-85% Of Maximum Life; -2 To Physical Boosts & Initiative; -10 Hit Points			
	Rank 3	86-90% Of Maximum Life; -3 To Physical Boosts & Initiative; -15 Hit Points			
	Rank 4	91-95% Of Maximum Life; -4 To Physical Boosts & Initiative; -20 Hit Points			
	Rank 5	96-100% Of Maximum Life; -5 To Physical Boosts & Initiative; -25 Hit Points			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Otaku					
Description	Your character is a huge fan boy and owns about every time concerning their obsession; they spend outrageous amounts of money on that obsession as well and will schedule their lives around events concerning that obsession.				
Minuses	Rank 1	Spends 15% Of Their Funds & 5% Chance Of An Event Occurring During A Mission			
	Rank 2	Spends 30% Of Their Funds & 10% Chance Of An Event Occurring During A Mission			
	Rank 3	Spends 45% Of Their Funds & 15% Chance Of An Event Occurring During A Mission			
	Rank 4	Spends 60% Of Their Funds & 20% Chance Of An Event Occurring During A Mission			
	Rank 5	Spends 75% Of Their Funds & 25% Chance Of An Event Occurring During A Mission			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Paranoia			
Description	Your character is extremely paranoid and spends most of his time coming up with complex conspiracy theories and thinks something bad is always going to happen.		
Minuses	Rank 1	Slightly Paranoid, untrusting of strangers and unknown locales. Receives -2 to social interactions versus strangers or when in an unfamiliar area; also receives -1 to social interactions even with friends and in familiar places. The player receives +1 to their next attack after a party member critically misses. There is also a 1% that one of their conspiracy theories is actually true and a 2% chance that something bad is going to happen so increase the numbers of enemies you are fighting by 1.5x.	
	Rank 2	Very Paranoid, untrusting of anyone that is not either a family member or close friend. Receives -4 to social interactions versus strangers or when in an unfamiliar area; also receives -2 to social interactions even with friends and in familiar places. The player receives +2 to their next attack after a party member critically misses. There is also a 2% that one of their conspiracy theories is actually true and a 4% chance that something bad is going to happen so increase the numbers of enemies you are fighting by 2x.	
	Rank 3	Extremely Paranoid, untrusting of everyone and everywhere. Receives -6 to social interactions versus strangers or when in an unfamiliar area; also receives -3 to social interactions even with friends and in familiar places. The player receives +3 to their next attack after a party member critically misses. There is also a 3% that one of their conspiracy theories is actually true and a 6% chance that something bad is going to happen so increase the numbers of enemies you are fighting by 2.5x.	
Points	Rank 1	Rank 2	Rank 3
	10	20	30

Phobias

Description	Your character is afraid something to the degree that it causes extreme reactions from them whenever they encounter it.	
Special	Character must roll a d4 on the following chart when encountering their phobia.	
	Roll	Reaction
	1	Escape - You do anything to get away even if it is to jump out a fifty story window.
	2	Fight - You attack the cause of the phobia in a blind rage; re-roll if cause of phobia is something that cannot be fought.
	3	Terror - You break down in hysterics or freeze up until the phobia is gone or destroyed.
	4	Pass Out - Your character passes out for 1d4 minutes.
Points	25	

"Get it off, get it off," - Bobby

Psychopath

Description	Your character is mentally disturbed and has uncontrollable violent tendencies; however they will attempt to hide these tendencies as much as possible from their friends and family.		
Minuses	Rank 1	Honorable Psycho – 5% Chance per week that they will seek out someone who is guilty of a crime and will either severely beat or kill them [if a month in game has passed without a single incident of violence the character is more likely to kill their victim].	
	Rank 2	Targeted Psycho – 10% Chance per week character will seek out an adult of a single sex or race, and be of a specific physical appearance whether they have done anything wrong or not [this must be discussed with the GM to determine which sex or race is targeted].	
	Rank 3	Random Psycho – 15% Chance per week character will target the first non-PC they can find and most likely kill them in some weird ritualistic gruesome manner.	
Special	This disadvantage must stay a secret from the rest of the party [in and out of game] otherwise the party would be forced to act to stop their party member.		
Pts. Earned	Rank 1	Rank 2	Rank 3
	10	20	30

Pyromaniac

Description	Your character has uncontrollable urges to set fire to things and watch them burn.				
Minuses	Rank 1	5% Chance Of Urge Per Day and -1 To All Actions Until Urge Is Satisfied.			
	Rank 2	10% Chance Of Urge Per Day and -2 To All Actions Until Urge Is Satisfied.			
	Rank 3	15% Chance Of Urge Per Day and -3 To All Actions Until Urge Is Satisfied.			
	Rank 4	20% Chance Of Urge Per Day and -4 To All Actions Until Urge Is Satisfied.			
	Rank 5	25% Chance Of Urge Per Day and -5 To All Actions Until Urge Is Satisfied.			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Rage

Description	Your character has serious anger issues and will for no reason at all disdain ranged combat and run at the enemy and engage in melee combat until either they or all the enemies are dead or unconscious.				
Minuses	Rank 1	10% Chance of this occurring each combat. Rolled Once Per Combat.			
	Rank 2	20% Chance of this occurring each combat. Rolled Twice Per Combat.			
	Rank 3	30% Chance of this occurring each combat. Rolled Thrice Per Combat.			
	Rank 4	40% Chance of this occurring each combat. Rolled Four Times Per Combat.			
	Rank 5	50% Chance of this occurring each combat. Rolled Five Times Per Combat.			
Special	Character cannot take Meek, Mouse Hearted, or Sunny Disposition and also has a 50% chance of getting into one sided arguments once per day with any party members that have Sunny Disposition.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Reality Disconnection

Description	Your character is so oblivious to reality that they think that they are either in a movie, playing a game or dreaming and as such will do idiotic things thinking that they will not be killed by it.				
Minuses	Rank 1	-1 To Defense & Notice Checks			
	Rank 2	-2 To Defense & Notice Checks			
	Rank 3	-3 To Defense & Notice Checks			
	Rank 4	-4 To Defense & Notice Checks			
	Rank 5	-5 To Defense & Notice Checks			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	15	30	45	60	75

"Wow this is such an awesome game," - Bobby

Schizophrenia

Description	Your character has a mental disorder that causes them to hear voices that tell him to do various things.				
Minuses	Rank 1	10% Chance Of Doing Something That Hinders The Party, All Party Members Gain -1 To All Rolls.			
	Rank 2	20% Chance Of Doing Something That Hinders The Party, All Party Members Gain -1 To All Rolls.			
	Rank 3	30% Chance Of Doing Something That Hinders The Party, All Party Members Gain -1 To All Rolls.			
	Rank 4	40% Chance Of Doing Something That Hinders The Party, All Party Members Gain -1 To All Rolls.			
	Rank 5	50% Chance Of Doing Something That Hinders The Party, All Party Members Gain -1 To All Rolls.			
Special	This should be rolled at least once per day and if in combat it has to be rolled every round; it should be noted that to receive the minus the party member must be with the schizophrenic.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	15	30	45	60	75

"The voices in my head tell me that I'm perfectly fine," - Anonymous player

Shell Shock

Description	Your character has had some traumatic experience; generally caused by combat or some physical violence; and it causes them to react sluggishly.				
Minuses	Rank 1	25% Chance - -1 To Initiative			
	Rank 2	25% Chance - -2 To Initiative, -1 To Attacks			
	Rank 3	25% Chance - -3 To Initiative, -2 To Attacks, -1 To Defense			
	Rank 4	25% Chance - -4 To Initiative, -3 To Attacks, -2 To Defense, -1 To Physical Exertions			
	Rank 5	25% Chance - -5 To Initiative, -4 To Attacks, -3 To Defense, -2 To Physical Exertions			
Special	This should be rolled each combat round; if during a round the character rolls below the 25% and is effected they must reroll next round and if they get above 25% they are no longer affected and the reverse is true as well.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

Sociopath

Description	Your character has no feelings and sometimes has problems understanding other's feelings and views most people as either tools or a means to an end and generally tends to be very manipulative.				
Minuses	Rank 1	-1 Social Interaction Checks & Mental Exertions Vs. Emotional Reactions.			
	Rank 2	-2 Social Interaction Checks & Mental Exertions Vs. Emotional Reactions.			
	Rank 3	-3 Social Interaction Checks & Mental Exertions Vs. Emotional Reactions.			
	Rank 4	-4 Social Interaction Checks & Mental Exertions Vs. Emotional Reactions.			
	Rank 5	-5 Social Interaction Checks & Mental Exertions Vs. Emotional Reactions.			
Special	Example - a Sociopath will callously grab an innocent bystander and use them as a shield or manipulate his party into doing something to further his goals.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Sunny Disposition

Description	Your character has a disgustingly chipper outlook on life and is always happy and finding the bright side to anything.				
Minuses	You always go last in initiative and are unable to get angry or do anything mean.				
Special	Rage Disadvantage and Rage Against The World Boost cannot be taken with this.				
Pts. Earned	25				

Ugly					
Description	Your character is ugly, no one likes you and your mother had to tie a pork chop around your neck just to get the dog to play with you when you were a kid; and you fell out of the ugly tree hitting every branch on the way down, bounced off the ugly rock, rolled across the ugly ground into the ugly road where you got hit by the ugly truck and then poked by the ugly stick.				
Minuses	Rank 1	-1 To Social Interactions			
	Rank 2	-2 To Social Interactions, People Must Make A Physical Exertion Vs. Nausea When Seeing You.			
	Rank 3	-3 To Social Interactions, People Must Make A Physical Exertion Vs. Nausea When Seeing You At -1, Babies Cry.			
	Rank 4	-4 To Social Interactions, People Must Make A Physical Exertion Vs. Nausea When Seeing You At -2; You Make Babies Cry, Women Faint.			
	Rank 5	-5 To Social Interactions, People Must Make A Physical Exertion Vs. Nausea When Seeing You At -3, You Make Babies Cry, Women Faint, And Hardened Military Veterans Cry For Their Mama.			
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	5	10	15	20	25

Withered Limb					
Description	Your character has a limb that is stunted or deformed either as a birth defect or a physical trauma.				
Minuses	Rank 1	Arm - -5lbs. To Lifting Carrying Capacity, -1 To Number Of Attacks; minimum of one; -1 To Hit In Melee, -1 To Grapple Checks. Leg - -5 Ft. Walk Speed; And Downgrade Other Movements As Appropriate; -1 To Kick Attacks.			
	Rank 2	Arm - -10lbs. To Lifting Carrying Capacity, -2 To Number Of Attacks; minimum of one; -2 To Hit In Melee, -2 To Grapple Checks. Leg - -5 Ft. Walk Speed; And Downgrade Other Movements As Appropriate; -2 To Kick Attacks.			
	Rank 3	Arm - -15lbs. To Lifting Carrying Capacity, -3 To Number Of Attacks; minimum of one; -3 To Hit In Melee, -3 To Grapple Checks. Leg - -10 Ft. Walk Speed; And Downgrade Other Movements As Appropriate; -3 To Kick Attacks.			
	Rank 4	Arm - -20lbs. To Lifting Carrying Capacity, -4 To Number Of Attacks; minimum of one; -4 To Hit In Melee, -4 To Grapple Checks. Leg - -10 Ft. Walk Speed; And Downgrade Other Movements As Appropriate; -4 To Kick Attacks.			
	Rank 5	Arm - -25lbs. To Lifting Carrying Capacity, -5 To Number Of Attacks; minimum of one; -5 To Hit In Melee, -5 To Grapple Checks. Leg - -15 Ft. Walk Speed; And Downgrade Other Movements As Appropriate; -5 To Kick Attacks.			
Special	Arm – May not take Akimbo or Two Gun Mojo. Leg – May not take Walk Like A Native, Soft Shoe, Or Run Like The Wind. Disadvantage may be taken more than once but a new limb must be chosen.				
Pts. Earned	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
	10	20	30	40	50

SIGURD'S GUIDE

"The barrel gets pointed in the other direction,"
- Corporal Erwin Sikorsky to an indigen fighter on Praguallis IV

CHAPTER 5 - BOOSTS

As explained earlier in Chapter 2 – Character Creation boosts are what allow you character to be able to do anything.

Boosts allow you to do everything from being able to appraise valuable objects to operating starships.

Boost ranks are purchased by spending boosts points in a scaled upward progression so rank one costs one point, rank two an additional two points, rank three an additional three points and so on.

In Table 5-1 – Boost Rank Point Cost we give you a chart on how much each level of a boost can cost.

Table 5-1 – Boost Rank Point Cost

Rank	Cost	Total	Rank	Cost	Total
1	1	1	2	2	3
3	3	6	4	4	10
5	5	15	6	6	21
7	7	28	8	8	36
9	9	45	10	10	55

The maximum number of ranks for regular game play is ten and the cap for each level is level plus one; so a character is level four they can have up to rank five in their boosts.

5.1 - Understanding Boost Entries

The following section details the various areas in the boost entries and what they mean.

Description

This area of the entry gives a description of the boost giving a basic concept of what the boost does.

Special

This area of the entry; and not all entries have this section; details various things that don't fall under the other sections; for example this area could tell you what requirements are needed to take the boost, or possibly what you can't take with the boost or me just being plain snarky.

Bonus

This section tells exactly what the boost does for you character especially when it comes time to chuck the dice; sometimes these are actual bonuses but other times you may just be able to do something more often.

Discipline

This portion of the entry will only be found in Esper Power Boosts and tells you what discipline it actually falls under such a Hydro-Mancy or telepathic.

Manifest

This section tells you how long it takes to manifest a power initiatives; what this means is that if a power takes 5 initiatives to activate and your initiative is a ten you initiative actually drops to a 5.

Range

This tells you how far away you are able to use a power some of these are as simple as how far you can send

the power but there are other ranges as well; the following paragraphs explain these ranges –

Personal – This power can only affect the Esper that manifested it.

Touch – The Esper must be touching the target when the power is used.

Radius – This is a circular area around the Esper which is affected by the power.

Duration

This is how long the power will last.

Exertion

There are two exertion areas on Esper powers the first one is the mental exertion that the Esper must make to manifest the power and the second is the exertion; either mental or physical; that the target must make to avoid the power.

Notes

This section is me either giving background information about something or once again being snarky; can't forget the snarkiness.

Ranks

This section tells you how many ranks a boost has not all boosts have this section mainly because they will be listed in one of the preceding sections telling you how many ranks something has.

5.2 – Boost Types

There are several different types of boosts available in Sigurd's some are as simple as Mental and Physical while others are as complicated as Esper Powers. Table 5-2 – Boost Categories lists the different categories of boosts.

Table 5-2 – Boost Categories

Esper Boosts	Esper Disciplines
Esper Powers	Knowledge/Craft
Mental	Physical
Weapons	

5.3 – Esper Disciplines

Generally Espers come in two types these are the Elemental and Mind & Body.

Elemental Espers are able to manipulate the natural elements around them, however they are always more powerful with one of the elements over the others.

One thing that should be noted about the Esper Disciplines is that they only have on rank but you spend five boost points to get additional ones at each available level.

Table 5-3 – Esper Disciplines list the various types of Elemental Disciplines.

When a person creates an elemental Esper they have to choose a starting element and that will be their most powerful [they gain one extra use of each power in this element per level] and then they must decide in what order they will learn the other elemental disciplines and they gain these additional elements at levels 2, 4, 6, &

8th level.

The Multiple Disciplines Advantage allows an Esper to start with multiple disciplines without waiting for leveling up and the Split Focus allows an Esper to start with both Elemental and Mind & Body trees.

The second type of Esper is the mind and body which specializes in the manipulation both the mind and the body for reading minds, manipulation of the body's health, moving objects and many others.

As with the Elemental Esper the Mind & Body chooses one to start with and then gets other ones at 3, 6, and 9th levels.

Table 5-3 – Esper Disciplines lists the various types of Mind & Body Disciplines.

The Multiple Disciplines Advantage allows an Esper to start with multiple disciplines without waiting for leveling up and the Split Focus allows an Esper to start with both Elemental and Mind & Body trees.

Table 5-3 - Esper Discipline Boosts

Discipline	Description
Aero-Mancy	Air Based Esper Abilities
Ferro-Mancy	Metal Based Esper Abilities
Hydro-Mancy	Water Based Esper Abilities
Pyro-Mancy	Fire Based Esper Abilities
Sensate	Healing/Body Esper Abilities
Telekinetic	Physical Movement Esper Abilities
Telepathic	Mind Based Esper Abilities
Terro-Mancy	Earth, Plant, & Animal Based Esper Abilities

5.3.1 - Esper Discipline Descriptions

This section has detailed descriptions on Esper Disciplines.

Aero-Mancy

Description With the Aero-Mancy Discipline Boost you are able to control the air and wind around you and use any Esper Powers that fall into this category.

Special This boost has one rank and a one-time cost of five boost points.

Ferro-Mancy

Description With the Ferro-Mancy Discipline Boost you are able to control metals and metallic ores to shape and destroy and control them as well as being able to use any Esper Powers that fall into this category.

Special This boost has one rank and a one-time cost of five boost points.

Hydro-Mancy

Description With the Hydro-Mancy Discipline Boost you are able to control water in all its forms including liquids, gases, and solids such as snow and ice and are able to use any Esper Powers that fall into this category.

Special This boost has one rank and a one-time cost of five boost points.

Pyro-Mancy

Description With the Pyro-Mancy Discipline Boost you are able to control fire in all its forms to enlarge, reduce, and destroy and you are also able to use any Esper Power that fall into this category.

Special This boost has one rank and a one-time cost of five boost points.

Sensate

Description With the Sensate Discipline Boost concerns healing and damaging the body as well as altering it and you are able to use any powers that fall into this category.

Special This boost has one rank and a one-time cost of five boost points.

Telekinetic

Description With the Telekinetic Discipline Boost you are able to move objects and create irresistible forces for barriers and the like and you are also able to use any powers that fall into this category.

Special This boost has one rank and a one-time cost of five boost points.

Telepathic

Description With the Telepathic Discipline Boost you are able to delve the mind; reading it, controlling it, altering it as well as being able to push your mind out to great distances and any powers that fall under this category are at your beck and call.

Special This boost has one rank and a one-time cost of five boost points.

Terro-Mancy

Description With the Terro-Mancy Discipline Boost you are able to control the earth, plants, and animals and imbue yourself with some of their abilities and any powers that fall under this category are yours to use.

Special This boost has one rank and a one-time cost of five boost points.

5.4 – Esper Boosts

Esper Boosts are general boosts for Espers that allow them either increase their abilities or enhance their Esper Powers.

It should be remembered that a character must have

taken the Esper Sub-Class to be able to use these boosts.

Table 5-4 – Esper Boosts lists and give a brief description of the various Esper Boosts followed by a list of more detailed descriptions.

Table 5-4 - Esper Boosts

Boost	Description
Greater Levitation	Manipulate Extra Weight With Powers
Precognition Map	Be Able To Understand Precognitive Dreams More Easily
Split Attention	Split Concentration Between Numerous Powers
Strength Of The Earth	Gain Additional Lift/Carry Capacity/Melee Damage
Sustenance Of The Earth	Cause Edible Plants To Grow

5.4.1 - Esper Boost Descriptions

This section has detailed descriptions on Esper Boosts.

Greater Levitation

Description With this boost a Telekinetic Esper is able to increase the amount of weight he can affect with his Telekinetic powers.

Bonus You add additional fifteen pounds of weight for each rank to the amount of weight you can move or carry with your powers.

Precognition Map

Description With this boost a telepath is better able to understand precognitive dreams.

Bonus For each rank you have in this boost you gain a +1 bonus to mental exertions vs. precognitive dreams.

Split Attention

Description With the Split Attention boost an Esper can split their concentration between several powers at one time.

Bonus For each rank you have in this boost you can manipulate an additional power during the same round.

Strength Of The Earth

Description With the Strength of the Earth Boost a Terro-Mancer is able to channel the inherent strength of the Earth into a useful form.

Special For each rank you have in this boost you gain an additional 15lbs. of weight to your lifting/carrying capacity as well as an additional die to melee damage.

Sustenance Of The Earth

Description With the Sustenance of the Earth boost a Terro-Mancer is able to have edible plants grow rapidly and bloom to feed people.

Special For each rank you have in this boost you gain the ability to grow enough plants to feed an additional person.

5.5 – Esper Powers

Esper Power Boosts are what allow an Esper to do what they do; these are basically special attacks and abilities that they can use.

Several things should be remember about taking Esper Power boosts; first you must have taken the Esper Sub-

Class and you must have a Discipline that matches the Esper Power.

Table 5-5 – Esper Powers lists the various powers available along with what Discipline they fall under of each and a more lengthy description is included after the table.

Table 5-5 - Esper Powers

Power	Description
Blocking The Insinuation	Block Esper Powers; Even Your Own
Dispel Power	Suppress Esper Powers
Dispelling Shield	Make It Harder For Your Powers To Be Dispelled
Draining Aura	Drain Another Espers Boost Points
Evade Elemental Power	You Can Create A Number Of Duplicates That Allow You To Evade Elemental Powers
Elemental	
Ammunition	Create Ranged Weapons From Your Element
Construct	Create A Construct From Your Element
Create	Create 100+ Pound Objects From Your Element
Create, Greater	Create 1,000+ Pound Objects From Your Element
Create, Lesser	Create 10+ Pound Objects From Your Element
Discorporate	Discorporate Your Spirit Into To Your Element
Elemental Absorption	Absorb Elemental Damage
Elemental Absorption, Specific	Absorb Specific Elemental Damage
Elemental Arc	Elemental Attack Allowing You To Arc It Over Objects
Elemental Ball	Explosive Ball Of Elemental Energy
Elemental Bolt	Send A Bolt Of Elemental Energy At Your Target
Elemental Breath	Breath Out A Stream Of Elemental Energy
Elemental Burst	You Are Able To Make The Ground Under A Target Explode With Elemental Energy
Elemental Claws	You can imbue your fingers or claws with elemental energy
Elemental Cone	You Blast Out A Cone Of Elemental Energy
Elemental Conversion	You Are Able To Convert Your Body Into Elemental Energy And Negate Some Damage
Elemental Missile	Shoot Out A Small Bolt Of Elemental Energy
Elemental Sheath	You Create A Sheathe Of Elemental Energy Around Yourself To Absorb Damage
Elemental Wave	You Create A Roiling Wave Of Elemental Energy
Repair Elemental Construct	Repair Damage To Your Construct
Aero-Mancy	
A Bend Of The Light	Hide Yourself From View
A Trick Of Sound	Make, Dampen, Or Increase Sound
Illumination	Increase/Decrease Ambient Light
Regulated Air	Create A Pocket Of Air
Suffocation	Keep A Person From Being Able To Breath
Underwater Breath	Be Able To Breath Underwater
Vortex	Creating A Swirling Vortex Of Air
Ferro-Mancy	
Body Hardening	Gain Damage Deflection
Metal Skin	Turn Skin Into Metallic Substance
Razor Shard	Create Razor Sharp Particles From Your Power
Hydro-Mancy	
Acidic Edge	Give Melee Weapon Acid Damage
Acidic Touch	Add Acid To Your Hand To Hand Damage

Razor Shard	Create Razor Sharp Particles From Your Power
Terro-Mancy	
Aspect Of The Animal	Take On An Animals Aspects
Body Hardening	Gain Damage Deflection
Crystal Hibernation	Place Someone In Stasis
Razor Shard	Create Razor Sharp Particles From Your Power
Mind & Body	
Esper Resistance	You Are More Able To Resist The Non-Physical Powers Of An Esper
Empathic	
Body & Mind Link	Link With Allies To Gain Benefits
Bounce	Bonuses Vs. Telepathic/Empathic Powers
Down Trodden Morale	Degrade An Enemy's Morale
Empathic Projection	Adjust A Targets Mood
Empathy	Detect Surface Emotions
Evade Detection	Create A Shield To Hide Yourself From Empaths & Telepaths
Feel My Pain	Link With Another Creature And Give It The Same Amount Of Damage You Take
Interference	Make It Harder For Others To Use Their Powers
Kyrlian Alteration	Change A Person's Aura
Kyrlian Disguise	Hide A Person's Aura
Kyrlian Sight	See People's Auras
Nullify Invisibility	Make Invisible Creature Visible Via Their Aura
Sensate	
Body Hardening	Gain Damage Deflection
Body Of Deception	Disguise Yourself As Someone Else
Center Of Gravity	Increase/Decrease Your Weight
Changeling	Change Your Appearance To That Of A Person/Creature Your Size
Changeling, Greater	Change Your Appearance To That Of A Person/Creature Of Most Sizes
Duplicate	Create A Duplicate Of Yourself
Exponential Growth	Increase Your Size Category & Strength
Falling Apart	Start Disintegrating A Target's Body
Fangs Of The Beast	Increase The Size And Damage Of Your Bite Attack
Feel My Pain	Link With Another Creature And Give It The Same Amount Of Damage You Take
Giving The Pain	Transfer Your Damage To Another
Heart Stopper	Instantly Kill Someone
Invulnerable	You Gain Bonuses To Exertions, Defense, Initiative, & Damage Deflection
Light As A Feather	Move Across Treacherous Or Delicate Terrain With Ease
Mind Over Mind	Restore Lost Boost Ranks
One Body	Drain The Life Force From A Victim
One Pill	Decrease Size Category
Regenerate	You Are Able To Regenerate Points
Relieving The Pain	Heal Another Creature
Resurrection	Bring The Dead Back To Life
See It All	Detect Hidden Things
Sensitive Blow	Increase Natural Weapon Damage
Temple Of The Body	Heal Damage
Two Become One	Merge Your Body With That Of Another
Undo Harm	Restore Boost Ranks
Telekinetic	
Back To The Past	Regress Time
Call Forth	Teleport An Object In Line Of Sight To Your Hand

Deadly Teleport	Teleport Away Parts Of A Person To Deal Damage
Deflection	Create A Moving Barrier To Deflect Damage
Fly	You Can Fly
Force	Move Objects Around With Your Power
Hop, Skip, & A Jump	Teleport Short Distances
I Need A Weapon	Teleport A Weapon To Your Hand
Immovable Object	Bonus To Keep From Being Moved
Levitate	You Can Levitate
Marionette	Control Someone Else's Body Physically
Molecular Agitation	Cause Damage By Vibrating Cells
Molecular Weakening	Weaken The Bonds Of A Targets Molecules To Make Them Easier To Damage
Not A Real Boy	Cause A Non-Living Object To Move As If It Were
Portal Block	Block Of Doors & Windows And Other Holes
Redirect Power	You Are Able To Redirect Other Esper Physical Attacks
Sighted Grasp	Manipulate Objects Without Seeing Them
Slow Down	Slow Time Down
Slow Fall	Decrease Speed Of Fall And Damage Taken
Telekinetic Strike	Deal Moderate Amounts Of TK Damage
Teleport	Transport Yourself Somewhere Else
TK Crush	Deal Large Amounts Of TK Damage
TK Thrust	Deal Small Amounts Of TK Damage
Telepathic	
All Knowing	Learn Information About A Target
Answers	Cause Others To Answer Your Questions
Body Snatcher, Permanent	Permanently Steal Someone's Body
Body Snatcher, Temporary	Temporarily Steal Someone's Body
Bounce	Bonuses Vs. Telepathic/Empathic Powers
Dazed	Cause A Target To Become Dazed
Deductive Reasoning	Gain Bonuses To Knowledge Boosts
Eraser	Destroy A Character's Boost Ranks
Evade Detection	Create A Shield To Hide Yourself From Empaths & Telepaths
Feel My Pain	Link With Another Creature And Give It The Same Amount Of Damage You Take
Forebrain	Shut Down Intelligent Part Of A Creature's Brain
Geas, Weak	Force Someone To Perform A Task
Geas Deconstruction	Remove A Geas
Germination	Copy Your Personality To Another
Grab The Reigns	Take Control Of Another's Powers
Hide Your Thoughts	Stop Others From Reading Your Mind
Insanity	Drive Someone Insane
Looking Ahead	You Are To See Into The Future
Mental Link	You Are Able To Talk Mind To Mind With Someone
Mind Cloud	Make Yourself Invisible
Mind Over Mind	Restore Lost Boost Ranks
No Distraction	You Are Harder To Fool With Fake Images And The Like
Nobody Home	Place Target In A Catatonic State
Perfect Recall	More Easily Remember Information
Phobia	Cause Target To Fear Something
Pithing	Destroy Part Of A Target's Brain And Possibly Kill Them
Seeing The Window	Detect Whether Or Not Someone Is Spying On You
Suicidal Tendencies	Cause Target To Unknowingly Commit Suicide

Take Over Take Control Of A Target

Through Their Eyes Use Someone Else's Senses

5.5.1 - Esper Power Descriptions

This section has detailed descriptions on Esper Powers.

A Bend Of The Light

Description This power for the Aero-Mancer causes air to bend around a person allowing them to be hidden from view as if they were using Optical Camouflage.

Discipline Aero
Manifest 1 Initiative
Range Personal
Duration 1 Round Per Rank
Exertion 11 To Manifest
Exertion Vs. Mental – Level + Rank +10
Bonuses +1 To Survival – Survival & Camouflage Per Rank

A Trick Of Sound

Description You are able to manipulate the air around you and create various sounds; making them louder or quieter, last longer, or negate them altogether. The sound created must be one that has been heard by the Esper before.

Discipline Aero
Manifest 1 Initiative
Range 50 +5 Ft. Per Rank
Duration 1 Round Per Rank
Exertion 11 To Manifest
Exertion Vs. Mental – Level + Rank +10
Bonuses Manipulate Sound by either creating it or making it louder or softer.
 The Esper can either give a character a -1 per rank to Notice Hearing or a +1 per rank.

Acidic Edge

Description With a touch an Esper can sheath a melee weapon in acid and make its damage even more dangerous.

Discipline Hydro
Manifest 1 Initiative
Range Touch
Duration 1 Round Per Rank
Exertion 11
Exertion N/A
Bonuses Add an additional d4 of acid damage per rank of the boost.

Acidic Touch

Description With a touch the Esper can encase his hand in a sheath of acid.

Discipline Hydro
Manifest 1 Initiative
Range Personal
Duration 1 Round Per Rank
Exertion 11
Exertion N/A
Bonuses Your hand to hand melee attacks gain an additional d4 of acid damage per rank.

All Knowing

Description With this power you gain the ability to track, know information about, and whereabouts of any creature you have ever encountered.

Among the things you can learn include, name, race, hit points, and location.

Discipline Telepathic
Manifest 5 Initiatives
Range Touch - Personal
Duration 5 Rounds Per Rank
Exertion 15
Exertion Vs. Mental – Level + Rank +10
Bonuses See Description.

Ammunition

Description You can create munitions from your base element.

For example: an Aero-Mancer can create throwing knives made of wind, a Ferro-Mancer can create bullets, Hydro-Mancer arrows of ice or water, a Terro-Mancer can make arrows of wood or stone, and a Pyro-Mancer arrows of fire; it should be noted that these are just examples of what can be done.

Discipline Aero, Ferro, Hydro, Pyro, Terro
Manifest 1 Initiative
Range Touch – Personal
Duration Instantaneous – Until Used
Exertion 11
Exertion N/A
Bonuses These munitions deal the same amount of damage as what they are modeled after plus d4 point of elemental damage per rank; and the Esper can create one such munitions per rank in this power.

Answers

Description With this power you place a target into a trance and make contact with their subconscious, you can ask one question per round of the subconscious, however if they don't know the answer or make their save that round they do not have to answer the question.

Discipline Telepathic
Manifest 3 Initiatives
Range Touch
Duration 3 Rounds Per Rank
Exertion 13
Exertion Vs. Mental – Level + Rank +10
Bonuses None.

Aspect Of The Animal

Description This power allows you to link with an animal within range for a short period of time and take on some of their aspects.

Discipline Terro
Manifest 1 Initiative
Range 10 Feet + 5 Feet Per Rank
Duration 1 Hour Per Rank
Exertion 11
Exertion N/A

Bonuses This power allows you to take on the aspects of a nearby animal such as claws which would give you a claw attack; damage would be scaled up as appropriate; or even wings giving you a fly speed.

Back To The Past

Description With this power a Telekinetic is able to regress time to an earlier period to avoid a dire fate.

Discipline Telekinetic
Manifest 5 Initiatives
Range N/A
Duration Instantaneous
Exertion 15
Exertion N/A

Bonuses You are able to regress time up to five rounds plus one round per rank of the power.

Blocking The Insinuation

Description With this power usable by any Esper you create a field around you that blocks any and all Esper abilities including your own from occurring.

Discipline Any
Manifest 3 Initiatives
Range 30Ft. Radius On Esper
Duration 3 Rounds Per Rank
Exertion 13
Exertion N/A

Bonuses See Description

Body & Mind Link

Description This power allows you to link your body and mind with allies in a fifty foot radius, those allies within this radius gain the ability to react more swiftly as well as receiving any healing that is cast or used upon you; however there is a drawback whenever you take damage so do those linked with you. You may also attempt to link with an enemy but they get a Mental Exertion to avoid this.

Discipline Empathic
Manifest 5 Initiatives
Range 50ft. Radius On Esper
Duration 5 Rounds Per Rank
Exertion 15
Exertion Vs. Mental – Level + Rank +10

Bonuses Those linked gain +2 to initiative and receive any healing that you do or any damage that you take.

Body Hardening

Description This power allows one to strengthen their body and make it more immune to physical damage. Three separate disciplines are able to take this power Ferro-Mancy, Terro-Mancy, and Sensate.

Ferro-Mancers use the body's iron content to harden itself, while the Terro-Mancer uses the body's natural minerals to do the same and the Sensate is able to harden the body via their control over all things bodily.

Discipline Ferro, Terro, Sensate

Manifest 3 Initiatives
Range Personal
Duration 3 Rounds Per Rank
Exertion 13
Exertion N/A

Bonuses The Esper gains 3 damage deflection plus one damage deflection for each rank in this boost.

Body Of Deception

Description With this power the Esper is able to turn their body and any carried equipment into a living shadow.

Discipline Sensate
Manifest 4 Initiatives
Range Personal
Duration 1 Hour Per Rank
Exertion 14
Exertion N/A

Bonuses You gain a +4 bonus plus one bonus per rank of this power to Survival – Survival/Camouflage and you cannot be harmed by non-magical/non-Esper attacks.

Body Snatcher, Permanent

Description With this power you are able to permanently switch minds and bodies with another creature, you retain all your own mental, knowledge/craft, and non-physical boosts but still have access to the host bodies physical boosts and abilities [such as speed, size, damage, etc.].

Discipline Telepath
Manifest 5 Initiatives
Range Touch – Personal
Duration Permanent
Exertion 15
Exertion Vs. Mental – Level + Rank +10
Bonuses Switch Bodies Permanently.

Body Snatcher, Temporary

Description With this power you are able to temporarily switch minds and bodies with another creature, you retain all your own mental, knowledge/craft, and non-physical boosts but still have access to the host bodies physical boosts and abilities [such as speed, size, damage, etc.].

Discipline Telepathic
Manifest 3 Initiatives
Range Touch – Personal
Duration 3 Hours Per Rank
Exertion 13
Exertion Vs. Mental – Level + Rank +10
Bonuses Switch Bodies Temporarily

Bounce

Description With this power you create a field that encloses a subject's mind protecting them from anything that would influence, detect, or read thoughts and emotions.

Discipline Telepathic, Empathic
Manifest 4 Initiatives
Range Touch – Personal
Duration 4 Hours Per Rank
Exertion 14
Exertion Vs. Mental – Level + Rank +10
Bonuses Target gains a +4 bonus plus one bonus per rank of the power vs. any telepathic or empathic Esper powers.

Call Forth

Description With this power you can use you telekinetic abilities to teleport any object that is in your line of sight directly to your hand.

Discipline Telekinetic
Manifest 3 Initiatives
Range 30Ft. +15Ft. Per Rank
Duration Instantaneous
Exertion 13
Exertion Vs. Physical – Level + Rank +10
Bonuses See Description

Center Of Gravity

Description With this power you are able to adjust your center of gravity so that you can make yourself lighter or heavier or even be able to walk on walls and ceilings.

Discipline Sensate
Manifest 2 Initiatives
Range Personal
Duration 2 Minutes Per Rank
Exertion 12
Exertion N/A
Bonuses You can increase your weight by 1.5 or decrease your weight by 1.5 per rank of this power.

Changeling

Description With this power you are able to temporarily change your appearance to that of another creature or person that is the same size as you.

Discipline Sensate
Manifest 2 Initiatives
Range Personal
Duration 2 Minutes Per Rank
Exertion 12
Exertion N/A
Bonuses You gain a +2 bonus to disguise for each rank of this power.

Changeling, Greater

Description With this power you are able to temporarily change your appearance to that of another creature or person that is the same size, smaller, or larger than you.

Discipline Sensate
Manifest 5 Initiatives
Range Personal
Duration Permanent Or Till Discontinued
Exertion 15
Exertion N/A
Bonuses You gain a +5 bonus to disguise for each rank of this power; as well as the ability to mimic a creature or person one size smaller or larger for each rank in this power you have.

Construct

Description With this power you can create a construct from whatever base material you have power over such as air, metal, water, earth/wood, or fire; however these materials must be present in at least small amounts at time of creation. It should also be noted that Telekinetic, Telepathic, Sensate, and Empathic disciplines are unable to use this power unless they have one of the other disciplines that allows it.

Discipline Aero, Ferro, Hydro, Pyro, Terro
Manifest 1 Initiative
Range Touch
Duration 1 Round Per Rank
Exertion 11
Exertion N/A
Bonuses You are able to create a construct from materials equal to a hundred pounds per rank of your level and it has 50 hit points plus ten hit points per rank.

Create

Description With this power you are able to create simple objects from you base element; these are non-living items with no complex or movable parts.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 3 Initiatives

Range Touch

Duration Permanent

Exertion 13

Exertion N/A

Bonuses You are able to create simple objects equal to 100 pounds in weight for each rank you have in this boost.

Create, Greater

Description With this power you are able to create simple objects from you base element; these are non-living items with no complex or movable parts.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 5 Initiatives

Range Touch

Duration Permanent

Exertion 15

Exertion N/A

Bonuses You are able to create simple objects equal to 1,000 pounds in weight for each rank you have in this boost.

Create, Lesser

Description With this power you are able to create simple objects from you base element; these are non-living items with no complex or movable parts.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 1 Initiatives

Range Touch

Duration Permanent

Exertion 11

Exertion N/A

Bonuses You are able to create simple objects equal to 10 pounds in weight for each rank you have in this boost.

Crystal Hibernation

Description This power allows a Terro-Mancer to crystallize a creature's entire body [flesh, blood, bone, hair] placing them in stasis making them appear to be a lifeless statue. The power is permanent unless dispelled by the Esper that cast it or one of a higher level. The Esper also has the ability to time the hibernations end period.

Discipline Terro

Manifest 3 Initiatives

Range Touch

Duration Permanent Or Till Dispelled

Exertion 13

Exertion Vs. Physical – Level + Rank + 10

Bonuses See Description

Dazed

Description You cause your target to become dazed and unable to properly fight or defend their selves properly.

Discipline Telepathic

Manifest 1 Initiative

Range 10Ft. + 5Ft. Per Rank

Duration 1 Round Per Rank

Exertion 11

Exertion Vs. Mental – Level + Rank +10

Bonuses Your target is -1 to all rolls plus an additional -1 for each rank in this power.

Deadly Teleport

Description This telekinetic power allows you to do damage to a target by teleporting portions of his body away.

Discipline Telekinetic

Manifest 3 Initiatives

Range 50Ft. +15Ft. Per Level

Duration Instantaneous

Exertion 13

Exertion Vs. Physical – Level + Rank +10

Bonuses You deal the target 1d20 points of damage +3 points per rank. Damage Deflection does not reduce damage from this power.

Deductive Reasoning

Description With the slightest bit of information you can form chains of logic and come to the most logical solution to a problem, question, or dilemma.

Discipline Telepathic

Manifest 4 Initiatives

Range Personal

Duration 1 Hour Per Rank

Exertion 14

Exertion N/A

Bonuses You gain a +1 bonus per rank to any knowledge boost whether you have ranks in it or not.

Deflection

Description You instantly create a telekinetic barrier around yourself that gives you additional damage deflection and the barrier moves with you as you move.

Discipline Telekinetic

Manifest 2 Initiatives

Range Personal – AOE – 5Ft. Radius

Duration 2 Rounds Per Rank

Exertion 12

Exertion N/A

Bonuses You gain a +2 bonus to damage deflection plus an additional one for each rank.

Discorporate

Description With discorporate if you are on the edge of death you may discorporate your body into whatever element you are attuned to and become one with that element and your essence is dispersed.
After one month's time you essence coalesces back in the same spot that you discorporate on.

Discipline Aero, Ferro, Hydro, Pyro, Terro
Manifest 3 Initiatives
Range Personal
Duration Instantaneous - 1 Month
Exertion 13
Exertion N/A
Bonuses See Description

Dispel Power

Description This power allows an Esper to dispel or suppress Esper powers; theirs or other Espers; that are currently in use or have been used on an object or person.

Discipline Any
Manifest 2 Initiatives
Range 50Ft. + 10Ft. Per Rank
Duration Instantaneous For Dispelling Or 2 Rounds Per Rank For Suppressing.
Exertion 12
Exertion Vs. Mental Or Physical – Level + Rank +10
Bonuses To dispel or suppress a power you must meet or exceed a roll Vs. Mental at Level + Rank +10.

Dispelling Shield

Description You are able to envelope yourself with a semi-opaque multi-colored shield that makes it harder for your Esper powers to be dispelled or suppressed.

Discipline Any
Manifest 3 Initiatives
Range Personal – AOE – 5Ft.
Duration 3 Rounds Per Rank
Exertion 13
Exertion N/A
Bonuses Anyone attempting to dispel or suppress your powers must increase the check by +1 for each rank you have in this power.

Down Trodden Morale

Description With this power an Empath is able to degrade an enemy's morale; you do this by sending an empathic fear inducing pulse in a twenty foot radius centered on you.

Discipline Empathic
Manifest 1 Initiative
Range 20Ft. Radius On Caster
Duration 1 Round Per Rank
Exertion 11
Exertion Vs. Mental – Level + Rank + 10
Bonuses For every rank of the power those within the area of effect get -1 to morale checks and must make morale checks every round that they are in the affected area.
This power also moves with the Esper.

Draining Aura

Description This power is usable by an Esper and allows an Esper to temporarily drain boost points from a target and then use them to activate more powers per day.

Discipline Any
Manifest 3 Initiatives
Range Touch
Duration 3 Rounds Per Rank
Exertion 13
Exertion Vs. Physical – Level + Rank +10
Bonuses You are able to drain 3 +1 point per rank worth of boost points from a target temporarily and use them to energize powers.
You retain any stolen points for 1 hour per rank; if you manage to drain all of a creature's boost points that creature falls into a coma till their points are returned.

Duplicate

Description With this power you are able to materialize an exact duplicate of yourself down to the most miniscule detail including equipment.

Discipline Sensate
Manifest 4 Initiatives
Range Personal
Duration 4 Years Per Rank
Exertion 14
Exertion N/A
Bonuses If you should die your memories, life force and other abilities are transferred to the duplicate.
If not used immediately upon creation the duplicate is kept in Quantum Flux Space in stasis and the duplicate stays usable for four years per rank of the power.

Elemental Absorption

Description With this power you are able to absorb partial amounts of elemental damage directed at you.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 3 Initiatives

Range Personal

Duration 3 Rounds Per Rank

Exertion 13

Exertion N/A

Bonuses You gain the ability to absorb 3d8 points of any type of elemental damage plus an additional d8 of damage per rank.

Elemental Absorption, Specific

Description With this power you are able to absorb partial amounts of a specific type of elemental damage directed at you.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 1 Initiative

Range Personal

Duration 1 Round Per Rank

Exertion 11

Exertion N/A

Bonuses You gain the ability to absorb 1d4 points of a specific type of elemental damage per rank.

Elemental Arc

Description With this power you are able to arc your power towards your enemy thus being able to avoid obstacles such as walls and rubble; the spell then arcs towards the next closest enemy and so on and so forth.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 3 Initiatives

Range 25Ft. + 15Ft. Per Rank

Duration Till Spent

Exertion 13

Exertion Vs. Physical – Level + Rank + 10

Bonuses This attack does 3d8 points of damage plus an additional d8 of damage per rank and you can strike one target plus one additional target per rank.

Elemental Ball

Description You create a ball of your elemental power and then throw it towards your enemy causing to explode into shards and dealing large amounts of damage.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 1 Initiatives

Range 10Ft. + 5Ft. Per Rank

Duration Instantaneous

Exertion 11

Exertion Vs. Physical – Level + Rank +10

Bonuses You deal 1d4 points of elemental damage plus an additional d4 of damage for each rank in this power.

Elemental Bolt

Description You shove your hand palm forward and a bolt of elemental energy streaks from your hand plowing through numerous targets.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 2 Initiatives

Range 20Ft. + 10 Ft. Per Rank

Duration Instantaneous

Exertion 12

Exertion Vs. Physical – Level + Rank +10

Bonuses You deal 2d6 points of elemental damage plus an additional d6 of damage for each rank in this power.
You can hit as many targets as there are in range in a straight line.

Elemental Breath

Description Your mouth opens wide and a fan of elemental energy spews forth dealing damage to enemies.
Aero-Mancers are able to shoot out a cutting blast of air, Ferro-Mancers blast out metallic slivers, Hydro-Mancers a high pressure stream of water or slivers of ice, Ferro-Mancers shoot out either slivers of stone or wood, and Pyro-Mancers great gouts of flame. There are also some specialized ones as well such as acid if an Esper has both Ferro and Hydro Mancy.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 3 Initiatives

Range Length - 30Ft. + 15Ft. Per Rank
Width – 5Ft. + 5Ft. Per Rank

Duration Instantaneous

Exertion 13

Exertion Vs. Physical – Level + Rank +10

Bonuses You deal 3d8 points of elemental damage plus an additional d8 of damage for each rank in this power.

Elemental Burst

Description You stab your finger at the ground near a target and a burst of elemental energy blasts upward to deal damage to your target.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 4 Initiatives

Range 50Ft. + 25 Ft. Per Rank
AOE – Radius - 5Ft. + 5Ft. Per Rank

Duration Instantaneous

Exertion 15

Exertion Vs. Physical – Level + Rank +10

Bonuses You deal 2d12 points of elemental damage plus an additional d12 of damage for each rank in this power to anyone within in the radius of the blast.

Elemental Claws

Description Your fingernails lengthen and take on the aspect of your elemental power and are able to deal additional damage.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 1 Initiative

Range Personal

Duration 1 Round + 1 Round Per Rank

Exertion 11

Exertion N/A

Bonuses You deal 4d4 points of elemental damage with each hand to hand attack.

Elemental Cone

Description You thrust your hands forward and a cone of raging elemental energy shoots from them dealing damage.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 5 Initiatives

Range Length - 40Ft. + 20Ft. Per Rank
Width - 15Ft. + 5Ft. Per Rank

Duration Instantaneous

Exertion 15

Exertion Vs. Physical - Level + Rank +10

Bonuses You deal 4d10 points of elemental damage plus an additional d10 of damage for each rank in this power.

Elemental Conversion

Description You are able to transform your body into your elemental power thus reducing the amount of damage you are able to take.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 5 Initiatives

Range Personal

Duration 5 Rounds Per Rank

Exertion 15

Exertion N/A

Bonuses In your elemental form you ignore half the damage dealt to you by normal attacks; however certain elements have weaknesses against others and takes double that damage.
Here are some examples -
Aero - Can be burned away by fire.
Ferro - Can be etched by acid [hydro] or made brittle by cold [aero] or electrified by lightning [aero].
Hydro - Can be turned to steam by fire [Pyro].
Pyro - Can be put out by water or ice [Hydro] or smothered by dirt [Terro].
Terro - Can be dissolved by acid [hydro] or fused into glass by lightning [Aero].

Elemental Missile

Description You are able to create an elemental missile from your power and fling it at your opponent.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 1 Initiative

Range 10Ft. + 5Ft. Per Rank

Duration Instantaneous

Exertion 11

Exertion N/A

Bonuses You deal 1d4 points of damage +1 point of damage for each rank and create a number of missiles equal to your rank.

Elemental Sheath

Description You are able to weave a sheath of your element around your body that is able to absorb massive amounts of damage.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 4 Initiatives

Range Personal

Duration 4 Rounds Per Rank

Exertion 14

Exertion N/A

Bonuses You sheath is able to absorb 4d10 points of elemental damage plus an additional d10 points of damage per rank.

Elemental Wave

Description You thrust your arms outward and a massive roiling wave of your elemental energy rolls towards your enemies.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 5 Initiatives

Range 50Ft. + 5Ft. Per Rank
Width - 25Ft. + 25Ft. Per Rank
Depth - 25Ft. + 25Ft. Per Rank

Duration 5 Rounds Per Rank

Exertion 15

Exertion Vs. Physical - Level + Rank +10

Bonuses This massive wave deals 5d12 points of damage plus an additional d12 of damage for each rank and for each round that a target is in the wave they take the damage.

Empathic Projection

Description Using your empathic abilities you are able to adjust the mood of your target by making him happy, sad, or angry.

Discipline Empathic
Manifest 3 Initiatives
Range 15Ft. + 15Ft. per Rank
Duration 3 Rounds Per Rank
Exertion 13
Exertion Vs. Mental – Level + Rank +10
Bonuses You are able to adjust a person's mood by a degree each round.
 By making them happy you cause them to be friendlier towards you and to react more slowly to anything you do.
 By making them sad you cause them to be unable to attack properly.
 By making them angry you make them more reckless and less able to defend themselves.

	Happy	Sad	Angry
	-1 Initiative	-1 To Attack	-1 Defense
	-2 Initiative	-2 To Attack	-2 Defense
	-3 Initiative	-3 To Attack	-3 Defense
	-4 Initiative	-4 To Attack	-4 Defense
	-5 Initiative	-5 To Attack	-5 Defense

Empathy

Description You can detect surface emotions as well as the basic wants and needs of the creatures within the radius of this power.

Discipline Empathic
Manifest 1 Initiative
Range 25Ft. Radius On Esper
Duration 1 Round Per Rank
Exertion 11
Exertion Vs. Mental – Level + Rank +10
Bonuses You gain a +1 bonus to interaction rolls plus an additional +1 for each rank.

Eraser

Description With this power you are able to destroy a person's memories.

Discipline Telepathic
Manifest 5 Initiatives
Range Touch
Duration Instantaneous
Exertion 15
Exertion Vs. Mental – Level + Rank + 10
Bonuses You are able to erase 1d4+1 boost ranks chosen at random from a character and an additional boost rank per rank you have in this power.

Esper Resistance

Description You are able to give a person resistance against the non-physical powers of an Esper.

Discipline Empathic, Sensate, Telekinetic, Telepathic
Manifest 3 Initiatives
Range Touch
Duration 3 Rounds Per Rank
Exertion 13
Exertion Vs. Mental – Level + Rank + 10
Bonuses Your target gains a +3 bonus to mental exertions vs. Esper powers plus an additional +1 per rank of this power.

Evade Detection

Description You are able to evade detection from empathic or telepathic powers by creating a shield that blocks your mental and emotional wave lengths.

Discipline Empathic, Telepathic
Manifest 2 Initiatives
Range Personal
Duration 10 Minutes Per Rank
Exertion 12
Exertion Vs. Mental – Level + Rank + 10
Bonuses You gain a +2 bonus to evading detection by Empaths and Telepaths plus an additional +1 per rank of this power.

Evade Elemental Power

Description This power allows an Esper to create a duplicate of their selves to evade an elemental attack; so that instead of them taking the damage their duplicate does. This duplicate can be made from an elemental energy or a projection.

Discipline Any
Manifest 5 Initiatives
Range Personal
Duration Instantaneous/Till Destroyed/Banished
Exertion 15
Exertion N/A
Bonuses You are able to create a number of duplicates equal to the rank of this power allowing you to evade even a power that would target multiple enemies.

Exponential Growth

Description With this power a Sensate can increase their size and strength.

Discipline Sensate

Manifest 1 Initiative Per Size Category

Range Personal

Duration 1 Minute Per Rank

Exertion 11

Exertion N/A

Bonuses For each rank you have in this boost you can increase your size category to the top end of the next size.

Falling Apart

Description This power allows you to make a target's body to start disintegrating as the body decays.

Discipline Sensate

Manifest 3 Initiatives

Range Touch

Duration 3 Rounds + 1 Round Per Rank

Exertion 13

Exertion Vs. Physical – Level + Rank +10

Bonuses Your target takes 3d8 points of damage plus an additional d8 of damage per rank.

Fangs Of The Beast

Description You are able to increase the damage of your bite attack by increasing the size of your jaw and teeth.

Discipline Sensate

Manifest 1 Initiative Per Size Category

Range Personal

Duration 1 Round Per Rank

Exertion 11

Exertion N/A

Bonuses You increase your bite damage by one size category for each rank you have in this power.

Feel My Pain

Description You create a psychic link with your target and every time you take damage they do as well.

Discipline Empathic, Sensate, Telepathic

Manifest 2 Initiatives

Range 10Ft. + 10Ft. Per Rank

Duration 2 Rounds Per Rank

Exertion 12

Exertion Vs. Physical – Level + Rank + 10

Bonuses Every time you take damage the person you are linked to takes it as well.

Fly

Description With this power a telekinetic is able to actually fly through the air.

Discipline Telekinetic

Manifest 5 Initiatives

Range Personal

Duration 25 Minutes + 5 Minutes Per Rank

Exertion 15

Exertion N/A

Bonuses You gain the ability to fly at 50 feet per round plus an additional 5 feet per rank and are able to carry yourself plus an additional 25lbs. per rank.

Force

Description With this telekinetic power you are able to move objects around.

Discipline Telekinetic

Manifest 2 Initiatives

Range 10Ft. + 10Ft. Per Rank

Duration 2 Rounds Per Rank

Exertion 12

Exertion Vs. Physical – Level + Rank +10

Bonuses You are able to move 100lbs. per rank at a rate of 10 feet per rank per round.

Forebrain

Description A telepath with this power is able to lock away the higher functions of an intelligent person's brain either leaving them a drooling savage or willing slave.

Discipline Telepathic

Manifest 5 Initiatives

Range 25 Ft. + 25Ft. Per Rank

Duration 5 Rounds Per Rank

Exertion 15

Exertion Vs. Mental – Level + Rank +10

Bonuses This power leaves a person in one of two states as determined by a percentage roll - 1-25% - The lizard brain takes over and the person becomes a drooling savage that attacks anyone they perceive as a threat including the Esper. 26-50% - The person becomes a docile and willing slave and does whatever anyone tells them to do but the instructions must be detailed and explicit and they are unable to carry out extremely complicated tasks.

Geas, Weak

Description This power allows you to place a Geas in a person's mind for a short period of time causing them to take reasonable steps to accomplish the Geas.

Discipline Telepathic

Manifest 3 Initiatives

Range Touch

Duration 3 Days Per Rank

Exertion 13

Exertion Vs. Mental – Level + Rank + 10

Bonuses You basically implant an order or mission that the person cannot ignore and cause them to take reasonable steps to fulfill the Geas; however you cannot implant suggestion that would cause themselves harm or to kill themselves or to do something radically outside their nature. Until the Geas is completed the affected character is -1 to social interactions per rank of the power.

Geas Deconstruction

Description With this power a telepath is able to remove a Geas from another thus freeing them of that obligation.

Discipline Telepathic

Manifest 3 Initiatives

Range Touch

Duration Permanent

Exertion Original Espers Level + Rank +10

Exertion To Resist - Vs. Mental – Level + Rank + 10
To Remove – Original Espers Level + Rank + 10

Bonuses It should also be noted that it takes a number of hours equal to the original Espers Level + Rank +10 to remove the Geas.

Germination

Description With this power you implant your personality and knowledge into another person who starts to take on these traits over the period of a month and when the month has passed they have the same mental personality as you did when you used Germination, after this point however the personalities start to diverge.

Discipline Telepathic

Manifest 5 Initiatives

Range 50Ft. + 25Ft. Per Rank

Duration To Implant – 5 Rounds

Staying Length – Permanent

Exertion 15

Exertion Vs. Mental – Level + Rank + 10

Bonuses See Description.

Giving The Pain

Description You are able to transfer damage from yourself to another thus stealing their hit points for your own.

Discipline Sensate

Manifest 2 Initiatives

Range Touch

Duration Instantaneous

Exertion 12

Exertion Vs. Physical – Level + Rank + 10

Bonuses You regain ten hit points per rank.

Grab The Reigns

Description With this power a Telepath can usurp another Espers' power; whether mind & body or elemental; and use them as your own and drain away their uses per day rather than your own.

Discipline Telepathic

Manifest 3 Initiatives

Range 30Ft. + 15Ft. Per Rank

Duration 3 Rounds Per Rank

Exertion 13

Exertion Vs. Mental – Level + Rank + 10

Bonuses See Description

Heart Stopper

Description With but a single touch a sensate can attempt to stop a person's heart.

If the person fails their exertion they are instantly killed if they make it they still lose hit points.

Discipline Sensate

Manifest 4 Initiatives

Range Touch

Duration Instantaneous

Exertion 14

Exertion Vs. Physical – Level + Rank + 10

Bonuses If the target makes their save they still lose 4 hit points for every rank of this power.

Hide Your Thoughts

Description With this power a Telepath can insert a shield into person's mind protecting them from others trying to read their thoughts; either from magical, Esper, or natural ability.

Discipline Telepathic

Manifest 1 Initiative

Range Touch

Duration 1 Minute Per Rank

Exertion 11

Exertion Vs. Mental – Level + Rank + 10

Bonuses Target gains a +1 per rank of the power Vs. Mental Exertion to try and read their thoughts or emotions.

Hop, Skip, & A Jump

Description With this power a telekinetic can easily disappear and then reappear in any spot within view.

Discipline Telekinetic

Manifest 2 Initiatives

Range 50Ft. + 10Ft. Per Rank Line Of Sight

Duration Instantaneous

Exertion 12

Exertion N/A

Bonuses See Description

I Need A Weapon

Description With this power a telekinetic is able to teleport the closest weapon available to his hand; unfortunately that weapon may also be from the hand of an ally.

Discipline Telekinetic

Manifest 1 Initiative

Range 100Ft. + 10Ft. Per Rank

Duration Instantaneous

Exertion 11

Exertion Vs. Physical – Level + Rank + 10

Bonuses See Description

Illumination

Description With this power an Aero-Mancer can attenuate the air around him to increase or decrease the amount of ambient light.

Discipline Aero

Manifest 1 Initiative

Range 10Ft. + 5Ft. Per Rank Radius On The Esper

Duration 1 Round Per Rank

Exertion 11

Exertion N/A

Bonuses See Description

Immovable Object

Description With this power a Telekinetic creates a steady pressure on themselves that keeps them solidly anchored to the spot they are standing in.

Discipline Telekinetic

Manifest 2 Initiatives

Range Personal

Duration 2 Rounds Per Rank

Exertion 12

Exertion N/A

Bonuses With this power you gain a +2 bonus per rank against being moved without your wishes.

Insanity

Description With this power you break something in the target's mind and cause them to go completely insane.

The character will act randomly and may do anything from standing their babbling to biting off their fingers to even attacking the Esper.

The reaction is up to the GM.

Discipline Telepathic

Manifest 4 Initiatives

Range 40Ft. + 20Ft. Per Rank

Duration 4 Rounds Per Rank

Exertion 14

Exertion Vs. Mental – Level + Rank +10

Bonuses The target must make a Mental Exertion versus the Espers Level + Rank + 10 each round until they fail or the duration of the power ends.

If they fail then it is up to the GM to decide what they do.

Interference

Description This power causes anyone who has to make a mental exertion versus Esper powers to have to roll higher than normal due to the extra emotional turmoil you are causing.

Discipline Empathic

Manifest 3 Initiatives

Range 15Ft. Radius On Esper +5 Additional Feet Per Rank.

Duration 3 Rounds Per Rank

Exertion 13

Exertion Vs. Mental – Level + Rank + 10

Bonuses Anyone within the radius that fails their initial exertion must now add +1 for each rank of this power to whatever mental exertions checks vs. Esper powers that they have to perform

Invulnerable

Description You now gain a bonus to all your exertions rolls, defense, initiative, and damage deflection.

Discipline Sensate

Manifest 5 Initiatives

Range Personal

Duration 5 Rounds Per Rank

Exertion 15

Exertion N/A

Bonuses You gain a +1 bonus for each rank you have in this power to add to your mental and physical exertions, defense, initiative, and damage deflection.

Kyrlian Alteration

Description With this power an Empath is able to alter a person's Kyrlian aura and have it show something different than what it really is. A person's aura shows their health status as well as mood, whether they are lying or telling the truth as well as other things.

Discipline Empathic
Manifest 2 Initiatives
Range 20Ft. + 10Ft. Per Rank
Duration 2 Rounds Per Rank
Exertion 12
Exertion Vs. Mental – Level + Rank + 10
Bonuses For each rank you have in this boost you gain a +2 to a person's deception checks vs. another Empath.

Kyrlian Disguise

Description With this power an Empath is able to hide a person's Kyrlian Aura and make it hard for other Empaths to read that person's aura, or even able to detect the person by sensing their aura.

Discipline Empathic
Manifest 3 Initiatives
Range 30Ft. + 15Ft. Per Rank
Duration 3 Rounds Per Rank
Exertion 13
Exertion Vs. Mental – Level + Rank + 10
Bonuses For each rank you have in this boost you gain a +3 to a hide a person's aura and keep them from being read or detected.

Kyrlian Sight

Description With this power an Esper is able to see and read another creature's Kyrlian Aura. Every living creature [and some non-living or construct creatures] have a Kyrlian aura that can tell large amounts of information about them. Many of the things that can be told is mood, health, whether a creature is telling the truth [and sometimes to what degree] as well as other information. An Empath if they study long enough can take in other information about an area as well such as how many Auras are present and what type of creature they are.

Discipline Empathic
Manifest 1 Initiative
Range 10Ft. + 5Ft. Per Rank
Duration 1 Round Per Rank
Exertion 11
Exertion Vs. Mental – Level + Rank + 10
Bonuses You gain a +1 bonus to detecting someone's presence, vs. deception, interaction checks, and Knowledge/Craft Medical.

Levitate

Description This power is less powerful than fly and allows you to levitate off the ground and move slowly.

Discipline Telekinetic
Manifest 1 Initiative
Range Personal
Duration 1 Round Per Rank
Exertion 11
Exertion N/A
Bonuses You are able to move 10 feet per round per rank and carry ten additional pounds per rank and rise five feet off the ground per rank.

Light As A Feather

Description With this Sensate power you can adjust your weight so that you are able to move across surfaces that would otherwise you to fall through such as quicksand, water, ice, or any other easily broken surface.

Discipline Sensate
Manifest 1 Initiative
Range Personal
Duration 1 Round Per Rank
Exertion 11
Exertion N/A
Bonuses You can reduce your weight by 10lbs. per rank.

Looking Ahead

Description With this power you are able to see short periods into the future and know everything allowing you to possibly avoid an unfortunate event.

Discipline Telepathic
Manifest 4 Initiatives
Range Personal
Duration 4 Rounds Per Rank
Exertion 14
Exertion N/A
Bonuses You are able to see 1 round into the future per rank thus you are able to re-roll failed exertions, critical misses, and ambush checks.

Marionette

Description With this power a Telekinetic targets an individual and using force is able to make the target move and perform actions.

Discipline Telekinetic
Manifest 2 Initiatives
Range 20Ft. + 10Ft. Per Rank
Duration 2 Rounds Per Rank
Exertion 12
Exertion Vs. Physical – Level + Rank + 10
Bonuses The target gets a new exertion every round but is -1 to their physical exertion for each rank of this power.

Mental Link

Description With this power a Telepath can create a non-invasive communicatory link between themselves and another intelligent creature.

Discipline Telepathic

Manifest 2 Initiatives

Range 200Ft. + 100Ft. Per Rank

Duration 1 Hour Per Rank

Exertion 12

Exertion Vs. Mental – Level + Rank + 10

Bonuses See Description

Metal Skin

Description This power allows a Ferro-Mancer to transform their skin into a tough metallic substance.

Discipline Ferro

Manifest 4 Initiatives

Range Personal

Duration 4 Rounds Per Rank

Exertion 14

Exertion N/A

Bonuses The Esper gains 4 damage deflection +1 damage deflection per rank.

Mind Cloud

Description With this power a Telepath is able to make their selves almost completely invisible to anyone in their vicinity and is virtually undetectable via aural, visual, or by powers or spells. However attacking someone or radically changing the environment will cause you to become visible.

Discipline Telepathic

Manifest 5 Initiatives

Range Personal

Duration 5 Rounds Per Rank

Exertion 15

Exertion Vs. Mental – Level + Rank + 10

Bonuses You gain a +5 Bonus to Survival – Survival & Camouflage +1 additional bonus per rank.

Mind Over Mind

Description This Telepathic/Sensate power allows the Esper to restore lost boost ranks to another character.

Discipline Telepathic, Sensate

Manifest 4 Initiatives

Range Touch

Duration Instantaneous

Exertion 14

Exertion Vs. Mental – Level + Rank + 10

Bonuses The Esper is able to restore four boost ranks +1 additional rank per rank of this power.

Molecular Agitation

Description With this power you are able to agitate a target's molecules causing them to rapidly vibrate and cause them great pain and damage.

Discipline Telekinetic

Manifest 3 Initiatives

Range 30Ft. + 15Ft. Per Rank

Duration 3 Rounds Per Rank

Exertion 13

Exertion Vs. Physical – Level + Rank + 10

Bonuses You deal a d8 of damage per rank of this power that is not able to be lessened by damage deflection.

Molecular Weakening

Description With this power a Telekinetic is able to insinuate their power between the target's molecular bonds and weaken them to the point that they become more vulnerable to damage.

Discipline Telekinetic

Manifest 4 Initiatives

Range 40Ft. + 20Ft. Per Rank

Duration 5 Rounds Per Rank

Exertion 14

Exertion Vs. Physical – Level + Rank + 10

Bonuses With this power you weaken the target making them take an additional point of damage per rank for each attack they take; if they have any damage deflection they also lose 1 damage deflection per rank of this power.

No Distraction

Description Your character through sheer force of mind control is harder to be deceived by hallucinations, figments, false images, and other similar projections.

Discipline Telepathic

Manifest 2 Initiatives

Range Personal

Duration 2 Rounds Per Rank

Exertion 12

Exertion N/A

Bonuses You gain a +2 bonus per rank versus anything that is fake or imagined as stated in the description.

Nobody Home

Description With this power you are able to send a creature or group of creatures into a catatonic state thus leaving them vulnerable.

Discipline Telepathic

Manifest 5 Initiatives

Range 50Ft. + 25Ft. Per Rank

Duration 5 Rounds Per Rank

Exertion 15

Exertion Vs. Mental – Level + Rank + 10

Bonuses You are able to place 1 creature +1 one additional creature into a catatonic state thus causing them to be unable to do anything.

Not A Real Boy
 Description With this power a Telekinetic is able to make non-living in animate objects move as if they were.
 Discipline Telekinetic
 Manifest 1 Initiative
 Range 10Ft. + 5Ft. Per Rank
 Duration 1 Round Per Rank
 Exertion 11
 Exertion N/A
 Bonuses You are able to animate an object and make it move as if it were alive and are able to control 100lbs. + 10lbs. per rank.

Nullify Invisibility
 Description With this power an Empath is able to send out a pulse of power and cause the auras of invisible creatures to become visible to everyone.
 Discipline Empathic
 Manifest 2 Initiatives
 Range 20Ft. + 10Ft. Per Rank Radius On Empath
 Duration 2 Rounds Per Rank
 Exertion 12
 Exertion Vs. Mental – Level + Rank + 10
 Bonuses You make invisible creatures visible.

One Body
 Description With this power a Sensate can literally dissolve an opponent by draining the life force from them causing their body to evaporate into nothingness.
 Discipline Sensate
 Manifest 5 Initiatives
 Range Touch
 Duration 5 Round Per Rank
 Exertion 15
 Exertion Vs. Physical – Level + Rank + 10
 Bonuses The Sensate must make a successful grapple check each round and each round that they have their target grappled they leech away d12 points of hit points each round for every rank of the power.
 These hit points are permanently lost by the target and if enough points are leeched away the person dies and their body evaporates.
 If not killed by this power they also lose one pound of weight for every hit point lost.

One Pill
 Description With this power a Sensate is able to decrease the size of their body any equipment that they are carrying.
 Discipline Sensate
 Manifest 2 Initiatives
 Range Personal
 Duration 2 Rounds Per Rank
 Exertion 12
 Exertion N/A
 Bonuses For each rank you have in this power you are able to decrease your size category by 1.

Perfect Recall
 Description This power allows a Telepath to more easily recall information that they have learned in the past.
 Discipline Telepathic
 Manifest 1 Initiative
 Range Personal
 Duration 1 Round Per Rank
 Exertion 11
 Exertion N/A
 Bonuses You gain a +1 bonus per rank of this power towards Knowledge boosts.

Phobia
 Description This power allows a Telepath to implant a phobia in a person; it can be a certain condition, action, even, place, person, or object that they have a phobia of.
 The target gains minuses to resist his phobia oriented tendency when making his Mental Exertion.
 Discipline Telepathic
 Manifest 3 Initiatives
 Range 30Ft. + 15Ft. Per Rank
 Duration Permanent
 Exertion 13
 Exertion Vs. Mental – Level + Rank + 10
 Bonuses The victim gets a -1 per rank of the power to mental exertions vs. the implanted phobia.

Pithing
 Description There are two forms of pithing the first of these is to selectively burn out a portion of the target's brain thus destroying it and causing any boost related to that area to be downgraded in ranks.
 The second part of this is that you burn out major important sections of the targets brain causing them to fall into a coma and if they do not receive hospital grade medical assistance within twenty-four hours they will die; if they do manage to survive all boosts ranks.
 Symptoms of this attack are loss of motor control and aphasia like speech problems; they also receive minuses to defenses and exertions.
 Discipline Telepathic
 Manifest 10 Initiatives
 Range Touch
 Duration Instantaneous
 Exertion 20
 Exertion Vs. Mental – Level + Rank + 10
 Bonuses For the lower grade attack they Esper must choose what portion of the brain he is destroying; this is denoted by what type of boosts he is attacking and for each rank in this power the target loses one rank in each boost in that category.
 For the second far deadlier of the two if the target does survive they lose ranks in every boost equal to the rank of this power.

Portal Block

Description With this power a Telekinetic is able to block a portal of some kind and emplace it without further concentration.

Discipline Telekinetic

Manifest 13

Range Touch – An Area Of 30Ft. + 15Ft. Per Rank

Duration 3 Rounds Per Rank

Exertion 13

Exertion N/A

Bonuses To breach this block a person must make a physical exertion check that is increased by +3 for each rank.

Razor Shard

Description With this power a Ferro-Mancer, Terro-Mancer, or Hydro-Mancer is able to create sharp shards of their element and use them as if they were a throwing knife.

Discipline Ferro, Hydro, Terro

Manifest 1 Initiative

Range Personal – Thrown As Knife

Duration Instantaneous

Exertion 11

Exertion N/A

Bonuses For each rank you have in this boost you are able to create a razor shard from your element if you are a Ferro-Mancer [Metal], Hydro-Mancer [Ice], or Terro-Mancer [Crystal].

These shards act the same as a throwing knife and deal 1d10+1 points of piercing damage.

Redirect Power

Description You are able to create a Telekinetic barrier that is able to rebound other Espers physical powers back at them.

Discipline Telekinetic

Manifest 3 Initiatives

Range 30Ft. Radius +15Ft. Per Rank

Duration 3 Rounds Per Rank

Exertion 13

Exertion Vs. Physical – Level + Rank + 10

Bonuses N/A

Regenerate

Description With this power Sensates are able to regenerate hit points and even re-attach or regrow severed limbs of their own or of a target.

Discipline Sensate

Manifest 4 Initiatives

Range Touch

Duration 4 Rounds Per Rank

Exertion 14

Exertion Vs. Physical – Level + Rank + 10

Bonuses You or a target are able to regenerate d8 hit points per round +d8 per rank of the power and re-attach limbs; takes 2 rounds; or regrow limbs; takes five rounds.

Regulated Air

Description This power allows an Aero-Mancer to create a pocket of air around themselves that keeps a standard temperature at all times and allows them to negate some damage from heat and cold related effects, spells, & powers.

Discipline Aero-Mancy

Manifest 3 Initiatives

Range 30Ft. + 15Ft. Per Rank Radius

Duration 3 Rounds Per Rank

Exertion 13

Exertion N/A

Bonuses You get +1 Damage Deflection per rank vs. heat and cold based damage.

Relieving The Pain

Description With this power you are able to heal another creature by taking on some of its damage yourself.

Discipline Sensate

Manifest 1 Initiative

Range Touch

Duration Instantaneous

Exertion 11

Exertion Vs. Physical – Level + Rank + 10

Bonuses You are able to heal 1d4 points of damage per rank of this power and you take 1 point of damage for every four healed.

Repair Elemental Construct

Description With this power an Esper can repair damage that has been done to any constructs that they have built.

Discipline Aero, Ferro, Hydro, Pyro, Terro

Manifest 2 Initiatives

Range Touch

Duration Instantaneous

Exertion 12

Exertion N/A

Bonuses You can repair 2d6 points of damage to your construct plus an additional d6 per rank of this power.

Resurrection

Description With this power a sensate is able to return a person's soul back to their body however this must be done within a certain amount of time.

Discipline Sensate

Manifest 5 Initiatives

Range Touch

Duration Instantaneous

Exertion 15

Exertion Vs. Mental/Physical – Level + 10 [Gains -1 To This Number For Each Rank Of The Power] + 10

Bonuses This power must be performed within one minute of the creature's death plus one additional minute for each rank of the power.

See It All

Description With this power a sensate is able to boost their sight to the point that they can more easily detect traps, ambushes, hidden doors, and passages.

Discipline Sensate
Manifest 1 Initiative
Range Personal
Duration 1 Round Per Rank
Exertion 11
Exertion N/A
Bonuses You gain +1 per rank to your notice checks when looking for traps, ambushes, hidden doors, and passages.

Seeing The Window

Description With this power you are able to detect whether or not someone is spying on you via Remote Viewing or Magical Scrying.

Discipline Telepathic
Manifest 1 Initiative
Range Personal
Duration 1 Round Per Rank
Exertion 11
Exertion Vs. Mental – Level + Rank + 10
Bonuses You gain a +1 bonus for each rank in this power to detect Remote Viewing and Scrying.

Sensitive Blow

Description This power allows a Sensate to increase the damage that his natural weapon's deal.

Discipline Sensate
Manifest 3 Initiative
Range Personal
Duration 3 Rounds Per Rank
Exertion 13
Exertion N/A
Bonuses

Old Die Size	New Die Size
d4	d6
d6	d8
d8	d10
d10	d12
d12	d20

Sighted Grasp

Description This power allows a Telekinetic to manipulate things without seeing; or to be more exact they are able to see past barriers with a weak telepathic power.

Discipline Telekinetic
Manifest 3 Initiatives
Range Personal
Duration 3 Rounds Per Rank
Exertion 13
Exertion N/A
Bonuses With this power a Telekinetic can "See" and manipulate through one foot of material for each rank of the power.

Slow Down

Description With this power a Telekinetic is able to cause time to constrict and slow their target.

Discipline Telekinetic
Manifest 5 Initiatives
Range 50Ft. + 25Ft. Per Rank
Duration Instantaneous
Exertion 15
Exertion Vs. Physical – Level + Rank + 10
Bonuses With this power you cause your target to lose two initiatives per rank of the power.

Slow Fall

Description With this power a Telekinetic is able to slow the speed of their fall and decrease the amount of damage they take.

Discipline Telekinetic
Manifest 2 Initiatives
Range Personal
Duration 2 Rounds Per Rank
Exertion 12
Exertion N/A
Bonuses You can reduce the rate of your fall by ten feet per rank thus reducing the amount of damage you take by a d6 of damage per rank.

Suffocation

Description With this power an Aero-Mancer is able to inflate a target's lungs keeping them expanded thus not allowing them to pull in fresh oxygen and breathe properly.

Discipline Aero-Mancer
Manifest 4 Initiatives
Range 40Ft. + 20Ft. Per Rank
Duration 4 Rounds Per Rank
Exertion 14
Exertion Vs. Physical – Level + Rank + 10
Bonuses If failing their exertion each round the target takes a d10 of hit point damage each round until reaching half their hit points and then they fall unconscious and take full damage each round until dead.

Suicidal Tendencies

Description With this power a Telepath can nudge a person mentally to indirectly kill their selves. For example a person will not blow their brains out but may walk out in front of a bus, charge into battle naked, or play jump rope with venomous snakes.

Discipline Telepath
Manifest 4 Initiatives
Range Touch
Duration 1 Hour Per Rank
Exertion 14
Exertion Vs. Mental – Level + Rank + 10
Bonuses There is a percent chance each hour that the person will somehow inadvertently get themselves killed; this percentage is 10% times the number of ranks in this power.

Take Over

Description With this power a Telepath is able to dominate a person's will and take full control of their mind and body thus allowing you to make them do whatever you want them to.

Discipline Telepathic
Manifest 5 Initiatives
Range 50Ft. + 25Ft. Per Rank
Duration 5 Rounds Per Rank
Exertion 15
Exertion Vs. Mental – Level + Rank + 10
Bonuses See Description

Telekinetic Strike

Description With this power a Telekinetic is able to attack their target with raw power dealing moderate amounts of damage.

Discipline Telekinetic
Manifest 3 Initiatives
Range 30Ft. + 15Ft. Per Rank
Duration Instantaneous
Exertion 13
Exertion Vs. Physical – Level + Rank + 10
Bonuses You deal 3d8 points of damage plus an additional d8 of damage per rank.

Teleport

Description With this power a Telekinetic is able to transport their selves and others fair distances.

Discipline Telekinetic
Manifest 5 Initiatives
Range 5 Miles/Kilometers Per Rank
Duration Instantaneous
Exertion 15
Exertion Vs. Physical – Level + Rank + 10
Bonuses You are able to transport yourself and one additional person per rank.

Temple Of The Body

Description With this power you can heal yourself or others of fairly large amounts of damage.

Discipline Sensate
Manifest 5 Initiatives
Range Touch
Duration Instantaneous
Exertion 15
Exertion Vs. Physical – Level + Rank + 10
Bonuses You are able to heal a d12 of damage plus an additional d12 per rank of the power.

Through Their Eyes

Description With this power a Telepath is able to hears, see, smell, taste, and feel whatever their target is.

Discipline Telepathic
Manifest 2 Initiatives
Range 200Ft. + 100Ft. Per Rank
Duration 2 Rounds Per Rank
Exertion 12
Exertion Vs. Mental – Level + Rank + 10
Bonuses See Description.

TK Crush

Description This Telekinetic power wraps the target in an invisible force and exerts crushing damage.

Discipline Telekinetic
Manifest 5 Initiatives
Range 50Ft. + 25Ft. Per Round
Duration 1 Round Per Rank
Exertion 15
Exertion Vs. Physical – Level + Rank + 10
Bonuses You deal 1d12 points of damage plus an additional d12 of damage per rank.

TK Thrust

Description You create thin powerful thrusts of force dealing decent damage to your target.

Discipline Telekinetic
Manifest 1 Initiatives
Range 10Ft. + 5Ft. Per Rank
Duration Instantaneous
Exertion 11
Exertion Vs. Physical – Level + Rank + 10
Bonuses You deal a d4 of damage plus an additional d4 of damage per rank.

Two Become One

Description With this power a Sensate can join with another person and increase his size and strength.

Discipline Sensate
Manifest 5 Initiatives
Range Touch
Duration Instantaneous
Exertion 15
Exertion Vs. Physical – Level + Rank + 10
Bonuses You gain the ability to join with another creature gaining another size category for each person; you can combine with a number of people equal to the rank of this power.

Underwater Breath

Description With this power you are able to strip oxygen molecules from the water around you and create a stream of bubbles that can be inhaled.

Discipline Aero-Mancy
Manifest 1 Initiatives
Range Personal
Duration 1 Hour Per Rank
Exertion 11
Exertion N/A
Bonuses See Description.

Undo Harm

Description With this power a sensate is able to restore lost boost ranks that were destroyed due to Esper attacks.

Discipline Sensate

Manifest 5 Initiatives

Range Touch

Duration 5 Rounds Per Restored Rank

Exertion 15

Exertion Vs. Physical – Level + Rank + 10

Bonuses You are able to restore five ranks per rank of this power.

Vortex

Description With this power an Aero-Mancer is able to create a swirling vortex of air that is capable of sucking up the heaviest objects.

Discipline Aero-Mancy

Manifest 5 Initiatives

Range 50Ft. + 25Ft. Per Rank

Duration 5 Rounds Per Rank

Exertion 15

Exertion Vs. Physical – Level + Rank + 10

Bonuses You are able to suck an object that is 500lbs. plus an additional 100lbs. per rank into the vortex and deal 1d12 points of damage per rank per round.

5.6 – Knowledge/Craft Boosts

Knowledge/Craft boosts allow your character to learn and know things about a wide variety of subjects as well as putting that information to practical use by crafting items, implementing new techniques or modifying older ones.

If you like having a character that knows a lot of

information these boosts are what you are looking for, of course the soldier who can't fix his own gun probably won't last long either.

Table 5-6 – Knowledge/Craft Boosts lists the various boosts available and then the following section describes these boosts.

Table 5-6 - Knowledge/Craft Boosts

Anti-Matter Engineering	Armor Specialist	Artist
Artificial Intelligence Engineer	Chemical Engineer	Clothing Designer
Computer Engineer	Demolitions	Electrical Engineer
Electronics Technician	Fauna	Financier
Flora	Food	Geneticist
Gun-Smithing	Hacking	Historian
Hobby	Law & Law Enforcement	Local
Mathematician	Mechanical Engineer	Medical
Military Tactician	Mining Engineer	Nanno-Tech Engineer
News & Gossip	Races	Religion
Sex	Slavery	Software Engineer
Structural Engineer	Tombs	Trader
Trivia	Underworld	Weapon Smithing

5.6.1 - Knowledge/Craft Boost Descriptions

This section has detailed descriptions on Knowledge/Craft Boosts.

Anti-Matter Engineering

Description With this boost your character has studied Anti-Matter and has become knowledgeable in its uses and dangers and has gotten to a point where they can easily craft things that relate to anti-matter.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to anti-matter.

Armor Specialist

Description With this boost your character has studied Armor and has become knowledgeable in its uses, history, design, and construction as well as knowing what type of armor is best for what situation.

Ranks 10

Special You must choose one of the following categories – Medieval, Modern, Or Powered Armor.

This boost can be taken multiple times with a different category being chosen.

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to armor.

Artist

Description With this boost your character has studied Art in one of its forms and has become knowledgeable in its history, creators, and styles and has gotten to the point where they have become a bit of an artist themselves.

Ranks 10

Special You must choose one of the following categories – Paintings, Sculptures, Dance, Music, and Literature.

This boost can be taken multiple times with a different category being chosen.

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to art.

Artificial Intelligence Engineer

Description With this boost your character has studied Artificial Intelligence and has learned how to interact with, design, and program them.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to artificial intelligences.

Chemical Engineer

Description With this boost your character has studied chemicals and has learned much about the history, creation, and make-up of various types of chemicals and is knowledgeable enough to create old and new compounds.

Ranks 10

Examples Examples of items that can be created with this boost are – Poisons, Chemical Explosives, Fertilizers, Toxins, and Medicines.

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to chemicals.

Clothing Designer

Description With this boost your character has studied clothing and knows the histories of various styles and trends, as well as how to decide and make clothing.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to clothing.

Computer Engineer

Description With this boost your character has studied computers and learned their history, design, and construction.

Ranks 10

Examples Examples of items that can be created with this boost are – PDAs, PCAs, Desk Tops, Lap-Taps, E-PADDs and the like.

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to computers.

Demolitions

Description With this boost your character has studied Demolitions how to design them, use them, and how to best employ them.

Ranks 10

Examples Examples of items that can be created with this boost are – Breaching Charges, Shaped Charges, and different other types of charges.

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to demolitions.

Electrical Engineer

Description With this boost your character has studied Electrical items such power generators and the like and have learned how to design them, use them, and how to best employ them.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Electrical.

Electronics Technician

Description With this boost your character has studied Electronics and their various components and has learned to design, repair, and build them.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Electronics.

Fauna

Description With this boost your character has studied Fauna [or various types of animals] and has learned about their biology, care, and habits.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to animals.

Financier

Description With this boost your character has studied finance and has learned the trends, and how to manipulate them.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to finance.

Flora

Description With this boost your characters has studied Flora [plants] and have learned about their history, types, cultivation and cross breeding of them.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to flora.

Food

Description With this boost your character has studied food the history, types, and creation and cooking of.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to food.

Geneticist

Description With this boost your character has studied genetics and has learned most of what is available about it as well as how to modify and create genetic profiles.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to genetics.

Gun-Smithing

Description With this boost your character has studied gun-smithing which is the repair, modification, and construction of weapons.

Ranks 10

Special Advanced weaponry such as missiles and grenade launchers, rail and energy weaponry cannot be built or repaired with this boost.

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to computers.

Hacking

Description With this boost your character has studied Hacking and is able to invade systems, create viruses, and IC.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Hacking.

Historian
Description With this boost your character has studied History of a particular race and it's conversant with it to the point where they can actually twist facts if necessary.
Ranks 10
Special You must choose a particular race of whose history you know.
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to History.

Hobby
Description With this boost your character has obtained a hobby and is very knowledgeable in that hobby.
Ranks 10
Special You must choose a hobby.
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to your hobby.

Law & Law Enforcement
Description With this boost your character has studied the law as well as law enforcement techniques and is conversant with most Star Nations laws and if necessary is able to bend and twist the laws and manipulate law enforcement agencies to get out of something; and is even able to draft new laws if necessary.
Ranks 10
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Law and Law Enforcement.

Local
Description With this boost your character has become familiar with a particular area it could be just a neighborhood, a planet, or a solar system but your character knows all the ins and outs of that area as well as the movers and shakers that reside within.
Ranks 10
Special Your character must choose a specific locale to be familiar with.
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related the known locale.

Mathematician
Description With this boost your character has studied Math and is able to do advance calculations as well as creating new ones and modifying old ones for their needs.
Ranks 10
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Math.

Mechanical Engineer
Description With this boost your character has studied Mechanical Engineering and is able to repair, design, and build mechanical objects.
Ranks 10
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Mechanical.

Medical
Description With this boost your character has studied Medicine and is able to perform anything from a normal exam to advanced surgery as well as being able to create and modify new medical techniques.
Ranks 10
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Medical you can also heal four points for every rank in this boost.

Military Tactician
Description With this boost your character has studied Military Tactics and is able to employ, modify, and create new tactics.
Ranks 10
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Military Tactics.

Mining Engineer
Description With this boost your character has studied Mining and is conversant in various techniques as well as the best ways to get at the minerals they are trying to mine as well as being able to modify and create new mining techniques.
Ranks 10
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Mining.

Nanno-Tech Engineer
Description With this boost your character has studied Nanno-Technology and has learned to modify, design, and create new types of Nanno-technology.
Ranks 10
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Nanno-Technology.

News & Gossip
Description With this boost your character always has their ear to the ground for the latest news and gossip and has learned to filter the few rare gems from the drek and is also skilled in creating their own gossip and twisting existing gossip to their ends.
Ranks 10
Special You must choose a particular race of whose history you know.
Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to News & Gossip.

Races	
Description	With this boost your character has studied a particular known race and has a basic to moderate understanding of that races history, biology, society, and psychology.
Ranks	10
Special	You must choose a particular.
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to the chosen race.
Religion	
Description	With this boost your character has studied a religion of some sort and has become knowledgeable in it, they have also gotten to the point where if they wanted to they could create their own religion or modify the tenants of one that they already know.
Ranks	10
Special	You must choose a particular religion.
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Religion.
Sex	
Description	With this boost your character has become proficient in the ways of coitus and has learned many useful techniques as well as having the ability to modify them and create new ones.
Ranks	10
Notes	<i>Okay; no complaints about this one; if you have played RPGs for any length of time you know that you are going to run across that one player that just has to have this type of boost - Josh</i>
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Sex.
Slavery	
Description	With this boost your character knows the ins and outs of slavery whether it is from being a slaver, dealing with slavers, or put a stop to them you know their habits the way they run their businesses and where they are most likely to be found.
Ranks	10
Special	You must choose either normal slavery or genetic slavery.
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to slavery.
Software Engineer	
Description	With this boost your character has intimate knowledge of software, how to use it, how to abuse it, how to design and program it.
Ranks	10
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Software.

Structural Engineer	
Description	With this boost your character has studied Structural Engineering and knows how to design, build, and destroy various types of structures.
Ranks	10
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Structural Engineering.

Tombs	
Description	With this boost your character has studied various types of tombs and knows how to design, build, and the best ways to raid them.
Ranks	10
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Tombs.

Trader	
Description	With this boost your character has studied and used trade routes and knows the safest, easiest, most dangerous, fastest, and slowest of these routes and is able to plan out his route competently he also knows how to track down new unheard of ones as well.
Ranks	10
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Trade Routes.

Trivia	
Description	With this boost your character is one of those people who knows a little bit about everything and has a bad habit of spouting off random facts and tid bits of information.
Ranks	10
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to Trivia.

Underworld	
Description	With this boost your character has become knowledgeable about the seamy underside of society and knows most of the major movers and shakers in the underworld and can easily obtain information and equipment and is able to easily interact with them and if he wanted to he could easily create his own criminal organization.
Ranks	10
Special	You must choose a particular race of whose history you know.
Bonus	For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to the Underworld.

Weapon Smithing

Description With this boost your character is skilled in the design and creation of melee weapons.

Ranks 10

Examples Some examples of weapons that can be made – Swords, Axes, Dagger, and the like.

Bonus For each rank you have in this boost you gain a +1 bonus to both knowledge and craft checks related to melee weapons.

5.7 – Mental Boosts

Mental boosts allow your character to have a variety of defenses for their mind as well as being able to deduce and figure things out more easily.

If you like having a character that is able to stand up to

mental abuse and figure things out more easily these are the boosts for you.

Table 5-7 – Mental Boosts lists the various boosts available and then the following section descriptions of these boosts.

Table 5-7 - Mental Boosts

Appraisal	Mental	Can Determine Value Of Item
Battle Arrogance	Mental	+1 Bonus To Morale Checks While In Combat
Bloody Avenger	Mental	-1 To Enemies Morale Checks
Command Authority	Mental	+1 Bonus To All Members Of The Party When Under Command
Courtesan	Mental	+1 Bonus To Relations With A Target
Deception	Mental	+1 To Deception Checks
Disable	Mental	+1 Bonus To Disable Either Mechanical/Electrical
Disguise	Mental	+1 To Disguise Checks
Intimidate	Mental	+1 Bonus To Influencing Others
Languages & Literacy	Mental	+1 Bonus To Speaking & Reading Languages
Mental Defense	Mental	+1 To Mental Defense Checks
Mental Exertion	Mental	+1 To Mental Exertion Checks
Negotiation	Mental	+1 Bonus To Negotiation Checks
Not Afraid	Mental	+1 To Exertions Vs. Fear Inducing Situations
Notice	Mental	+1 Bonus To Being Able To Notice What Is Occurring Around You
Numbers Don't Matter	Mental	+1 To Morale Checks When Outnumbered
Patience Is A Virtue	Mental	+1 Bonus To Attack Rolls If Action Is Held
Perform	Mental	+1 Bonus To Perform Checks
Personality	Mental	+1 Bonus To Social Interactions
Scavenger	Mental	+1 To Find When Looking For Resources
Situational Awareness	Mental	+1 Bonus To Hearing/Glance/Ambush/Surprise
Sixth Sense	Mental	+1 To Ambush Checks
Still Waters	Mental	+1 Exertions Vs. Others Deception Checks

5.7.1 - Mental Boost Descriptions

This section has detailed descriptions on Mental Boosts.

Appraisal

Description With this boost your character is able to study an object and determine its worth or value.

Ranks 10

Special You must choose a particular category to have your appraisal boost in – Art, Automobiles, Clothing, Electronics, Jewelry, or Weaponry.

If an object is not in your area of expertise you only get half the number of ranks rounded down.

Bonus For each rank you have in this boost you gain a +1 bonus to determining the value of an item.

Battle Arrogance

Description With this boost your character believes that he is nigh unstoppable in combat and is able to keep from being frightened by overwhelming numbers.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to morale checks in combat.

Bloody Avenger

Description With this boost your character is one of those people that always ends up blood-soaked during combat becoming a grim visage of death and destruction and tends to frighten the enemy.

Ranks 10

Bonus For each rank you have in this boost your enemies get a -1 to their morale checks in combat.

Command Authority

Description With this boost your character is one of those people used to giving orders and having them obeyed.

Ranks 10

Bonus For each rank you have in this boost your party members gain a +1 bonus to their initiative.

Courtesan

Description With this boost your character is well versed in the art of the courtesan and is able to gather information in various settings such as court, in the bedroom, and at parties.

Ranks 10

Special Males can take this as well.

Bonus For each rank you have in this boost you gain a +1 bonus to News & Gossip checks.

Deception
 Description With this boost your character is skilled at the deceptive arts of behavior such as – Cheating, Distraction Techniques, Gossip, Lying, Obfuscation, Storytelling, & Subterfuge.
 Ranks 10
 Special Remember the old saying “If you ain’t cheatin you ain’t tryin”
 Bonus For each rank you have in this boost you gain a +1 bonus to deception checks.

Disable
 Description With this boost you are skilled at disabling devices; you may not know how to build them or repair them but you sure as heck can take them apart and disable them.
 Ranks 10
 Special Player must choose either Electronic or Mechanical but this can be taken more than once with a new one being chosen.
 Bonus For each rank you have in this boost you gain a +1 bonus to your disable checks.

Disguise
 Description With this boost your character is able to change their appearance so as to seem non-descript or as someone else with just a change of clothes and hair to the use of prosthesis and make-up.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to disguise.

Intimidate
 Description With this boost your character is good at intimidating others whether via subtlety, blackmail, or outright bullying.
 Ranks 10
 Bonus For each rank you in this boost you gain a +1 bonus to intimidate checks.

Languages & Literacy
 Description With this boost your character has become fluent in a language other than his native tongue and is even able to read it to a certain degree.
 Ranks 10
 Special This can be taken multiple times but a new language must be chosen each time.
 Examples Ancient Theban Dwuervo Elharn
 English Halfar Modern Theban
 Ngor Orlan Yetin
 Bonus For each rank you have in this boost you gain a +1 bonus to reading and speaking a language

Mental Defense
 Description With this boost your character is able to hold off mental attacks from things such as Esper Abilities and Creature effects.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to your mental defense.

Mental Exertion
 Description With this boost your character is able to hold off mentally debilitating effects or try to remember some piece of information that they have learned that doesn’t fall under any of your Knowledge/Craft boosts.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to your mental exertion.

Negotiation
 Description With this boost your character is trying to get the most favorable deal they possibly can or negotiate a peace between two parties or try and get hostages freed.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to your negotiation.

Not Afraid
 Description With this boost your character is able to more easily resist the mental traumas from horrifying situations.
 Ranks 10
 Bonus For each rank you in this boost you gain a +1 bonus to fear checks.

Notice
 Description With this boost your character’s brain is constantly bringing information in to process even subconsciously and making them aware of what is going on around them.
 Ranks 10
 Bonus For each rank you in this boost you gain a +1 bonus to notice checks.

Patience Is A Virtue
 Description With this boost a character is able to hold his attacks thus allowing him to judge his targets weaknesses.
 Ranks 10
 Special May not take ADD/ADHD Disadvantage.
 Bonus For each rank you have in this boost you gain a +1 bonus to your ranged attacks.

Perform
 Description With this boost a character has focused their mind so singularly on their dramatic art that they perform above and beyond what they normally would.
 Ranks 10
 Special You must choose one of the following areas of performance – Music, Dancing, Acting. This boost may be taken multiple times but a different performance art has to be taken.
 Bonus For each rank you have in this boost you gain a +1 bonus to your perform checks.

Personality
 Description With this boost a character is charming and friendly and able to focus others attentions on their self.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to your personality checks.

Scavenger

Description With this boost your character is skilled at scrounging supplies from even the most desolate area.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to scavenge checks.

Situational Awareness

Description With this boost your character has a better sense of what is going on around them.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to your situational awareness checks.

Sixth Sense

Description With this boost your character is able to sense when something is wrong and is able to detect traps.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to your sixth sense check.

Still Waters

Description With this boost your character has a calm and calculating mind that can more easily see through deceptions.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus vs. deception checks.

5.8 – Physical Boosts

Physical boosts allow your character to perform a wide variety of physical feats from being able to carry more weight to climbing, jumping, and running farther and faster.

If you like having a character that is a healthy physical power house these boosts are for you.

Table 5-8 – Physical Boosts lists the various boosts available and then the following section has descriptions of these boosts.

Table 5-8 – Physical Boosts

Akimbo	Negate Minuses From Off-Hand Attacks
Armed Grapple	Get Bonuses To Use Weapons In Grapple
Bar Room Brawling	Get Bonuses To Use Impromptu Weapons
Better Cover	Get Bonuses To Your Defense While Using Cover
Blind Attack	Get Bonuses To Attacks While Blinded
Blind Operation	Get Bonuses To Operate Vehicles While Blinded
Bodyguard	Transfer Your Defense Bonus To Another
Camel Stamina	Bonus To Physical Exertions Vs. Climate Fatigue
Climb	Bonuses To Climb
Close In	Bonuses To Short Ranged Attacks With Ranged Weapons
Cover What Cover	Negate A Targets Cover Bonus
Critical Eye	Bonuses To Called Shots
Death From Above	Get Bonuses When Attacking From Above A Target
Deflection	Deflect Slow Moving Projectiles
Down But Not Out	Be Able To Function Normally At Negative Hit Points
Dropped Like A Rock	Gain Extra Attacks After Downing An Enemy
Enhanced Recovery	Heal Faster
Expert Thrower	Bonuses To Thrown Weapon Attacks
Extended Range	Extend Range Increments
Extended Reach	Be Able To Attack Farther Away Targets With Melee Weapons
Group Tactics	Gain Bonuses From Working Together
Gymnastics	Gain Bonuses To Jump And Climb
Initiative	Gain Bonuses To Initiative
Iron Gauntlets	Gain Extra Damage To Hand To Hand Combat
Jump	Gain Bonuses To Jump
Lifting/Carrying Capacity	Be Able To Carry More Weight
Looks	Gain Bonuses To Social Interactions
Not Down	Gain Additional Reserve Hit Points
Operate Vehicle [Specific]	Be Able To Operate Certain Types Of Vehicles
Physical Defense	Gain Bonuses To Defense
Physical Exertion	Gain Bonuses To Physical Exertion
Poison Resistance	Gain Bonuses To Physical Exertion Vs. Poison
Quick Gear Up	Negate Initiative Penalties To Donning Armor
Rage Against The World	Gain Extra Melee Damage
Ricochet	Menace Additional Targets With Ranged Attacks
Ride 'Em Cowboy	Ride Animals
Rock Of Gibraltar	Gain Bonuses To Grapple Checks
Rope Use	Gain Bonuses To Rope Use
Run Like The Wind	Gain Additional Speed When Running
Sleight Of Hand	Be Able To Pick Pocket And Other Similar Tasks
Smash & Grab	Gain Bonuses To Choking In Grapple
Soft Shoe	Gain Bonuses To Moving Quietly
Spelunking	Gain Bonuses While In Cave-Like Environments
Stamina	Gain Additional Hit Points
Strong Constitution	Gain Bonuses Vs. Diseases
Survival Skills	Be Able To Do Various Survival Related Things
Swim	Gain Bonuses To Swim Speed
Tapping The Artery	Do Extra Damage With Critical Hits
Thick Skinned	Gain Damage Deflection Vs. Hand To Hand
Tough As Nails	Gain Damage Deflection Vs. Bludgeoning And Slashing Weapons
Tremor Sense	Detect Movement Through The Ground
Tunnel Rat	Gain Bonuses In Confined Areas
Unarmed Combat	Gain Bonuses In Unarmed Combat
Urban Extreme	Gain Bonuses To Movement While In An Urban Setting

Vast Reserves	Gain Bonuses Vs. Exhaustion
Walk Like A Native	Gain Bonuses In Certain Terrains
Warmount	Gain Bonuses While Attacking From An Animal Or Vehicle
5.8.1 - Physical Boost Descriptions	
This section has detailed descriptions on Physical Boosts.	
Akimbo	
Description	With this boost your character has become more accurate with their off-hand and is more easily able to make accurate devastating attacks.
Ranks	10
Special	Normally for every off-hand attack you take you get an accumulative -1 to your off-hand attacks. For example Jerry has two good hand attacks and two off-hand attacks and by the time he is ready to take his last off-hand attack he is now at a -2 to hit.
Bonus	For each rank you have in this boost you negate a minus from taking off-hand attacks.
Armed Grapple	
Description	With this boost your character is able to use medium or smaller melee weapons and firearms while in a grapple.
Ranks	10
Special	Normally a person gets a -5 penalty to attempting to use any weapons while in a grapple.
Bonus	For each rank you have in this boost you gain a +1 bonus to using weapons in a grapple.
Bar Room Brawling	
Description	With this boost your character is used to using whatever object he has at hand for a weapon and being able to use it accurately.
Ranks	10
Special	Normally if a person is using something that isn't considered a weapon they gain a -5 to their attacks.
Bonus	For each rank you have in this boost you gain a +1 bonus to using impromptu weapons.
Better Cover	
Description	With this boost your character has learned to take best advantage of whatever cover he can find either by positioning himself just so or by moving back and forth randomly to evade attacks.
Ranks	10
Special	Your character must be hiding behind at least 25% cover to take advantage of this boost.
Bonus	For each rank you have in this boost you gain a +1 bonus to your defense when using cover.
Blind Attack	
Description	With this boost your character even when blinded is still able to make attacks and possibly hit by using sounds, air disturbances, and tremors in the ground to locate their enemy.
Ranks	10
Special	Normally someone that is blinded takes a negative to their rolls as stated in the game mechanics chapter.
Bonus	For each rank you have in this boost you gain a +1 bonus to your attacks while blinded.
Blind Operation	
Description	With this boost your character has become more able to safely operate a vehicle while your sight is impaired.
Ranks	10
Special	Normally operating a vehicle blinded has penalties as stated in the game mechanics chapter. Blind Operation must be of the same vehicle type as you already have a Operate Vehicle in.
Bonus	For each rank you have in this boost you gain a +1 bonus to vehicle operate checks while your sight is impaired.
Bodyguard	
Description	With this boost your character has become adept at protecting others while unfortunately leaving themselves more open to damage.
Ranks	10
Special	At the beginning of each round you must state how much defense you are giving up and who you are defending and you must also be in an adjacent square to do so.
Bonus	For each rank you have in this boost you gain the ability to decrease your physical defense by one and add it to another's defense.
Camel Stamina	
Description	With this boost your character is able to resist the strains of hot climates and able to operate on far lesser fluids.
Ranks	10
Special	Normally a person must make a physical exertion vs. weather conditions to survive in any type of inclement climate every hour once they run out of food and water.
Bonus	For each rank you have in this boost you gain a +1 bonus to physical exertions vs. climate fatigue and gain an extra hour between rolls.

Climb
 Description With this boost your character has become a nimble quick climber able to scale even the most difficult surfaces more easily.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to climb checks and an additional five feet per round.

Close In
 Description With this boost your character has become a crack shot at short ranges with firearms.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to firearm ranged attack rolls under thirty feet.

Cover What Cover
 Description With this boost your character gains the ability to gauge the weaknesses of a target's cover and penetrate it more easily for accurate hits.
 Ranks 10
 Bonus For each rank you have in this boost you negate a 1 bonus of a target's cover.

Critical Eye
 Description With this boost your character is more easily able to hit a specific location on their target dealing decent amounts of damage.
 Ranks 10
 Bonus For each rank you have in this boost you gain a +1 bonus to called shots.

Death From Above
 Description With this boost your character has perfected the art of dropping down on their target from a height and dealing a devastating attack.
 Ranks 10
 Special A character must be at least ten feet above their target.
 Bonus For each rank you have in this boost you gain a +1 to attacks and ignore five feet of falling damage.

Deflection
 Description With this boost your character has learned to easily and deftly deflect slow moving projectiles such as arrows, spears, crossbow bolts, rocks, hand thrown grenades, axes, and beer bottles.
 Ranks 10
 Special However you must also have left over attack actions to perform a deflection and you must get equal to or greater than the person that fired the projectile on their attack.
 And no; you cannot deflect such things as bullets, rockets, missiles, mortar shells, or artillery shells; so don't even ask.
 Bonus For each rank you gain a +1 bonus to deflect the mentioned projectiles while using a melee weapon.

Down But Not Out
 Description With this boost your character is more able to function normally at death's door without taking additional damage.
 Ranks 10
 Special Normally someone at negative hit points who does more than try to stop from bleeding out or taking simple actions takes additional points of damage.
 Bonus For each rank you have in this boost you gain the ability to function normally without taking damage at a number of hit points equal to five times the rank.

Dropped Like A Rock
 Description With this boost you are able to take advantage of an enemy's surprise when you drop one of their allies.
 Ranks 10
 Special The target must be dropped by a single attack.
 Bonus For each rank you have in this boost you gain an extra attack after killing an enemy with a single attack.

Enhanced Recovery
 Description With this boost your character is better able to recovery from injuries.
 Ranks 10
 Bonus For each rank you have in this boost you gain an extra hit point of healing when resting normally or when healed.

Expert Thrower
 Description With this boost your character is able to throw even the most oddly shaped weapons with pin-point accuracy.
 Ranks 10
 Special The player must already have ranks in thrown weapons or hand grenades/explosives and the thrown weapon must fall under one of these two categories
 Bonus For each rank you have in this boost you gain a +1 bonus to attacks with thrown weapons.

Extended Range
 Description With this boost your character is able to hit more accurately at longer distances with ranged weapons.
 Ranks 10
 Bonus For each rank you have in this boost you gain twenty-five feet to your range increment.

Extended Reach

Description With this boost you are more easily able to menace opponents that would normally be out of your reach.

Ranks 10

Special This boost basically allows a character to dart forward with a melee weapon and attack an opponent that he wouldn't normally be able to and then return to his own spot without provoking an attack.

Bonus For each rank you have in this boost you gain the ability to attack out to five feet more with melee weapons.

Group Tactics

Description With this boost you can work with other characters to better attack and defend yourself.

Ranks 10

Bonus For each rank you have in this boost you gain the ability to add another person to your group and then you all get the highest rolled initiative and gain a +1 to defense for each rank [but that number of people must be in the group].

Gymnastics

Description With this boost your character has become more flexible due to training and gains the ability to climb faster, jump farther, and dodge area attacks.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to climb, jump, and physical exertions vs. area attack weapons as well as an extra five feet per round to jump and climb.

Initiative

Description With this boost your character is able to react more quickly to a situation.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to initiative.

Iron Gauntlets

Description With this boost you character has toughened his fists and feet to deal additional damage during hand to hand combat.

Ranks 10

Bonus For each rank you have in this boost you can add an additional 1d4 of damage to your hand to hand combat damage.

Jump

Description With this boost your character has trained to be able to jump farther and higher than they normally would be able to.

Ranks 10

Bonus For each rank in this boost you gain a +1 bonus to your jump checks and an additional five feet of distance.

Lifting/Carrying Capacity

Description With this boost your character has increased their ability to carry more weight.

Ranks 10

Examples

Rank	Weight Per Rank
Fine	1lbs./0.45kgs.
Diminutive	3lbs./1.3kgs.
Tiny	6lbs./2.7kgs.
Small	12lbs./5.3kgs.
Medium	15lbs./6.7kgs.
Large	30lbs./13.3kgs.
Huge	60lbs./26.7kgs.
Gigantic	90lbs./40kgs.
Gargantuan	120lbs./53.3kgs.
Colossal	150lbs./66.7kgs.
Titanic	300lbs./133.3kgs.

Bonus For each rank you have in this boost you gain an additional weight allowance as shown in the chart above.

Looks

Description With this boost your character is very good looking; whether through natural or artificial means; and these looks give them a better acceptance with most people.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to social interactions.

Not Down

Description With this boost your character is able to last longer after hitting 0 hit points.

Ranks 10

Special

Rank	Reserve Hit Points
1	+2
2	+3
3	+4
4	+5
5	+6
7	+8
8	+9
9	+10
10	+11

Bonus For each rank you have in this boost you gain additional reserve hit points equal to the rank +1.

Operate Vehicle [Specific]

Description With this boost your character is able to operate a vehicle more deftly and with more skill especially in dangerous situations.

Ranks 10

Special Any character can normally operate a vehicle; however if they wish to do fancy maneuvers they must and not manage to splatter themselves all over the road this is a good boost for them.

This boost can be taken multiple times but a different type of vehicle must be chosen as listed in the following –

Motor Vehicle [Car/Truck/Van/SUV], Semi & Heavy Vehicles [Fire-Trucks, APC, Tanks, Construction Vehicles, etc.], Motorcycles & ATVs, Aircraft & Helicopters, Shuttles & Auxiliary Craft, Spacecraft, Mecha, Watercraft.

Bonus For each rank you have in this boost you gain a +1 bonus to operate vehicle checks.

Physical Defense

Description With this boost your character is harder to hit with attacks.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to physical defense.

Physical Exertion

Description With this boost your character is more able to hold off physically debilitating effects as well as being able to avoid damage from area effect weapons.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to physical exertions.

Poison Resistance

Description With this boost your character is better able to survive the effects of poisoning and take less damage from it.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to your physical exertion vs. poison.

Quick Gear Up

Description With this boost your character is able to more quickly don and gather his gear for combat.

Ranks 10

Special	% Of Body	Initiative Modifier
	1-10	-1
	11-20	-2
	21-30	-3
	31-40	-4
	41-50	-5
	51-60	-6
	61-70	-7
	71-80	-8
	81-90	-9
	91-100	-10

The above table shows the time formula for donning armor.

It should be noted that power armor, Hardsuits, and exo-skeletons automatically take 10 slots to don with proper equipment and 15 without proper equipment.

Anyone with the Sunny Disadvantage starts from the end of the initiative round that they started to don their armor.

Bonus For each rank you have in this boost you remove an initiative minus to your armor donning.

Rage Against The World

Description With this boost your character becomes so angered during combat that they deal extra damage.

Ranks 10

Examples	1d2	1d3	1d4	1d6	1d8	1d10	1d12	1d20
1	1d3	1d4	1d6	1d8	1d10	1d12	1d20	2d12
2	1d4	1d6	1d8	1d10	1d12	1d20	2d12	3d10
3	1d6	1d8	1d10	1d12	1d20	2d12	3d10	4d8
4	1d8	1d10	1d12	1d20	2d12	3d10	4d8	3d12
5	1d10	1d12	1d20	2d12	3d10	4d8	3d12	2d20
6	1d12	1d20	2d12	3d10	4d8	3d12	2d20	4d12
7	1d20	2d12	3d10	4d8	3d12	2d20	4d12	5d10
8	2d12	3d10	4d8	3d12	2d20	4d12	5d10	3d20
9	3d10	4d8	3d12	2d20	4d12	5d10	3d20	4d20
10	4d8	3d12	2d20	4d12	5d10	3d20	4d20	5d20

Bonus For each rank you have in this boost you deal extra damage in melee.

Ricochet

Description With this boost your character is able to bounce thrown objects or fires projectiles off of surfaces to attack multiple targets with the same attack.

Ranks 10

Special You must roll an attack each time the projectile bounces with an accumulative -1 to hit after the initial target. The first time the projectile misses it is considered spent and cannot menace any more targets. This type of attack is also considered a full round action.

Bonus For each rank you have in this boost you gain the ability to menace another target.

Ride 'Em Cowboy

Description With this boost your character is able to professionally ride and control an animal.

Ranks 10

Bonus For each rank in this boost you gain an additional +1 bonus to ride and animal handling checks.

Rock Of Gibraltar

Description With this boost your character is better able to deal with grappling.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to grapple checks.

Rope Use

Description With this boost your character is skilled in the art of rope use and knot tying for the purpose of climbing, hauling, and restraining.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to rope use.

Run Like The Wind

Description With this boost your character has through training and endurance is able to sprint and run faster than they normally could.

Ranks 10

Bonus For each rank you have in this boost you gain an additional five feet to your run speed; and in turn of course ten feet to your sprint speed.

Sleight Of Hand

Description With this boost your character has become skilled in the art of palming things, hiding items, pick pocketing, and being able to place items on another person without them knowing it.

This is also good for magic tricks.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to Sleight Of Hand checks.

Smash & Grab

Description With this boost your character is skilled in the use of Chains, Whips, Flails or other similar weapons is able to after making a successful grapple check start choking their opponent with these weapons.

Ranks 10

Special Must have the Chains, Flails, and whips boost.

Bonus For each rank you have in this boost you gain an additional point of choking damage while in a grapple.

Soft Shoe

Description With this boost your character has become so sure footed that he is able to reduce the amount of noise he makes while moving.

Ranks 10

Special This does not work while sprinting.

Bonus For each rank you have in this boost you gain a +1 bonus while trying to move quietly.

Spelunking

Description With this boost your character has been trained in the proper safety precautions needed to operate underground and in caves.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to initiatives when in caves or underground.

Stamina

Description With this boost your character through training and a good health regimen has managed to make their body healthier.

Ranks 10

Bonus For each rank you have in this boost you gain additional hit points Ranks 1-4 gain you five extra hit points, Ranks 5-9 ten extra hit points and Rank 10 fifteen extra hit points.

Strong Constitution

Description With this boost your body's immune system is hyper active and more efficient than most other people allowing you to stave off disease and illness.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to physical exertions vs. disease and illness.

Survival Skills

Description With this boost your character has become conversant with different areas of survival.

Ranks 10

Special This boost can be taken multiple times but a different one of the following categories must be taken each time – Survival & Camouflage, Escape & Evade, Tracking & Navigation.

Bonus For each rank you have in this boost you gain a +1 bonus to the chosen area of Survival Skills.

Swim

Description With this boost your character has become an expert swimmer capable of faster speeds.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to swim checks and additional five feet of speed each round.

Tapping The Artery

Description With this boost you are able to take advantage of a critical hit and cause the wound to continue to deal damage for longer periods.

Ranks 10

Bonus For each rank you have in this boost your critical hits inflict an extra point of damage each round for a number of rounds equal to the rank.

Thick Skinned

Description With this boost your character has worked to toughen their skin against hand to hand combat.

Ranks 10

Bonus For each rank you have in this boost you gain 1 point of damage deflection versus hand to hand combat.

Tough As Nails

Description With this boost your character has toughened their body against abuse from bludgeoning and slashing melee weapons and has learned to turn these blows to negate some of the damage.

Ranks 10

Bonus For each rank you have in this boost you gain a 1 point of damage deflection vs. bludgeoning and slashing melee weapons.

Tremor Sense

Description With this boost your character is able to detect the slightest vibration in the ground allowing them to track a target more easily.

Ranks 10

Special Must have ranks in Survival Skills – Tracking & Navigation.

Bonus For each rank you have in this boost you gain a +1 bonus to Tracking.

Tunnel Rat

Description With this boost your character is become accustomed to small cramped areas and is able to move through them more easily.

Ranks 10

Bonus For each rank you have in this boost you are able to negate a -1 penalty to both defense and movement through areas smaller than your size.

Unarmed Combat

Description With this boost your character is skilled in unarmed combat and is able to turn these attacks into lethal blows.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to unarmed combat attacks and damage as well as making your attacks lethal.

Urban Extreme

Description With this boost your character has become skilled at moving swiftly through the urban jungle through the alleys, roofs, and other obstacles that it has.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to climb, jump, and run checks while in an urban setting.

Vast Reserves

Description With this boost your character has conditioned their body to hold off the demands of exhaustion longer.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to physical exertions vs. exhaustion and are able to stave it off for an additional hour.

Walk Like A Native

Description With this boost your character is better able to move through rough terrain in a specific setting.

Ranks 10

Special This boost can be taken multiple times but a different terrain must be chosen each time – Urban, Desert, Mountain, Arctic, Jungle, forest, Swamp, Water, Underground, and Space.

Bonus For each rank you have in this boost you gain an additional +1 bonus to moving through these terrains.

Warmount

Description With this boost your character is skilled in combat from the back of animal or vehicle.

Ranks 10

Bonus For each rank you have in this boost you gain a +1 bonus to attacks from vehicles and animals.

5.9 – Weapon Boosts

Weapon boosts allow your character to use and attack with various types of weapons. If you like having a character that is skilled in the art of armed combat.

Table 5-9 – Weapon Boosts lists the various boosts available and then the following section has descriptions of these boosts.

Table 5-9 - Weapons Boosts

Artillery/Siege Weapons	Assault Rifles	Axes
Bows	Clubs & Maces	Crossbows
Dagger/Knife	Exotic Racial Melee Weapon	Exotic Racial Ranged Weapon
Flails, Chains, & Whips	Grenades & Explosives	Hammers
Handguns	Heavy Weapons	Long Swords
Master Of Arms	Master Of Arms Specialist	Muzzle Loading
Rifles [Non-AR]	Shield Specialist	Short Swords
Shotguns	Staff & Pole Arm	Sub-Machine Guns

Thrown Weapons

5.9.1 - Weapon Boost Descriptions

This section has detailed descriptions on Weapon Boosts.

Artillery & Siege Weapons

Description With this boost your character is skilled in the use of various types of artillery and siege weapons.

Ranks 10

Examples Weapons that fall under this Boost include - Cannons, Howitzers, Missile & Rocket Batteries, AAA Emplacements, Trebuchet, Catapult, Ballistae, Battering Rams, and Siege Towers.

Bonus For each rank you have in this boost you gain a +1 bonus attacks with these weapons.

Assault Rifles

Description With this boost your character is skilled in the use of various types' assault rifles and carbines.

Ranks 10

Examples Generally weapons that fall under this category are rifle sized weapons that are capable of at least burst fire.

Bonus For each rank you have in this boost you gain a +1 bonus attacks with these weapons.

Axes

Description With this boost your character is skilled in the use of various types of axes.

Ranks 10

Examples Weapons that do not fall under this Boost include - Pole-Arm Style Axes, Throwing Axes [unless used as a normal Axe]

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Bows

Description With this boost your character is skilled in the use of various types of bows.

Ranks 10

Examples This Boost does not cover Crossbows; see the Crossbows Boost for this.

This covers Short & Long bows, Horse & Re-curve Bows, Compound & Composite Bows.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Clubs & Maces

Description With this boost your character is skilled in the use of various types of clubs and maces.

Ranks 10

Examples This Boost covers weapons such as black jacks, brass knuckles, cudgels, shillelaghs, maces, tonfa and other such weapons.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Crossbows

Description With this boost your character is skilled in the use of various types of crossbows.

Ranks 10

Examples This Boost does not cover Bows; see the Bows Boost for this.

This covers hand, repeating, medium, small, large, & disguised crossbows as well as arbalests.

Bonus For each rank you have in this boost you gain a +1 bonus attacks with these weapons.

Daggers & Knives

Description With this boost your character is skilled in the use of various types of daggers & Knives.

Ranks 10

Examples This Boost does not cover throwing knives. This Boost covers weapons such as knives, daggers, stiletos, combat knives, pocket knives, folding knives, switchblades, Balisong, butterfly daggers, poniards, punch daggers and most other forms of daggers and knives.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Exotic Racial Melee Weapon

Description With this boost your character is skilled in the use of exotic melee weapons that have originated from another race.

Ranks 10

Special This boost can be taken multiple times and each time for a different weapon. It should be noted that anytime you take a melee weapon that does not originate from your own race that you receive a -5 penalty.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Exotic Racial Ranged Weapon

Description With this boost your character is skilled in the use of exotic ranged weapons that have originated from another race.

Ranks 10

Special This boost can be taken multiple times and each time for a different weapon. It should be noted that anytime you take a ranged weapon that does not originate from your own race that you receive a -5 penalty. This boost only works for muscle powered ranged weaponry so an assault rifle is an assault rifle no matter who makes it.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Flails, Chains, & Whips

Description With this boost your character is skilled in the use of various types of flails, chains, and whips.

Ranks 10

Examples This boost covers flails, chains, whips, kusari-gama, nunchuku, and other flexible weapons using chains and ropes.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Grenades & Explosives

Description With this boost your character is skilled in the use of various types of grenades and pre-prepared explosive devices.

Ranks 10

Examples This boost covers everything from flash bangs to shaped charges and this boost does not give you the ability to construct or disarm explosive devices.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks.

Hammers

Description With this boost your character is skilled in the use of various types of hammer like weapons.

Ranks 10

Examples This boost covers war hammers, mauls, and other hammer like weapons but does not cover pole arms such as the Lucerne hammer.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Handguns

Description With this boost your character is skilled in the use of various types of handguns such as revolver and pistols.

Ranks 10

Examples This boost covers the various types of handguns such as - Semi-Automatic Pistols, Single & Double Action Revolvers, Derringers, Single-Shot, Bolt Action, & Pump Action Handguns. This boost does not work with select fire handguns unless used in semi-automatic mode.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks with these weapons.

Heavy Weapons

Description With this boost your character is skilled in the use of various types of heavy weaponry.

Ranks 10

Examples This Boost covers, single and multi-shot grenade launchers, automatic & semi-automatic grenade launchers, and under-slung grenade launchers, Heavy, Medium, & Light Machine Guns, SAW, LSW, mini-guns, and mounted and stationary machine guns, man portable RPG, LAW, Recoilless rifles, and SAM launchers.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks with these weapons.

Long Swords

Description With this boost your character is skilled in the use of various types of long swords.

Ranks 10

Examples This Boost covers, Long Swords, Katana, Rapiers, Sabers, Cutlasses, Claymores, Broadswords, Great swords, and Bastard swords.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Master Of Arms

Description With this boost your character has a basic understand of various types of weaponry.

Ranks 10

Bonus For each rank you have in this boost you can choose a weapon category and +1 rank to it.

Master Of Arms Specialist

Description With this boost your character has become an expert in a specific weapon and is familiar with its weight, firing capability, and all the little foibles that it has.

Ranks 10

Examples Greg has a Desert Eagle .50AE with trijicon sights and a laser sight, this weapon gets destroyed; however he cannot just get another Desert Eagle but must outfit that Desert Eagle exactly like his old one.

Special You must already have at least one rank in the weapon category that you've chosen your specific weapon from and you can take this boost multiple times and choose a different specific weapon each time.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage [if a melee weapon or muscle powered ranged weapon] with these weapons.

Muzzle Loading

Description With this boost your character is skilled in the use of various types of muzzle-loading weaponry.

Ranks 10

Examples This Boost covers matchlocks, flint-locks, wheel locks, shotguns, rifles, handguns, and arquebus and most other types of muzzle loading weaponry; note that there are different types not listed here and that ONLY muzzle loading weapons are covered by this not the standard versions of the weapons listed here.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks with these weapons.

Rifles [Non-AR]

Description With this boost your character is skilled in the use of various types of non-select-fire rifles.

Ranks 10

Examples This Boost covers, pump-action, bolt-action, lever-action, break-open, and standard semi-automatic rifles and does not cover any rifles with burst fire or automatic fire modes.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks with these weapons.

Shield Specialist

Description With this boost your character is skilled in the use of various types of Shields.

Ranks 10

Examples This boost covers the following type's shields – Buckler, Tower, Kite, and other types.

Bonus For each rank you have in this boost you gain a the ability to deflect a number of damage points equal to the rank of this boost; ex. Rank 1 -1, rank 2 -3, Rank 3 -6.

Short Swords

Description With this boost your character is skilled in the use of various types of short swords.

Ranks 10

Examples This Boost covers wakizashi, gladius, machetes, and other types of short swords.

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

Shotguns

Description With this boost your character is skilled in the use of various types of shotguns.

Ranks 10

Examples This Boost covers Single & Double-Barrel, Pump-Action, Lever-Action, Bolt-Action, Select-Fire, And Semi-Automatic Shotguns.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks with these weapons.

Staff & Pole-Arm

Description With this boost your character is skilled in the use of various types of staves and pole-arms.

Ranks 10

Examples This Boost covers Bo and Jo staffs as well as Voulges, Bec-De-Corbin, oh hell I'm not going to list all of the types, keep an eye out for our first weapons manual it will include these weapons.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks and damage with these weapons.

Sub-Machine Guns

Description With this boost your character is skilled in the use of various types of select-fire handguns and sub-machine guns.

Ranks 10

Examples This Boost covers SMGS, Machine Pistols, and Hand Guns Capable of select fire.

Bonus For each rank you have in this boost you gain a +1 bonus to attacks with these weapons.

Thrown Weapons

Description With this boost your character is skilled in the use of various types of throwing weapons.

Ranks 10

Examples This Boost covers throwing axes, knives, and daggers, as well as shuriken, darts, kunai, and chakram and other thrown weapons such as spears, javelins, and pilum

Bonus For each rank you have in this boost you gain a +1 bonus attacks and damage with these weapons.

SIGURD'S GUIDE

"You can never have too much ammo...or guns, or well explosives, plus you'll need armor as well, and don't forget this lovely little camping refrigerator,"

- "Helpful" Habib Janpari at his shop on Sargasso Deeps

CHAPTER 6 - GEAR

This chapter will cover just about anything an adventuring hero, bounty hunter, pirate, or whatever you going to be will need to keep themselves alive and from getting killed and being able to kill others.

So basically this chapter covers guns, ammunition, weapons, gear, armor, and all the other little nifty knick-knacks that you will need to survive in the future.

So get ready to spend those Galactic Standard Credits that have been burning a hole in your characters pocket; but choose wisely.

6.1 – Armor

This section of the chapter will cover various and sundry types of armor as well as materials, how they are used, how they protect, and who generally uses them along with a list of armors available at the end of the section.

Armor has been in use pretty much since the first man killed an animal and used its hide to protect himself; there are the modern day equivalents made of aramide, spider-silk, and Kevlar and the futuristic items such as mono-film, exo-skeletons, and Nanno-sheaths of the Merc.NET setting.

This section will also cover most of these materials, their costs as well as a wide variety of armors that are available for game play, feel free however to create and design your own types of armors.

6.1.1 – Areas Of The Body Protected By Armor

The body has eleven key areas that are protected by armor in the Sigurd's Guide and range in size from the neck which consists of 2% of the body to the lower legs which consist of 25% of the body.

Table 6-1 – Areas Protected By Armor lists these areas and the percentage of the body that they cover and also includes a random area hit column if a GM is feeling devious and wishes to spice things up a bit.

Table 6-1 – Areas Protected By Armor

Area	Body %	Random Hit %
Head	4%	1-4
Neck	2%	2-6
Chest/Upper Back	15%	7-21
Shoulders/Upper Arms	5%	22-26
Stomach/Lower Back	15%	27-41
Forearms	5%	42-46
Hands	2%	47-48
Pelvis/Thighs	20%	49-68
Knees	3%	69-71
Lower Legs	25%	72-96
Feet	4%	97-100

6.1.2 – Various Types Of Armor

In the Merc.NET there are several major types of armor from Carapace armor that is made of various interlocking sections to Training Devices that are types

of armor used to train and protect someone while they are learning combat maneuvers and the like the following section lists and details each one of these types of armor with Table 6-2 – Armor Types listing them briefly.

Table 6-2 – Armor Types

Carapace
Concealable
Enslavement Device
Environmental
Exo-Skeleton
Impromptu
Restraint Device
Training Device

Carapace

This type of armor consists of mostly rigid sections that have little flex to them and interlock to create overlapping protection.

Concealable

This type of armor is easily concealed by clothing or coats and can even be worn under other bulkier armors; a modern day equivalent would be a bullet proof vest.

Enslavement Device

These devices are mainly used by slavers to protect their assets as they are transported and usually include inhibitors to keep their merchandise from injuring themselves as well indoctrination equipment to make them more agreeable.

Environmental

This type of armor is used when one wishes to venture into a hostile environment such as outer space and has a self-contained atmosphere along with various gadgets and gizmos for movement and monitoring ones safety.

Exo-Skeletons

These bulky heavy equipment are used in hostile environments and to perform dangerous or heavy duty tasks such as construction and the like and consist of a skeletal structure and synthetic muscles allowing the wearer to perform various feats it should be noted however that not all exo-skeletons have environmental features.

Impromptu

This type of armor generally isn't considered armor but does add a bit of protection such as clothing made from mono-film which is so stretchy and resilient to damage that it does decrease what the wearer would take.

Restraint Devices

These types of armor are generally used by police and security forces to restrain and protect prisoners; especially high profile prisoners; from themselves or others that would wish to do them harm and feature things such as cuffs of various sorts, lock down

functions, and sensory deprivation circuits.

Training Devices

Training devices are used by the military, police, security forces, and even some martial arts schools to allow students and recruits learn dangerous techniques and maneuvers with less chance of becoming injured.

6.1.3 – Armor Materials

Armor is made out of various types of materials that have different weights and flexibilities from the incredibly stretchy one size fits all mono-film to the heavy rigid lightweight titanium that can stop massive amounts of damage.

The following Table 6-3 – Armor Materials lists the various types of materials as well as their damage deflection rating and how much a full suit of that material would weigh and cost for a medium size creature.

Table 6-3 – Armor Materials

Type	Rating	lbs./kgs.	Cost
Carbon Fiber	4	10/4.5	180
Ceramo-Plast	3	11.25/5	175
Ceramo-Steel	5	35/15.6	450
Flexi-Plasti-Steel	3	12.5/5.6	185
Kevlar	2	5/2.23	90
Leather	2	15/6.7	190
Lightweight Titanium	6	40/17.8	520
Mono-Film	1	1/0.45	30
Nanno-Carbon Fiber Weave	4	20/8.9	280
Nanno-Pore	2	7.5/3.4	115
Nanno-Tex	3	7/3.2	130
Plasti-Steel	4	25/11.	330
Semi-Liquid Nanno-Carbons	2	1/0.45	50
Spider-Silk	2	1.5/0.67	55

Carbon Fiber

This rigid fiber like material was originally used for lightweight materials in cars and other mechanical devices and as the technology became better understood it was introduced as an armoring material; the material is somewhat flexible and very puncture resistant.

Ceramo-Plast

A mixture of ceramics and plastics this has all but replaced standard plastics in the future and while heavier it is more resilient with some of the flexibility of plastic and durability of ceramics.

Ceramo-Steel

Designed as a replacement for medium steel materials this material retains the durability of ceramics as well as their ability to withstand higher temperature tolerances with a mixture of steels in its matrix to make it more resilient.

Flexi-Plasti-Steel

More flexible than standard Plasti-Steel it has a higher percentage of plastics to it and is more flexible and easier to shape but still retains some of the durability of steel.

Kevlar

This tightly woven and flexible material is bullet and puncture resistant has been used as an armor material going back to some of the first bullet proof vests and

with the advance of higher technologies has become even lighter than its predecessors.

Leather

Probably the oldest of all armor materials still in existence this is mainly used more as clothes in this day and age but is still a very durable and resilient material that is proof against piercing and slashing weapons.

Lightweight Titanium

This heavy duty material is found in the heaviest of armor types and is impervious to massive amounts of damage.

Mono-Film

Not really an armor material in itself Mono-Films design characteristics do make it very resistant to punctures and slashes and its very stretchability allows to be used for numerous applications.

Mono-film is very similar to spandex, lycra, and elastin used in sports clothing in the 20th and 21st centuries.

Nanno-Carbon Fiber Weave

This is a more flexible and heavier version of standard carbon fiber with the weave being reinforced at the nanno-molecular level allowing to withstand even more damage than its older sibling.

Nanno-Pore

This material starts out as a liquid nanno-solution that is poured into a mold made from the person who is going to wear the clothes and then dries into a fairly flexible but resilient material.

Nanno-Tex

Nanno-Tex is generally used to coat other materials to keep the amount of wear and tear down but full nanno-tex garments can be found; the only draw back is that the semi-liquid material tends to conform perfectly to the wearer's body.

Plasti-Steel

Plasti-steel was introduced to replace lightweight steels in the manufacture of various things as well as to replace the large amounts of less than reliable plastics that had been introduced into manufacturing.

Semi-Liquid Nanno-Carbons

Armor made from this compound is actually nannites that are held in a semi-fluid state and is able to comfortably conform to the wearer's body and actually holds itself in place by cilia from the nannites latching onto the epidermis of the wearer.

Spider-Silk

Although almost entirely made artificially these days Spider-Silk is very cut and puncture resistant and allows for a close fit.

6.1.4 – Armor Availability

Not all armors are available in the same manner as others for example armor used by civilians will be widely available where is a military exo-skeleton may be hard to come by even if it is used and you may have to scour the black market for a set; although with this being the future and these things being turned out by the millions if not the billions it still shouldn't be that hard to find.

Table 6-4 – Armor Users & Availability gives you a list of possible users the abbreviation that will found in the

entries for the armor and their availability as well as a modifier that should be used when attempting to obtain that armor..

Table 6-4 – Armor Users & Availability

Type	Abbrev.	Availability	Modifier
Civilian	C	Extremely Easy	+1
Security	S	Easy	-1
Police	P	Somewhat Easy	-2
Para-Military	PM	Somewhat Difficult	-3
Military	M	Difficult	-4

Civilian

These types of armors amount to pretty much clothing that would give some sort of damage deflection rating such as mono-film, spider-silk, and leather.

Security

These are generally lightweight armors used by private security or guards and while not readily available you can generally get them at any store that sells security equipment.

Police

These armors are generally only found in police equipment stores but if you know someone or have police connections they wouldn't be that hard to obtain.

Para-Military

These armors while not state of the art are more heavily armored and equipped than what even the police would use and are available to mercenaries, private militaries, and soldiers of fortune; while difficult to obtain you might find a used set at a military surplus store.

Military

These armors are the best and most up to date gear available and are only available to military personnel the only way to obtain them usually is through theft, the black market or the rare occasion of one popping up at a military surplus store.

6.1.5 – Donning Armor

Donning armor can be a time consuming tasks depending on how much armor there is to put on; if you are only putting on shoulder pads and a helmet it won't take very long but if you are putting on a full body suit with various armored accessories it will actually take much longer.

The amount of time it takes to don armor is broken down into a number of initiatives it takes to don said armor for example if the armor you donning only covers 27% of the body it takes three initiatives so that if you originally had an initiative of nine it would actually now drop to a six.

Below on Table 6-5 – Armor Donning Times it details the percentages of the body covered and how long it takes to don them.

Table 6-5 – Armor Donning Times

% Of Body	Initiative Modifier
1-10	-1
11-20	-2
21-30	-3
31-40	-4
41-50	-5
51-60	-6
61-70	-7
71-80	-8
81-90	-9
91-100	-10

6.1.6 – Figuring Out The Cost Of Armor

We're going to go ahead and toss in a chart on how to determine the cost of armor if you wish to make your own; the chart is easy to follow and is pretty straight forward.

Table 6-6 – Costs of Armor

Modifier	Multiplier
Weight	X10
Average DD	X10
Center Of Mass DD	X10
Hours Of Oxygen	X1
High End	Multiply Total x100
Other Systems Add 100 per Bonus or 250 Per system Or Cyber Version Cost	

6.1.7 – Armors & Descriptions

In this last section on armor we've included quite a few different models of armor that range from lightweight impromptu armors to heavy environmental armors.

Table 6-6 – List Of Armors is a basic list of all the armors listed in this chapter along with type, damage deflection bonus, and cost and then following this is various tables and descriptions of the armors.

Table 6-7 – List Of Armors

Model	Type	Bonus	Cost
ACC-01LSS	Impromptu/Concealable	4	55
ACC-02SSS	Impromptu/Concealable	4	50
ACC-03T	Impromptu/Concealable	4	20
ACC-04S	Impromptu/Concealable	4	10
ACC-05FBS	Impromptu/Concealable	4	60
ASS-01 "Troll"	Environmental	8	1,620
CA-04	Carapace	3	340
CA-05	Carapace/Environmental	9	1,930
CA-06	Carapace	6	365
CA-09	Concealed	3	330
CAS-02 "Half-Plate"	Carapace	5	795
CAS-03 "Lorica"	Carapace	5	130
CBA-04	Concealed/Environmental	3	515
CSA-02 "Gaiden"	Stealth/Environmental	8	1,135
CSS-11	Concealed/Stealth	1	430
CV-03	Vest	6	215
Duty Suit	Concealed/Impromptu	1	30
EES-01	Environmental/Exo-Skeleton	6	2,350
EES-02	Environmental/Exo-Skeleton	6	3,350
EOD-02	Environmental	8	2,650
EPS-01	Environmental	5	315
Grav-Board Safety Suit	Environmental	3	570
HEJ-01	Environmental	4	1,017
Luna/Aries	Environmental	4	43,000
PCA-015	Environmental	2	265
PCA-016	Environmental	8	625
Stahl	Concealed/Vest	6/11	310
Terminus	Carapace/Environmental	11	2,170
Vixen/Canine	Environmental	4	155

Amsterdam Equipment Company Armored Compression Clothing
 ACC-01LSS Armored Compression Long Sleeve Shirt
 ACC-02SSS Armored Compression Short Sleeve Shirt
 ACC-03T Armored Compression Tights
 ACC-04S Armored Compression Shorts
 ACC-05FBS Armored Compression Full Body Suit

Keep yourself comfortable and protected whether playing the Laser Jetball Field, Biking, Running, or going into a hot situation with our Armored Compression Clothing.

Following in the footsteps of another long defunct company that offered compression clothing, Amsterdam has upped the ante with its series of compression clothing made from Mono-Film with a semi-liquid Nanno-carbon coating that gives you a slight advantage in protection against weaponry and a good degree of concealability.

The clothing is made up of Mono-Film layer that has a compression weave that helps keep wounds closed and strains and breaks aligned better [anytime someone is bleeding out they take 1 less point of damage each round if wearing this armor], the armor also wicks away sweat from the surface of the body and the semi-liquid Nanno-carbon coating allows ease of entry into sports uniforms, armor, and even allows ease of movement through water [it takes one less initiative to don armor than it normally would].

Class Overview	ACC-01	ACC-02	ACC-03	ACC-04	ACC-05
[Manufacturer]	Amsterdam Equipment Company				
[Operators]	Civilian				
[Preceded By]	None				
[Succeeded By]	None				
[Cost/Small]	27.50 GSC	25 GSC	10 GSC	5 GSC	30 GSC
[Cost/Medium]	55 GSC	50 GSC	20 GSC	10 GSC	60 GSC
[Cost/Large]	110 GSC	100 GSC	40 GSC	20 GSC	120 GSC
[Availability]	C +1	C +1	C +1	C +1	C +1
[In Commission]	4832 C.E.				

General Characteristics

[Type]	Impromptu/Concealable				
[Defense]	9	9	9	9	9
[Weight/Small]	0.4lbs./0.2kgs.	0.4lbs./0.2kgs.	0.5lbs./0.2kgs.	0.2lbs./0.1kgs.	0.9lbs./0.4kgs.
[Weight/Medium]	0.8lbs./0.4kgs.	0.7lbs./0.3kgs.	1lbs./0.4kgs.	0.5lbs./0.2kgs.	1.8lbs./0.8kgs.
[Weight/Large]	1.6lbs./0.8kgs.	1.4lbs./0.6kgs.	2lbs./0.8kgs.	1lbs./0.4kgs.	3.6lbs./1.6kgs.
[Oxygen Supply]	N/A	N/A	N/A	N/A	N/A
[Materials] – Mono-Film [1]	42%	37%	48%	23%	90%
Semi-Liquid Nanno-Carbon [2]	42%	37%	48%	23%	90%

Armor Points

[Armor Points/Small]	4	4	5	2	9
[Armor Points/Medium]	8	7	10	5	18
[Armor Points/Large]	16	14	19	10	35
[Center Of Mass Deflection]	3	3	0	0	3
[Initiatives To Don]	4	4	4	4	8

Deflection

[Head/Neck]	[0][3]	[0][3]	[0][0]	[0][0]	[0][3]
[Shoulders/Forearms/Hands]	[3][3][0]	[3][0][0]	[0][0][0]	[0][0][0]	[3][3][0]
[Chest & Back/Stomach]	[3][3]	[3][3]	[0][0]	[0][0]	[3][3]
[Pelvis & Thighs]	[0]	[0]	[3]	[3]	[3]
[Knees/Lower Legs/Feet]	[0][0][0]	[0][0][0]	[3][3][0]	[3][0][0]	[3][3][0]

Gender Security Equipment ASS-01 Troll Armored Security Suit

has a re-breather built into it for 72 hours of use.

Put the fear into your enemy with our lightweight Troll Armored Security Suit.

The Troll is a fairly lightweight [for its kind] armored suit worn mostly by prison guards.

It is a mixture of mono-film, Kevlar, and Ceramo-steel carapaces.

The first layer of the suit is made of mono-film to ease ingress and egress of the armor with second tougher layer being of Kevlar with Ceramo-steel carapaces on the neck, chest, forearms, hands, and knees, there is also a Ceramo-steel helmet with an oxygen recycling system good for 72 hours.

Colorado Armor Works CA-04 Composite Armor

The suit is made of two layers, the first is mono-film but the actual first layer of the suit made is the Nanno-pore which is custom molded to fit the wearer and then the mono-film is added as a backing to allow for a chafe free wear.

Colorado Armor Works CA-05 Composite Armor

A somewhat stealthy but heavy and clunky armor the CA-05 is a jack of many trades but master of none.

The inner layer of the suit is made of mono-film for a snug non slip fit while the second layer is thermal spider-silk with a Nanno-rubber coating and the suit has Ceramo-Plast armor plates on the chest, shoulders, forearms, and lower legs. The suit also comes with a visor that has low-light and IR settings, and the mask

Class Overview	ASS-01 Troll	CA-04	CA-05
[Manufacturer]	Gender Security Equipment	Colorado Armor Works	Colorado Armor Works
[Operators]	Police, Military	Para-Military	Para-Military
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	405 GSC	85 GSC	965 GSC
[Cost/Medium]	810 GSC	170 GSC	1,930 GSC
[Cost/Large]	1,620 GSC	340 GSC	3,860 GSC
[Availability]	P -2	PM -3	PM -3
[In Commission]	4352 C.E.	3200 C.E.	3345 C.E.
General Characteristics			
[Type]	Environmental	Carapace	Carapace/Environmental
[Defense]	7	9	8
[Weight/Small]	7.6lbs./3.4kgs.	4.1lbs./1.9kgs.	11.2lbs./5.0kgs.
[Weight/Medium]	15.2lbs./6.8kgs.	8.2lbs./3.7kgs.	22.4lbs./10.0kgs.
[Weight/Large]	30.4lbs./13.6kgs.	16.4lbs./7.4kgs.	44.8lbs./20.0kgs.
[Oxygen Supply]	72 Hours	N/A	Re-Breather – 72 Hours
[Materials]	96% - Mono-Film [1] 96% - Kevlar [2] 27% - Ceramo-Steel [5]	96% - Mono-Film [1] 96% - Nanno-Pore [2]	100% - Mono-Film [1] 100% - TH Spider-Silk [2] 100% - Nanno-Tex [3] 50% - Ceramo-Plast [3]
[Other Bonuses]	+2 Notice In LL Link To Prison Database	None	+4 Notice In LL/Darkness -4 To Thermal/Heat Checks
Armor Points			
[Armor Points/Small]	76	41	112
[Armor Points/Medium]	152	82	224
[Armor Points/Large]	304	164	448
[Center Of Mass Deflection]	8	3	9
[Initiatives To Don]	10	10	10
Deflection			
[Head/Neck]	[5][8]	[0][3]	[6][6]
[Shoulders/Forearms/Hands]	[3][8][8]	[3][3][3]	[9][9][6]
[Chest & Back/Stomach]	[8][3]	[3][3]	[9][6]
[Pelvis & Thighs]	[3]	[3]	[6]
[Knees/Lower Legs/Feet]	[8][3][3]	[3][3][3]	[6][9][6]

Colorado Armor Works CA-06 Composite Armor

This armor consists of a helmet, breast and back plates with attached shoulder armor and knee guards; the helmet has an oxygen recycler that is good for twelve hours.

The Suit is not very comfortable.

Colorado Armor Works CA-09 Composite Armor

The CA-09 is an all Nanno-tex bodysuit that comes as a single piece and has the ability to dampen the body heat put out by the wearer with a special Thermal coating; and can easily be worn under normal clothing.

Amsterdam Equipment Company CAS-02 Combat Armor System ["Half-Plate"]

After the success of their Mono-Film compression armor Amsterdam is back with the "Half-Plate" a heavy duty piece of armor popular with police & security forces as well as smaller military forces.

The "Half-Plate" is made of Ceramo-steel and includes a helmet, an articulated single piece chest, back, shoulder, pelvis, and thigh protector as well as lower leg and foot protection.

The goggles on the helmet have built in passive IR enhancement and the re-breather filters are good for 60 hours.

Class Overview	CA-06	CA-09	CAS-02
[Manufacturer]	Colorado Armor Works	Colorado-Armor Works	Amsterdam Equip. Co.
[Operators]	Para-Military	Civilian	Police, Galactic Patrol
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	185 GSC	165 GSC	400 GSC
[Cost/Medium]	365 GSC	330 GSC	795 GSC
[Cost/Large]	730 GSC	660 GSC	1,590 GSC
[Availability]	PM -3	C +1	P -2
[In Commission]	3491 C.E.	3954 C.E.	3414 C.E.
General Characteristics			
[Type]	Carapace	Concealable	Carapace
[Defense]	4	7	5
[Weight/Small]	11.2lbs./5.0kgs.	3.5lbs./1.6kgs.	13.7lbs./6.1kgs.
[Weight/Medium]	22.4lbs./10kgs.	7.0lbs./3.2kgs.	27.3lbs./12.2kgs.
[Weight/Large]	44.8lbs./20kgs.	14.0lbs./6.4kgs.	54.6lbs./24.3kgs.
[Oxygen Supply]	12 Hour Recycler	N/A	60 Hour Rebreather
[Materials]	56% - LW Titanium [6]	100% - Nanno-Tex [3]	78% - Ceramo-Steel [5]
[Other Bonuses]	None	-2 Thermal/Heat Checks	+2 Notice LL
			+2 To Physical Exertions Vs. Airborne Contaminants
Armor Points			
[Armor Points/Small]	112	35	137
[Armor Points/Medium]	224	70	273
[Armor Points/Large]	448	140	546
[Center Of Mass Deflection]	6	3	5
[Initiatives To Don]	6	10	8
Deflection			
[Head/Neck]	[6][6]	[3][3]	[5][5]
[Shoulders/Forearms/Hands]	[6][0][0]	[3][3][3]	[5][5][0]
[Chest & Back/Stomach]	[6][6]	[3][3]	[5][5]
[Pelvis & Thighs]	[0]	[3]	[0]
[Knees/Lower Legs/Feet]	[6][0][0]	[3][3][3]	[5][5][5]

Amsterdam Equipment CAS-03 Combat Armor System "Lorica"

Keep yourself from taking an extra pounding on and off the Laser Jetball field with the "Lorica" chest and back protector.

After the success of their Mono-Film compression armor Amsterdam is back with the "Lorica" a very popular piece of armor with sports players and a lot of street warriors.

Made of Ceramo-Steel and with a front magnetic seal and concealed magnetic seal back hinge this armor protects the chest, spine, and shoulders.

Confederacy Ironworks CBA-04 Doublet [Skinsuit]

Make it easier to enter and exit that Claremont Confederacy armor that you bought second hand or just purchase additional doublets if you are in the military.

The CIW Doublet has connector points to allow you to easily enter and connect to the suit's systems.

Anaheim Arms CSA-02 Gaiden Composite Stealth Armor

The Gaiden is an early version of the Raiden and isn't quite as good as the Raiden but does have the added advantage of the Vari-Goggles unit and has better armor with the addition of a Ceramo-Steel Breast Plate.

Class Overview	CAS-03	CBA-04	CSA-02
[Manufacturer]	Amsterdam Equip. Co.	Confederacy Iron Works	Anaheim Arms
[Operators]	Laser Grave Jetball, GP	Claremont Confederacy	Para-Military
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	65 GSC	255 GSC	570 GSC
[Cost/Medium]	130 GSC	515 GSC	1,135 GSC
[Cost/Large]	260 GSC	1,030 GSC	2,270 GSC
[Availability]	C +1	M -4	PM -3
[In Commission]	3918 C.E.	2720 C.E.	4355 C.E.
General Characteristics			
[Type]	Carapace	Concealable/Environmental	Stealth/Environmental
[Defense]	5	7	7
[Weight/Small]	3.5lbs./1.6kgs.	1.5lbs./0.7kgs.	6.6lbs./3.0kgs.
[Weight/Medium]	7.0lbs./3.1kgs.	3.0lbs./1.3kgs.	13.1lbs./5.9kgs.
[Weight/Large]	14.0lbs./6.2kgs.	6.0lbs./2.7kgs.	26.2lbs./11.7kgs.
[Oxygen Supply]	N/A	125 Hours	120 Hours
[Materials]	20% - Ceramo-Steel [5]	100% - M-Film [Triple] [3]	96% - TH Spider Silk [3] 96% - Mono-Film [1] 37% - Carbon Fiber [4] 20% - Ceramo-Steel [5]
[Other Bonuses]	None	-3 Initiatives To Don CC Hardsuits.	-4 Thermal/Heat Checks IR - +3 Notice Darkness. LL - +2 Notice Low-Light Laser Ranger Designator - +1 To Ranged Attacks. 1.5x Zoom - Increase Range Increment By 1.5.
Armor Points			
[Armor Points/Small]	35	15	66
[Armor Points/Medium]	70	30	131
[Armor Points/Large]	140	60	262
[Center Of Mass Deflection]	5	3	8
[Initiatives To Don]	2	10	10
Deflection			
[Head/Neck]	[0][0]	[3][3]	[3][3]
[Shoulders/Forearms/Hands]	[5][0][0]	[3][3][3]	[8][7][3]
[Chest & Back/Stomach]	[5][0]	[3][3]	[8][3]
[Pelvis & Thighs]	[0]	[3]	[3]
[Knees/Lower Legs/Feet]	[0][0][0]	[3][3][3]	[7][7][7]

Masters Armaments CSS-11 Composite Stealth Suit

This formfitting suit is made from mono-film with an IRThOp coating over top that helps to lower the wearer's body temperature as well as making it harder for them to be detected visually and via Infra-Red.

Colorado Armor Works CV-03 Composite Armored Vest

The CV-03 is a Plasti-steel breastplate with a leather shell and is considered one of the most comfortable tactical armors available.

This vest is made of Plasti-steel and covers the chest, stomach, and shoulders/upper arms of the wearer it has a leather shell over the Plasti-steel to make it less obvious.

Masters Armaments Mono-Film Duty Suits

Olander Industries Mono-Film Duty Suits

Mono-Film Duty suits are worn for everything from every day wear to secondary armor under hard suits. These sleek sexy, and literally skin-tight form-fitting suits offer minor protection but allow ease of entry into

heavier styles of armor while making you look stylish. Mono-Film Duty Suits are guaranteed not to wrinkle or bunch.

The suit is completely made of mono-film save for the soles of the feet which have rubberized traction pads, the suit also has a retractable breathable full face hood that can be stored in the collar of the suit and has retractable gloves that are stored in the wrists.

The suit educes armor gear-up and removal by one round.

It is also available with a Nanno-rubber coating giving slightly better protection and reducing armor entry and exit by another round.

Class Overview	CSS-11	CV-03	Duty Suit
[Manufacturer]	Masters Armaments	Colorado Armor Works	Masters Armaments
[Operators]	Theban Cluster	Civilian	Civilian
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	215 GSC	110 GSC	15 GSC
[Cost/Medium]	430 GSC	215 GSC	30 GSC
[Cost/Large]	860 GSC	430 GSC	60 GSC
[Availability]	M -4	C +1	C +1
[In Commission]	4233 C.E.	2918 C.E.	2552 C.E.
General Characteristics			
[Type]	Concealable/Stealth	Concealable/Vest	Concealable/Impromptu
[Defense]	9	7	9
[Weight/Small]	0.5lbs./0.2kgs.	7.0lbs./3.1kgs.	0.5lbs./0.2kgs.
[Weight/Medium]	1.0lbs./0.4kgs.	14.0lbs./6.2kgs.	1.0lbs./0.4kgs.
[Weight/Large]	2.0lbs./0.9kgs.	28.0lbs./12.6kgs.	2.0lbs./0.9kgs.
[Oxygen Supply]	None	None	None
[Materials]	100% - Mono-Film [1]	35% - Plasti-Steel [4] 35% - Leather [2]	100% - Mono-Film [1]
[Other Bonuses]	-4 To Notice Checks Vs. Thermal, Optical, Infrared	None	None
Armor Points			
[Armor Points/Small]	5	70	5
[Armor Points/Medium]	10	140	10
[Armor Points/Large]	20	280	20
[Center Of Mass Deflection]	1	6	1
[Initiatives To Don]	10	4	10
Deflection			
[Head/Neck]	[1][1]	[0][0]	[1][1]
[Shoulders/Forearms/Hands]	[1][1][1]	[6][0][0]	[1][1][1]
[Chest & Back/Stomach]	[1][1]	[6][6]	[1][1]
[Pelvis & Thighs]	[1]	[0]	[1]
[Knees/Lower Legs/Feet]	[1][1][1]	[0][0][0]	[1][1][1]

AMD/Honda/Caterpillar EES-01/EES-02 Engineering Exo-Skeletal Suit

Have an unfavorable environment that you need you technicians and work crews to do their job in, invest in the toughest Exo-Skeletons in the business, invest in the EES-Series so that you can prevent a crisis.

Working hand in hand AMD, Honda, and Caterpillar designed and manufactured the EES-series of Exo-Skeletons for use in harsh environments, there are two different models, the EES-01 and the EES-02, the EES-01 is a standard laborers unit with slightly enhanced muscles, with the EES-02 being a very dexterous model used mostly by technicians and those wanting to do detail work.

AMD's EES-series has an inner shell of tightly woven Kevlar [generally it is assumed that an operator is wearing a mono-film duty suit underneath it] with a flexible shell of Nanno-Carbon Fiber Weave over it with carbon fiber musculature; with environmental and electrical systems sandwiched between the two layers. The suit is capable of enhancing the wearer's strength [EES-01] or dexterity [EES-02].

Babel Technologies EOD-02 [Explosive Ordnance Disposal] Suit

A very sturdy and comfortable suit Babel Technologies is the leading manufacturer in explosive ordnance disposal gear. The suit's arms are actually longer than

they need be with control gloves on the interior to control the finely tuned servo hands on the ends, there is also an explosive ordnance database built right into the suit that can be accessed via HUD.

The body of the suit is made of Ceramo steel and has a covering of Kevlar as well as the major joints only be covered in a Kevlar sheathing as well to allow for better articulation.

The suits internal environmental supply is eighty hours.

Class Overview	EES-01	EES-02	EOD-02
[Manufacturer]	AMD/Honda/Caterpillar	AMD/Honda/Caterpillar	Babel Technologies
[Operators]	Civilian	Civilian	Police
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	1750 GSC	1675 GSC	1325 GSC
[Cost/Medium]	2350 GSC	3350 GSC	2650 GSC
[Cost/Large]	4700 GSC	6700 GSC	5300 GSC
[Availability]	C +1	C +1	P -2
[In Commission]	4220 C.E.	4220 C.E.	3222 C.E.
General Characteristics			
[Type]	Environmental/Exo	Environmental/Exo	Environmental
[Defense]	7	7	7
[Weight/Small]	12.5lbs./5.6kgs.	12.5lbs./5.6kgs.	20.5lbs./9.2kgs.
[Weight/Medium]	25.0lbs./11.1kgs.	25.0lbs./11.1kgs.	41.0lbs./18.3kgs.
[Weight/Large]	50.0lbs./22.2kgs.	50.0lbs./22.2kgs.	82.0lbs./36.5kgs.
[Oxygen Supply]	480 Hours	480 Hours	80 Hours
[Materials]	100% - Kevlar [2] 100% - NCFW [4]	100% - Kevlar [2] 100% - NCFW [4]	100% - Ceramo-Steel [5] 100% - Kevlar [2] 100% - Mono-Film [1]
[Other Bonuses]	Rank 5 – Lift/Carry [+75lbs.] Rank 5 – Structural +2 To Notice In Low-Light LRD - +1 To Attacks 2x Optical [Double Range]	Rank 5 - Electrical Rank 5 - Mechanical Rank 5 - Electronics Rank 5 – Structural +2 To Notice In Low-Light LRD - +1 To Attacks 2x Optical [Double Range]	Rank 5 – Demolitions Rank 5 – Chemicals Rank 5 – Disable Device
Armor Points			
[Armor Points/Small]	125	125	205
[Armor Points/Medium]	250	250	410
[Armor Points/Large]	500	500	820
[Center Of Mass Deflection]	6	6	8
[Initiatives To Don]	10	10	10
Deflection			
[Head/Neck]	[6][6]	[6][6]	[8][8]
[Shoulders/Forearms/Hands]	[6][6][6]	[6][6][6]	[8][8][8]
[Chest & Back/Stomach]	[6][6]	[6][6]	[8][8]
[Pelvis & Thighs]	[6]	[6]	[8]
[Knees/Lower Legs/Feet]	[6][6][6]	[6][6][6]	[8][8][8]

Maarlin & Beckerman EPS-01 Environmental Pilot Suit

A step up from most environmental suits the EPS-01 offers full environmental systems and better protection. The suit is made from thermal spider-silk with a Ceramo-steel helmet, and flexi-Plasti-steel panels protecting the chest, shoulders, forearms, and knees. The suit also has a 72 hour oxygen supply and a Mecha or aerospacecraft can link with the built in HUD system.

Flower Mountain Extreme Equipment Company Grav-Board Safety Suit

Let the slipstream whip past you without difficulty in our comfortable insulated Grav-Board suit.

Very popular with GRAV-Board riders and other high altitude extreme sports enthusiasts.

The GBSS has four very thin layers to it, the first is a layer of mono-film for ease of entry and exit, the next is a layer of thermal spider-silk to help keep the wearer warm and dry in higher altitudes with a second layer of mono-film over this and a final Nanno-tex coating to cut down on wind resistance.

The soles of the suit have actual built in magnetic locks

to keep them locked to the board, there is also a retractable full head mask and gloves during extremely bad weather or other extreme conditions, the mask has an oxygen recycler with filters good for twenty-four hours. As a side effect of the Nanno-Rubber Coating and Thermal Spider-Silk the character gains a +5 bonus to camouflage versus thermal detection.

Babel Technologies HEJ-01 Harsh Environment Jumpsuit

Have a toxic waste dump to clean up, a methane swamp to search through, or an asbestos laden building that needs work done to it; well we've got the perfect equipment for you our HEJ series of armor is perfect for these types of jobs.

A sturdy and comfortable jumpsuit the HEJ series is used by many general contractors and construction crews.

The inner layer of the suit is thermal spider-silk that keeps a person warm or cool even in the harshest of temperature variations. The outer layer is a very flexible Kevlar shell that helps protect the wearer from

abrasions, piercing, and other dangerous items that may be found in an area that is hazardous. The suit also comes with a re-breather filter mask; its filters can last 32 hours before needing replaced. The Thermal Spider-Silk as a side effect grants a +2 bonus to camouflage checks versus thermal and grants a +2 bonus versus cold checks.

A Full face helmet can be used as well with an environmental pack with a 72 hour oxygen supply and takes the place of the filter mask.

Class Overview	EPS-01	GBSS	HEJ-01
[Manufacturer]	Maarlin & Beckerman	Flower Mountain EEC	Babel Technologies
[Operators]	Civilian	Civilian	Civilian
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	160 GSC	285 GSC	510 GSC
[Cost/Medium]	315 GSC	570 GSC	1020 GSC
[Cost/Large]	630 GSC	1,140 GSC	2040 GSC
[Availability]	C +1	C +1	C +1
[In Commission]	3871 C.E.	3678 C.E.	2898 C.E.
General Characteristics			
[Type]	Environmental	Environmental	Environmental
[Defense]	7	8	8
[Weight/Small]	3.0lbs./1.3kgs.	3.3lbs./1.5kgs.	3.25lbs./1.5kgs.
[Weight/Medium]	5.9lbs./2.6kgs.	6.6lbs./2.9kgs.	6.5lbs./2.9kgs.
[Weight/Large]	11.8lbs./5.2kgs.	13.2lbs./5.9kgs.	13.0lbs./5.8kgs.
[Oxygen Supply]	72 Hours	24 Hours	72 Hours
[Materials]	96% - Spider-Silk [2] 28% - Flexi-Plasti-Steel [3] 4% - Ceramo-Steel [5]	100% - Mono-Film [1] 100% - TH Spider-Silk [2] 59% - Nanno-Tex [3]	100% - TH Spider-Silk [2] 100% - Kevlar [2]
[Other Bonuses]	HUD	-4 To Thermal/Heat Checks	-4 To Thermal/Heat Checks +4 Physical Vs. Cold
Armor Points			
[Armor Points/Small]	30	33	33
[Armor Points/Medium]	59	66	65
[Armor Points/Large]	118	132	130
[Center Of Mass Deflection]	5	3	4
[Initiatives To Don]	10	10	10
Deflection			
[Head/Neck]	[5][2]	[3][3]	[4][4]
[Shoulders/Forearms/Hands]	[5][5][2]	[3][6][6]	[4][4][4]
[Chest & Back/Stomach]	[5][2]	[3][3]	[4][4]
[Pelvis & Thighs]	[2]	[6]	[4]
[Knees/Lower Legs/Feet]	[5][2][2]	[6][6][6]	[4][4][4]

Arcani Luna/Aries Series Environmental Suit
 Feel like turning some heads at the latest space opera or ship christening, try the sleek, sexy, formfitting Luna and Aries series of environmental suits, they'll make you the center of attention at any space party. Designed by clothing manufacturer Arcani, they decided to get in on the space wear aspect of the clothing industry with their new Luna/Aries line of space suits. The Aries Line [Not Shown] is the male variants of the Luna suits. The armor has a small built in jet pack in the back that can be easily removed for those fancy situations that call for style but not the use of a jet pack. The inner layer of the suit is made of mono-film with a Ceramo-Plast helmet and Ceramo-Plast carapaces on the neck, chest, forearms, hands, pelvis, knees, Lower Legs, and feet. For equipment the helmet has a self-polarizing face-shield [good for +1 to bonus versus blind and dazed] a holographic HUD is projected on the inner face-shield

as well giving you oxygen and fuel levels as well as an inertial guidance system [good for +1 to navigate checks], the helmet also has a low power light good for out to ten feet.

On the back of the suit is mounted a small detachable Space Environmental Pack with a single nozzle maneuvering thruster capable of 60 feet per round for five minutes in space and a 24 hour oxygen supply.

Prax-Krul Armor Works PCA-015 Children's Environmental Suit

The PCA-015 was designed by Prax-Krul Armor Works as an environmental suit for PK Children but gained popularity with parents of other humanoid races, as well as small stature individuals.

Suit has a 125 hour oxygen supply. These are made for female children and male variants are twice as much.

Prax-Krul Armor Works PCA-016 Environmental Suit

The PCA-016 was designed by Prax-Krul Armor Works as an environmental suit for Prax-Krullian military

technicians and civilians.

This is the basic suit used by almost everyone in the PKRK and has a 125 hour oxygen supply.

The helmet oddly enough is of the fishbowl type and actually swings down and to the front latching to an armored collar that is part of the suits environmental

system.

There is also a magnetic wire coupler hooked to the waist area of the suit to allow the connection of other magnetic wire lines and each arm has a diagnostic panel on it.

Class Overview	Luna/Aries	PCA-015	PCA-016
[Manufacturer]	Arcani	Prax-Krull Armor Works	Prax-Krull Armor Works
[Operators]	Civilian	Civilian	PKRK
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	21,500 GSC	265 GSC	315 GSC
[Cost/Medium]	43,000 GSC	-	625 GSC
[Cost/Large]	86,000 GSC	-	1,250 GSC
[Availability]	C +1	C +1	M +4
[In Commission]	3918 C.E.	2995 C.E.	3243 C.E.
General Characteristics			
[Type]	Environmental	Environmental	Environmental
[Defense]	8	8	7
[Weight/Small]	5.3lbs./2.4kgs.	8.9lbs./4.0kgs.	13.4lbs./6.0kgs.
[Weight/Medium]	10.6lbs./4.8kgs.	-	26.8lbs./11.9kgs.
[Weight/Large]	21.2lbs./9.5kgs.	-	53.6lbs./23.8kgs.
[Oxygen Supply]	240 Hours	125 Hours	200 Hours
[Materials]	85% - Ceramo-Plast [3] 100% - Mono-Film [1]	96% - Kevlar [2] 36% - Ceramo-Plast [3]	96% - Spider-Silk [2] 96% - Kevlar [2] 96% - NCFW [4] 4% - Ceramo Steel [5]
[Other Bonuses]	Rank 1 – Surv. – Navigate 60 Ft. Movement/5 Minutes	None	
Armor Points			
[Armor Points/Small]	53	89	134
[Armor Points/Medium]	106	-	268
[Armor Points/Large]	212	-	536
[Center Of Mass Deflection]	4	2	8
[Initiatives To Don]	10	10	10
Deflection			
[Head/Neck]	[3][4]	[3][2]	[5][8]
[Shoulders/Forearms/Hands]	[4][4][4]	[2][2][2]	[8][8][8]
[Chest & Back/Stomach]	[4][1]	[2][2]	[8][8]
[Pelvis & Thighs]	[4]	[2]	[8]
[Knees/Lower Legs/Feet]	[4][4][4]	[5][5][5]	[8][8][8]

Hannibal Leather & Armor Works Stahl Vest

One of Hannibal Leather & Armor Works most versatile vests to date the Stahl vest consists of Kevlar weave with 56 pouches on it each large enough for a Ceramo-steel plate. With the pouches and removable plates it allows the wearer to customize the amount of protection that they are wanting.

Even with all the plates installed in the vest it can be easily concealed even under a somewhat baggy or loose fitting shirt, the outline of it disappears completely under jackets.

Tyerian R&D Terminus Environmental Armor

Considered the heaviest environmental armor ever designed the Terminus can stand up to massive amounts of abuse and keep, going along with its 300 hour oxygen supply it can keep you alive in the field for quite a while.

The Terminus is based off of an Ancient Theban Armor design that no known models still exist.

Valpine Racing Vixen/Canine Racing Suits

The Vulpine Vixen/Canine Racing Suit is not normally worn as combat armor the Vulpine Racing suits can be seen worn by the more stylish street gangs and bounty hunters as well as the HSGRA [High Speed Gravity Racing Association].

The design of the suit is very simplistic the outer layer is spider silk coated with semi-liquid Nanno-carbons to give it a more rigid form to better keep the wearer from breaking bones and there is also knee, elbow and shin guards made of flexi-Plasti steel to better protect the pilot in the case of accident or a full on crash; there is also an optional 40 hour oxygen supply.

Class Overview	Stahl	Terminus	Vixen/Canine
[Manufacturer]	Hannibal LAW	Tyerian R&D	Valpine RA
[Operators]	Civilian	Tyerian Empire, F-TR	GAVRA, Civilian
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost/Small]	155 GSC	-	75 GSC
[Cost/Medium]	310 GSC	2170 GSC	155 GSC
[Cost/Large]	620 GSC	-	310 GSC
[Availability]	C +1	M -4	C +1
[In Commission]	4519 C.E.	484 B.C.E.	4299 C.E.
General Characteristics			
[Type]	Concealable/Vest	Carapace/Environmental	Environmental
[Defense]	6	4	8
[Weight/Small]	2.25[9.0]lbs./1.0[4.0]kgs.	-	3.25lbs./1.4kgs.
[Weight/Medium]	4.5[18.0]lbs./2.0[8.0]kgs.]	75.0lbs./33.3kgs.	6.5lbs./2.9kgs.
[Weight/Large]	9.0[36]lbs./4.0[16.0]kgs.	-	13.0lbs./5.8kgs.
[Oxygen Supply]	N/A	300 Hours	50 Hours
[Materials]	30% - Kevlar [2]	100% - Ceramo Steel [5]	100% - Spider-Silk [2]
	30% - Carbon Fiber [2]	100% - Light Titanium [6]	100% - SL N-Carbons [2]
	30% - Ceramo-Steel [5]		32% - F-P-Steel [3]
[Other Bonuses]	None.	+4 Notice LL & Darkness Rank 4 – Surv. Navigate LRD - +1 Ranged Attacks	None
Armor Points			
[Armor Points/Small]	23/90	-	33
[Armor Points/Medium]	45/180	750	65
[Armor Points/Large]	90/360	-	130
[Center Of Mass Deflection]	6/11	11	4
[Initiatives To Don]	3	10	10
Deflection			
[Head/Neck]	[0][0]	[11][11]	[7][4]
[Shoulders/Forearms/Hands]	[0][0][0]	[11][11][11]	[4][4][4]
[Chest & Back/Stomach]	[6/11][6/11]	[11][11]	[4][4]
[Pelvis & Thighs]	[0]	[11]	[4]
[Knees/Lower Legs/Feet]	[0][0][0]	[11][11][11]	[7][7][4]

6.2 – Weapons

This section of the chapter will cover various and sundry types of weapons that can be used to do unto others before they do unto you; or if not after they do unto you.

This section lists everything from the most advanced energy weaponry down to that broken two-by-four that you used to bash that guys skull in at the bar last week.

“Bar Fight, Bar Fight,” - Mike

“Don’t worry we’ll have another bar fight soon enough considering you guys keep irritating people,”

- Josh

Weapons have been are part of mankind before he was considered mankind from the first rock to bash another predator’s brain in to the sharpened bones taken from said predator.

Weaponry has advanced far since the days of that fist sized rock and even in modern times weaponry can be downright frightening from the littlest .22 pistol to the big homping .50BMG sniper rifle mankind has not lost any of its ingenuity at destruction and mayhem and this chapter will list several types of firearms as well as melee weaponry and archaic ranged weapons and even impromptu weapons that can be easily scrounged along with various types of munitions.

So once again choose your weapon wisely.

6.2.1 – Weapons Rules

Not taking care of weapons can be detrimental to their efficiency as well as your life and Table 6-7 – Weapon Conditions lists what can happen if you are or are not maintaining your weapons after the table is a short list of definitions for these conditions.

Table 6-8 – Weapon Conditions

Condition	Problems
Saturday Night Special	-4 To Attacks
Poorly Maintained	-3 To Attacks
Neglected	-2 To Attacks
Barely Maintained	-1 To Attacks
Well Maintained	+/-0 To Attacks
Superior	+1 To Attacks

Saturday Night Special

Either due to the fact that the gun has never been cleaned and used hard; has been fired at least 1000 times without being cleaned; or it is just a cheap piece of junk that you bought off of some dope addict.

Poorly Maintained

This gun is either of average quality and is rarely if ever cleaned; fired at least 500 times between cleanings; or it is of below average quality in design and materials.

Neglected

This poor gun maybe sees a bore swab every 250 rounds or so and is oiled infrequently.

Barely Maintained

This gun is cleaned maybe every 100 shots fired through it and is oiled maybe once a year.

Well Maintained

This gun is lucky enough to have a smart owner and is cleaned as soon as possible after every use and is

generally kept well oiled.

Superior

This gun is both well maintained and has high standards of construction.

It should be noted that even a superior weapon can fall into the Saturday night special category if it isn’t well cared for.

6.2.2 – Weapon Terms & Definitions

The following chapter has a lot different terms and abbreviations in so we’ve included this section to help you better understand these terms.

The following Table 6-8 – Abbreviations & Terms lists the terms used in the weapon entries along with their abbreviations followed by a section that gives a brief description of what these mean.

Table 6-9 – Abbreviations & Terms

Abbreviation	Term
BF	Belt Fed
BFB	Belt Fed Box
BFD	Belt Fed Drum
BCD	Beta-C Drum
BR	Breech-Loading
BF	Burst-Fire
CYL	Cylinder
DBM	Detachable Box Magazine
DDM	Detachable Drum Magazine
FDM	Flat Drum Magazine
GLC	Gate-Loading Cylinder
HDM	Helical Drum Magazine
HM	Helical Magazine
HC	Hopper Case
IBM	Internal Box Magazine
LBC	Left-Side Break Cylinder
RM	Rotary Magazine
RD	Round
SA	Semi-Automatic
SS	Single-Shot
SD	Snail Drum
SC	Stripper Clip
TBC	Top-Break Cylinder
UBT	Under-Barrel Tube

Belt Fed

This refers to a way that ammunition is fed into a weapon; the ammunition is held in a long belt that is fed into the side of the weapon.

Originally belts were made of fabric then eventually were switched to disintegrating metal links.

One drawback of this type of feed mechanism is that if not kept straight it will jam badly.

Belt Fed Box

Basically this is a belt of ammunition that is held in a plastic or metal box attached to the side of the weapon and decreases the chances of tangling.

Belt Fed Drum

Same as the belt fed box except that it is drum shaped.

Beta-C Drum

This refers to a specific type of drum magazine that can be used by the M16 and its derivatives.

Breech Loading

This refers to a weapon that can only be fire once and

then must be reloaded with the round being fed through the top or side of the weapon.

Burst-Fire

This basically means that with a single pull of the trigger the weapon fires several rounds at a time with the most common burst size being restricted to three rounds to allow for ease of firing.

Cylinder

This refers to a weapon that uses a cylinder of some sort to hold ammo.

Detachable Box Magazine

Refers to box shaped [or rectangular shaped] plastic or metal box that holds ammunition and is easily slotted and removed from a port on the weapon thus speeding up reload times.

These magazines generally come in single stack types which holds the rounds one on top of each other in a single thin stack or double-stack or staggered magazines with the rounds slightly overlapping each other.

Detachable Drum Magazine

Generally a flat circular drum that holds more rounds than standard box magazine with the rounds being loaded one on top of each other in a staggered fashion.

Flat Drum Magazine

This type of drum magazine is flat and is mounted to the top of the weapon with the rounds laying side by side in the magazine and being fed downwards into the weapon.

Gate-Load Cylinder

This refers to a revolver that has cylinder that can't move free of the weapon; there is a small metal gate at the rear of the cylinder block that swings open and rounds are fed one at a time into the cylinder.

Helical Drum Magazine

This is a type of drum magazine that is long and slender and holds the rounds in consecutive rings and then are either fed upwards or downwards into the weapon.

Hopper Case

This is a large backpack style case that holds thousands of rounds of ammunition and is generally used for emplaced weapons or for those Hercules range strength guys that can carry and fire mini-guns ammunition is either belt-fed or electrically fed into the weapon.

Internal Box Magazine

These magazines are built right into the interior of the rifle and are loaded through the open bolt either a round at a time or with the use of a stripper clip; generally most rifles that use this are bolt-action but some semi-automatics use this as well.

Left-Side Break Cylinder

This refers to a revolver with a cylinder that swings leftwards away from the frame allowing mass loading of rounds.

Rotary Magazine

This type of magazine is similar to a standard cylinder save that it can be cycled through the various types of ammunition to carries to allow the firer to pick what rounds he wants to use.

Round

This term generally refers to a round of ammunition or bullet.

Semi-Automatically

Refers to a weapon that fires semi-automatically meaning that each pull of the trigger the weapon fires a single round; pistols are generally referred to as semi-automatic but double-action revolvers also use the SA designation as well.

Single-Shot

This term refers to any fire-arm that must be manually reloaded before another round can be fired.

This can mean that the weapons truly has one round in it and must be fully reloaded after each shot or it is bolt-action, lever-action, or pump-action requiring the firer to perform another action before being able to fire again.

Snail Drum

This type of drum has the same outward appearance as a normal drum magazine but requires that when it is loaded the spring be wound so that it will feed the ammunition properly; some magazines have the winder internally and some externally.

Stripper Clip

This is a metal clip that holds several rounds in line and either is slid into the top of the receiver and the rounds are pushed out of the clip and into the weapon's internal magazine or the entire clip is shoved into the magazine and then ejected when the last round is fired.

One of the best examples of this would be the Springfield M1 Garand used during World War Two where the clip was held in the weapon until the last round was fired and then ejected with a loud twang noise; the drawback to this however was that the enemy generally knew when you were out of ammo and after awhile U.S. Soldiers carried spare empty clips and manually made them replicate that sound thus causing the enemy to charge into hails of gunfire when they thought their opponents weapon's were empty.

Under-Barrel Tube

This type of weapon holds its ammo in a long tube under the barrel of the gun.

The most common types of weapons to use these are pump and lever-action fire-arms.

6.2.3 – Firearms, Explosives, & Munitions

This section will cover various types of chemically and energetically fired firearms as well as explosive compounds and devices and the munitions that they use.

Anti-Material/Sniper/Match Rifles

Used to kill and cause havoc at long ranges these type of weapons have been in use since the first black powder rifle was used to kill a person at extremely long ranges, an early example of this type of rifle would be the Whitney Rifle which fired an octagonal shaped round.

Table 6-9 – Anti-Material/Sniper/Match Rifles lists several different rifles for use in the game.

Table 6-10 - Anti-Material/Sniper/Match Rifles

Name	Ammo/Damage	lbs./kgs.	Concealment	Capacity	ROF	Range	Cost
AMR-33	30x90mm [11d20+5]	39.6/17.6	-8	5RD-DBM	SA	500/155	19,300
AMR-40	4x8cm Rail [18d20]	17.6/7.8	-6	25RD-DD	SA	1500/460	31,500
AMR-49	30x90mm [11d20+5]	45/20	-8	10R-DD	SA	450/140	19,200
APR-10 Pit Viper	10x67mm [5d10+6]	11.5/5.1	-6	15RD-DBM	SA	250/110	4,800
G15 Model 102	7.62x51mm [4d8]	10.6/4.7	-6	30RD-DBM	SA	325/100	2,900
H46	13.7x110mm [6d20+5]	20.8/9.3	-8	7RD-DBM	SS[Bolt]	325/100	10,800
M5299	14.5x115mm [8d20+2]	35/15.6	-8	4RD-DBM	SA	375/115	11,600
MPC14	14.5x115mm [8d20+2]	52/23.1	-8	8RD-DBM	SA	400/125	10,000
Type-SR2	40kJ Laser [20d20]	13/5.8	-6	35RD-IB	SA	250/110	36,200
P127	12.7kJ [6d20+7]	46/20.4	-8	12RD-DBM	SA	375/115	15,500

Assault Rifles

Used as medium to long range assault and for suppressive fire at short ranges, most of these weapons have fully automatic fire setting with others having semi-automatic and burst fire settings to help better conserve ammunition.

Table 6-10 – Assault Rifles lists several different rifles for use in the game.

Table 6-11 - Assault Rifles

Name	Ammo/Damage	lbs./kgs.	Concealment	Capacity	ROF	Range	Cost
AR-107	7.62x51mm [4d8] 8-Gauge [4d12]	6.6/2.9	-4	30RD-DBM 5RD-Tube	SA, BF, A SS[Pump]	75'/25m. 30'/10m.	7,000
G50	7.62x51mm [4d8]	12.4/5.5	-6	30RD-DBM	SA, BF, A	115'/35m.	2,900
M9	6.8x43mm [2d12] 40mm HE [6d20+14x2]	10.5/4.8	-4	50RD-DBM 1RD-Tube	SA, BF, A SS	160'/50m. 50'/15m.	3,100
MAR-50	7.62x51mm [4d8]	6.5/2.9	-4	60RD-HM	SA, BF, A	100'/30m.	2,800
MAR-55A1	7.62x51mm [4d8]	8.2/3.6	-4	30/60RD-HM	SA, BF, A	130'/40m.	2,800
Model 60	7.6x51mm [4d8] 40mm HE [6d20+14x2]	11.0/5.0	-6	30RD-DBM 1RD-Tube	SA, BF, A SS	260'/80m. 50'/15m.	5,200
Model 74	7.62x51mm [4d8]	12.4/5.5	-6	20/30RD-DBM 50RD-DDM 5RD-Tube	SA, BF, A	1500/460	7,000
Model 2518	8-Gauge [4d12] .45 Colt [3d10] .44 Magnum [2d12+4] .357 Magnum [2d12] .30-06 [3d12+2] .30-.30	3.2/1.5	-2	6RD-Tube 4RD-Tube	SS[Lever]	75'/25m.	2,600
PS250	7.5x2.5mm [3d6+1]	11.7/5.2	-4	2x125RD-DBM	SA, BF, A	100'/30m.	1,700
SSG145	5.56x45mm [2d10]	6.9/3.1	-4	30RD-DBM	SA, BF, A	190/60	1,900

Flamethrowers, Grenade Launchers, Missile/Rocket Launchers

Flamethrowers - Horrifying and terrifying weapons used to destroy both people and equipment these literally are used to set afire everything in their path.

This weapon is rather bulky and worn with a backpack that carries and mixes the fuel needed to run the weapon. Generally it uses a light form of napalm or jellied gasoline. In a pinch and with a few modifications diesel fuel can be used sometimes.

Then there is napalm which sticks to just about everything and burns until there is either nothing to consume anymore or until put out; and no, water does not work; napalm has to be starved of oxygen.

Grenade Launchers - Grenade launchers are used to fire oversized munitions generally on an arcing trajectory based attack and fires everything from high explosive, to smoke, to flare rounds, to canister and shot rounds used for close range slaughter.

Missile/Rocket Launchers - These heavy cumbersome weapons are generally single shot

weapons that take several seconds to several minutes to reload although there are some launchers that have multiple shots in them but they are even more cumbersome.

Most missile and rocket launchers are designed to take out armored vehicles and aircraft but in a pinch can be used to breach fortified positions or even take out small groups of soldiers.

Table 6-11 – Flamethrowers, Grenade Launchers, & Missile/Rocket Launchers lists several different weapons for use in the game.

Table 6-12 – Heavy Weapons

Name	Ammo/Damage	lbs./kgs.	Concealment	Capacity	ROF	Range	Cost
MPFT	Napalm [4d4] Burns d8 Rds./2d4 Damage	40.0/17.8	-8	118-Scnds.	BF, A	50'/15m.	1,920
M220	40x46mm HE [6d20+14x2]	5.2/2.3	-4	1RD-Tube	SS	40'/15m.	2,400
M129	102x25mm [10d20+12x2]	23.6/10.5	-6	3 1RD-Tubes	SS	250'/75m.	44,000

Handguns

Handguns are small single hand weapons that are either magazine or cylinder fed [although some are bolt action, pump action, single or dual shot].

These are good for close in fighting out to medium range combat and fire semi-automatically generally or

even burst fire on a few of the weapons.

Handguns can be easily operated by most people with common sense.

Table 6-12 – Handguns lists several different weapons for use in the game.

Table 6-13 - Handguns

Name	Ammo/Damage	lbs./kgs.	Concealment	Capacity	ROF	Range	Cost
Automag VIII	7.5x2.5mm Flechette [3d6+1]	1.5/0.7	-2	14RD-DBM	SA	45'/15m.	545.00
Model 101	9x19mm Para. [2d6+2]	1.1/0.5	0	10/12RD-DBM	SA	30'/10m.	490.00
CZ105 [Silenced]	11mm Auto [3d6]	1.2/0.5	-2	15RD-DBM	SA	30'/10m.	930.00
P1016	10mm Flechette [2d12+1]	1.1/0.5	0	115RD-DBM	SA	30'/10m.	1,075.00
124	12mm Magnum [2d12+1]	1.2/0.6	-2	13RD-DBM	SA	30'/10m.	1,375.00

Machine Guns

Firing medium to heavy munitions these weapons are used to annihilate infantry as well as take out lightly to

moderately armored vehicles.

Table 6-13 – Machine Guns lists a single model.

Table 6-14 - Machine Guns

Name	Ammo/Damage	lbs./kgs.	Concealment	Capacity	ROF	Range	Cost
MG-84	7.62x51mm [4d8]	9.3/4.2	-6	100RD-HD/Belt	BF, A	110'/30m.	5,600

Shotguns

Shotguns are used for close range brutal damage and can use any number of ammunition types such as buckshot or solid slug, there are even special loads capable of firing tear gas, rubber shot, and even

explosives.

Table 6-14 – Shotguns lists several models for game use.

Table 6-15 – Shotguns

Name	Ammo/Damage	lbs./kgs.	Concealment	Capacity	ROF	Range	Cost
Model 1200	8-Gauge [4d12]	3.3/1.5	-4	2 1RD-Tubes	SS	15'/5m.	420.00
Mk.415	8-Gauge [4d12]	4.8/2.2	-4	5RD-Tube	SA, SS [P]	30'/15m.	840.00
MSSG-800	8-Gauge [4d12]	11.3/5.0	-4	6RD-DBM	SA	60'/20m.	1,700.00

Submachine Guns

Submachine guns are used as short range bullet hoses most of the time, in experienced hands and with a decent weapon a person can easily control the weapon allowing for short controlled bursts and accurate on

target fire.

Table 6-15 – Submachine Guns lists several models for game use.

Table 6-16 - Submachine Guns

Name	Ammo/Damage	lbs./kgs.	Concealment	Capacity	ROF	Range	Cost
Aardvark	9x19mm Parabellum [2d6+2]	4.3/1.9	-2	15/30RD-DBM	BF, A	55'/20m.	1,230
MP6	1.4 kJ PB [2d6+2]	2.5/1.1	-2	AMEC [107]	SA, BF, A	70'/20m.	2,400
MP-5K Mk.II	10mm Auto [2d10]	2.75/1.3	-2	30RD-DBM	SA, BF, A	35'/10m.	1,760
HV95SMG	9.5x20mm HV [2d8]	3.75/1.7	-2	35RD-DBM	SA, BF, A	60'/20m.	1,410
Feris	2.0 kJ PB [2d10] 4.0 kJ PB [2d20]	2.0/0.9	-2	30/60-Capacitor 15/30-Capacitor	SA, BF, A	30'/10m.	3,300

Explosives, Grenades, & Mines

Explosive compounds are generally used for demolitions and materials destruction but in a pinch can be used for area denial and anti-infantry, Grenades however are almost pure anti-infantry weapons ranging from the disorienting flash bang to the horrifying white phosphorous, and finally mines can be used depending on model for everything from anti-personnel to anti-tank/mecha.

Table 6-16 – Explosives, Grenades, & Mines lists several models for game use.

Table 6-17 – Explosives, Grenades, & Mines

Name	Damage	Lbs. /kgs.	Concealability	Range	Radius	Cost
AAM5 Cracker AA Mine	3d12 [lg. 5DD]	10.2/4.5	-2	10'/3m.	N/A	41.00
AECG33 Chaff Grenade	Chaff	2.0/0.89	+2	15'/5m.	25'/8m.	50.00
AFM6 Cracker Jack AFM	6x1d12/2 [lg. 5DD]	10.2/4.5	0	5'/3m.	N/A	108.00
AMM-12 AT Mine	7d20+5	25.4/11.25	-4	N/A	50'/15m.	165.00
AMM-14 AT Mine	10d20	33.75/15.0	-2	N/A	20'/6m.	230.00
AMM-25 Medusa AM Mine	20d12 [lg. 5DD]	67.5/30.0	-2	N/A	25'/8m.	270.00
APC9 APERS Grenade	1d20+5	3.2/1.4	+2	10'/3m.	15'/5m.	25.00
APFG5 Flechette Grenade	50d4	2.0/0.89	+2	10'/3m.	20'/5m.	200.00
APFGM16 Quill Grenade	100d8 [lg. 5DD]	10.25/4.6	0	10'/3m.	20'/5m.	820.00
APG15	25d4 [lg. 3DD]	10.75/4.8	-2	15'/5m.	10'/3m.	140.00

Munitions

Guns aren't much good without something to shoot out of them and that's where this section comes in; this section lists the most common calibers available in both modern times and in the future.

The following Table 6-17 – Munitions Sizes lists

everything from .22 Long Rifle up to rocket and grenade shells.

Just remember keep your powder dry and count your shots.

Table 6-18 - Munitions Sizes

Caliber	Damage	Type	Ignored DD	Radius	Save	Cost	Rounds
Standard Calibers							
.22 Long Rifle	1d6+1	Piercing	None	None	None	7	100
.22 Long Rifle AP	1d6+1	Piercing	2	None	None	27	100
.25 ACP	2d4+2	Piercing	None	None	None	40	50
.300 Winchester Magnum	2d20+2	Piercing	3	None	None	114	20
.30-06 Springfield	3d12+2	Piercing	None	None	None	76	20
.30-.30 Winchester	4d8+2	Piercing	None	None	None	68	20
.338 LAPUA Magnum	5d10	Piercing	3	None	None	100	20
.357 Magnum	2d12	Piercing	3	None	None	42	50
.357 MEAP	2d12x2	Piercing	6	5 Feet	P ¹ / ₂	84	50
.38 Special	2d10+2	Piercing	1	None	None	21	50
.380 ACP	2d6	Piercing	None	None	None	48	50
.40 HEP	3d6x2	Piercing	4	None	None	50	50
.40S&W	3d6	Piercing	None	None	None	25	50
.41 Magnum	2d12+2	Piercing	4	None	None	53	50
.44 Magnum	2d12+4	Piercing	4	None	None	54	50
.44 Special	2d12+3	Piercing	2	None	None	62	50
.45 ACP	2d10	Piercing	None	None	None	25	50
.45 Colt	3d10	Piercing	None	None	None	45	50
.454 Casull	4d8+2	Piercing	4	None	None	170	50
.454 DUAP-QST	4d8+2	Piercing	5	None	None	180	50
.470 Pistol	2d20+2	Piercing	4	None	None	250	50
.50AE	4d8	Piercing	None	None	None	160	50
.50BMG	5d20	Piercing	None	None	None	200	20
.500 S&W Magnum	2d20+2	Piercing	5	None	None	260	50
.500 Winchester Magnum	6d12+4	Piercing	5	None	None	200	20
.525 Magnum Express	4d20	Piercing	5	None	None	225	20
.577 Nitro Express	7d12+3	Piercing	5	None	None	225	20
Millimetric Calibers							
5x23mm	2d4+1	Piercing	5	None	None	45	50
5.45x39mm Russian	3d6	Piercing	None	None	None	36	20
5.56x45mm NATO	2d10	Piercing	None	None	None	40	20
5.7x28mm	2d6	Piercing	All	None	None	25	50
6x19mm Auto	2d4+2	Piercing	None	None	None	50	50
6mm BR Remington	2d10+1	Piercing	None	None	None	42	20
6.5mm Remington Mag.	3d10+1	Piercing	5	None	None	115	20
6.2mm Neuro	Dazed/Stun	Piercing	None	None	None	48	20
6.8x43mm	2d12	Piercing	None	None	None	48	20
7x44mm Auto	2d12+1	Piercing	None	None	None	125	50
7mm Remington Magnum	3d12+2	Piercing	7	None	None	145	20

Table 6-18 - Munitions Sizes - Continued

Caliber	Damage	Type	Ignored DD	Radius	Save	Cost	Rounds
7.3x54mm	4d8+1	Piercing	None	None	None	165	50
7.5x55mm	4d8+3	Piercing	None	None	None	175	50
7.62x39mm Russian	2d12+1	Piercing	None	None	None	50	20
7.62x51mm NATO	4d8	Piercing	None	None	None	64	20
7.8x50mm HV Pistol	4d8+1	Piercing	3	None	None	195	50
9x18mm Luger	2d6+2	Piercing	None	None	None	35	50
9x19mm Chemical	See Chemical	Piercing	None	None	None	70	10
9x19mm Parabellum	2d6+2	Piercing	None	None	None	35	50
9x19mm Taser	See Taser Rules	Piercing	None	None	None	50	10
9.5x40mm Rifle	4d8	Piercing	None	None	None	64	20
9.5x20mm HV	2d8	Piercing	4	None	None	80	50
10x32mm Auto	2d10+3	Piercing	None	None	None	50	50
10x64mm Rifle	5d10+3	Piercing	None	None	None	105	20
10x67mm Browning Mag.	5d10+6	Piercing	4	None	None	30	20
11x20mm Auto	3d6	Piercing	None	None	None	90	50
11x25mm MAGE	2d10+2x2	Piercing	5	None	None	220	50
11x30mm Magnum	2d12+4	Piercing	5	None	None	140	50
11x60mm Rifle	5d10+5	Piercing	None	None	None	110	20
11mm Wildey Magnum	2d10+3	Piercing	4	None	None	155	50
11.5x40mm Bayonet	3d12+2	Piercing	None	None	None	190	50
12x25mm Magnum	2d12+1	Piercing	5	None	None	125	50
12.5x50mm HV Rifle	5d10+2	Piercing	5	None	None	155	20
12.7x40mm HV Pistol	4d10+2	Piercing	5	None	None	210	50
12.7x99mm Russian	5d20+5	Piercing	None	None	None	210	20
13x32mm DUAP-QST	4d8+3	Piercing	5	None	None	175	50
13.7x110mm	6d20+5	Piercing	None	None	None	250	20
14x38mm Magnum	4d10+4	Piercing	5	None	None	220	50
14.5x115mm Russian AT	8d20+2	Piercing	6	None	None	324	20
18x92mm SABOT	7d20	Piercing	14	None	None	420	20
20x55mm	9d10+2	Piercing	None	None	None	920	10
30x45mm	11d10+3	Piercing	None	None	None	1,130	10
30x90mm	11d20+5	Piercing	None	None	None	2,250	10
30x113mm	14d20+2	Piercing	None	None	None	2,820	10
Gyro-Jet Calibers							
4.25x2.25mm	1d10x2	Piercing	4	None	None	150	25
5x2.5mm	2d6+1x2	Piercing	5	None	None	190	25
6x3mm	3d6x2	Piercing	6	None	None	215	25
7x3.5mm	2d12+1x2	Piercing	7	None	None	300	25
7.4x3.7mm	2d12+4x2	Piercing	7	None	None	315	25
8.94x4.5mm	2d20x2	Piercing	8	None	None	400	25
9x4.5mm	2d20+1x2	Piercing	9	None	None	430	25
10x5mm	5d10x2	Piercing	10	None	None	500	25
11x5.5mm	3d20+1x2	Piercing	11	None	None	580	25
12x6mm	6d12x2	Piercing	12	None	None	660	25
18x9mm	8d20+2x2	Piercing	18	None	None	1,260	25
Flechette Calibers							
2.5x0.5mm	1d2	Piercing	5	None	None	50	250
3x0.75mm	1d2	Piercing	5	None	None	50	250
4x1mm	1d4	Piercing	5	None	None	100	250
5x1.25mm	1d6	Piercing	5	None	None	150	250
6x1.5mm	2d4+1	Piercing	5	None	None	225	250
6.4x1.6mm	2d4+2	Piercing	5	None	None	250	250
7.5x2.5mm	3d6+1	Piercing	5	None	None	475	250
9x2.5mm	2d10+3	Piercing	5	None	None	575	250
10x2.5mm	2d12+1	Piercing	5	None	None	625	250
12x2.5mm	3d10	Piercing	5	None	None	750	250
14x2.5mm	3d10+5	Piercing	5	None	None	875	250

Table 6-18 - Munitions Sizes - Continued

Caliber	Damage	Type	Ignored DD	Radius	Save	Cost	Rounds
Other Calibers							
6mm Bead	6d6	Piercing	None	None	None	360	100
11mm Bead	6d20+1	Piercing	None	None	None	1,120	100
4x8cm Rail Round	4d8	Piercing	All	None	None	1,000	5
Flame Thrower Fuel							
½, 1, 2, 4 Minutes	4d4 [d8 Rds./d6 Dam.]	Fire	None	None	None	100	1/2M
Grenade & Rocket Rounds							
25x59mm ANP-HEAB*	10d12+3x2	Con/Slash	None	15'	P½	125	5
25x59mm AP*	10d12x2	Piercing	5	N/A	N/A	60	5
25x59mm HEAT*	10d12+3x2	Con/Pierce	10	10'	P½	150	5
25x59mm M60 WP	10d12+3 [Burns ∞]	Fire	None	None	None	65	5
25x59mm M51 APF	3d10x4	Piercing	5	None	None	65	5
25x59mm M40 HE	10d12+3x2	Concussive	None	5'	P½	130	5
25x59mm M38 APHE	10d12+3x2	Con/Pierce	5	5'	P½	180	5
25x59mm M108 HEBF	10d12+3x2	Con/Slashing	None	10'	P½	130	5
25x59mm M72A1 FRAG	10d12+3	Slashing	None	10'	P½	65	5
25x59mm M39 Signal	+5 To Spot	Fire	None	None	None	25	5
25x59mm M37 Rubber Ball	10d12+3 [Non-Lethal]	Bludgeoning	None	5'	P½	35	5
25x59mm M41 CS/Red	Blinding	Blinding	None	5'	P½	50	5
25x59mm M42 HEAPERS	10d12+3x2	Con/Slashing	None	10'	P½	130	5
25x59mm M43 Smoke Canopy	Blinding	Blinding	None	10'	P½	50	5
25x59mm M44 Smk. Mrk.	+5 To Spot	N/A	None	5'	None	25	5
25x59mm M45 APERS-F	1d4x30	Piercing	5	15'	P½	40	5
40x46mm Buckshot	6d20+14	Slashing	None	5'	None	70	5
40x46mm HE*	6d20+14x2	Concussive	None	10'	P½	140	5
40x46mm HEDP*	6d20+14x2	Con/Pierce	None	10'	P½	140	5
40x46mm HE-FRAG*	6d20+14x2	Con/Slash	None	10'	P½	140	5
40x46mm Incendiary*	6d20+14 [See Napalm]	Fire	None	10'	P½	70	5
40x46mm Smoke*	Blinding	Blinding	None	25'	None	70	5
40x46mm Tear Gas*	Blinding	Blinding	None	10'	P½	70	5
40x46mm Rubber Baton*	6d20+14 NL	Bludgeoning	None	None	P½	75	5
40x53mm HE*	8d20+9x2	Concussive	None	10'	P½	170	5
40x53mm HEDP*	8d20+9x2	Con/Pierce	None	10'	P½	170	5
40mm M664 Signal Flare	+5 To Spot [3d20]	Fire	None	None	None	65	5
40mm M684 HE	8d20x2	Concussive	None	None	P½	170	5
40mm M444 Rubber Ball	8d20	Non-Lethal	None	10'	P½	65	5
40mm M675 CS/Red	Blinding	Blinding	None	10'	P½	65	5
40mm M441 HEAPERS	8d20+9x2	Con/Slashing	None	15'	P½	170	5
40mm M677 APERS	8d20+9	Slashing	None	15'	P½	170	5
40mm M678 Canister	8d20	Piercing	None	20'	P½	125	5
40mm M682 Smk. Canopy	Blinding	Blinding	None	20'	P½	65	5
40mm M713 Smk. Canopy	Blinding	Blinding	None	15'	P½	65	5
40mm M576 Multi-Proj.	2d20 x 4	Piercing	10	None	None	125	5
40mm M651 CS	Blinding	Blinding	None	15'	Blinding	65	5
40mm Beehive APERS-F	1d4x40	Piercing	3	10'	P½	125	5
25x11mm Rocket	7d20+14x2	Concussive	None	15'	P½	155	5
53x25mm Rocket	10d20+9x2	Concussive	None	15'	P½	420	1
85x40mm HEAT*	14d20+3x2	Con/Pierce	8	20'	P½	600	1
102x25mm	10d20+12x2	Concussive	None	20'	P½	425	1
Shotgun Shells							
.410/28-Gauge	2d6+1	Piercing	None	None	None	6.50	5
18-Gauge	3d6+1	Piercing	None	None	None	9.50	5
16-Gauge	3d8	Piercing	None	None	None	12	5
12-Gauge	4d8	Piercing	None	None	None	16	5
10-Gauge	3d12+2	Piercing	None	None	None	19	5
8-Gauge	4d12	Piercing	None	None	None	24	5
8-Gauge Spell Shot	See Spell	See Spell	See Spell	Spell	Spell	Spell	N/A
8-Gauge 000-Buckshot	4d12	Piercing	None	5'	None	29	5

Table 6-18 - Munitions Sizes

Caliber	Damage	Type	Ignored DD	Radius	Save	Cost	Rounds
8-Gauge Slug	4d12	Piercing	3	None	None	27	5
8-Gauge B&F Slug	4d12	Piercing	5	None	None	29	5
8-Gauge Flechette	1d4x12	Piercing	10	5'	P½	34	5
8-Gauge FRAG-8 HE	4d12x2	Concussive	None	5'	P½	48	5
8-Gauge FRAG-8 FRAG	4d12	Slashing	5	10'	P½	29	5
8-Gauge FRAG-8 HEAP	4d12x2	Slash/Pierce	8	5'	P½	56	5
8-Gauge Bean Bag	4d12 Non-Lethal	Bludgeoning	None	None	None	24	5
8-Gauge CS Gas	Blinding	Blinding	None	5'	P½	24	5
8-Gauge Rubber Shot	4d12 Non-Lethal	Bludgeoning	None	None	None	24	5
8-Gauge Breaching Round	2d12	Piercing	3	None	None	12	5
8-Gauge Bolo	Acts As Tackle	N/A	N/A	N/A	N/A	10	5
8-Gauge Dragon's Breath	4d12 [d8 Rds/d6 Dmg]	Fire	N/A	N/A	N/A	38	5
8-Gauge Flare	+5 To Spot [2d12]	Fire	N/A	N/A	N/A	17	5
4-Gauge/23mm	6d12	Piercing	3	None	None	72	5

6.2.4 – Impromptu, Melee, & Archaic Ranged Weapons

Understanding the usage of impromptu, melee, and archaic ranged weapons may seem a tad off the first time you read it but there is madness to our method, er, I mean method to our madness.

It took a little math and a lot of argument amongst ourselves to finally come up with a way to measure the amount of damage melee weapons should do; but after rolling around in a back alley kicking and biting we were finally able to agree on the following rules.

1.] Melee weapon damage will be calculated by the length of the weapon in inches plus the depth of the striking edge so long as the weapon is more than one inch.

2.] Piercing weapons will ignore 1 point of damage deflection per five inches of the piercing length rounded up. This will exclude shafts: for example a spear head is six inches long so it will ignore 2 points of damage deflection. If there are multiple striking points or edges the longest of these is used as the base for the purpose of ignoring damage deflection.

3.] When you have a weapon with multiple striking points such as a pitch fork or trident each of the tines will be treated as a separate weapon and the shaft will not factor into the damage. Though on a successful hit it is assumed all striking points make contact. Example - Trident [6 inch tines] 3d6 points of damage are done.

Or - Weapons with multiple striking points such as pitch forks will be factored the same as a single striking point though for each additional striking point past the first it will gain an additional +1 to hit and +1 to damage. Example: A three tine pitch fork that is 48 inches long will deal 4d12+2 points of damage and have +2 to hit.

4.] When dealing with weapons that can be both piercing and slashing the player must declare which action they are performing.

5.] When calculating the damage of a weapon the largest possible die should be used when divided with the remainder being no larger than 1 or 2. Example - 34 points of damage would be 4d8+2 instead of 5d6+2 or 3d10+4.

Impromptu Weapons Or Junk That You Grab At Random And Hit People With

The following section covers various types of

impromptu weapons from that broken beer bottle to that battery operated rotary saw.

Generally a person is at -5 to hit with any impromptu weapon; ie any old piece of junk you pick up and make attacks with; but if you take the Bar Room Brawling boost you are able to start negating those minuses and then eventually get bonuses.

The following section will describe various types of Impromptu weapons that you can easily find just laying around and will be followed by Table 6-17 – Impromptu weapons.

2x4/Table Leg/Medium Tree Branch

These weapons will deal damage based on half their length plus width due to being sturdier than the broom stick and similar items. These easily used weapons can be found just about anywhere and are a great weapon in a pinch. These generally weigh about 1.5lbs per foot of length. Generally these are free since most people don't go out and buy a tree branch or table leg to beat someone to death with.

Baseball Bat

This recreation item is used to strike a baseball in an attempt to make the ball travel great distances; or in this cause someone's head in an attempt to make it go splodey. These are generally composed of wood or metal [softball bats] and in some cases polymers. This item can strike things hard and repeatedly. The baseball bat is generally around 30-36 inches [0.8-0.9 meters] long.

Brass Knuckles

These brass or other type of metal object slide over the fingers; not including the thumb; and allow a person to put more power behind their punches and also make punch attacks lethal.

Broken Bottle

This weapon will be about 5 inches in length depending on the type of bottle; and since it will have multiple edges it gets a +2 to hit and damage. These weapons are pretty much free just go look for a bar.

Butcher Knife

This bladed instrument is larger and sturdier than the average kitchen knife and has a blade of usually 12 [31cm] to 14 [36cm] inches in length and 1 ½ [4cm] to 2 [5cm] inches in width.

This weapon's blade is thicker than the handle so when used to stab the user's fingers will be less likely to get cut [only 10% chance].

Chainsaw

Of course we can't forget the chainsaw. This item is great for trimming back the trees in your yard or dismembering dea.. hrm I mean your foes.

They range in horsepower and most can have the guides and chains changed out for longer or shorter arms. Most chainsaws have an 18 [46cm] inch cutting arm but can range in length from 12 [31cm] to 24 [62cm] inches. There are some used in the logging industry that can be up to 4 [1.2m] feet in length. They require maintenance and fuel to run properly. Though for the sake of the game we'll say that most of them have the 18 [46cm] inch blade and we'll be nice and include 12 [31cm], 24 [62cm], and 48 [1.2m] inch ones as well for you more muscular or wussy types.

Something that should be remembered about weapons that have parts under their own movement is that they will deal extra damage for example with the above 18 [46cm] inch chain saw to get to forty points you multiple the length x2 and then add the width of it to get to 40. The player can force the target to make a Physical Exertion or receive an automatic attack on the target's next turn phase dealing 2d20 damage.

"Groovy" - Josh

Circular Saw

This common tool comes in two varieties the ones that are battery powered and the ones that require an electrical plug to work. The player can force the target to make a Physical Exertion or receive an automatic attack on the target next turn phase dealing 2d12+2 damage.

Claw Hammer

This handyman's tool ranges in size from about 8 [21cm] inches in length by 3 [8cm] inches in depth at the head to 18 [46cm] inches in length by 5 [13cm] inches in depth at the head. The clawed part of the head can also be used to strike with and ignores 1 Damage Deflection.

Crowbar

This weapon is a thick piece of metal that has a flattened end and the other curves into an "L" shape with a split and flattened end. This tool can be up to 2 [0.6m] feet long and the pry end up to 4 [10cm] inches in depth.

Fire Extinguisher

This impromptu weapon can be used to bludgeon a target or if the contents of this item are not expended yet it can also blind the target or put out a fire [or both at the same time or blind a burning target and put him out]. The canister has a handle on top with an attached hose and is locked closed with a pin in the handle that must be removed before use as an extinguisher. A fire extinguisher can vary in size from a small 12 [31cm] inch tall by 4 [10cm] inch wide canister used in homes to the larger 18 [46cm] inch tall by 6 [15cm] inch wide variety; there are even bigger ones but these are generally to unwieldy to wield as weapons.

Frying Pan

Long known to house wives to be good for cooking; or bonking husbands over the head; this weapon is usually 12 [31cm] inches long though larger ones such as woks and older cast iron skillets can be as long as 24 [62cm] inches.

Golf Club

This recreational item ranges in size and shape although most of them are about 3 [0.9m] feet in length and the striking edge is usually 1 [3cm] to 3 [8cm] inches deep.

Hedge Clipper

This power tool usually has to be plugged in to work though gas and battery powered models do exist. This weapon usually has a 24 [62cm] inch cutting arm and the player can make the target after a successful hit make a Physical Exertion of 15 or take an automatic attack on the target's next turn for 2d12+2.

Hedge Shears

This gardening tool is used to trim back plants; this tool is usually 22 [56cm] inches long. When used as a stabbing weapon it ignores 2 points of damage deflection.

Hockey Stick

This sports equipment is used to hit a puck into a goal, trip skaters, and also to knock people over the head.

Hoe

This gardening tool is great for breaking up soil and chopping at enemies. The tool ranges in size from a short 24 [62cm] inches up to some larger ones that are 48 [1.2m] inches. The average striking edge width is 4 [10cm] to 6 [15cm] inches.

Iron

Used to remove wrinkles from clothing; and sometimes used to cauterize wounds; this tool can cause some heavy damage at the same time. The iron is usually 12 [31cm] inches long and has a width of 4 [10cm] to 6 [15cm] inches. If the iron is hot it will deal an additional 1d6 of damage.

Kitchen Knife

This common place knife is used in food preparation. This knife ranges in length from about 6 [15cm] inches to 10 [26cm] inches in length and ½ [1cm] to 1 [3cm] inch in width for the blade. It is easily found and used though most people using it to stab tend to slide their hands forward and off the handle to cut their selves [each time a knife without cross guard is used there is a 25% chance of injury to the wielder].

Meat Cleaver

This knife has a thick and heavy blade with it generally being 9 [23cm] to 12 [31cm] inches in length and the blade is anywhere from 3 [8cm] to 5 [13cm] inches in width. It is meant to hack apart joints of meat and cleave off thick chunks of flesh.

Metal Folding Chair

This innocuous seating device can be turned into a hand held blunt instrument just by folding it up and swinging it by the legs. These chairs are 3 [0.9m] feet long and 16 [41cm] inches wide.

Pick Axe

Often depicted with the miners of the gold rush this tool is great for breaking apart rocks, hard soil, or your enemies skull. The weapon is usually 3 [0.9m] feet long and the two picks on the head are each 12 [31cm] inches in length. Ignores 3 damage deflection

Pipe

Ranging in size and shape the average pipe would be an 1 [3cm] inch to 2 [5cm] inches thick and ranging in length from 18 [46cm] to 48 [123cm] inches.

Pipe Wrench

This is a large wrench that is between 12 [31cm] to 48 [123cm] inches in length and the striking edge is about 3 [8cm] inches in width. Most Often used to break loose pipes and fittings in plumbing.

Pitch Fork

This tool is used to move material from one place to another. Though seen mostly on farms it can have a place in garden work. This weapon ranges in size from 36 [0.9m] inches up to 60 [1.5m] inches and due to the piercing nature of the weapon will ignore 3 points of damage deflection.

"Because Its Only Hay, ah hay hay," - Josh

Power Grinder

This tool is used to shape metal and polish items. Most of these need to be plugged into an outlet to operate; however there are some that run off of battery packs. This item has anywhere from a 4 [10cm] to 9 [23cm] inch grinding wheel. The player can force a target after a successful attack to make a Physical Exertion of 15 or take an automatic attack for 3d6+1 damage on the target's next turn.

Sand Blaster

This tool is used to strip away paint and rust to create smooth surfaces. This tool requires not only the sand but also an air compressor. Safety equipment should be worn to prevent inhaling the sand and stripping the flesh from your bones.

Screwdriver

They come in many sizes and shapes though the tiniest ones wouldn't make for a good weapon; although I guess you could chuck them like darts. The ones people would use for a weapon would be at least 9 [23cm] inches long though there are some that are as long as 18 [46cm] inches. This weapon ignores 2 points of damage deflection.

Scythe

This tool is used to cut back brush and long grass and before combines became common place it was used to gather grain. The weapon is about 48 [1.2m] inches in length with the sickle edge being 18 [46cm] inches long though the cutting edge is only 3 [8cm] inches wide at its deepest point which is closest to the handle.

Shovel

This tool is used to move dirt and sediment from one place to another. It also doubles as a great bludgeon and can even be used to cut heads off if swung hard enough. Most shovels are about 48 [1.2m] inches in length but some come much smaller. This item has a sturdy shaft and can take abuse.

Sledge Hammer

This tool is great for breaking up a side walk or smashing skulls. A sledge hammer is a heavy duty tool that can make entry through locked doors a breeze. Most sledge hammers are 36 [0.9m] inches in length with an 8 [21cm] inch deep striking edge.

Tire Iron

This is used to take the lugs off a tire for changing it. This item is very similar to a crow bar.

Table 6-19 – Impromptu Weapons

Name	Damage	Length	Lbs. /kgs.	Range	Type	Cost
2x4/Table Leg/Branch	3d12	36"/923mm.	4.5lbs./2.0kgs.	Personal	Bludgeoning	N/A
Baseball Bat	4d8+1	30"/769mm.	3.0lbs./1.3kgs.	Personal	Bludgeoning	20
Brass Knuckles	Punch	3"/77mm.	1.0lbs./0.4kgs.	Personal	Bludgeoning	18-50
Broken Bottle	1d6+3	5"/128mm.	0.25lbs./0.1kgs.	Personal	Slashing	N/A
Butcher Knife - Medium	2d6+2	12"/308mm.	1.0lbs./0.4kgs.	Personal	Slash/Pierce	20
Butcher Knife - Large	2d8	14"/359mm.	1.25lbs./0.6kgs.	Personal	Slash/Pierce	40
Chainsaw - Small	2d12+4	18"/462mm.	7.5lbs./3.3kgs.	Personal	Slashing	75
Chainsaw - Medium	3d12+4	27"/692mm.	10.0lbs./4.4kgs.	Personal	Slashing	150
Chainsaw - large	4d12+4	36"/923mm.	15.0lbs./6.7kgs.	Personal	Slashing	300
Chainsaw - Huge	5d20	60"/1539mm.	50.0lbs./22.2kgs.	Personal	Slashing	1,000
Circular Saw - 12"	2d12+2	18"/462mm.	5.0lbs./2.2kgs.	Personal	Slashing	30
Circular Saw - 24"	4d12+2	30"/769mm.	14.0lbs./6.2kgs.	Personal	Slashing	150
Claw Hammer - Small	2d4+3	8"/205mm.	2.0lbs./0.9kgs.	Personal	Bludgeoning	10
Claw Hammer - Large	2d10+3	18"/462mm.	5.0lbs./2.2kgs.	Personal	Bludgeoning	50
Crowbar	2d12+4	24"/615mm.	5.0lbs./2.2kgs.	Personal	Pierce/Bludgeon	9
Fire Extinguisher - Sm.	2d8	12"/308mm.	4.0lbs./1.8kgs.	Personal	Bludgeoning	16
Fire Extinguisher - Lg.	2d12	18"/462mm.	9.0lbs./4.0kgs.	Personal	Bludgeoning	50
Frying Pan - Small	1d12+2	12"/308mm.	2.5lbs./1.1kgs.	Personal	Bludgeoning	10
Frying Pan - Large	2d12+2	24"/615mm.	5.0lbs./2.2kgs.	Personal	Bludgeoning	50
Golf Club - Driver/Wedge	3d12+2	30"/769mm.	2.5lbs./1.1kgs.	Personal	Bludgeoning	150
Golf Club - Iron	4d8	30"/769mm.	2.5lbs./1.1kgs.	Personal	Bludgeoning	75
Golf Club - Putter	3d10	30"/769mm.	2.5lbs./1.1kgs.	Personal	Bludgeoning	50
Hedge Clipper	2d12+2	30"/769mm.	4.5lbs./2.0kgs.	Personal	Slashing	60
Hedge Shears	2d8+2 2d12+4	22"/564mm.	2.5lbs./1.1kgs.	Personal	Piercing Slashing	12
Hockey Stick	3d6+3	36"/923mm.	5.0lbs./2.2kgs.	Personal	Bludgeoning	100
Hoe	2d12	48"/1231mm.	4.0lbs./1.8kgs.	5'/1.5m.	Slashing	10
Iron	3d6	12"/308mm.	2.0lbs./0.9kgs.	Personal	Bludgeon/Slash	15
Kitchen Knife - Small	1d6	6"/154mm.	0.13lbs./0.06kgs.	Personal	Slash/Pierce	3
Kitchen Knife - Medium	1d8	8"/205mm.	0.25lbs./0.1kgs.	Personal	Slash/Pierce	9
Kitchen Knife - Large	1d10	10"/256mm.	0.3lbs./0.13kgs.	Personal	Slash/Pierce	27
Meat Cleaver - Medium	2d6	9"/231mm.	2.0lbs./0.9kgs.	Personal	Slashing	25
Meat Cleaver - Large	2d8+1	12"/308mm.	2.5lbs./1.1kgs.	Personal	Slashing	45
Metal Folding Chair	2d20+2	36"/923mm.	3.0lbs./1.3kgs.	Personal	Bludgeoning	30
Pick Axe	5d12	36"/923mm.	9.0lbs./4.0kgs.	Personal	Piercing	50
Pipe - Small	3d6+1	18"/462mm.	1.5lbs./0.7kgs.	Personal	Bludgeoning	3
Pipe - Medium	3d8+2	24"/615mm.	2.0lbs./0.9kgs.	Personal	Bludgeoning	9
Pipe - Large	4d12+2	48"/1231mm.	4.0lbs./1.8kgs.	Personal	Bludgeoning	12
Pipe Wrench - Small	1d12+3	12"/308mm.	1.25lbs./0.6kgs.	Personal	Bludgeoning	10
Pipe Wrench - Medium	2d12+3	24"/615mm.	3.0lbs./1.3kgs.	Personal	Bludgeoning	20
Pipe Wrench - Large	4d12+2	48"/1231mm.	4.0lbs./1.8kgs.	Personal	Bludgeoning	40
Pitch Fork - 3 Tine Sm.	3d6	36"/923mm.	5.0lbs./2.2kgs.	Personal	Piercing	10
Pitch Fork - 3 Tine Lg.	3d10	60"/1539mm.	6.0lbs./2.7kgs.	5'/1.5m.	Piercing	15
Pitch Fork - 4 Tine Sm.	4d6	36"/923mm.	5.5lbs./2.4kgs.	Personal	Piercing	20
Pitch Fork - 4 Tine Lg.	4d10	60"/1539mm.	6.5lbs./2.9kgs.	5'/1.5m.	Piercing	30
Power Grinder	3d6+1	18"/462mm.	5.0lbs./2.2kgs.	Personal	Slashing	90
Sand Blaster	3d10	36"/923mm.	60.0lbs./26.7kgs.	10'/3.0m.	Slashing	200
Screw Driver	1d8+1	9-18"/231-462mm.	1.0lbs./0.4kgs.	Personal	Piercing	10
Scythe	4d12+3	48"/1231mm.	15.0lbs./6.7kgs.	5'/1.5m.	Slashing	75
Shovel	2d12	48"/1231mm.	4.0lbs./1.8kgs.	5'/1.5m.	Slash/Bludgeon	30
Sledge Hammer	4d12+2	36"/923mm.	9.0lbs./4.0kgs.	Personal	Bludgeoning	40
Tire Iron	2d12+2	30"/769mm.	3.0lbs./1.3kgs.	Personal	Pierce/Bludgeon	25

Ranged Archaic Weapons

The following section covers various types of ranged archaic weapons that are powered by muscle or mechanical means.

These range from the bow to crossbows to throwing knives and darts.

This section will have a small description of each type of weapon followed by Table 6-18 – Archaic Ranged Weapons giving the stats for the weapons.

Bows

There are several different types of bows and we'll cover four different types your basic long bow,

composite bows, compound bows, and Horse Bows we'll also cover several different types of arrows.

Long Bow - This is just your standard bow made out of wood or fiberglass.

Composite Bow - These are generally made of either different types of laminated wood or wood, horn, and bone and give the bow a very long range but takes a person with immense strength to fire [must make a DC20 physical exertion every time the bow is strung].

Compound Bow - Compound bows are high tech and have a system of gears and pulleys that are used to step down the pull weight of the bow.

Horse Bow - This type of bow is short and powerful and is easily used from the back of animals and vehicles.

Crossbows

There are several different sizes of crossbows from the small folding pocket crossbow to the humongous arbalest; in this section however we'll only cover a standard crossbow and a small hand crossbow.

Regular Sized Crossbow - This type of crossbow is what is generally used by most people and is anywhere from 30 [0.8m] inches to 36 [0.9m] inches in length with a span of about 24 [0.6m] to 30 [0.8m] inches and is generally manually reloaded with a heavy metal stirrup at the front of the weapon allowing a person to place it front down on the ground and put their foot through it for ease of reloading.

Hand Crossbow - This small crossbow is about 14 [36cm] in length with a span 12 [31cm] inches and either is easy enough to re-span by hand or comes with a mechanical one that pulls the string back.

Arrows & Bolts

Arrows - There are several different types of arrows available for bows and are generally 18-24 [46-62cm] inches in length.

Bolt - There are several different types and lengths of bolts available for crossbows and are generally 12-16 [31-41cm] inches in length for a standard bolt and hand crossbow bolts are 6-8 [15cm-21cm] inches in length.

Broadhead - This is standard arrow tip that is of course a standard arrowhead shape.

Evisceration-Head - These arrows if left in deal an additional point of damage per round and if pulled out do an additional d8 points of damage due to the fact that after they enter into a target two additional blades pop free at the back of the head.

X-Head - These arrows have four sharp edges and ignore 4 points of damage deflection.

Blunt - These arrows either have a flattened tip or a rounded ball like tip and cause only subdual damage.

Dart Gun

This pistol or rifle fires darts that are generally loaded with some sort of drug or poison or in the nastier versions sometimes is explosives and is powered by a CO2 cartridge.

Javelin

This weapon ranges in size from about 6-8 [1.8-2.5m] feet in length; although some are even longer; these are used as thrown weapons and when thrown in thick

masses can be very deadly and able to punch through armor they can also be used as somewhat awkward stabbing spears.

Kunai

These are single point throwing knives used by the Japanese and have a slender pyramidal blade with a large hilt and a ring at the bottom for attaching lines and ignore 2 points damage deflection.

Lawn Darts

You remember these things they were somewhat banned a few years after they came out and have a metal tip and large plastic fins. Kids had the stupid idea of throwing them up in the air and then standing under them.

Slingshot

Most times a forked stick with a rubber band and attached cup these fire large stones.

Throwing Axe

These weapons are smaller axes that are of a solid metal construction with a thin and compact profile. They are meant to be lighter and smaller than a hand axe.

Throwing Knife

These blades are made of solid steel construction and most times have just flat metal for handles and are weighted for throwing generally they are double edged but some models only have a single edge.

Throwing Star

These come in various styles; three, four, or five tip, razor edged and many others they also ignore 2 points of damage deflection.

Can I have a five headed hydra sneaking dagger of anti-sensing - Justin

WHAT!?! - Josh

Exactly - Justin

This isn't some weirdo fantasy adventure game - Josh

But there's magic in it - Bard

I'm ignoring you both now - Josh

Table 6-20 - Archaic Ranged Weapons

Name	Damage	Length	Lbs. /kgs.	Range	Type	Cost
Bow, Long	Arrow	5-6'/1.5-1.8m.	3.0lbs./1.3kgs.	50'/15m.	Arrows	550
Bow, Composite	Arrow	5-6'/1.5-1.8m.	5-10lbs./2.2-4.4kgs.	100'/30m.	Arrows	500
Bow, Compound	Arrow +4	4-5'/1.25-1.5m.	8.0lbs./3.6kgs.	75'/25m.	Arrows	600
Bow, Horse	Arrow	3-4'/0.9-1.2m.	6.0lbs./2.7kgs.	50'/15m.	Arrows	400
Crossbow	Bolts	36-40"/0.9-1.0m.	7.5/3.3	75'/25m.	Bolts	500
Crossbow, Hand	Bolts	16-20"/0.4-0.5m.	5/2.2	50'/15m.	Bolts	250
Dart Gun	1d4+Sub	6-8"/0.2m.	2.5lbs./1.1kgs.	25'/8m.	Piercing	90
Javelin	2d20	6-8"/0.2-0.3m.	3-5lbs./1.3-2.2kgs.	40'/12m.	Piercing	75
Kunai	1d6+3	6-8"/0.2m.	1.0lbs./0.4kgs.	30'/9m.	Piercing/Slashing	35
Slingshot	Stone	6"/0.2m.	1.5lbs./0.7kgs.	25'/8m.	Bludgeoning	20
Throwing Axe	1d12+1	14"/0.4m.	3.0lbs./1.3kgs.	25'/8m.	Slashing	40
Throwing Knife	1d10+1	6-8"/0.2m.	1.5lbs./0.7kgs.	30'/9m.	Piercing/Slashing	35
Throwing Star	2d4	3-4"/77-103mm.	1.0lbs./0.4kgs.	20'/6m.	Piercing	25

Table 6-20a – Archaic Ranged Weapons Ammunition

Arrow, X-Head	4d6	1.5-2'/0.5-0.6m.	0.25lbs./0.1kgs.	-	Piercing	200 [10]
Arrow, Blunt	3d8	1.5-2'/0.5-0.6m.	0.25lbs./0.1kgs.	-	Bludgeoning	50 [10]
Arrow, Evisceration	3d6/1d8	1.5-2'/0.5-0.6m.	0.25lbs./0.1kgs.	-	Piercing	250 [10]
Arrow, Broadhead	4d8	1.5-2'/0.5-0.6m.	0.25lbs./0.1kgs.	-	Piercing	100 [10]
Large Bolt, X-Head	5d6	12-16"/0.3-0.4m.	0.25lbs./0.1kgs.	-	Piercing	100 [10]
Large Bolt, Blunt	4d8	12-16"/0.3-0.4m.	0.25lbs./0.1kgs.	-	Piercing	25 [10]
Large Bolt, Evisceration	5d8	12-16"/0.3-0.4m.	0.25lbs./0.1kgs.	-	Piercing	125 [10]
Large Bolt, Broadhead	5d6/1d6	12-16"/0.3-0.4m.	0.25lbs./0.1kgs.	-	Piercing	50 [10]
Small Bolt, X-Head	3d6	6-8"/0.2m.	0.25lbs./0.1kgs.	-	Piercing	50 [10]
Small Bolt, Blunt	3d8	6-8"/0.2m.	0.25lbs./0.1kgs.	-	Bludgeoning	15 [10]
Small Bolt, Evisceration	3d8	6-8"/0.2m.	0.25lbs./0.1kgs.	-	Piercing	65 [10]
Small Bolt, Broadhead	3d6/1d6	6-8"/0.2m.	0.25lbs./0.1kgs.	-	Piercing	25 [10]
Sling Stone	3d4	1"/25mm.	0.1lbs./0.04kgs.	-	Bludgeoning	10 [25]

Melee Weapon

The following section covers various types of short ranged melee weaponry.

The following section will describe various types of Melee weapons that can be found throughout the universe and have been in existence for thousands of years and are easily made and procured but can still do devastating amounts of damage if used properly.

The following section gives a brief description of each weapon followed by Table 6-19 – Melee Weapons giving the stats for these weapons.

Axe

Often used to cut wood it is composed of a metal head that is sharpened on one end. Most of these have wooden handles although newer ones will have fiberglass or composite handles.

Bastard Sword [Long Sword]

This large heavy sword is a real bastard to wield, heavy and somewhat unwieldy this sword can do massive amounts of damage and does as much damage bludgeoning as slashing.

Bo Staff

This staff is made from a stout piece of wood such as oak or walnut and is generally five to six feet in length and gets two attacks automatically.

This also makes a great weapon for parrying.

Broad Sword [Long Sword]

This sword is slightly longer than a long sword but has a much wider blade; 4-5 [10-13cm] inches depending on model.

Claymore [Long Sword]

This large two-handed sword has a broad pommel and long handle that takes up over a foot in length of the sword. The blade is long, wide, and double edged and since it is a two-handed sword it gets 1.5 times [rounded down] the number of points of damage from the Long Sword boost.

Combat Knife

This thicker variant of a dagger has a wider edge and is meant for chopping and slashing rather than stabbing. They tend to only have a single edge to them and some models have serrations towards the bottom of the blade.

Cutlass [Short Sword]

Very similar to a saber the cutlass is slightly shorter with a broader blade and meant more for hacking than anything else. It has a hand guard that gives the hand 1 DD and 10% chance to keep from being disarmed.

Dagger

This short bladed knife has a sharpened edge on both sides and has a solid handle with generally a squared off crossguard and is good for quick slashes and powerful stabs. They all come with sheaths generally. It ignores 2 DD.

Flail

Originally used in the harvesting of grain this weapon is basically a mace with the head moved to a length of chain attached to the handle. Generally the head is slightly lighter than a mace head and multiple heads can be attached for example a three headed flail would deal 2d10+2 x3 points of damage and like a mace they can also be spiked or have sharpened edges and follow

the same rules.

Hatchet/Tomahawk

This single handed striking tool is meant to split and slice wood or human flesh and has a narrow slicing edge. This hand weapons is different from an axe due to its short handle and hammer or ball type head on the other end.

Katana [Long Sword]

This sword has deep cultural roots in Japan and is intertwined heavily with the Code of Bushido as well as that of the Ninja. This blade is a mixture of brittle and flexible metals expertly folded and forged into a perfect blade by master smiths. Generally the sword has a circular crossguard and often times they will have a throwing knife concealed in the wrappings around the hilt. This is traditionally a slashing weapon with either a chisel or semi-rounded chisel tip. Due to its superior craftsmanship it ignores 1 DD for a one handed model or 2 DD for a two-handed model. Traditionally these come with a hard wood lacquered sheath.

Kukri

This thick bladed weapon is a one handed knife designed specifically to hack off limbs and sever heads. Originally developed by the Nepalese this weapon was made most famous by the Gurkhas used by British military. The blade itself is set at a 35 degree angle and has a thick heavy blade for chopping. There is no guard on the handle which is mostly made of wood or more modern ones manufactured by major knife companies will have a polymer or rubber handle. On slashing attacks this weapon gets an 18-20 critical strike range when attacking a specific limb with called shots.

Long Sword

This longer bladed sword is about 2 [5cm] inches wide and is used for slashing and stabbing although its greater length makes it more difficult to stab with than a short sword. When stabbing it only ignores 2 DD due to the awkwardness of this style of attack.

Mace

A large metal head on the end of a long handle [either wood or metal] with the option of adding spikes or even sharpened edges. These weapons are as dangerous and fun as they sound. If spiked it does both piercing and bludgeoning damage and ignores 1 DD, if it has the sharpened edges on it can be used to slash and deals 4d10 pointes of damage.

Machete

This weapon is mostly used to clear brush or cut down sugar cane but can also do well at clearing away anything that gets in your way or bothers you such as branches, limbs, torsos, and the occasional annoying solicitor.

Manriki Chain

This chain has 2 weighted ends on it and is approximately four feet long. Traditionally used by Japanese martial artists this weapon can be thrown or used like a whip and is mostly used to strangle or entangle.

Nodachi

This weapon is a long blade in a solid handle and a

normal solid sheath and has a thin long blade that is meant for slashing and is used as a walking cane or stick by warriors when not in battle.

Nunchakus [Nunchucks]

Consists of either two wooden, plastic, or metal pieces about 10 [26cm] inches in length connected by a chain or piece of rope approximately 12-18 [31-46cm] inches in length.

Rapier [Long Sword]

Really meant more for dueling than most other types of fighting it is very good at piercing armor and getting into small confined places but the thin tip does allow for some nasty slashing attacks. With piercing attacks it ignores 4DD.

Saber [Short Sword]

This short sword has a hand guard running from the pommel of the weapon to its crossguard which is generally a solid piece of metal. Most of the time the guard is just a thin metal strip but more elaborate ones have what is called a basket hilt which covers the entirety of the front of the hand and part of the sides and is generally very ornate. A standard guard gives 1 DD to that hand while a basket hilt gives 2 DD and gives a 10% less chance of being disarmed. The blade is thin and long and should have a matching sheath made of boiled leather with metal fittings. Often times militaries of the past would have various grades depending on the rank the more stylized or ornate the higher the rank. As a weapon the Saber was most often times used by mounted cavalry.

Sai

Generally used in pairs these weapons are more defensive than offensive and are mainly used to trap and break sword blades.

These long pointed melee weapons if used offensively are meant to slice at the tip and to stab. The cross guards are wide and curve up and to the sides at the tip [which also can sometimes be used to slice with]. When Stabbing and ignores 4 DD.

Scimitar [Short Sword]

Another relative of the Saber this large curved blade generally has a length of 40 [1m] inches and since the blade is so heavy and thick it deals both bludgeoning and slashing damage.

Short Sword

This shorter bladed sword has a small crossguard [barely wide enough to keep ones hand from sliding off onto the blade] and can be used for both stabbing and slashing. This weapon is very easy and very versatile and is usually used by grunt troops as a secondary weapon when they are armed with pole arms or spears. It ignores 3 DD when stabbing.

Trench Knife

This knife doubles as brass knuckles. The blade length is about 10 [26cm] inches with a double edge on it that leads to a solid metal handle that has four finger holes built into it and a point on the pommel of the handle. It ignores 2 DD when stabbing and when punching deals lethal damage.

War Hammer

This weapon has a double sided head that allows for both bludgeoning and piercing attacks. The head is attached to a long and sturdy handle and designed to deal serious damage to armored enemies. The other side of the hammer has a spike that is curved and wickedly sharp and does piercing damage that ignores 2 DD.

Whip

This weapon is traditionally made of leather braided together. This weapon in skilled hands can cut just as well as a blade [some whips even use capped tips with sharpened edges]. This weapon can be used as a melee weapon but can hit targets that are several squares away.

Okay so we have the bastard sword and the

broadsword why isn't there a... - Mike

Don't even finish that sentence - Josh

Why not? - Mike

Because if you do you'll find out why it's called a broadsword - Josh

Table 6-21 - Melee Weapons

Name	Damage	Length	Lbs. /kgs.	Range	Type	Cost
Axe	8d6+2	48"/1230mm.	7.5lbs./3.3kgs.	Personal	Slashing	40
Bastard Sword	6d12+2	50"/1282mm.	10.0lbs./4.4kgs.	Personal	Slashing/Bludgeoning	200
Bo Staff	3d6	60"/1539mm.	3lbs./1.3kgs.	5'/1.5m.	Bludgeoning	20
Broad Sword	4d6+6	40"/1026mm.	7.5lbs./3.3kgs.	Personal	Slashing	400
Claymore	8d8+2	52"/1333mm.	12lbs./5.3kgs.	Personal	Slashing	500
Combat Knife	2d8+2/3d4+2	14"/359mm.	1.5lbs./0.7kgs.	Personal	Slashing/Piercing	75
Cutlass	3d10+2	32"/821mm.	5.0lbs./2.2kgs.	Personal	Slashing	300
Dagger	2d8/3d4	12"/308mm.	2.0lbs./0.9kgs.	Personal	Slashing/Piercing	25
Flail	2d10+2	42"/1077mm.	7.5lbs./3.3kgs.	5'/1.5m.	Bludgeoning	-
Hatchet/Tomahawk	2d10+1	24"/616mm.	3.5lbs./1.6kgs.	Personal	Slash/Bludgeon	40
Katana	5d8+1	40"/1026mm.	4.0lbs./1.8kgs.	Personal	Slashing	900
Kukri	3d6+3	18"/462mm.	4.0lbs./1.8kgs.	Personal	Slashing	30
Long Sword	4d12/4d10	42"/1077mm.	5.2lbs./2.3kgs.	Personal	Slashing/Piercing	400
Mace	4d10+2/4d10	36"/923mm.	10.0lbs./4.4kgs.	Personal	Bludgeoning/Piercing	-
Machete - Small	3d6+3	18"/462mm.	3.0lbs./1.3kgs.	Personal	Slashing	8
Machete - Large	3d8+3	24"/616mm.	3.5lbs./1.6kgs.	Personal	Slashing	16
Manriki Chain	4d8	48"/1230mm.	10.0lbs./4.4kgs.	5'/1.5m.	Bludgeoning	250
Nodachi	7d6+2	36"/923mm.	5.0lbs./2.2kgs.	Personal	Slashing	800
Nunchuck	2d10	38"/975mm.	2.0lbs./0.9kgs.	Personal	Bludgeoning	75
Rapier	3d12+3	42"/1077mm.	6.0lbs./2.7kgs.	Personal	Slashing	300
Saber	3d12+2	36"/923mm.	6.5lbs./2.9kgs.	Personal	Slashing	400
Sai	2d10/2d10+2	20"/513mm.	2.5lbs./1.1kgs.	Personal	Slashing/Piercing	25
Scimitar	4d10+4	40"/1026mm.	6.0lbs./2.7kgs.	Personal	Slashing	200
Short Sword	3d10+1/2d12+2	32"/821mm.	4.5lbs./2.0kgs.	Personal	Slashing/Piercing	400
Trench Knife	1d10+2/1d10	10"/256mm.	3.5lbs./1.6kgs.	Personal	Slashing/Piercing	65
War Hammer	4d8+2/3d10+2	60"/1539mm.	8.0lbs./3.6kgs.	5'/1.5m.	Bludgeoning/Piercing	65
Whip	3d12	72"/1846mm.	3.0lbs./1.3kgs.	10'/3.0m.	Slashing	25

6.3 – Equipment

This section of the chapter will cover various and sundry types of equipment that can be used to keep you alive, clothed, and fed as well as various other things such as tools and medical gear and weapon accessories.

This section lists everything from the basic clothing needs to the most advanced regeneration chamber and will be broken up into several sections for ease of finding and the last section will include a list of services available for purchase as well.

6.3.1 – Weapon Accessories & Add-Ons

The following section covers various accessories that can be mounted to weapons allowing for various bonuses and other things and has descriptions for each accessory followed by Table 6-20 – Weapon Accessories & Add-Ons which details the bonuses of these items.

ACOG Sight [Advanced Combat Optical Gunsight]

This allows a person to get additional bonuses to hit out to the 2nd and 3rd range increments by allowing them to semi-focus on the reticle and focus on the rest of the field of view with their other eye.

Barrel Weight

This is basically a piece of metal that is attached to the end of a handgun's barrel to keep it from rising when fired.

Compensated

These are slots that are cut into the barrel of weapon to allow gases to escape upwards helping to keep the barrel from rising.

Flash Suppressor

This is added to the end of a rifle to reduce the amount of flare that the weapon causes when firing making it harder to see and pinpoint.

Folding Bipod

This allows a shooter to more easily and quickly settle their weapon and concentrate on the target.

Gun Camera

This accessory allows a person to more easily aim around corners and over objects without exposing themselves.

Holographic Sight

This is a non-magnifying sight that allows a person to more easily target something.

Hybrid Sight

Basically this is a special rail that attaches to a weapon's Picatinny rail allowing the attachment of a regular magnifying scope and a holographic sight, the scope is mounted aft of the holographic sight and is mounted on a hinged plate allowing the scope to be flipped out of the way to allow going from ranged shooting to point shooting.

Laser Sight

This attaches generally to the bottom front of the gun and shoots out a thin laser to paint a target making it easier to hit the target.

Magazine

This holds ammo for various types of weapons and holds various numbers of rounds.

Magazine Coupler

With the magazine coupler you can couple two or more [up to three] magazines together.

With magazine couplers changing magazines is a free action.

Magazine Reloader

With the magazine Reloader you can lower the number of rounds it takes to reload a magazine by half [generally five rounds can be loaded per round in a magazine].

Mastercraft

This weapons is of very high quality and has tight tolerances make it a very accurate and reliable gun.

Picatinny Rail

This rail can be mounted to most firearms and mounts to various areas on the weapon. Any accessory that is capable of using a Picatinny rail can mount to this.

Red Dot Sight

This is a non-magnifying type of sight that allows a person to place a red dot over a target.

Revolver Speed Loader

With the revolver speed loader the amount of time it takes to reload a revolver is dramatically cut; however only revolvers with swing out cylinders are able to use these. Reloading revolvers generally takes up a movement action, reloading with a sped loader cuts this down to only a half movement action.

Scopes 1.5x, 2x, 3x, 4x, 5x

This allows a person to shoot at longer ranges more accurately.

Silencer

This device attaches to a weapon's barrel [and in some cases is built into a weapon's barrel] and completely silences the sound of the round being fired, however there is still a chance of a bolt or slide movement being heard.

Suppressor

This piece of equipment doesn't completely silence but does dampen a weapon's noise.

Tactical Light

This is basically a light that mounts to a gun.

Undermount Shotgun

This is either a pump or bolt-action shotgun that can be mounted under larger weapons like assault rifles.

Vertical Foregrip

This is a grip that mounts under the forward part of a weapon and allows better control of a weapon while firing it.

Table 6-22 – Weapon Accessories & Add-Ons

Item	Bonus	Basic Cost
ACOG Sight	+2 To Hit Out 2 nd /3 rd Range Increment	175
Barrel Weight	Handgun Only +1 To Hit Out To 15 Feet	75
Compensated	+1 To Hit Out To 30 Feet	250
Flash Suppressor	+1 To Hide While Firing At Night	75
Folding Bipod	Rifle Only - Negate 1 Part Of Called Shot When Used	30
Gun Camera	Shoot Around Corners -2 To Hit	800
Holographic Sight	+2 To Hit Out To Fifty Feet	150
Hybrid Sight	Bonuses Of Holographic & 1.5-5x Scope	200
Laser Sight	+1 To Hit Out To 1 st Range Increment	100
Magazine	Holds Ammo	5 x No. Of Rounds
Magazine Coupler	0.25/0.1	15
Magazine Reloader	0.2/0.09	30
Mastercraft	+1 To Hit, Needs Cleaned Less Often	+1,000
Picatinny Rail	Add Accessory As Free Action	500 Per Rail
Red Dot Sight	+1 To Hit Out To 2 nd Range Increment	150
Revolver Speed Loader	0.25/0.1	10
Scope x1.5	X1.5 To Normal Range	150
Scope x2	X2 To Normal Range	200
Scope x3	X3 To Normal Range	300
Scope x4	X4 To Normal Range	400
Scope x5	X5 To Normal Range	500
Silencer	-10 To Hearing Checks	1,000
Suppressor	-5 To Hearing Checks	500
Tactical Light	30 Feet Illumination	30
Undermount Shotgun	Another If Using Ambidexterity	+150 To Cost Of Shotgun
Vertical Foregrip	Reduce -1 From Burst/Auto Fire By Half	25

6.3.2 – Food & Preparation Items

The following section covers various types of foods and equipment used to prepare them with a brief description of each followed by a Table 6-21 – Food & Food Preparation detailing their stats.

Auto-Chef

Automation has come a long way since pre-space Earth and has helped to cut down the amount of manpower required to do certain tasks.

One of the best innovations was in the kitchen with the advent of the Auto-Chef.

The Auto-Chef is approximately the size of a stove or dish washer and once you have loaded the ingredients for your meal into it the Auto-Chef will prepare the pre-programmed meal.

Auto-Kitchen

The Auto-Kitchen is a larger and more complex item than the Auto-Chef and encompasses all aspects of a kitchen. From ordering groceries to washing the dishes after the meal is complete.

The Auto-Kitchen depending on the size can prepare meals for 100s to 1000s of people at a time.

Who Uses Auto-Kitchens - Hotels, Ships, Military Bases, Large Households, and Restaurants.

These are pretty much used anyplace that has to feed massive amounts of people and prepare the food within a small time frame.

Automated Vending Machine

Automated vending machines are the latest in a long line of vending machine types, and these are even more annoying than any other as well; these vending machines blare out advertisements, announcements,

and corny one liner jokes and have a rudimentary AI that has been known to chase potential customers for blocks.

Beverages

Current beverages for portable consumption now come in the universal size of 20oz/709ml. Every manufacturer uses the same shape of bottle as well, whether it is beer, water, juice, or pop. The only difference in the bottles is the label and color of the bottle. Beverages can be purchased in 1, 6, 12, or 24 bottle packs.

The bottles themselves are square shaped and made of a special heat malleable material that conforms to the drinkers hand once the beverage has been opened, thus allowing for a surer grip even on condensation covered beverages.

Other features include an internal cooling ring [that can be switched off for those who prefer their beverages warm] and have durations of twenty-four hours, the ring activates once the beverage has been opened or can be manually switched on prior to consumption guaranteeing a cool beverage.

To keep beverage spillage to a minimum the neck of the bottle has three sphincter-like valves, these as stated cut down on spillage and allow for drinking in zero-gravity.

Bottle Colors - Beer - Brown or Green, Water - Clear, Pop - Black, Juice - Red or Orange.

Food Synthesizer

Food synthesizers are basically machines the size of a microwave that depending on the price range can distribute anything from gruel like paste to the latest haute cuisine.

It should be noted however that even though it may look and taste like duck it isn't. The food synthesizer pulls minerals, vitamins, and nutrients from a 25lb. Block of nutrients and adds the desired artificial flavoring.

The FS uses a molecular synthesizer reconstruction to create the desired food after removing a suitable amount of material from the nutrient block. It should also be noted that any unused portions of the meal can be returned to the food synthesizer and be re-added to the nutrient block.

Who Uses Food Synthesizers -

Military - Although military ships and bases still have a regular kitchen staff and most times an auto-kitchen.

The food synthesizers are generally used to feed personnel during battle conditions and when short turnaround is considered a must.

Hotels & Passenger Ships - Hotels mostly use these for late night meals for guests when it would be cost prohibitive to have a full time 24-Hour kitchen staff.

Passenger ships use these as a less expensive option for business and commercial passengers who have a limited amount of money to spend on food.

Aid Organizations - Aid organizations use these for disaster relief missions; although their units are generally larger and more rugged due to the fact that they have to survive adverse weather conditions and feed a lot more people at one time.

Vending Companies - Vending machines have changed a lot since they were first introduced, the latest generation of beverage and junk food vending machines have built in food synthesizers.

Low Income Households - Mid range Food Synthesizers are popular with low income households due to their compact size and cheap cost to operate.

Nanno-Capsules

Nanno-Capsules are used to supplement a person's daily calorie and vitamin mineral intake.

Nanno capsules are generally used by those with only limited amounts of time and usually replace a person's mid-day meal. The military and police use these as short term emergency rations and quite a few commercial emergency and survival kits include these as well.

The main drawback to these however is that they can dehydrate a person rather quickly and thus extra fluid must be taken after use. The second problem is that with excessive use these can cause bowel problems causing stoppage problems in the bowels.

Nanno-Capsule Sizes [Calories]

250	500	1,000	2,500
-----	-----	-------	-------

How Nanno-Capsules Work - Nanno capsules take advantage of the latest in Quantum-Flux Space Technology. The capsule is packed with QFS Capacitors and Nanno-machines or Nannites. Once the outer shell is broken down by the stomach's acids it releases the Nannites and QFS Capacitors and the Nannites immediately start "Unpacking" as it were from the capacitors and distributing the contents to the stomach in a manner that reduces the chance of cramping but still makes the person feel full.

Another thing that should be remembered is that Nanno-capsules can be set for up to a twenty-four hour time release delay.

Portable Grill

These compact grills can come in many shapes and sizes. They usually run off small canisters of propane that can vary in size but are mostly universal. They can heat food quickly and be used to cook though that generally takes a bit due to size and lower heat outputs compared to a full sized grill.

Trail Rations/MRE

These preserved meal kits have an extremely long shelf life and even though they may not taste the greatest have they do have all the nutrition you need. They range in taste and quality but they all can be consumed up to 20 years or more after they were produced. MREs come with eating utensils, toilet paper, and coffee.

Water Purification Tablets/Containers

These tablets can be placed in a container with water and let sit for a few minutes and it will become drinkable. Though it works on most clear running water and even some stagnate. It wouldn't be wise to try and purify water from a sewage ditch they probably wouldn't work.

Packages of water purification tablets come in packs of twenty and can purify one liter of water each.

There are containers on the market that are the size of a squirt bottle that have a filter built into them. They can take just about any water source and make it drinkable. These containers expire depending on use. If your taking running clear river water they are good up to 1000 gallons if you're going to be turning mud puddles into drinking water they probably won't last nearly as long. They have replaceable filters though each model is different and unless the specific one required for the model is available they are ineffective.

Table 6-23 – Food & Food Preparation

Name	Weight [lbs./kgs.]	Cost
Auto-Chef	50.0/22.2	2,500
Auto-Kitchen	1,000/444.5	25,000
Automated Vending Machine	500/222	2,500
Beverages	1.5/0.7	1-5
Food Synthesizer - High End	25.0/11.0	1,000
Food Synthesizer - Ind. High	250/111.0	75,000
Food Synthesizer - Ind. Low	250/111.0	10,000
Food Synthesizer - Low End	25/11	250
Food Synthesizer - Military	250/111.0	25,000
Food Synthesizer - Vending	125/55.6	5,000
Nanno-Capsules	100 - 1.0/0.5	10
Portable Grill	5.0/2.2	35
Trail Rations/MRE	1.0/0.4/1 Day	10
Water Purification System	2.0/0.9	75

6.3.3 – Bags & Cases

The following section covers various types of bags, carrying cases, and luggage with a brief description of each followed by a Table 6-22 – Bags, Cases, & Luggage detailing their stats.

Backpacks

Backpacks of one type or another have existed for several thousand years and the ones listed here are only the most recent types to be introduced.

Type 1 - Has hydration pouch, two easily reached pistol concealment pouches, large main compartment, and two accessory compartments. This also has MOLLE style straps on it as well as adjustable shoulder straps.

Type 2 - Has fully adjustable shoulder straps, laptop compartment, integral hydration compartment, and pockets for radios, GPS, and other equipment. Additional MOLLE straps for more compartments as well. Size is - 20x13x12”.

Type 3 - Has MOLLE style webbing for attaching additional gear, main compartment, mesh pocket, zippered pocket, front pocket, two mesh envelope pockets, and one nylon envelope pocket, three pencil pockets, and two additional pockets as well as a small front pouch. Size is - 17x9x4”.

Type 4 - MOLLE strapping on front and sides, dual side pockets, two front pockets and main compartment. Size is - 20x19x12”.

Hardsuit Case

Have to do some traveling commercially and need to take your Hardsuit or full set of heavy armor and don't want to drag the whole Armor Sarcophagi with you? Well we have your solution right here with our series of Hardsuit/Armor Cases that come in a variety of sizes from carrying Mono-film Suits up to even the Ursine Kodiak Hardsuit. Standard colors are Anodized Black and Titanium. Other colors are available but add an additional 10% to the cost of the case.

Hardsuit Sarcophagus

The Hardsuit Sarcophagus is used to store, repair, and run diagnostics on Hardsuits and small power armored suits.

Military Messenger Bags

Messenger bags where originally used by couriers and messengers.

Type-1 - Weighing in at 5.0lbs. This bag has a large main compartment with quick release buckle, a side water bottle pocket, smaller accessory pockets on the side, top, and front for easy organization, and a rear zippered pocket for concealed carry. It also has fully adjustable shoulder straps and MOLLE webbing for attaching extra pouches and accessories. Measures - 13x13x6.

Type-2 - Weighing in at 6.0lbs. This bag has a main compartment for heavy gear and a concealed carry pocket, a drop pocket on the main flap, and several utility pockets and the exterior has MOLLE webbing for attaching extra pouches and gear. Measures - 11x14x5.

Patrol Bag

This bag has a large main compartment for field and shooting supplies as well as eight smaller pockets. Measures - 24x14x12.

Pistol Cases – Hard Shell

These small cases are used to hold handguns and are made of sturdy rigid materials.

Type 1 - Weighing in at slightly over 1lb. This case can hold two full size pistols. Measures - 14x9”.

Type 2 - Weighing in at slightly over 5lbs. This case can hold anywhere from six to eight handguns. Measures - 20x12”.

Type 3 - Weighing in at slightly over 3lbs. This case can hold up to four handguns or two handguns and ammo. 13x11x4”.

Pistol Cases – Soft Shell

These cases are designed to hold handguns and are made from soft durable fabrics.

Type 1 - Weighing in at slightly over 6lbs. This case has a very modular interior and includes a pistol holster, utility pouch, flashlight/multi-tool pouch, and a modular keeper. Measures - 12x10x3”.

Type 2 - Weighing in at slightly over 3lbs. This case has two pockets for handguns and six pouches for magazines.

Range Bags

Range bags are designed to carry your weapons and shooting gear to and from the range.

Type-1 - Weighing in at 8.0lbs. This bag has a main compartment with two open top compartments and a divided side pocket with elastic loops, two padded

exterior end pockets, two full length padded side pockets, and cell phone pouch. Measures - 16x10x11"

Type-2 - Weighing in at 6.0lbs. This bag has a single main compartment and dual side pockets. Measures - 15x9x8"

Rifle Cases – Hard Shell

These cases are made from hard materials such as plastics or metals and can hold rifles.

Type 1 - Weighing in at 21lbs. This case can hold most AR-15 style rifles and up to six spare magazines and is airtight and waterproof also has a purge valve for various altitudes. 6x13x38"

Type 2 - Weighing in at 25lbs. This case can hold two rifles and has a waterproof O-Ring. Case also has two carry handles and luggage wheels. 53x15x8"

Type 3 - Weighing in at 15lbs. This case can hold a single rifle. 48x10x5"

Rifle Case – Soft Shell

These cases are made from soft fabrics and materials and can hold rifles.

Type 1 - Weighing in at 5lbs. This case can hold most scoped rifles with magazine inserted and has five magazine pouches as well. 42" Length.

Type 2 - Weighing in at 10lbs. This case's larger pocket can hold most scoped rifles with magazine in place; secondary pocket has four elastic retention loops for most pistol magazines, a holster for most large frame revolvers and automatics and three magazine pouches. 40" Length.

Type 3 - Weighing in at 7.5lbs. This case in its main pocket can hold most scoped rifles with magazine in place and has a secondary pocket with Velcro closure at one end and a zippered pocket at the other. 38" Length.

Type 4 - Weighing in at 9.3lbs. This case can hold up to two rifles/shotguns of up to 50" in length and two handguns. Has both removable backpack straps and shoulder strap, has four exterior pockets, MOLLE style webbing. Measures - 51x14x4".

Type 5 - Weighing in at 8.0lbs. This case can hold up to two rifles/shotguns of up to 40" in length and two handguns. This has two large exterior pockets, eight pistol magazine pouches, and six dual AR-15 style magazine pouches. Measures - 42x12x5".

Type 6 - Weighing in at 10.0lbs. This case can hold up to two rifles/shotguns. This has three external MOLLE style pouches. Measures - 39x12".

Soft Sided Bags

These bags come in a variety of shapes and sizes and are made of soft but durable materials.

Assault Bag - Three external zippered pouches, adjustable shoulder straps, water proof and measures 34x15x12"

Bug Out Bag - Has main compartment with removable divider, two adjustable side pockets [sized for canteens], flashlight pockets, four accessory pockets, two zippered pockets, removable shoulder strap and concealed weapon pocket. Measures 13x10x4"

Deployment Bag - Two end pockets, side pocket, three

small interior pockets for items such as cards, medicine and the like; also has MOLLE style straps throughout.

Measures - 12x6x6.

Field Bag - Two zippered end pockets, two side pockets, interior map pocket, adjustable shoulder strap, water proof. Measures - 36x17x12"

Table 6-24 – Bags, Cases, & Luggage

Name	Weight [lbs./kgs.]	Cost
Backpack Type 1	0.25/0.1	100
Backpack Type 2	15.0/6.7	120
Backpack Type 3	10.0/4.5	40
Backpack Type 4	12.0/5.3	100
Hardsuit Case	2.2-666.7/5-1500	1,500-15,000
Hardsuit Sarcophagus	1.5MT	1,500,000
Military Messenger Bag 1	3.0/1.3	30
Military Messenger Bag 2	5.0/2.2	30
Patrol Bag	7.0/3.1	50
Pistol Case - Hard Shell 1	1.0/0.4	12
Pistol Case Hard Shell 2	5.0/2.2	60
Pistol Case - Hard Shell 3	3.0/1.3	20
Pistol Case – Soft Shell 1	6.0/2.7	22
Pistol Case - Soft Shell 2	3.0/1.3	10
Range Bag - Type 1	8.0/3.6	30
Range Bag - Type 2	6.0/2.7	15
Rifle Case - Hard Shell 1	21/9.3	200
Rifle Case - Hard Shell 2	25/11.1	100
Rifle Case - Hard Shell 3	15/6.7	50
Rifle Case – Soft Shell 1	5.0/2.2	70
Rifle Case – Soft Shell 2	10.0/4.4	50
Rifle Case – Soft Shell 3	7.5/3.3	60
Rifle Case - Soft Shell 4	9.3/4.1	120
Rifle Case - Soft Shell 5	8.0/3.6	80
Rifle Case - Soft Shell 6	10.0/4.5	65
Soft Sided Bag - Assault	15.0/6.7	60
Soft Sided Bag - Bug Out	8.5/3.8	45
Soft Sided Bag - Deployment	5.0/2.2	30
Soft Sided Bag - Field	7.0/3.1	80

6.3.4 – Magazine, Gear, & Accessory Pouches

The following section covers various types of pouches that hold magazines, gear, and accessories on belts, as well as items that have ALICE and MOLLE Straps with a brief description of each followed by a Table 6-23 – Magazine, Gear, & Accessory Pouches.

Ammo Dump Pouch

Holds either rifle or shotgun ammunition in either loose form or magazines and has an elastic slit allowing for ease of grabbing during running.

Baton Case

This small pouch is used to hold collapsed ASP batons on either a web belt or MOLLE/ALICE vests.

Beta-C Magazine Pouch

This pouch can hold up to four AR-15/Mini-14 30-Round Magazines. This has a shoulder strap, quick release buckles, and a pouch for a magazine loader and can be used with a MOLLE straps.

Drop Leg Dump Pouch

This has leg and belt straps and quick release buckles allowing for ease of use and has additional MOLLE straps and is mainly used to quickly drop empty magazines and other detritus into it.

Drop Leg Platform

This platform suspends from your belt and attaches to the thigh and has MOLLE style straps for attaching numerous accessories.

LBE Vest

This vest has eight rows of MOLLE strips.

LBE Vest Armor Carrier

This vest is very similar to a standard LBE Vest save that it allows the ability to place front and rear trauma plates in it when personal body armor is found to be too bulky. Vest has full MOLLE Capability. Also includes Drag Handle.

Magazine Holder/Reloader

Basically a quick and easy way to reload your weapon there are two styles.

Up The Sleeve - This type of Reloaders basically attaches to the forearm via straps and has a motorized slide that loads the magazine into the gun when the wrist is straightened.

Belt - These ones are pretty simple you tap the butt of your gun against the desired magazine and it drops at a 30 degree angle allowing the user to slide the gun over the magazine and then pull it free once it is locked into place.

Magazine Pouch [Pistol] Dual/Single

This has one or two pouches closed with a single snap button to hold it closed [some models also have quick release buckles, elastic retainers, or Velcro]. This pouch can hold up to one or two pistol magazines. This case can be attached to web belts, as well as MOLLE and ALICE vests.

Magazine Pouch [Rifle] Dual/Single

This has a single pouch closed with a single snap button to hold it closed [some models also have quick release buckles, elastic retainers, or Velcro]. This pouch

can hold one or two 30-Round AR-15 style magazines. This case can be attached to web belts, as well as MOLLE and ALICE vests.

Pistol Holsters

These various holsters are meant to hold handguns in a number of ways.

Ambidextrous Pistol Holster - Has thumb retention and elastic cord retention to ensure weapon security and has two removable MOLLE straps and a spare magazine pouch.

Ankle Holster - Fits around ankle.

Belly Band - Holds up to full frame style pistols and two magazine pouches, made of elastic. Gain a +1 equipment bonus to concealing handguns.

Belt Slide Holster - Slides onto belt and holds the wide close to your side, custom designed for gun.

Inside Pants Holster - Fits inside waste band of pants.

Leg Holster - Buckled Leg Straps, Thumb Break, Belt Loop, Magazine Pouch.

Pocket Holster - Breaks up outline of gun and fits in your pocket.

Shoulder Holster - Belt Loop, Thumb break, Double Magazine Pouch.

Tanker Holster - This holster can hold full frame pistols and revolvers and sits across the chest area.

Pistol Lanyard

With the use of the pistol lanyard you are unable to be disarmed [or at least having your weapon knocked a distance away].

Pistol Magazine Pouches

There are several varieties of pistol sized magazine pouches. This case can be attached to web belts, as well as MOLLE and ALICE vests.

Single - Holds a single double-stack magazine in a single pouch.

Dual - Holds two double-stack magazines in two pouches.

Triple - Holds three double-stack magazines in three pouches.

Milt Sparks Six Pack – Designed for 1911 style pistol magazines; hold six magazines relatively flat against your side.

Pouch [Dual] Flashlight

This has two pouches that have a single snap button to hold it closed [some models also have quick release buckles or Velcro]. This pouch can hold up to two small sized flashlights. This case can be attached to web belts, as well as MOLLE and ALICE vests.

Pouch GPS/Cell/Comm

This pouch has a single snap button to hold it closed [some models also have backpack style clips holding it closed]. This can open on either the short or long sides and holds a GPS, Cell Phone, or Personal Comm Device. This case can be attached to web belts, as well as MOLLE and ALICE vests.

Revolver Speed Loader Case

These cases can fit most utility belts, they can be found in single or dual pouch and are generally large enough to hold even large caliber speed loaders.

Rifle Magazine Pouches

There are several varieties of AR-15 Sized Magazine pouches. These pouches can be attached to web belts, as well as MOLLE and ALICE vests.

AR-15 Twin Dual - Holds four AR-15 magazines in two pouches.

AR-15 Triple Dual - Holds six AR-15 magazines in three pouches.

AR-15 Dual - Holds two AR-15 magazines in a single pouch.

AR-15 Single - Holds one AR-15 mag in a single pouch.

AR-15 Double - Holds two AR-15 magazines in two pouches.

AR-15 Triple - Holds three AR-15 magazines in three pouches.

AR-10 Twin - Holds two AR-10 magazines in two pouches.

AR-15 Butt Stock Pouch - This pouch straps to the stock of an AR-15 style rifle and holds a single 30-round magazine.

Drop Leg Shingle - Attaches to belt and straps to the thigh, holds six AR-15 30-Round Magazines in six pouches.

Rifle/Pistol Dual Purpose Magazine Pouches

There are several varieties of AR-15 & Pistol Sized Magazine pouches. These cases can be attached to web belts, as well as MOLLE and ALICE vests.

Dual - Holds two AR-15 and two pistol magazines in two pouches [pistol magazines have separate pouches on the front of rifle pouches].

Triple - Holds three AR-15 and three pistol magazines in three pouches [pistol magazines have separate pouches on the front of rifle pouches].

Rifle/Shotgun Scabbard

These scabbards can hold most shotguns and medium to short sized rifles, they have a retention strap that holds them in place with a buckle and can be mounted via D-Ring to a horse saddle, motorcycle, or slung via shoulder strap.

SAW Magazine Pouch

Capable of holding either 6 30-Round Magazines or 1 200-Round Belted Box. Has quick-release closure and can be used with MOLLE equipment.

Shotgun Ammo Sling

This shotgun sling holds twenty-five 12 to 8-Gauge shotgun shells.

Shotgun Butt Cuff

This elastic cuff fits over the butt of the shotgun and holds six 12 to 8-gauge shells.

Shotgun Shell Bandolier

This shotgun bandolier holds fifty 12 to 8-Gauge shotgun shells.

Shotgun Side Saddle

This hard plastic piece attaches to the side of the receiver and holds six 12 to 8-gauge shells.

Shotshell Pouch

This pouch holds ten 12 to 8-gauge shot shells in elastic loops inside the pouch and closes via a flap either held closed by Velcro or a snap.

SMG Magazine Pouches

There are several varieties of 30/45-Round Stick Magazine pouches. These pouches can be attached to web belts, as well as MOLLE and ALICE vests.

Stick Single - Holds 1 30/45-round stick magazine.

Stick Double - Holds 2 30/45-round stick magazines.

Stick Triple - Holds 3 30/45-round stick magazines.

Tool Pouch [Dual]

This has two pouches and has a single snap button to hold it closed [some models also have quick release buckles or Velcro]. This pouch can hold up to two multi-tool sized pieces of equipment. This case can be attached to web belts, as well as MOLLE and ALICE vests.

Utility Pouch

This has a single pouch closed with a single snap button to hold it closed [some models also have quick release buckles, elastic retainers, or Velcro]. This pouch can hold most misc. objects. This case can be attached to web belts, as well as MOLLE and ALICE vests.

Table 6-25 – Magazine, Gear, & Accessory Pouches

Name	Weight [lbs./kgs.]	Cost
Ammo Dump Pouch	0.25/0.1	20
Baton Case	0.25/0.1	10
Beta-C Magazine Pouch	2.0/0.9	30
Drop Leg Dump Pouch	1.0/0.4	25
Drop Leg Platform	1.5/0.7	45
LBE Vest	5.0/2.2	16
LBE Vest Armor Carrier	7.5/3.3	90
Magazine Holder/Reloader	0.2/0.09	60
Magazine Pouch - Pistol - 2/1	1.0/0.4	10
Magazine Pouch - Rifle - 2/1	1.25/0.6	15
Pistol Holster - Ambidextrous	1.5/0.7	15
Pistol Holster - Ankle	1.5/0.7	20
Pistol Holster - Belly Band	2.5/1.1	15
Pistol Holster - Belt Slide	0.5/0.2	20
Inside Pants	1.0/0.4	30
Pistol Holster - Leg	2.0/0.9	30
Pistol Holster - Pocket	1.0/0.4	30
Pistol Holster - Shoulder	3.0/1.3	30
Pistol Holster – Tanker Style	2.0/0.9	30
Pistol Lanyard	0.01/0.004	15
Pistol Magazine Pouch - Single	0.5/0.2	8
Pistol Magazine Pouch - Double	0.75/0.3	10
Pistol Magazine Pouch - Triple	1.0/0.4	12
Pistol Magazine Pouch – Milt Sparks Six Pack	1.0/0.4	60
Pouch [Dual] Flashlight	0.75/0.3	10
Pouch GPS/Cell/Comm	0.5/0.2	12
Revolver Speed Loader Case	0.25/0.1	10
Rifle Mag. Pouch - 5.56 2/1	1.0/0.4	12
Rifle Mag. Pouch - 5.56 2/2	1.0/0.4	20
Rifle Mag. Pouch - 5.56 3/2	1.0/0.4	30
Rifle Mag. Pouch - 5.56 1-2	1.0/0.4	15
Rifle Mag. Pouch - 5.56 3-1	1.0/0.4	20
Rifle Mag. Pouch - .308 2/1	1.0/0.4	15
Rifle Mag. Pouch - Butt Stock	1.0/0.4	10
Rifle Mag. Pouch - Drop Leg Shingle	2.5/1.1	30
Rifle/Pistol Mag. Pouch - 2/1	1.0/0.4	10
Rifle/Pistol Mag. Pouch - 3/1	1.0/0.4	20
Rifle/Shotgun Scabbard	3.0/1.3	40
SAW magazine Pouch	1.0/0.4	10
Shotgun Ammo Sling	1.5/0.7	15
Shotgun Butt Cuff	0.75/0.3	10
Shotgun Shell Bandolier	2.5/1.1	15
Shotgun Side Saddle	0.5/0.2	30
Shotshell Pouch [10]	1.0/0.4	10
SMG Mag. Pouch - Single	1.0/0.4	8
SMG Mag. Pouch - Double	1.5/0.7	10
SMG Mag. Pouch - Triple	2.0/0.9	12
Tool Pouch [Dual]	1.0/0.4	8
Utility Pouch	1.0/0.4	8

6.3.5 – Vision Enhancement Equipment & Cameras

The following section covers various types of vision enhancement equipment and various types of cameras with a brief description of each followed by a Table 6-24 – Vision Enhancement Equipment & Cameras.

Binoculars

There are many models and qualities of binoculars. They can range from a child's toy that has a 1-3X zoom clear to the military field issue that can see clearly up to

a mile away. Some even come with options such as night vision, infrared, range finding, and flash suppression.

1-5x Zoom – This mechanically enhances the image allowing a person to see further by increasing the sight increment ranges.

Digital – This electronically enhances the image allowing a person to see further by increasing the sight increment ranges.

Flash Suppression – This feature is especially useful to forward observers who are directing artillery and missile fire and their sight may be impaired by the bright flashes of the explosions; especially at night.

IR [Infra-Red] – This allows a person to see in the infra-red spectrum giving them a washed out view of what is going in the dark and at night.

LL [Low-Light] – This enhancement allows a person to see clearly in low-light situations.

NVG [Night Vision Glasses] – This mode for binoculars allows a person to see at night by enhancing ambient light; however the coloration is mostly greens and grays.

Range Finding – This function for binoculars allow a person to tell how far away something is by focusing allowing a person to lase a target and determine its distance.

Thermal – This type of function allows a user to see the heat radiated by objects ranging in black with no heat being detected to white or extremely hot.

Cameras

Cameras come in all shapes and sizes and can be anything from a 24 photo disposable camera to a thousands of dollar professional grade number with every bell and whistle known to man.

Some cameras such as digital ones run off of batteries while the cheap disposable ones can work off of a mechanical shutter.

Newer digital cameras can take both still pictures and videos.

Camera Ball

This small fist sized ball has a camera built into it and a gyro stabilizer that allows the camera to orient itself no matter how it lands.

Combat Goggles

These goggles include the following accessories; and can be worn normally or hooked to a person's cyber-optics. Commlink, Audio Enhancement, IR [30-feet], Anti-Dazzle, Low-Light [30-feet], HUD, and Tele-optics [1.5x]. Without a Comm sat uplink; distance of Comm is 5 kilometers; and these goggles give the user a +2 to notice checks. Power cell life is 600 hours.

Optional Accessories include echo location ability in a monochrome green color; this option cannot be fooled by IRThOp camouflage.

Digital Camcorder

This compact digital media recorder is capable of taking both still and moving media options. It also has a small amount of editing capability on the camera itself. Battery life is approximately 750 hours and can record up to an hour on internal memory but any longer than that requires a Moly-Chip memory stick which the standard size is 25 MU [or 25 hours].

Digital Glasses

These glasses come with several different functions - Standard surveillance with remote observation; Electromagnetic enhancement allowing for spotting hidden electrical equipment, X-ray vision, GPS w/HUD, 2-Way Comm. Battery Life duration is 60 hours.

These glasses also have the option of 3 cyber optics,

and 2 cyber audio options.

Helmet Cam [Civilian/Military]

This small digital camera magnetically locks to a helmet [whether Hardsuit or just a biking helmet] and has up to 5 hours of record time for military purposes it is used to record and coordinate troop movements and after mission briefings. Battery life is approximately 25 hours.

Periscope

This is a thin collapsing tube with several mirrors in it allowing a person to push the top over an object and still have a decent field of vision without exposing themselves.

Snake Camera

This type of surveillance camera comes in a case that often looks like a normal video camera and has up to fifty feet of fiber optic cable with a high resolution camera on the end, most units have a built in LCD screen to see but can also be attached to larger screens. These cameras have IR, Thermal, Low-Light capability and come standard with a 50 MU stick and has a battery life of 750 hours.

Table 6-26 – Vision Enhancement Equipment & Cameras

Name	Weight [lbs./kgs.]	Cost
Binoculars 1x	1.0/0.4	75
Binoculars 2x	1.25/0.6	100
Binoculars 3x	1.5/0.7	150
Binoculars 4x	1.75/0.8	175
Binoculars 5x	2.0/0.9	200
Binoculars Digital	0.3/0.2	800
Binoculars Flash Suppression	+0.1/0.05	+100
Binoculars IR	+0.1/0.05	+100
Binoculars LL	+0.1/+0.05	+100
Binoculars NVG	+0.25/0.1	+250
Binoculars Range Finding	+0.25+0.1	+250
Binoculars Thermal	+0.1/0.05	+100
Camera - Basic/Digital	2.0/0.9	45
Camera - Basic/Film	1.0/0.4	15
Camera - Professional/Digital	5.0/2.2	200
Camera - Professional/Film	5.0/2.2	175
Camera - Disposable	0.5/0.2	5
Camera Ball	5.6/2.5	350
Combat Goggles	5.0/2.2	1,750
Digital Camcorder	2.5/1.1	100
Digital Glasses	1.0/0.45	75,000
Helmet Cam	1.2/0.5	275
Periscope	0.7/1.5	125
Snake Camera	5.0/2.2	125

6.3.6 – Tools

The following section covers various types of tools and equipment used for repairing and building with a brief description of each followed by a Table 6-25 – Tools.

Bench Rest

Bench Rests come in two different types, portable and stationary.

Bench rests are mainly used for zeroing in weapons and making adjustments to them, however they can also be used to enhance ones shooting ability allowing for a stable platform to shoot from.

Portable bench rests give you a +1 to hit with ranged weaponry, while stationary benches give you a +2 to hit.

Bolt Cutters

This tool is designed to cut through thick metal, the thickness of the metal is dependent on the size of the cutters.

The standard size can slice a ¾ inch bolt with a little elbow grease in a few seconds.

Corded Saw

This type of saw is a long thin cord that is usually found in survival kits and uses extreme friction to do its cutting and is generally coated with things such as diamond dust or other similar materials.

Demolitions Kit

Includes all the various tools you could possibly need for any demolitions work that might come up, including disarming enemy devices. +2 To explosives and grenades boost.

Drill Saw

This tool has a rod with a drilling head and teeth up the shaft attached to a sturdy handle. This tool works on most plastics and woods. Shaped like a screw driver this is small and compact.

Duct Tape

It is a simple item and very common place. It has a thousand and one uses. Whether holding your door panel on or sealing a leaking hose. Duct tape is a must for survival or hurried repairs.

Entrenching Tool

This folding tool is designed to be used for numerous things; it of course can be used for digging but due to the short length of it this task is quite difficult unless you are doing anything more difficult than digging a small hole.

Another use for the tool is chopping through thin wood or branches with most tools having one edge sharpened.

Some E-Tools also include a compass and emergency kits in the handle.

This tool is approximately 18 inches long when unfolded.

Epoxy

This kind of adhesive is stored in two parts and when combined it forms a super strong bond that is powerful enough to withstand grinding, machining, and drilling.

Extendable Mirror

This thin object is basically just a small mirror on the end of a collapsing rod so that you can see around corners and under objects.

Field Dressing Kit

This kit is used to dress out killed animals on the spot and includes several flensing knives and a bone saw as well as a whetstone to keep them sharp.

Some models even include a tanning kit.

Gun Cleaning Chemicals

These chemicals can be used to refill your gun cleaning kit and have twenty-five uses.

Gun Cleaning Kit

The gun cleaning kit is used to keep your weapon in good condition and if weapons are not kept clean they start to degrade as explained earlier in this chapter. The chemicals in the kit can be used twenty-five times.

Gunsmith Tool Kit

This kit weighs ten pounds and carries tools for just about any minor to moderate weapons repair or upgrade. This kit gives a player with the Knowledge/Craft Gunsmithing boost a +3 to their checks.

Multi-Tool

This is a tool that has a variety of tools all in one. Most contain pliers, knife, screw driver, bottle opener, small saw blade, tooth pick, small flash light and tweezers. Some of the higher end models have compasses, flint and steel, and scissors.

Plasma Torch

Able to cut through even the toughest and thickest amounts of battle plate [although it may take a while sometimes] can also be used to weld materials together. This uses a Mini-Cell.

Retrieving Magnet

This item is a large magnet with an eyelet attached to it to feed rope through so when you drop a metal object out of your reach you can simply lower the magnet to it and pull the item back to yourself. Most are rated for 250 pounds though they come in larger and smaller ratings.

Sewing Kit

With this small sewing kit holding a variety of threads and buttons, as well as needles of course you can

repair up to fifty articles of clothing and gives you a +1 bonus to craft clothing.

Sharpening Stone

Used to sharpen blades after wear and tear. This stone is compact light and a must for anyone needing to keep edges honed.

Shooting Range Box

This box is used as a field expedient way to clean guns and carry all your cleaning accessories in the field. It has multiple divided areas and can carry up to ten extra pounds of gear and have two built in padded forks for holding your gun while cleaning.

Slim Jim

This is the street name for a thin metal tool that is used to open locked car doors and in the hands of a professional this can be done in only a few seconds.

Super Glue

This adhesive is strong and can seal cuts quickly. Though there are fast drying products out there other than on skin this compound takes a while to dry. When dry it forms a solid connection; and can be used for general repairs.

Tire Repair Kit

Comes with patches and plugs as well as adhesive. This kit fixes most if not all small punctures.

Tool Kit

This set of tools contains the basics for general repairs. This includes Hammer, screwdrivers and driver bits, wrenches and socket set, pliers, cutters and locking pliers, tape measure, utility knife, hex wrenches, precision screwdrivers, commonly used fasteners and anchors. All of this is in a handy carrying case.

Table 6-27 – Tools

Name	Weight [lbs./kgs.]	Cost
Bench Rest - Portable	10.0/4.5	16
Bench Rest - Stationary	20.0/8.9	250
Bolt Cutters	10.0/4.5	30
Corded Saw	0.5/0.2	8
Demolitions Kit	10.0/4.4	1,500
Drill Saw	0.125/0.6	5
Duct Tape	1.5/0.7	5
Entrenching Tool	5.0/2.2	25
Epoxy	0.125/0.6	5-15
Extendable Mirror	2.0/0.9	25
Field Dressing Kit	5.0/2.2	60
Gun Cleaning Chemicals [3]	3.0/1.3	20
Gun Cleaning Kit	1.0/0.4	40
Gunsmith Tool Kit	10.0/4.5	250
Multi-Tool	1.0/0.4	5-125
Plasma Torch	4.5/2.0	500
Retrieving Magnet	5.0/2.2	18
Sewing Kit	0.25/0.1	7.50
Sharpening Stone	1.0/0.4	3
Shooting Range Box	5.0/2.2	40
Slim Jim	2.0/0.9	100
Super Glue	0.125/0.06	1
Tire Repair Kit	0.125/0.06	2-25
Tool Kit	13.0/5.8	30-150

6.3.7 – Energy Generation Equipment

The following section covers various types of energy generation equipment with a brief description of each followed by a Table 6-26 – Energy Generation Equipment.

Field HBT Furnace

This large furnace is brought into the field when cities lose power or if a large field army will be in place for long periods of time and is able to supply a medium size city with power for fifteen days.

HBT Power Cells

Mini-Cell - The HBT Mini-Cell was developed in late 4539 C.E. and has a maximum of 250 hours of power generation depending on the item using it.

Standard Cell – The HBT cell was first introduced in the 2500's by Hildebrandt technologies and can

Table 6-28 – Energy Generation Equipment

Name	Weight [lbs./kgs.]	Cost
Field HBT Furnace	15.2MT	5,000,000
HBT Cells - Mini	3.4/1.5	125
HBT Cells - Standard	6.75/3.0	250
Portable HBT Generator	33.75/15.0	25,000
Solar Panel Charger	10.0/4.5	400

6.3.8 – Communications Equipment

The following section covers various types of communications equipment with a brief description of each followed by a Table 6-27 – Communications Equipment.

CB Radio

Mostly used by truckers these communication devices can communicate with others so long as you are on the same frequency. They can be affected by weather and have limited capabilities but will function with another CB radio even if every phone line and satellite is down.

Comm Array

This portable array is the size of a backpack and can actually send on its own without a Comm satellite uplink but does include that. By itself it has a 250 mile range on its own and coordinates up to 1,000 separate Comm units. Powered by a mini-HBT cell the operational life is approximately 1,000 hours. Included wrist comp has 150 terabytes of free memory.

Comm Hand-Held

This small phone like device up-links to either local Comm Array trunks or Comm Satellites and is used basically the same way that modern cell phones are. All Comms have both audio and a small viewing screen while more expensive models have Holo-vid projectors and even remote controls for vehicles.

Comm Terminal, Portable

Table 6-29 – Communications Equipment

Name	Weight [lbs./kgs.]	Cost
CB Radio	5.0/2.2	30
Comm Array	33.75/15.0	25,000
Comm Hand-Held	0.6/0.25	750
Comm Terminal, Portable	202.5/90	115,000
Comm Visor	2.5/1.1	250
Ham Radio	5.0/2.2	200
Roving Comm Unit	75/33.3	750
Walkie Talkie	2/2.0/0.9	2/50

produce power for up to 1,000 hours depending on the item using it.

Portable HBT Generator

Providing up to 500 hours of power for regular output appliances, and uses a standard HBT Powercell.

If you can't afford the noise of a normal generator, and need to power something temporarily, this power pack is ideal. Can generate 500 hours of regulated power output off of one standard HBT cell.

Solar Charger Panel

This 12 inch by 12 inch [0.3x0.3m] panel folds up rather compactly and is easily stored and when unfolded is able to easily recharge most devices within a few hours time and is even able to run smaller devices while charging.

Calling this terminal portable is a bit on the oxy-moronic side since it weighs 90 kilograms [or over 200lbs.]. This terminal can coordinate up to 10,000 Comm units and is generally used by the military and large corporations to coordinate in house communications. If used in the field they run off of a full size HBT cell for over 5,000 hours otherwise it is hooked into a buildings power supply.

Comm Visor

This clear visor [although usually shaded some color and capable of becoming opaque at need] has a built in Comm modem and scrolls data across the visor Similar to a HUD. This also has a 10 Terabytes of free memory.

HAM Radio

These long range communication devices can be used much like a CB. The only drawback is reception is based on the size of your antenna so having a stationary one hooked to a large 60 ft. antenna could reach far beyond one with a cheap radio antenna hooked to it.

Roving Comm Unit

This item is used by large buildings and places such as amusement parks to locate customers and relay calls.

Walkie Talkies

These short wave radios can reach other radios though most can only reach a few city blocks on a good day. There are higher end models that can go miles.

6.3.9 – Restraints

The following section covers various types of restraints with a brief description of each followed by a Table 6-28 – Restraint Devices.

Capture Belt

Carried by police and bounty hunters this belt starts out small about 3 [8cm] inches on a side and when thrown towards a victim quickly expands into a large belt like item that tries to wrap itself around the target and restrain them.

Cybernetic/Nanno-Tech Cutoff Cuff

This cuff is placed around the wrist of a prisoner or a person that is considered dangerous to protect a client and sends an electrical pulse through the body to deactivate or weaken cybernetics and Nanno-ware.

Handcuffs

These restraint devices come in many forms. The standard law enforcement ones are made of high quality steel. They can be unlocked with a key and have a double lock that can be engaged that makes picking them extremely hard.

The adult novelty ones have a soft cloth cover over them and a simple latch or button to unlock them.

Prisoner Adjustment Collar

This device is placed around a prisoner's neck to better control the prisoner; if the prisoner misbehaves in any way they are given a low voltage shock, if they continue

to misbehave they will be shocked with consecutively larger doses. The shocks range in size from 1d4, 1d6, 1d8, 1d10, 1d12, and 1d20, the guard controls the level with a remote and these shocks deal Subdual damage.

Prisoner Rehabilitation Suit

The Prisoner Rehabilitation Suit is used by the Theban Cluster Penal System to help rehabilitate criminals, these suits are made completely of Nanno-tex and are bonded with the criminal and are a specific color depending on what job field they are being sent into.

The suits have a small AI built into them that teaches the criminal the skill while helping them perform the skill for.

The suit actually takes over all processes of their body and the criminals have no free will until their sentence has been completed and they are released back into society to continue the job that they trained for while in the rehabilitation suit.

Certain criminals are not allowed rehabilitation, these are individuals that have either a death sentence or life sentences and are kept locked up on one of the Abaddon class penal stations.

Zip Cuffs

Plastic bindings that easily connect objects. They come in a variety of sizes and weight ratings though the larger they are the stronger they are.

Table 6-30 – Restraint Devices

Name	Weight [lbs./kgs.]	Cost
Capture Belt	11.25/5.0	240,000
Cyber/Nanno Cut-Off Cuff	1.125/0.5	225
Handcuffs	1.0/0.4	25
Prisoner Adjustment Collar	2.8/1.25	150
Prisoner Rehabilitation Suit	25.0/11.1	25,000
Zip Cuffs	0.5/0.2	4 [100]

6.3.10 – Survival, Camping, & Outdoor Equipment

The following section covers various types of survival, camping, and outdoor equipment with a brief description of each followed by a Table 6-29 – Survival, Camping, & Outdoor Equipment.

Camo Netting

Capable of covering 144 [44m] square feet of area the Camo netting can cover objects and hide them from view. The net gives an object a +3 to Survival Camouflage checks.

Climbing Equipment

This kit includes 250 [77m] feet of 500lb. [222kgs.] Test rope, a rock hammer, pitons, D-rings, carabineers, climbing harnesses, and everything else needed to safely climb.

Compass

This device is able to orient directions via use of the earth's magnetic poles. +1 to survival navigation checks.

Diving Gear

This standard set of diving gear includes a wet suit knee and elbow protectors, weight belts, buoyancy vest and compensator, pony bottle, dual tank air tank [48 hours of oxygen] Regulator, Hood, Dive Mask, Fins, Light and bags to carry stuff in. +2 to swim checks.

Diving Gear, Stealth

This set of diving gear includes a wet suit knee and elbow protectors, weight belts, buoyancy vest and compensator, pony bottle, dual tank air tank [48 hours of oxygen] Regulator, Hood, Dive Mask, Fins, Light and bags to carry stuff in. +2 to swim checks.

This set also includes an MHD pack and everything has an IRThOp coating; +2 to Survival Camouflage checks.

Diving Helmet, Armored

This armored dive helmet is air tight and conforms to the wearers head; the helmet includes a camera and Comm unit. Helmet is DD5 and has fog proof visor. The helmet works with any scuba apparatus. The visor also has the ability of holding two more cyber-optics.

Flare/Flare Gun [Shell]

Flares are signaling devices that have a cap on one end that is removed and then a striker is struck against the cap to light it.

A flare gun fires a cartridge into the air that ignites and burns usually a bright red [the military and police use various colors for various purposes] to catch the attention of those around.

There is also a cylindrical type of flare that has a string at one end that launches a flare into the sky.

These can be used as weapons and only to ignite the

target and only give minor burns; dealing 1d8 points of damage.

Ghillie Suit

This is a loose suit with various pieces of rags and camouflage items such as grass, twigs, and branches woven through it to increase a person's chance of hiding. The Ghillie Suit gives a person with the Survival Boost a +3 to their Survival Checks [Camouflage Only].

GPS

A GPS device uses satellite readings to show where you are and when programmed how to get to your destination. They are reliant on the ability to communicate with a satellite.

Grappling Gun, Large/Small

Both of these items use compressed gas to fire their grappling hooks. The smaller of the two guns has a 250Ft. or 75 meter range with 500Ft. or 150 meter cable line with a 500lbs. or 225kgs. lift capacity and retracts at a rate of 7.5 [2m.+] feet per second.

The larger of the two has a 400ft. or 125 meter range with 825ft. or 250 meters of cable with a 750lbs. or 335kgs. Lifting capacity and retracts at 15 [4m.+] feet per second.

The lines have eyelets for attaching carabineers and d-rings from harnesses or climbing belts.

There are several different styles of hooks that can be attached as well and include but are not limited to magnetic, molecular bonding, folding, standard, harpoon, piton, and self-drilling piton.

Magnesium Fire Starter

This pocket sized tool can start fires without the need of fuel. You simply scrape shavings from the block and ignite them by striking the attached steel striker. The fire generated burns extremely hot and can even ignite damp kindling.

Magnetic Wire Gun

Used mainly in space as a safety and rescue mechanism this gun uses a gas charge to fire either a magnetic or molecularly bonding magnet that can attach to any surface out to 25 meters or 80 feet and can actually be used as a pulley by attaching the rear magnet to a another surface.

Magneto-Hydrodynamic Pack

MHD technology was in its infancy at the beginning of the 21st century but since then has been advanced and micronized to the point that it can be fit into a underwater diving pack. Able to travel at up to twenty-five kilometers an hour and running off of the electrons stripped from the water that passes through it.

Map

A map printed on paper or in some cases an electronic device that shows geographical pictures and even roadways in the case of an atlas. With this item players get a +1 bonus to navigation.

Rappelling Winch

Mainly used by military personnel and able to attach to most standard Hardsuits [military and civilian] they have numerous sound baffles and rubber coating on the cable lines and apertures making them completely silent.

The standard model has 250 meters or 800 feet of cable and retracts at a rate of 25 meters or 80 feet per second, additional cable pods can be added for longer lengths.

Rope

Made out of braided fibers this item is simple but extremely useful. Depending on what it is made of and the quality depends on the weight rating. Most rope is rated for 150 [67kgs.] pounds though logging rope and other specialty kinds can rate to the thousands of pounds.

Sleeping Bags

Sleeping bags are plush blankets with a zipper sewed into them so one can then close it around them. Some even cover the occupants head. Either way it's a compact and light shelter from the weather.

Snowshoes

This piece of equipment is essential if crossing large expanses of snow or ice and allows the weight of the user to be spread over a larger area and keeping them from sinking through snow or cracking ice. Generally these are made out of aluminum and nylon webbing but more primitive ones can be made on the spur of the moment out of branches and string. These items give a user +2 to traverse snow and ice.

Solar Shower

This item is made from heavy duty materials and can hold up to two gallons of water. Basically one fills the shower with water, hangs it from a tree to warm in the sun and then takes their shower.

Survival Blanket

These lightweight silver Mylar blankets reflect a person's body heat back to them quickly warming them [+1 to survival checks Vs. Cold Weather] comes in packs of three.

Survival Bottle

This plastic water bottle contains a basic survival kit and includes - magnesium fire starter, expandable towel, emergency blanket, a multi-function pocket knife [5 tools], a 6-In-1 Survival Knife, survival whistle, thermometer, magnifying glass, signal mirror, LED flashlight, and a compass.

Tents

Tents come in various shapes and sizes. From the one man tarp hung over a rope with 4 stakes to lavish 8 person dome tents with water proof liners. They are all designed to shield the occupants from the weather and possibly small biting insects. If one is lucky enough to have a camouflaged tent that matches the area you are in it also will provide a miscellaneous modifier of +1 to avoid being spotted while in it.

Thermos

These storage containers keep hot things hot or cold things cold usually liquids. The cheaper ones will do so for a few hours. The pricier ones can do so for a few days; although these are more fragile due to having a glass insulator in them.

Table 6-31 – Survival, Camping, & Outdoor Equipment

Name	Weight [lbs./kgs.]	Cost
Camo Netting - 12x12	5.0/2.2	30
Climbing Equipment	50.0/22.2	500
Compass	0.25/0.1	25
Diving Gear	20.0/8.9	10,000
Diving Gear, Stealth	25.0/11.1	16,350
Diving Helmet, Armored	2.5/1.1	495
Flare	1.0/0.4	5
Flare Gun	2.5/1.1	25
Flare Gun Shell	0.5/0.2	5
Ghillie Suit	5.0/2.2	90
GPS	1.5/0.7	30-250
Grappling Gun - Large	16.9/7.5	3,325
Grappling Gun - Small	11.25/5.0	1,950
Magnesium Fire Starter	0.25/0.1	3
Magnetic-Hydrodynamic Pack	15.0/6.7	3,500
Magnetic Wire Gun	8.6/3.8	750
Map – Local	0.25/0.1	1.50
Map - Military Grade	4.0/1.8	200
Map - Road Atlas	3.0/1.3	20
Map – State	0.25/0.1	3
Rappelling Winch	15.0/6.7	295
Rope - Light 100Ft. 150/66.7	25/11.1	100
Rope - Medium 100Ft. 500	125/55.6	250
Rope - Heavy 100Ft. 1k	250/111.1	500
Sleeping Bag - All Weather	7.5/3.3	50
Sleeping Bag - Summer	5.0/2.2	25
Sleeping Bag - Winter	10.0/4.5	125
Snowshoes	5.0/2.2	55
Solar Shower	2.0/0.9	15
Survival Blanket [3]	1.0/0.4	10
Survival Bottle	2.0/0.9	10
Tent – 1 Man	5.0/2.2	75
Tent - 2 man	6.0/2.7	100
Tent - 4 Man	10.0/4.5	250
Tent - 8 Man	15.0/6.7	300
Tent - 12 Man	45.0/20.0	750
Thermos	1.0/0.4	7.50

6.3.11 – Computers

The following section covers various types of computers with a brief description of each followed by a Table 6-30 – Computers.

Computer, Hand-Comp

This Hand-Comp is even more portable than the Laptop but nowhere near as protected it comes with 250 Terabytes of memory [25 MU] and is powered by an internal rechargeable battery that lasts about 200 hours and has a built in Comm modem as well as a hard holography keyboard and a built in Holo-vid projector.

Computer, Laptop

This laptop is very portable and hardened to boot it comes with 2500 Terabytes of memory [250 MU] and is powered by a miniature HBT cell and has a built in Comm modem.

Computer, Life Force Matrix

One of the Neo-Prussian Empire's more insidious uses for cloning the Life Force Matrix Computer is basically a biological computer with a highly intelligent technician class clone installed into it with wiring connecting

directly to the clone's brain. These devices are used only at Neo-Prussian Military and Government facilities and the humongous Titans and Monitors. Computer Use +10.

E-PADD - Electronic Personal Accessory Data Device

The E-PADD is the 63rd Century equivalent of a PDA and laptop computer rolled into one.

All E-PADDs have the following features - Hard Holography Keypads that can be configured for personalized use, 100 Terabytes of Memory, Data-Storage Capability, GalactaNET browsing capability, Built in Comm, Book Reader, Software use and manipulation.

E-PADDs are approximately the same length and width as a paperback book but only a ¼" thick, you can also do the following - Watch Holo-Movies and Vids, Play Music, Play Games.

GalactaNET Immersion Chair

This large comfortable chair is used by hackers and system administrators [or even GN fans] as a full immersion device and allows them to interact more

easily with the virtual environment without worrying about their body. With this chair you gain a +5 to all Hacking and Computer use checks while on the GalactaNET. This must be linked to a computer and can sustain a person for up to three days.

GalactaNET Immersion Visor

This large visor is used by most people who are going to be spending long amounts of time doing data searches. With this visor you gain a +2 to Computer use checks related to data gathering while on the GalactaNET.

Hard Holography Panels & Hard Holography Interface Tool

Modern control panels do not consist of touch panels, buttons, or switches anymore; although most system do have emergency backup panels with standard touch panels. Hard Holography panels have replaced the old type of controls to cut down on the amount of wear and tear and preventive maintenance.

The Hard Holography Interface Tool itself looks like a pre-space wrist watch that can wirelessly connect to an internal AI, E-PADD, or a control panel, and has about a 250 terabyte memory capacity.

The Hard Holography Interface Tool manifests as a flat plane over a wearer's wrist, basic setup is QWERTY standard but can be modified for a user's preference, most military duty suits have built in tools.

Master Operations & Communications Terminal

This all-encompassing system was jointly designed by OFI, THI, TCRD, MSS, and MA to fulfill virtually any C3I function needed. The system has a military grade Comm modem that can coordinate with several thousand Comm units, full surveillance setup with audio and visual editing programs, as well as a remote Comm satellite uplink.

The system is very modular and easily upgradeable, although not as portable as some would like it does not take long to break down and store for shipping. Gives +6 to all computer checks and has 50,000 Terabytes of memory [5000 MU] and is run off of a single regular sized HBT Cell.

Moly-Chip

These thin chips are made up of a crystal known as Monochrystallanium and Palladium and can be of any size memory unit. Moly-Chips are used to store data as well as music, movies, games, and books. Moly-Chips are a chip of molecular circuitry approximately 1/4" on a side and a 1/10" of an inch thick.

Sizes -

125 Terabytes	250 Terabytes
500 Terabytes	750 Terabytes
1,000 Terabytes	1,250 Terabytes
1,500 Terabytes	2,000 Terabytes
2,500 Terabytes	3,000 Terabytes
3,500 Terabytes	4,000 Terabytes
5,000 Terabytes	7,500 Terabytes
10,000 Terabytes	15,000 Terabytes
20,000 Terabytes	25,000 Terabytes

Nanno-Brain Hack System

This modular and small system is used to hack into other people's or an AI's Nanno-brains and either spy on them, retrieve information from them or completely suborn them into doing whatever you want them to do.

Has a built in Comm-link for ranged assaults and gives +2 to hacking.

Or if one of the systems hack plugs is installed into a cyber-jack on the back of the person's head it gains a +4 to this. Has 250 memory units and has a battery life of 250 hours.

Table 6-32 – Computers

Name	Weight [lbs./kgs.]	Cost
Computer - Hand-Comp	3.4/1.5	15,000
Computer – Laptop	11.25/5.0	43,450
Computer - Life Force Matrix	563/250	1,000,000
E-PADD	1.25-1.75/0.6-0.8	125
GalactaNET Immersion Chair	25/11.1	75,000
GalactaNET Immersion Visor	2.8/1.25	500
Hard-Holography Interface	2.5/1.1	250
Master Ops. & Com. Terminal	56.25/25	675,000
Moly-Chip [1MU]	0.1/0.05	10
Nanno-Brain Hack System	5.0/2.2	15,000

6.3.12 – Clothing

The following section covers various types of clothing with a brief description of each followed by a Table 6-31– Clothing.

Denim Clothing

These clothes are made from a rugged material that usually adorned with many pockets and match just about anything. They tend to only make pants from this cloth but coats and vest are often fashioned out of it too.

Designer Clothing

Mostly seen on runways in Paris and the likes these clothes are top of the line in fashion yet not function.

They tend to be hard to run in or be acrobatic in. From the odd ball to the sexy, these clothes will let people know you have money to throw away or that you just stole something.

Fatigues

These basic issue military BDUs come in a variety of camouflage patterns and are constructed from thick heavy duty materials. They will get you through the day and will provide a +1 bonus to Survival Camouflage.

Gloves

There are many kinds of gloves. They range in quality and fit; though they all provide protection of some kind. They newer Kevlar gloves can take quite a bit of

damage.

Glove Types - Kevlar, Stainless Steel Fillet, Cloth, Leather, Welding. All Gloves give a +1 Damage Deflection to hands, Kevlar give +2 Damage Deflection.

Riding Leathers

Table 6-33 – Clothing

Name	Weight [lbs./kgs.]	Cost
Denim Jeans	5.0/2.2	40
Denim Shirt	2.0/0.9	25
Designer Clothing	-½	X3
Fatigues	X1.5	X2
Gloves - Cotton	0.125/0.05	2-10
Gloves - Kevlar	1/0.4	15-40
Gloves - Leather	0.125/0.05	9-100
Gloves - Stainless Steel Fillet	0.25/0.1	8-40
Gloves - Welding	1.0/0.4	10-50
Riding Leathers	25.0/11.1	100-500

6.3.13 – Identification

The following section covers various types of identification with a brief description of each followed by a Table 6-32 – Identification.

Bounty Hunter Badge

The Bounty Hunter badge is a hard case holding the bounty hunter's badge, ID, as well as past and present bounties.

Dog Tags

Different governments issue different styles of Dog Tags from simple cheap stamped tin to Digital Dog Tags.

Stamped Tin - These are the same style of dog tags that have been used for millennia.

Steel w/Thumb Print - a little more sturdy these tags also have an etched image of the owners thumb print.

Digital Dog Tag - The latest in dog tags these are about the same size of a normal dog tag however these are quickly being replaced by IFF pins. These dog tags are made of smart plastic and store the soldier's information as well as medical data, I.D. and can act as a debit card.

Identi-Chip [IDC]

Probably one of the most useful and versatile pieces of technology to ever be invented. The IDC is approximately the size of an old Earth Credit card and is made of an extremely thin piece of molecular circuitry. Generally the IDC is kept in a case to protect it and these range from a bland white to intricately detailed cases with pictures and even holographic images on them.

An IDC is used by sliding it through a reader like you would an old Earth Credit card and is read through a thin slit in the case that covers the IDC. The IDC can only be used when the proper biometrics of the owner are detected.

Most Common Features and Contents of an IDC -

IDs - Driver's License, Work & School, Passports, Inoculation Information, & Medical Records.

Permits - Weapon, Spaceship, & Security Permits.

Accounts & Funds - An IDC can be directly linked to a bank account or have a specific amount of creds downloaded to it.

This leather clothing has a built in neck guard at the back of the neck and skid plate. These are also plastic plates inside the leather that are over the arms, back, and the ribs. The pants are leather with skid plates in the butt, thighs, and knees.

Credit, Discount, & Membership Cards - The card can hold any number of credit cards as well as membership & discount cards for various businesses and clubs.

Keys & Passcodes - The IDC can hold numerous key and passcodes replacing the need for carrying multiple keycards and passcards, and keeps them highly encrypted so that anyone that is not the owner cannot download the keys.

Identi-Chip/Pass Card Reader

These small hand held devices are similar to an E-PADD and can read any IDC or pass card easily. It can connect via a wireless Comm to police and medical databases.

IFF Pin [Identify Friend/Foe]

Although IFF's are still used by ships and aircraft a new use was found for the IFF when technology became advanced enough to miniaturize it down to the size of a thumb nail.

Although extremely short ranged by regular spacecraft and aircraft ones, these are used for many applications.

Military - All military personnel are issued one of these, they are generally imbedded in the person's rank insignia and are used by officers and NCOs to keep track of and coordinate troops.

Social - This use is mainly used during parties and large gatherings for people to quickly locate friends and to avoid people they don't wish to interact with. Parents also give these to their children to keep track of them; generally these are disguised as pieces of jewelry or buttons on clothes.

Business - These are generally shaped as a lapel pin or tie tack that constantly transmits an advertisement, hours, and contact information.

Table 6-34 – Identification

Name	Weight [lbs./kgs.]	Cost
Bounty Hunter Badge	0.6/0.25	1,000
Dog Tag - Smart Tag	0.1/0.05	75
Dog Tag - Stamped Tin	0.1/0.05	25
Dog Tag - Steel w/Thumb	0.1/0.05	40
Identi-Chip [IDC]	0.25/0.1	250
Identi-Chip/Pass Card Reader	2.5/1.1	325
IFF Pin	0.01/0.005	25

6.3.14 – Protective Equipment

The following section covers various types of protective equipment with a brief description of each followed by a Table 6-33 – Protective Equipment

Decontamination Kit

Used in NBC environments this kit contains packs of iodine and other things needed to help insure a better chance of survival from Nuclear, Biological or Chemical attacks. If used within fifteen minutes of exposure grants a +2 to physical exertions versus NBC.

Ear Protection – Muffs/Plugs

There are two basic types of ear protection available muffs and plugs. Plugs basically fit into the ear itself while muffs fit over it. There are three basic grades of muffs and plugs –

Basic - These are pretty cheap and really don't do all that good against things other than deadening the sound of lawnmowers and weed eaters. +1 to physical exertions vs. deafened.

Better – This grade of hearing protection deadens sound quite handily and is used for basic shooting. +2 to physical exertions vs. deafened.

Best - finally the best grade are generally used together and while deadening loud sharp noises they can enhance low quiet noises and allow you to hear near normal tones; +3 to physical exertions vs. deafened.

Eye Protection

There are three basic grades of eye protection –

Basic - These are pretty cheap and really don't do all that good against things other than protecting the eyes from cordite smoke and flecks of gunpowder and get a +1 bonus to physical exertions vs. blinding.

Better - This grade is generally tinted allowing reduction of damage from muzzle flashes and gets a +2 bonus to physical exertions vs. blinding.

Best – This grade can actually be found made out of carbon fiber and bullet resistant materials. Although even if it manages to stop rounds it still rams the glasses against a person's face and gets a +3 bonus to physical exertions vs. blinding.

Fire Extinguisher

These fire suppression devices come in three types standard, chemical, or both. Using a chemical one on a standard fire will fuel the fire and a standard one on a chemical fire will cause the fire to spread. These devices when used properly can put out small fires or blind opponents.

Fire Fighting Suit

These flame retardant clothes are heavy and can be bulky depending on how old they are. The standard issue has a respirator with mask and wide brimmed

safety helmet; giving 3 damage deflection versus fire and a +3 bonus to physical exertion vs. heat.

Flash Goggles/Welding Mask

These devices are either already shaded, specially coated, or in even more expensive models have a sensor that picks up the changes in ambient light.

When there is a spike in ambient light the lenses darken to protect the wearer's eyes.

Models with a sensor run off of batteries and the sensor can be easily damaged and is hard to repair/replace.

The standard welding mask has lenses that are replaceable and have flip down plastic covers that can protect them.

Older welding masks are made of metal while newer ones are made out of heat resistant plastic.

These grant a +4 bonus to physical exertions vs. blinding.

Gas Mask/Respirator

These devices are strapped to the face and create an air tight seal; air then passes through multiple filters to remove all harmful gases and pathogens from the air.

The main difference between a gas mask and a respirator is that a respirator only covers the nose and mouth.

The older the mask the less effective it is; some masks could be no more useful than a face shield.

You gain a +5 bonus to versus gases and airborne dangers, a respirator gains a +3 bonus versus gases and airborne dangers.

Latex Gloves

These gloves provide disposable protection to the wearer. Though they can break easily Gloves made of Nitrile are 3 times as durable.

Motorcycle Helmet

This Helmet usually has closable vents and a visor that can be opened. The helmet is composed of plastic and padding maybe metal if they are older. They provide protection but limit your ability to hear.

+1 DD for plastic +2 DD for metal.

Nomex Suit

Usually worn by race car drivers this suit is flame resistant. The suits are one piece with a zipper in the front and snap buttons. It provides limited physical protection and is fire retardant.

This provides +2 damage deflection and +5 points of damage deflection vs. fire and +2 to physical exertions vs. heat.

Table 6-35 – Protective Equipment

Name	Weight [lbs./kgs.]	Cost
Decontamination Kit	12.0/5.3	40
Ear Protection Muffs - Basic	1.0/0.4	10
Ear Protection Muffs - Better	1.25/0.6	30
Ear Protection Muffs - Best	1.5/0.7	70
Ear Protection Plugs - Basic	N/A	1
Ear Protection Plugs - Better	N/A	50
Ear Protection Plugs - Best	N/A	120
Eye Protection – Basic	0.25/0.1	10
Eye Protection – Better	0.25/0.1	20
Eye Protection – Best	0.25/0.1	30
Fire Extinguisher	10.0/4.5	75
Firefighting Suit	25.0/11.1	250
Flash Goggles/Welding Mask	0.75/2.5/1.1	55-75
Gas Mask/Respirator	3.0/1.3	125
Latex Gloves	100 - 2.0/0.9	2-15
Motorcycle Helmet	5.0/2.2	75-500
Nomex Suit	25.0/11.1	500

6.3.15 – Medical Equipment

The following section covers various types of medical equipment with a brief description of each followed by a Table 6-34 – Medical Equipment

Emergency Medical Kit

This kit is a standard medical kit used by most people and includes the following -

Regenerator & Two Modules, Medscanner, 10 Mini-Nano-Injectors - 5 Regenerate & 5 Health, 5 Nano-Injectors - 2 Slow-Pulse & 3 Health as well as various other medical supplies such as ointment & bandages, sutures, needles, thread, flashlight, smelling salts, various anti-histamines, and other drugs.

First Aid Kit

All first aid kits contain simple wound dressings and anti-infection creams. There are ones that contain splints, sutures, and Medical tools such as scalpels, tweezers, medical scissors, quick clot, burn blankets, and even tourniquets.

First Aid Kit Types -

Model	Bonus	Uses	Healed
Basic	+2	4	2d4
Moderate	+4	8	2d8
Complete	+6	16	2d10
Para-Medic	+8	24	2d12

Full Field Medical Kit

Everything you could possibly need; for everything from simple first aid, to full blown combat surgery is included in this kit.

It includes - First Aid Systems for treating/preventing – **CPR** - with CPR Lifesaver Pack with CPR Micro shield and smelling salts.

Fractures/Dislocations/Sprains – with Splint and Elastic Bandage. **Hypoglycemia/Insulin Shock** - with Glucose Paste Dehydration and Oral Re-hydration Salts,

Dental Problems - with Dentemp Temporary Filling Mixture.

Snake Bites & Bee Stings - with Sawyer Extractor and assorted antivenins.

Wounds - with Irrigation Syringe & Scrub Brush.

Blisters - with Spenco 2nd Skin and Molefoam.

Burns - with Aloe Vera Gel.

Trauma - with Trauma Dressings, Wound Closure Strips, 4 cans spray skin, and Triangular Bandages.

Allergic Symptoms - with Antihistamines.

Virus Transmission - with Infectious Control Pack.

A full assortment of trauma drugs and painkillers (10 doses speed heal, 10 doses morphine, 10 doses Trauma, 5 anesthetic slap patches, Eye Wash, 30 minute can of oxygen, and 6 vials of other assorted drugs).

Plus the following Medical Instruments-

EMT Shears, Splinter Picker Forceps, Hypothermia Thermometer, Hyperthermia Thermometer, Scalpel, dermal stapler, 4 inflatable casts, Medscanner, air hypo, auto-medic, Blood Pressure Cuff, Stethoscope, Mini Mag Head Light, 18-guage Plastic Catheter.

Everything Listed Above Plus –

Dermal Regenerator & Ten Bio-Modules, Medscanner 25 Mini-Nano-Injectors - 10 Regenerate & 15 Health, 20 Nano-Injectors - 5 Slow-Pulse, 5 Stimulant, 5 Regenerate, 5 Health, 2 Hypo Sprays with - 20 Modules each module holds five mini-Nanno injectors worth but can be set for dosage, 5 Slow-Pulse, 5 Stimulant, 5 Regenerate, 5 Health.

Med-Scanner

These folding hand held devices are used to diagnose and suggest treatments for injuries and illnesses and some models are also modified to do data analysis of environmental and mineral compounds. Mk-I-Mk-IX - +1-+9 to knowledge medical.

Medical Diagnostics Bed

Found in most medical bays and hospitals this bed is able to diagnose and monitor patients with ease.

+20 To Knowledge Medical.

Microscope

This portable device can let you look at things the human eye cannot see. With this device you can look at things on a cellular level. They can be found by themselves but most are found in scientific kits. These kits often have scalpels and some chemicals.

Nanno-Injector

These small tubes can be used by anyone to do healing of injuries, although each injector can only heal minor amounts, these injectors come in a packs of three in a hardened case.

Health - Each Nano-Injector Heals 5d4 points Of Health.

Slow-Pulse - Can place a person in a death like stasis for an indefinite period of time until counter drug is given.

Regen - The character regenerates 1d10 hit points per round for the next two turns.

Stimulant - the character gains +4 to physical exertions and physical defense for the next 2d6 rounds also counteracts Slow-Pulse.

Nanno-Injector, Mini

These small tubes can be used by anyone to do healing of injuries, although each injector can only heal minor amounts, these injectors come in a single pack.

Health - Each Nano-Injector Heals 2d4+5 points Of Health.

Regen - The character regenerates 1d4+2 hit points per round for the next two turns.

Stimulant - the character gains +2 to physical exertions and physical defense for the next 1d6 rounds.

Nanno-Injector Refill Station

This item is a refill station for the standard and mini-Nanno-injector used by most medical and EMT personnel. It has eight docking bays for Nanno-injector cartridges and each station can refill up to ten times.

Nanno-Regeneration Field Generator

This can be used at night while people sleep so that they can heal more quickly. The regenerator emits a small field of energy which restores a person's health at five times the normal rate they would be able to do on their own. These fields also sterilize the area inside the field. The field can also be used at a hyper active mode and restores a person's health at 12 points per round this field lasts for 60 seconds or 5 rounds. Regenerators are also often used in series while minor surgery is being performed; this aids the surgeon with a +2 bonus. These also sterilize the area inside the field.

Regeneration Chamber

This medical chamber can regenerate up to 25 hit points per hour and can regenerate organs and limbs as well.

Regenerator & Modules

This can regenerate several degrees of light injuries. This device can only heal minor wounds, if a person takes a critical hit or loses a major organ or limb this will do nothing more than close the skin.

Five settings - 1d4, 1d6, 1d8, 1d10, 1d20

This can heal up to 100 points of damage before needing a new bio-module.

Stasis Pod

Based off of Ancient Theban Technology originally found on Mars and later on Thebes itself this pod fills with a nutrient rich fluid that has millions of sustaining Nannites floating in it.

Surgery Chamber

Can perform even the most complicated surgeries. Performs surgery as if has a rank of 20 in knowledge/craft medical.

TET – Telomere Enhancement Treatment

Understanding of the human genetic structure has advanced quite a bit in the last 4200 years.

Unfortunately this advancement has created some less than savory things such as genetic slavery and Nanno-drugs; however it has also caused great strides to occur in the medical community.

Chief among the advances in the medical field is the TET or Telomere Enhancement Treatment, this treatment slows the breakdown of the Telomere chains in the human bodies, these chains are responsible for the aging process in the human body. Thus the TET can extend the average life span of a human being to an average of approximately 750 years.

The TET does have a couple of drawbacks to its use, in most star nations it is highly expensive; except in the Theban Cluster; the TET is administered by a Reo-Virus that causes great pain and discomfort during treatment, and while scientists have tried to understand why they haven't been able to pin the reason down, the final drawback to the treatment is that for some reason it must be taken between the ages of ten and twenty Earth years of age.

Table 6-36 – Medical Equipment

Name	Weight [lbs./kgs.]	Cost
Emergency Medical Kit	5.0/2.2	250
First-Aid Kit – Basic	1.5/0.7	15
First-Aid Kit - Moderate	3.0/1.3	40
First-Aid Kit - Complete	5.0/2.2	60
First-Aid Kit - Para-Medic	15.0/6.7	250
Full Field Medical Kit	15.0/6.7	15,000
Med-Scanner Mk-I-IX	2.5/1.1	275-6,000
Medical Diagnostic Bed	281.0/125	100,000
Microscope	5.0/2.2	500
Nanno-Injector - Mini	0.6/0.25	60
Nanno-Injector - Standard	0.2/0.5	120
Nanno-Injector Refill Station	15.0/6.7	10,000
Nanno-Regeneration Field Generator	6.75/3.0	5,000
Regeneration Chamber	250/111.1	5,000,000
Regenerator	1.5/0.67	7,500
Regenerator Module	N/A	1,000
Stasis Pod	180/80	250,000
Surgery Chamber	562.5/250	1,500,000
TET - Telomere Enhancement Treatment	-	125,000

6.3.16 – Entertainment

The following section covers various types of entertainment with a brief description of each followed by a Table 6-35 – Entertainment.

Holo-Games

Holo-Games are the 63rd Century equivalent of videogames, there are three basic ways to play them - **Flat Vid/Holo-Tank** - Uses a standard game pad style controller to interact with the game.

VR Simulation - The player dons a full mono-film duty suit that covers the entire body, the suit has two layers of mono-film and sandwiched between them are numerous sensors that detect the player's every move. The inside of the mask has several low power lasers that paint the game directly onto the retina and ear buds are worn for sound.

Holographic Interaction Studio - The game can be played without using special equipment using the hard-holography technology of a Holographic Interaction Studio, thus recreating the game environment.

Holo-Vid, Holo-Vids, & Holo-Tanks

Holo-Vid should not be confused with Holo-Vids which are basically programs played on a Holo-Vid and a

Holo-Vid is used to watch these and is part of Comm systems.

Holo-Vids are the most common form of entertainment and can be played on anything that has a Moly Chip Slot, including E-PADDs. If used in conjunction with a Holo-tank these HV's can be watched from any angle and there is even a first person option.

Holo-Tanks are large cube shaped devices that have numerous built in holographic projectors and can be set for solid or pass through holography, the largest and most detailed models of these can be found on ships and in government facilities.

Media Visor

This visor is used for media and entertainment purposes and is made out of smart material that conforms to the wearers face and even has ear plugs that conform to the user's canals. This picks up wireless Holo-vid broadcasts.

VR Entertainment System

Load a disk into the VR system and use either media visors or direct input jacks and watch or play the latest games, sex Sims, and virtual tours. This item is about the size of a ladies compact.

Table 6-37 – Entertainment

Name	Weight [lbs./kgs.]	Cost
Holo-Game	1.0/0.5	60
Holo-Tank	250/111	2,500-250,000
Holo-Vid	5.0/2.3	50-250
Holo-Vids	1.0/0.5	5
Media Visor	2.8/1.25	5,000
VR Entertainment System	4.5/2.0	2,500

6.3.17 – Light Sources

The following section covers various types of light sources with a brief description of each followed by a Table 6-36 – Entertainment.

Glow Sticks

Not just for use at rave; these plastic tubes have a glass cylinder inside that when broken releases chemicals contained inside and then when these are mixed they

produce light. The most common are the cheap glow sticks that are produced and marketed to children. They last a day maybe longer though they become less effective overtime. Some in survival kits can last longer and usually produce much more light.

Handheld Spotlight

A small powerful light it is capable of lighting things up out to 90 feet.

Lantern

A lantern is a light producing device that is often powered by kerosene or lamp oil; though some are battery powered. They have a handle for carrying

attached to a removable lid. There is a glass cylinder which houses a wick that goes into the base of the lantern that stores the fuel. This item is great for lighting large areas but is easily spotted at great distances.

Table 6-38 – Light Sources

Name	Weight [lbs./kgs.]	Cost
Glow Sticks	0.25/0.1	10/8
Handheld Spotlight	3.0/1.3	65
Lantern	2-5/0.9-2.2	35

6.3.18 – Misc. Equipment

The following section covers various types of miscellaneous equipment with a brief description of each followed by a Table 6-37 – Misc. Equipment.

Aerosol Gun

This weapon can either spray out a mist of chemical vapor or spray gas agents on its secondary setting; the weapon is loaded with a small cylinder that can fire up to five shots and can spread to cover a five foot area.

This weapon is highly popular with assassins and special operations teams and sometimes even kidnappers to fire knock-out agents and a lot of times it can be used for self-defense with pepper-spray or mace.

Android Interaction Visor

The AIV is used by an individual to control, monitor, or observe through the sensors of an android body. Visor has a 200 hour battery life.

Caltrops

These items are small pieces of sharpened metal or wire that when thrown down will always land with a sharp edge pointed up. They can be spread quickly and will deal damage to anything that crosses through the area that doesn't have proper protection.

Deals 1d4 points of damage and ignores 2 points of damage deflection.

Chemical Sniffer

This hand held unit samples and analyzes the air around it giving a +2 bonus to knowledge/craft chemicals.

Counter Gravity Unit [Portable]

Once huge in size these units have been shrunk down to a size that will easily fit into a large cargo pouch on most utility belts. Looking much like a round tube the lift unfolds three legs and uses a magnetic seal to hold itself in place against most surfaces. Mainly used to lift large objects and move them around these can also be used to raise personnel up to fifteen meters depending on setting and can be used as an impromptu door barricade if attached to something facing the doorway. Maximum weight capacity is 1.5 metric tons per unit.

Digi-Key

A digital key able to hold up to ten digital key codes, can also store small amounts of information, usually a person's Identification or if used by criminals it can be used to decrypt digital lock systems. It has two memory units.

Furniture

Furniture in the future is what would be considered smart; it is able to completely conform to the user in seconds thus creating a very comfortable seat.

More expensive models have additional features - Heating/Cooling Elements, Massage, Cup Holder, Compartments, Multi-Positional, Holographic Displays, Audio Capability, and Built in Comm.

Holographic Firing Range

Modular and easy to transport these holographic target ranges can be used with live ammunition.

House Cleaning Drones

House cleaning has become much easier with the invention of the static force field; every window and vent in modern homes has these low powered force fields over them allowing for normal flow of air but stopping, trapping, and destroying dusts and allergens.

Small robots called rovers perform the majority of cleaning in most households; they can even perform minor maintenance such as removing scratches and tightening screws down.

Rovers have six legs and appear somewhat spider like and perform house cleaning in most homes.

Jet Packs

There are several types of jet packs currently on the market but we'll list the three most common here -

Jet Pack - Light Duty - This standard jet pack is used in an atmosphere and is a bit of a misnomer since it actually uses counter-gravity coils to move through the air, controlled by changing ones center of gravity it can easily be used and can carry up to 500lbs. Movement rate is 75 feet per round.

Jet Pack - SERPA [Self-Contained Environmental Rapid Propulsion & Attitude] - Light Duty - This lightweight space pack has a central counter-gravity core for use when on the outer surface of space based objects and has several liquid fuel and compressed air jets that move it through space. This moves at a rate of 80 feet per round and has a duration of 50 Hours.

Jet Pack - SERPA [Self-Contained Environmental Rapid Propulsion & Attitude] - Heavy Duty - This heavyweight space pack has a central counter-gravity core for use when on the outer surface of space based objects and has several liquid fuel and compressed air jets that move it through space. This moves at a rate of 120 feet per round and has a duration of 100 Hours.

Lock Picks & Lock Aid Gun

Lock Picks - These are a set of thin metal tools used to pick locks and consist of a variety of thin spring steel torsion bars that are used to move a lock's tumblers into place.

Lock Aid Gun - This tool is very similar to the Lock Picks save that it is a large grip that holds the torsion bars in the lock in a gun like manner and has a trigger that is squeezed that rattles the tumblers into their

unlocked position.

Make-Up

While women still put make-up on by hand there are some new tools to help them with it, these are also useful for other individuals who use full face make-up such as performers, and clowns.

Auto-Make-Up - A small face shaped device, the Auto-Make-Up can be programmed with the desired make-up style or with low power lasers can determine the best make-up application for the user.

Nanno-Brush - Looking like a normal make-up brush the Nanno-Brush applies Nannos that function as make-up. The Nannites last a maximum of twenty-four hours and then are absorbed by the body. The Nannites however can be shut off anytime by using the controls on the Nanno-brush that applied them.

Metal Detector

This device when activated is moved around and when its sensor is placed near metal it will let out a noise. Used for hobbies and security, and even for search and rescue.

Mimetic Key

Usually disguised as a button or lapel pin, or broach and about the size of a 21st Century U.S. gold dollar this innocuous looking piece of equipment is very advanced. By pressing the center of the device it folds in half and then you press the flattened edge against the desired lock and it extrudes several strands of memory metal that quickly conforms to the locks key grooves.

A highly illegal device the Mimetic Key can pick just about any lock all by itself.

Motion Detector

This item consists of a sensor that can be placed in an area and when anything moves through the area there is a receiver with a speaker on it that will chime when the sensor picks up movement. This item will function up to 200 foot away from a sensor.

There is also a style that has a light on them and will light up when something passes the sensor these are self-contained in one device and run off of batteries.

Portable Shield Generator

The Shield Generator projects a transparent, slightly defensive sphere. The shield has a slight shimmer to it and can cover a 20 foot radius. The shield protects against bullets, lasers, plasma, flames, and other projectiles used primarily by every known military force. Vehicles and personnel however, are still able to pass through it. The shield can last up to 1 hour. The Bubble Shield was created by the Elharnian ONI and then manufactured by Marsden. However it is not known if it was created with Elharnian technology or if it was reverse engineered from some other technology.

Security System

This kit has a small monitor and 2 cameras with it. Some of the kits have wireless cameras though most do not; most require cable to be run from the camera to the security monitor. The portable models have a carrying handle.

Solar Powered Radio

Powered by either a solar panel or hand crank the radio

can receive eleven different bands such as AM/FM, Shortwave 1 & 2, and 7 Different NOAA weather bands. The radio also has a built in LED flashlight and reading lamp. Also has six types of rechargeable power - Dynamo Crank, Solar Panel, AA Batteries, Built-In Rechargeable Battery Pack, AC Adapter and can even charge from a computer VIA a USB Port.

Spike Strip

This is used by law enforcement to flatten the tires of escaping criminals. A spike strip is a linked collapsible item and is a 2 foot wide strip that can be stretched across about 2 lanes of traffic. Not a joy to walk across anyone crossing a spike strip not wearing proper protection will take damage.

Spike Strip, Floating/Explosive

This style of spike strip can be used the same as a normal spike strip or uses a counter gravity unit to float in the air and launch small exploding spikes at target vehicles.

Spy Chrono

This watch is fully functioning but has many hidden extras to it. One of the buttons on the side can become a mono-wire garrote by twisting it a certain direction and pulling on it. The outer rim of the face can be removed and is actually made of hardened T25 Thermite; other features include a camera, Geiger counter, and tracking device monitor. There are also many other accessories that can be added.

Steel Flip Targets

This set of five targets is suspended from a steel frame that pushes into the ground. There are two targets of one inch diameter, two of two inch, and one of three inch.

Targets, Paper [50]

These targets come in a variety of styles - Bulls eye, Multiple Bulls eye, Silhouette as well as several others. If target practice is done within twenty-four hours and at least two magazines are expended player gets a temporary +1 to ranged attacks for the next twenty-four hours.

Voice Recorder

Long used to capture college lectures while bored to sleep. Most are digital and can have up to 40 hours of storage. The older non digital ones run off cassettes.

Table 6-39 – Misc. Equipment

Name	Weight [lbs./kgs.]	Cost
Aerosol Gun	5.7/2.5	750
Android Interaction Visor	2.8/1.25	250,000
Caltnops	10-1.0/0.4	5
Chemical Sniffer	11.25/5.0	4,265
Counter Gravity Lift	6.75/3.0	600
Digi-Key	0.35/0.15	25
Furniture	50-150/22-67	500-5,000
Holographic Firing Range	225/100	6,750
House Cleaning Drones	15/6.7	250
Jet Pack - Light Duty	10/4.5	10,000
Jet Pack - SERPA Light	15.0/6.7	15,000
Jet Pack - SERPA Heavy	25.0/11.1	25,000
Lock Picks & Lock Aid Gun	2.8/1.25	125
Make-Up - Auto-Make-Up	1.5/0.7	300
Make-Up - Nanno-Brush	0.25/0.1	500
Metal Detector - Cheap	5.0/2.2	25
Metal Detector - Good	7.5/3.3	50
Metal Detector - Excellent	10/4.5	250
Mimetic Key	0.3/0.125	100,000
Motion Detector	1.0/0.4	30-75
Portable Shield Generator	33.75/15.0	2,100
Security System	7.0/3.1	90-150
Solar Powered Radio	1.0/0.4	60
Spike Strip	75/33.3	300
Spike Strip - Floating/Explode	35.0/15.6	600
Spy Chrono	1.125/0.5	2,500
Steel Flip Targets [5]	4.0/1.8	50
Targets - Paper [50]	2.0/0.9	10
Voice Recorder	0.25/0.1	25

6.4 – AI's, Androids, & Robots

This section of the chapter will cover various type of artificially intelligent entities such as androids, robots, and AIs.

This section lists the various types of AIs, Androids, and

robots some of which can also be used as replacement bodies for those that have taken severe damage to their own bodies; however they are listed here due to the fact that they are mainly independently intelligent entities.

Table 6-40 - AI, Android, & Robot Models

Name	Cost
AIAL-01	16,000
BABES	5,000,000
BAI	1,250,000
Bandelero	5,250,000
Basic Model 1	2,000,000
Basic Model 2	3,000,000
Cincoren	5,000,000
CPD	2,500,000
MAIAL-02	25,000
MAIAL-03	25,000
MCAi	750,000
MITE	25,000
NAIELL-04	25,000
NWAI	2,500,000
PAIAL-05	25,000
SAID	3,500,000
SWoRD	250,000,000
TAIAL-06	30,000
Trilobite	25,000

AIG CPD – Combat Pilot Drone

One of the oldest series of AI Drones; the CPD only has a rudimentary artificial intelligence and is used as combat pilots aboard spaceships for star nations that can't afford the upkeep on real people. It should also be noted that some security companies, corporations, and mercenaries also use these but this has become less and less likely as the number of units drops from lack of spare parts.

These Drones fell out of use by most of the larger governments by late 4200 C.E.

At this point the only ones really still using these as stated earlier are entities that don't have the funds to maintain human pilots.

AIG [Artificial Intelligence Group] went out of business in 4793 C.E. and all older units of this line that have not had their memories erased on a periodic schedule have developed their own personalities at this point [the reason most governments stopped using them] if a unit is left active for 10+ years they will develop their own personality; these units were introduced in 3382 C.E.

AIG SAID – Standard Artificial Intelligence Drone

One of the oldest series of AI Drones; the SAID only has a rudimentary artificial intelligence and was used aboard unimportant picket ships and aboard stations that either couldn't or didn't require live crews. It should also be noted that some security companies, corporations, and mercenaries also use these but this has become less and less likely as the number of units drops from lack of spare parts.

These drones fell out of use by most of the larger governments by late 4200, at this point the only ones really still using these as stated earlier are entities that don't have the funds to maintain human pilots.

AIG [Artificial Intelligence Group] went out of business in 4793 C.E.

All older units of this line that have not had their memories erased on a periodic schedule have developed their own personalities at this point [the reason most governments stopped using them] if a unit is left active for 10+ years they will develop their own personality; these units were introduced in 3382 C.E.

BAI – Biological Artificial Intelligence

A BAI is an AI that is grown from cloned DNA samples of the BAI's recipient. Before installation the BAI resembles a net of thin, fibrous membranes and is installed by removing the top of the person's skull and linking it directly to the person's cerebral cortex. The BAI uses the purchaser's unused brain capacity as storage for any information it needs to keep. While the BAI literally has untold amounts of storage capacity it does tend to operate slower when retrieving older data.

Balford Cybernetics Bandelero

This basically is a sport oriented body made of highly flexible plastics and ceramics that is capable of great speed and athletics.

The Bandelero is touted as the top of the line cybernetic body for those interested in sports and was introduced in 4329 C.E.

Class Overview	CPD	SAID	BAI	Bandelero
[Manufacturer]	AIG	AIG	Various	Balford Cybernetics
[Operators]	Security, Military, Para-Military		Any	Any
[Introduced]	3382 C.E.	3382 C.E.	5977 C.E.	4329 C.E.
[Cost]	2,500,000	3,500,000	1,250,000	5,250,000
[Hit Points]	200	200	N/A	150
[Weight]	200lbs./89kgs.	200lbs./89kgs.	N/A	150lbs./67kgs.
[Defense]	12	12	-	14
[Physical Exertion]	+2	+2	-	+4
[Mental Exertion]	+1	+1	-	+1
[Attacks]	1	1	-	2
[Damage Deflection]	2	2	-	1
[Initiative]	0	0	-	+2
[Encumbrance]	60lbs./27kgs.	45lbs./20kgs.	-	45lbs./20kgs.
[Walking]	65'/20m.	40'/12m.	-	90'/27m.
[Running]	130'/40m.	80'/24m.	-	180'/54m.
[Sprinting]	260'/80m.	160'/48m.	-	360'/108m.
[Climbing]	30'/9m.	20'/6m.	-	70'/22m.
[Jumping]	20'/6m.	10'/3m.	-	60'/18m.
[Swimming]	65'/30m.	40'/12m.	-	90'/28m.
[Endurance]	500 Hours	500 Hours	-	375 Hours

Bishomen Cincoren

A pretty lightweight sport series of bodies the Cincoren is considered very sleek and stylish and even by some sexy and has a tendency to turn heads.

This body is made of very lightweight materials and is very agile and highly customizable. It is very popular among those who spend a lot of money tuning their bodies to the peak of perfection. Only the face and neck can be covered with pseudo skin but the rest of the

design keeps it from being able to do this.

The rest of the body is made of a soft and pliable Ceramo-Plast that is warm and soft to the touch and is polished to a high gloss.

The Cincoren was introduced in 4525 C.E.

Damascus Basic Model 1

The Basic Model 1 is the most common and basic replacement body available and is mainly purchased by those that have incurred extreme bodily damage or AI's

that are unable to afford more expensive bodies and was introduced in 4475.

Damascus Basic Model 2

The Basic Model 2 is the second most common and basic replacement body available and is mainly purchased by those that have incurred extreme bodily damage or AI's that are unable to afford more expensive bodies and was introduced in 4490.

The major difference between the two models is that the Model 2 is able to carry twice as much weight as the Model 1.

Masters Armaments BABES – Biological Auto-Nom Body Enhancement System

The BABES are modeled after the TAKI [Tactical Auto-Nomic Kollektive Intelligence] and KATI [Kombat Auto-Nomic Tactical Intelligence] series of Ancient Theban bio-androids, while the two series were always referred to as bio-androids they were completely biological with a few minor electronics added to the series during gestation including intelligence and behavior inhibitors

as well as muscle and other types of enhancers. After almost three decades of study of the sole remaining TAKI unit found on Mars Masters Armaments developed the BABES for several reasons; the first of these being that although current AI and cyber bodies were highly advanced they were still not flesh and blood, also these bodies could be created at any age category allowing for parents with a new-born babes with untreatable disease or genetic defects to transfer their child to the BABES series the same would go for an adult of any age. While the BABES is meant mostly for this and to allow AI's to have a fully biological body the body can also be enhanced while being generated, to allow for greater strength, or dexterity as well as physical appearance. BABES or Biological Auto-Nom Body Enhancement System is manufactured exclusively by Masters Armaments and was introduced in 4609 C.E. Enhancements to the BABES can be done via Bio, Cyber, or Nanno-ware.

Class Overview	Cincoren	Basic Model 1	Basic Model 2	Babes
[Manufacturer]	Bishomen	Damascus	Damascus	Masters Armaments
[Operators]	Any	Any	Any	Any
[Introduced]	4525 C.E.	4475 C.E.	4490 C.E.	4609 C.E.
[Cost]	5,000,000	2,000,000	3,000,000	5,000,000
[Hit Points]	150	250	300	-
[Weight]	150lbs./67kgs.	250lbs./111kgs.	300lbs./133kgs.	-
[Defense]	16	12	12	-
[Physical Exertion]	+6	+2	+2	-
[Mental Exertion]	+1	+1	+1	-
[Attacks]	1	1	1	-
[Damage Deflection]	1	2	2	-
[Initiative]	+6	0	0	-
[Encumbrance]	45lbs./20kgs.	125lbs./56kgs.	250lbs./111kgs.	-
[Walking]	90'/27m.	40'/12m.	40'/12m.	-
[Running]	180'/54m.	80'/24m.	80'/24m.	-
[Sprinting]	360'/108m.	160'/48m.	160'/48m.	-
[Climbing]	70'/22m.	20'/6m.	20'/6m.	-
[Jumping]	60'/18m.	10'/3m.	10'/3m.	-
[Swimming]	90'/28m.	40'/12m.	40'/12m.	-
[Endurance]	375 Hours	500 Hours	400 Hours	-

MCAI – Molecular Circuitry Artificial Intelligence

The MCAI is made of compressed molecular circuitry and uses Quantum Space Flux Technology. An MCAI is approximately the size and shape of a thumb nail and runs off the electrical impulses of the brain.

This comes automatically with 250 Memory Units and five knowledge/craft boosts.

NWAI – Nanno-Ware Artificial Intelligence

NWAI uses the latest fifth generation Quantum Space Flux technology to store data and operating systems. The NWAI operates by distributing quantum level Nannites through the brain thus allowing for a dispersed network for the AI to use and this also allows the network to still function even if the user takes brain trauma. While the NWAI doesn't have the unlimited space of the BAI or the ease of removal of the MCAI it is able to operate more systems more efficiently at one time.

You gain 10,000 memory units and ten knowledge/craft

boosts.

NPR Trilobite

This small robot is used by the Neo-Prussians as a hunter/killer/assassination robot that is small enough to fit into a shoe box and has two large mandibles underneath it and looks like a metallic skeletonized trilobite.

This robot attacks by biting with its mandibles and deals 5d8 points of damage and generally goes for the neck.

Robards AI Works – AIAL-01 – Artificially Intelligent Android Laborer

Artificially Intelligent Android Laborer Model-01 - This basic android is used for around the home menial tasks and is even used by the military as personal attendants to high ranking officers.

Class Overview	MCAI	NWAI	Trilobite	AIAL-01
[Manufacturer]	Various	Various	NPR	Robards AI Works
[Operators]	Any	Any	NPE	Any
[Introduced]	4388 C.E.	6108 C.E.	4582 C.E.	4502 C.E.
[Cost]	750,000	2,500,000	25,000	16,000
[Hit Points]	-	-	25	75
[Weight]	-	-	25lbs./11kgs.	75lbs./33kgs.
[Defense]	-	-	15	10
[Physical Exertion]	-	-	+5	+2
[Mental Exertion]	-	-	0	+1
[Attacks]	-	-	2	1
[Damage Deflection]	-	-	2	5
[Initiative]	-	-	+5	0
[Encumbrance]	-	-	5lbs./2kgs.	75lbs./33kgs.
[Walking]	-	-	25'/8m.	50'/16m.
[Running]	-	-	50'/16m.	100'/32m.
[Sprinting]	-	-	100'/32m.	200'/64m.
[Climbing]	-	-	-	-
[Jumping]	-	-	-	-
[Swimming]	-	-	-	-
[Endurance]	-	-	5,000 Hours	1,000 Hours

Robards - MAIAL-02 - Medical Artificially Intelligent Android Laborer Model-02

Medical Artificially Intelligent Android Laborer Model-02 - This android is used by the GMA, hospitals, and ship med bays. The MAIAL-02 also receives knowledge/craft medical at rank 5.

Robards - MAIAL-03 - Medical Artificially Intelligent Android Laborer Model-03

Medical Artificially Intelligent Android Laborer Model-03 - This android is used by the GMA, hospitals, and ship med bays. The MAIAL-03 receives knowledge/craft medical at rank 10.

Robards - MITE - Miniature Intelligence Technical Explorer

The MITE is used by military and police to gather intelligence and surveillance data, some militaries even have bombs, missiles, and artillery shells capable of ejecting dozens to hundreds of these robots give a bonus to any intelligence gathering of +10; it also has fly speed of 150.

Robards - NAIELL-04 - Naval Artificially Intelligent Equipment Loading Labor Model-04

Naval Artificially Intelligent Equipment Loading Labor Model 04 - This android is used by navies and ship crews to load weapons, equipment, and cargo.

Class Overview	MAIAL-02	MAIAL-03	MITE	NAIELL-04
[Manufacturer]	Robards AI Works	Robards AI Works	Robards AI Works	Robards AI Works
[Operators]	Any	Any	Military, Police	Military
[Introduced]	4503 C.E.	4504 C.E.	4505 C.E.	4505 C.E.
[Cost]	25,000	25,000	25,000	25,000
[Hit Points]	75	75	25	75
[Weight]	75lbs./33kgs.	75lbs./33kgs.	25lbs./11kgs.	75lbs./33kgs.
[Defense]	10	10	14	10
[Physical Exertion]	+2	+2	+2	+2
[Mental Exertion]	+1	+1	+1	+1
[Attacks]	1	1	1	1
[Damage Deflection]	5	5	5	5
[Initiative]	0	0	+4	0
[Encumbrance]	75lbs./33kgs.	75lbs./33kgs.	15lbs./7kgs.	2500lbs./1111kgs.
[Walking]	50'/16m.	50'/16m.	-	50'/16m.
[Running]	100'/32m.	100'/32m.	-	100'/32m.
[Sprinting]	200'/64m.	200'/64m.	-	200'/64m.
[Climbing]	-	-	-	-
[Jumping]	-	-	-	-
[Swimming]	-	-	-	-
[Endurance]	1,000 Hours	1,000 Hours	2,500 Hours	1,000 Hours

Robards - PAIAL-05 - Personal Artificially Intelligent Android Laborer Model-05

Personal Artificially Intelligent Android Laborer Model-05 - Act as personal valets, maids, butlers, and other

types of servants, and often work in the service industry as well.

Robards AI Works - SWoRD - Ship Works Repair Drone

This city car sized repair drone nestles against the hull

of the vessel it is assigned to with frigates carrying two of these and ever increasing amounts as the size of the vessel increases. These craft can repair up to 2500 points of damage per round however they are not able to create spare parts and are basically used to patch the hull with more major repairs still needing a dry dock. The SWoRD has a flight speed of .1c.

Robards - TAIAL-06 - Technical Artificially Intelligent Android Laborer Model-06

Technical Artificially Intelligent Android Laborer Model 06 - This android is used by most companies and some homes. The TAIAL-06 has Knowledge/Craft Electrical, Electronics, Mechanical, & Structural at Rank 10.

Class Overview	PAIAL-05	SWoRD	TAIAL-06
[Manufacturer]	Robards AI Works	Robards AI Works	Robards AI Works
[Operators]	Any	Any	Any
[Introduced]	4506 C.E.	4507 C.E.	4508 C.E.
[Cost]	25,000	250,000,000	30,000
[Hit Points]	75	5,000	75
[Weight]	75lbs./33kgs.	5,000lbs./2222kgs.	75lbs./33kgs.
[Defense]	10	10	10
[Physical Exertion]	+2	+10	+2
[Mental Exertion]	+1	+1	+1
[Attacks]	1	2	1
[Damage Deflection]	5	10	5
[Initiative]	0	0	0
[Encumbrance]	45lbs./20kgs.	75 Metric Tons	2,500lbs./1111kgs.
[Walking]	50'/16m.	-	50'/16m.
[Running]	100'/32m.	-	100'/32m.
[Sprinting]	200'/64m.	-	200'/64m.
[Climbing]	-	-	-
[Jumping]	-	-	-
[Swimming]	-	-	-
[Endurance]	1,000 Hours	50 Years	1,000 Hours

6.5 – Services

This section of the chapter will cover various types of services that can be purchased by the players such as dinners, medical service and the like.

Table 6-41 - Services

Service	Cost [Per Person]
Food	
Fast Food	Ç8
Sit Down Restaurant	Ç15
High End Restaurant	Ç80
Medical Aid	
First Aid	Ç100
Para-Medic	Ç500
Doctor's Visit	Ç150
Small Surgery	Ç1,000
Medium Surgery	Ç5,000
Large Surgery	Ç25,000
Life Or Death	Ç125,000
Travel	
Taxi Fare	Ç5 Per Kilometer
Bus Fare	Ç2.5
Planetary	Ç500
In-System	Ç1500
Interstellar – Nexus – 1 st	Ç5000
Interstellar – Nexus – 2 nd	Ç4000
Interstellar – Nexus - Business	Ç3000
Interstellar – Nexus – Steerage	Ç1000
Interstellar – Nexus - Tramp	Ç2000
Interstellar – Hyperspace – 1 st	Ç2500
Interstellar – Hyperspace – 2 nd	Ç2000

Interstellar – Hyperspace - Business	Ç1500
Interstellar – Hyperspace – Steerage	Ç500
Interstellar – Hyperspace - Tramp	Ç1000

Repair Services

Minor Repair	Ç200
Moderate Repair	Ç2000
Major Repair	Ç20,000
Complete Rebuild	50% Of Original

Cargo Transport

Nexus – Priority	Ç2500 Per Ton
Nexus – 5-7 Days	Ç1250 Per Ton
Nexus – 8-14 Days	Ç625 Per Ton
Hyperspace - Standard	Ç250 Per Ton

SIGURD'S GUIDE

*"So yeah, this guy gets a replacement leg and he's a sub pilot, right weeeelll he's gets himself down to crush depth and his leg glitches and goes right through the pressure hull and he ends up as squished meat,"
- Bathel Kiglare - One night at the pub.*

CHAPTER 7 - UPGRADES

Lose a limb, an eye, even your nose or your liver from drinking too much; well this is the chapter you'll want to take a look at.

This chapter will cover various types of upgrades to the human or non-human body giving them all sorts of better abilities for both mind and body.

The following upgrades sections are Bioware, Cyberware, and Nanno-Ware.

7.1 – Bioware Upgrades

Section 7.1 Bioware Upgrades covers the various upgrades to the body that are grown from the users own DNA and are 100% natural thus evading all those pesky weapon and metal detectors and allows for very discrete enhancement of the body.

Table 7-1 – Glands, Muscles, & Organs

Name	Cost	Name	Cost
Acid Gland	10k-32k	Aero-Cell Bladder	7k-30k
Booster Gland	10k-50k	Chemsafe Gland	20k-120k
E2 Tendons	5-32k	E3 Tendons	39-67k
High Tensile Muscle Tissue	15-75k	Immunity Enhancer Gland	100-500k
Irritant Gland	20-100k	Low Fuel Secondary Stomach	10-50k
Low Water Bladder	10-50k	Oil Gland	20-100k
Olympic Aero-Cell Valve	11-55k	Sexual Pheromone Gland	1-5k
Venom Gland	10-50k		

Skincretions Acid Gland

This Gland is cloned from the buyers DNA and is genetically enhanced as it is grown to extrude an acidic sheen onto the wearer's skin.

The gland is then attached to the sweat gland and works in conjunction with it and with a simple mental command it starts exuding through the pores of the skin.

The user is not harmed by the acid themselves as it is genetically keyed to avoid damage to the user but anyone making skin contact will take acidic damage from the sheen.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	d4	d6	d8	d10	d12
Duration	d6 rds.	d8 rds.	d10 rds.	d12 rds.	d20 rds.
Cost	10k	14k	18k	22k	32k
Surgery	2.5 Hours				
Recovery	2.5 Hours				

It should be noted that recovery times are with the use of nanno-regeneration to speed the healing of the surgery.

If the character suffers from nanno-rejection syndrome however hours can turn into days.

7.1.1 – Glands, Muscles, & Organs

This section covers various type of organs and upgrades to muscles and glands systems from the Acid Gland that allows your body to be covered in a defensive sheen of acid to the E-2/E-3 Tendons allowing for swifter movement and defense.

Table 7-1 – Glands, Muscles, & Organs lists the various types of upgrades that fall into this category.

Aqua-Lung Aero-Cell Bladder

The Aqua-Lung Aero-Cell bladder which are attached between the bronchial tubes and the lungs themselves.

These bladders are better able to scavenge, store, and utilize oxygen from various parts of the body allowing you to hold your breath for longer periods of time.

This bladder gives you a bonus to physical exertions vs. holding your breath.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	7k	12k	18k	24k	30k
Surgery	3 Hours				
Recovery	30 Minutes				

Booster Gland

The booster gland replaces your current adrenal gland with enhanced capabilities allowing the user to react faster than they normally would be able to.

With a simple command the booster gland kicks in for a number of rounds; however there is a drawback as once the gland is exhausted the user takes minuses equal to their initial bonuses once the gland is exhausted for an equal number of rounds.

Level	Alpha	Beta	Delta	Epsilon	Omega
Initiative +	+1	+2	+3	+4	+5
Initiative -	-1	-2	-3	-4	-5
Rounds	5	10	15	20	25
Cost	10k	20k	30k	40k	50k
Surgery	15 Hours				
Recovery	90 Minutes				

Chemsafe Dermal Upgrade Gland

This gland when inserted piggy-backs with the bodies sweat glands excreting its protective coating through the skin's pores and acts to protect the user from skin contact chemical weapons.

It should be noted that this does not protect the mucus linings of the eyes, nasal passages, and throat.

This gland gives a bonus to physical exertions vs. chemical weapons.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+2	+4	+6	+8	+12
Cost	20k	40k	60k	80k	120k
Surgery	5 Hours				
Recovery	30 Minutes				

E2-Tendons

These vat grown tendons based off of the purchasers DNA replace their current ones granting the person enhanced speed, the ability to dodge attacks more easily and to avoid area effects.

Level	Alpha	Beta	Delta	Epsilon	Omega
Movement	+5Ft.	+10Ft.	+15Ft.	+20Ft.	+25Ft.
Defense	-	+1	+2	+3	+4
Exertion	-	-	+1	+2	+3
Cost	5k	11k	18k	25k	32k
Surgery	35 Hours				
Recovery	2 Hours				

E3-Tendons

A step up from the E2 Tendons these also replace the buyers current muscle tissue granting even greater bonuses than the E2.

Level	Alpha	Beta	Delta	Epsilon	Omega
Movement	+30	+35	+40	+45	+50
Defense	+5	+6	+7	+8	+9
Exertion	+4	+5	+6	+7	+8
Cost	39k	46k	53k	60k	67k
Surgery	40 Hours				
Recovery	4 Hours				

High Tensile Muscle Tissue

The high tensile muscle tissue upgrade completely replaces all the muscle tissues in a person's body allowing them to carry heavier loads and wield larger weapons more easily.

Level	Alpha	Beta	Delta	Epsilon	Omega
Carry Capacity	+30lbs.	+60lbs.	+90lbs.	+120lbs.	+150lbs.
Weapon Size	+1	+2	+3	+4	+5
Cost	15k	30k	45k	60k	75k
Surgery	45 Hours				
Recovery	4.5 Hours				

Immunity Enhancer Gland

With the immunity enhancer gland you can cut down on the amount of time you spend sick from simple colds or those nasty infected wounds that you weren't smart enough to get medical attention for.

This gland increases you physical exertion vs. colds, illness, disease, and infection.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	100k	200k	300k	400k	500k
Surgery	5 Hours				
Recovery	30 Minutes				

Skincretions Irritant Gland

This Gland is cloned from the buyers DNA and is genetically enhanced as it is grown to extrude an oily irritant onto the wearer's skin.

The gland is then attached to the sweat gland and works in conjunction with it and with a simple mental command it starts exuding through the pores of the skin.

The user is not harmed by the irritant themselves as it is genetically keyed to avoid damage to the user but anyone making skin contact will break out in a nasty rash causing itching, and if not treated it will cause an infection.

The rash is so annoying that it causes the person to become distracted and gives minuses to attacks and initiative.

Level	Alpha	Beta	Delta	Epsilon	Omega
Attack	-1	-2	-3	-4	-5
Initiative	-1	-2	-3	-4	-5
Cost	20k	40k	60k	80k	100k
Surgery	25 Hours				
Recovery	2.5 Hours				

Low Fuel Secondary Stomach

The low fuel secondary stomach is an additional stomach that is attached to the side of your existing stomach via valve and a person can eat additional amounts of food and store those calories for later use allowing them to function longer between meals.

You gain bonuses to physical exertions vs. starvation and gain an additional day worth of food.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Days	1	2	3	4	5
Cost	10k	20k	30k	40k	50k
Surgery	5 Hours				
Recovery	30 Minutes				

Low Water Bladder

The low water bladder is an additional water storage that is attached to the side of your stomach via valve and a person can retain additional amounts of fluids and store those fluids for later use allowing them to function longer between fluid intake.

You gain bonuses to physical exertions vs. dehydration and gain an additional day worth of fluids.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Days	1	2	3	4	5
Cost	10k	20k	30k	40k	50k
Surgery	5 Hours				
Recovery	30 Minutes				

Skincretions Oil Gland

This Gland is cloned from the buyers DNA and is genetically enhanced as it is grown to extrude an oily sheen onto the wearer's skin.

The gland is then attached to the sweat gland and works in conjunction with it and with a simple mental command it starts exuding through the pores of the skin.

The user is not harmed by the oil themselves as it is genetically keyed to avoid damage to the user but anyone making skin contact will be unable to grapple, wrestle, or grip the person properly and also allows the ease of escape from bonds.

The residue can be cleared away by soap and water once the gland is deactivated.

This gland gives bonuses to Survival – Escape/Evade and minuses to anyone trying to grapple you.

Level	Alpha	Beta	Delta	Epsilon	Omega
Escape	+1	+2	+3	+4	+5
Grapple	-1	-2	-3	-4	-5
Cost	20k	40k	60k	80k	100k
Surgery	2.5 Hours				
Recovery	2.5 Hours				

Olympic Aero-Cell Valve

The Aero-Cell valves allow your lungs to function more smoothly allowing them to get oxygen where it needs to be while running.

You gain bonuses to the number of rounds you are able to run a well as additional speed.

Level	Alpha	Beta	Delta	Epsilon	Omega
Length	+1	+2	+3	+4	+5
Speed	+10	+20	+30	+40	+50
Cost	11k	22k	33k	44k	55k
Surgery	30 Hours				
Recovery	3 Hours				

Sexual Pheromone Glands

These glands attached to the sweat glands allows a person to expel pheromones that excite the opposite sex or the same depending on what ones you have installed.

This gland gives a bonus to interaction with the chosen sex.

Level	Alpha	Beta	Delta	Epsilon	Omega
Interaction	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k
Surgery	15 Hours				
Recovery	1.5 Hours				

Toxin Killer Stomach Coating

This coating excretes enzymes that can counteract most ingested poisons and can actually also help keep your ulcer under control at the same time.

You gain a bonus to physical exertion vs. poison.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	12 Hours				
Recovery	1 Hour				

Venom Gland

The venom gland is attached to the buyers salivary glands and allows a person with a bite attack to add a poison of some sort to their damage; standard poison deals 3d10 points of damage initially with another d10 each round until the person makes a physical exertion of 15.

This can also be used in conjunction with the Nosferatu Fangs and the Launchable Stinger.

Cost	250
Surgery	1.5 Hours
Recovery	15 Minutes

7.1.2 – Dermal Upgrades

This section covers various types of dermal upgrades that help to better protect your body.

Table 7-2 – Dermal Upgrades

Name	Cost
Armadillo Armor Plating	10-50k
Ecstasy Skin	20-100k
Roughskin	4-20k
Thermal Skin Weave	11-55k

Armadillo Armor Plating

This full body armor plating is based off the genetic structure of armadillos giving you a series overlapping protective plates.

The purchaser is injected with a retro-virus especially tailored for the buyers DNA and skin grows and hardens into the overlapping plates of armor but still allows ease of movement.

This gives a bonus to damage deflection but a minus to climb checks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+1	+2	+3	+4	+5
Climb	-1	-2	-3	-4	-5
Cost	10k	20k	30k	40k	50k
Surgery	N/A				
Recovery	3 Days				

Density Bone Armor

This armor is created by a retro-virus that is injected into the purchaser causing the sternum and ribs to have an explosive amount of growth creating a thick fused section of bone protecting the chest, stomach, and back.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+2	+4	+6	+8	+10
Cost	100k	200k	300k	400k	500k
Surgery	N/A				
Recovery	3 Hours				

Ecstasy Skin Dermal Upgrade

The ESDU allows you to feel even the slightest breeze against your skin and even pressure changes from the movement of other creatures around you.

This is done by growing additional nerve ganglia that is cultured from the buyers own DNA and then surgically implanted.

This gives a bonus to Notice checks but a minus initiative if injured.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Initiative	-1	-2	-3	-4	-5
Cost	20k	40k	60k	80k	100k
Surgery	3 Days				
Recovery	3 Days				

Table 7-2 – Dermal Upgrades lists the various types of upgrades that fall into this category.

Name	Cost
Density Bone Armor	100-500k
Light Rays UVR	10-50k
ThermalBlock	40-200k
Webfin Webbing	11-55k

Light Rays UVR Melanin Treatment

With a retro-virus specifically tailored to the users DNA the LRUV cuts down the amount of damage you take from UV and other sorts of radiation and darkens the users skin.

You gain a bonus to physical exertion vs. radiation.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	N/A				
Recovery	15 Hours				

Roughskin Dermal Upgrade

Using a retro-virus engineered specifically for the purchaser and roughens their skin to the point that hand to hand damage and grapples cause damage to the person you are attacking/grappling with.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	1d4	2d4	3d4	4d4	5d4
Cost	4k	8k	12k	16k	20k
Surgery	N/A				
Recovery	2.5 Hours				

ThermalBlock Pore Dermal Upgrade

With this upgrade to your skin gene-engineered biological heat sinks that allow your body to store heat for short periods of time.

This gives minuses to other person's attempt to detect you thermally.

Level	Alpha	Beta	Delta	Epsilon	Omega
Thermal	-2	-4	-6	-8	-10
Duration	2 Hrs.	4 Hrs.	6 Hrs.	8 Hrs.	10 Hrs.
Cost	40k	80k	120k	160k	200k
Surgery	75 Hours				
Recovery	1 Day				

Thermal Skin Weave

With the thermal skin weave you are able to better protect your body from heat, fire, and cold allowing you to survive both the elements and attacks from these.

You gain damage deflection from Heat, Fire, Cold and bonus to physical exertions vs. heat and cold.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+1	+2	+3	+4	+5
Exertion	+1	+2	+3	+4	+5
Cost	11k	22k	33k	44k	55k
Surgery	30 Hours				
Recovery	3 Hours				

Webfin Webbing

With Webfin webbing vat grown skin is stretched between your fingers and toes and allows for greater ease of swimming however this does cut down on your ability to use firearms.

You gain a bonus to swimming checks and swim speed and minuses to firearm attacks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Checks	+1	+2	+3	+4	+5
Speed	+10	+20	+30	+40	+50
Minuses	-1	-2	-3	-4	-5
Cost	11k	22k	33k	44k	55k
Surgery	5 Hours				
Recovery	1 Hour				

7.1.3 – Internal Upgrades

This section covers various types of internal upgrades that help you better survive damage and irritations.

Table 7-3 – Internal Upgrades lists the various types of upgrades that fall into this category.

Table 7-3 – Internal Upgrades

Name	Cost	Name	Cost
Auto-Sphincter Tourniquet	50-250k	Enhanced White Blood Cell	10-50k
Iris Shutters	10-50k	Qwikklot Auto Blood Clotter	50-250k
Secondary Nictating Membranes	5-25k		

Auto-Sphincter Tourniquet

Grown from the purchasers own DNA these additional muscle valves are added to all the major arteries in the body so that they automatically clench when a critical wound is taken to prevent overly excessive amounts of damage.

When hit by a critical you take less damage.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	-5	-10	-15	-20	-25
Cost	50k	100k	150k	200k	250k
Surgery	30 Hours				
Recovery	3 Hours				

Enhanced White Blood Cell Production

The purchasers white blood cell production is drastically enhanced to increase it to the point that they are more able to heal quickly.

You regain hit points more quickly at a rate of per round.

Level	Alpha	Beta	Delta	Epsilon	Omega
Hit Points	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	7 Hours				
Recovery	3.5 Hours				

Iris Shutters

These reflexive muscles are imbedded in the eyes of the purchaser allowing them to better handle bright lights such as flash bangs and explosive light.

The muscles reflexively iris shut for a short period of time to maintain a person's vision.

You gain a physical exertion bonus vs. blinding light.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	3 Hours				
Recovery	30 Minutes				

Qwikklot Auto Blood Clotter

With this Bioware nodal clusters are installed in the purchaser's body and when a character takes any damage that would cause them to fall into their reserve hit points they reduce that damage by a certain amount.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	-1	-2	-3	-4	-5
Cost	50k	100k	150k	200k	250k
Surgery	3 Hours				
Recovery	30 Minutes				

Secondary Nictating Membranes

With the secondary Nictating membranes you are able to better protect your eyes by reflexively closing the membranes but still being able to retain some vision function.

You gain a bonus to physical exertions vs. eye irritants; this does not include bright lights; but get minuses to notice and attack checks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Minus	-1	-2	-3	-4	-5
Cost	5k	10k	15k	20k	25k
Surgery	5 Hours				
Recovery	50 Minutes				

7.1.4 – Alterations

This section covers various types of alterations that help disguise your identity.

Table 7-4 – Alterations

Name	Cost
Fingerprint Alteration	30,000
Re-Programmable Fingerprints	45-85k
Retina Alteration	5k

Fingerprint Alteration

With this procedure you are able to have your fingerprints natural altered to a different set.

Anyone trying to identify you via your fingerprints gains a minus.

Minus	-5
Cost	30,000
Surgery	30 Minutes
Recovery	15 Minutes

Full DNA Alteration

Through the use of gene-therapy you are able to alter your DNA so that it is harder to identify you and during the process the therapy does alter the person's physical appearance as well giving those trying to identify you a minus.

Level	Alpha	Beta	Delta	Epsilon	Omega
Minus	-2	-4	-6	-8	-10
Cost	200k	400k	600k	800k	1m
Surgery	1 Week				
Recovery	1 Day				

Re-Programmable Finger Prints

The Re-Programmable prints works much in the same manner as the fingerprint alteration procedure save that you are able to store and use up to five different sets of fingerprints rather than just one and later on you can replace a pre-existing set with a new one.

Anyone trying to identify you via fingerprints gets a minus.

Level	Alpha	Beta	Delta	Epsilon	Omega
Sets	1	2	3	4	5
Minus	-5				
Cost	45k	55k	65k	75k	85k
Surgery	2.5 Hours				
Recovery	15 Minutes				

Re-Programmable Retina

With the Re-Programmable retina you can store up to five different patterns depending on the model; either completely new ones or ones set to mimic another person's retina patterns.

Anyone trying to identify you via your retina pattern gains a minus.

Level	Alpha	Beta	Delta	Epsilon	Omega
Sets	1	2	3	4	5
Minus	-5				
Cost	15k	25k	35k	45k	55k
Surgery	10 Hours				
Recovery	1 Hour				

Table 7-4 – Alterations lists the various types of upgrades that fall into this category.

Retina Alteration

This is a less drastic version of the Re-Programmable Retina allowing you to have your retina pattern changed and giving anyone trying to identify you via that pattern a minus.

Level	Alpha	Beta	Delta	Epsilon	Omega
Minus	-5				
Cost	5,000				
Surgery	10 Hours				
Recovery	1 Hour				

7.1.5 – Weapons

This section covers various types of organic weaponry that can be added to your body.

Table 7-5 – Weapons

Name	Cost
Launchable Stinger	500
Nosferatu Fangs - Hollow	200

Launchable Stinger

This organic weapon is a hollow piece of pointed bone that attaches to a 10'4.5m strand of muscle and can be placed in the top or bottom of the wrist; a hollow muscular tube runs through the muscle allowing a venom gland to be attached at the other end.

Damage	2d4 + Injected Venom
Range	10'4.5m
Cost	500
Surgery	6 Hours
Recovery	1 Hour

Nosferatu Fangs

These fangs are able to retract into the upper jaws of the purchaser and the hollow version can be linked with a venom gland for extra damage.

Level	Standard	Hollow
Sets	2d4	2d4 + Injected Venom
Cost	100	200
Surgery	4 Hours	
Recovery	30 Minutes	

Table 7-6 – Neural Enhancements

Name	Cost
Neural Memory Enhancers	100-500k
Tandem Cluster	30-150k

Skillworks Neural Memory Enhancers

Using the purchasers DNA dozens of additional neural ganglia are grown in a vat; these ganglia are targeted on enhancing memory.

You gain extra boost points per level.

Level	Alpha	Beta	Delta	Epsilon	Omega
Points	+10	+20	+30	+40	+50
Cost	100k	200k	300k	400k	500k
Surgery	30 Hours				
Recovery	3 Hours				

Skillworks Neural Pathway Enhancers

Using the purchasers DNA dozens of additional neural ganglia are grown in a vat; these ganglia are targeted on enhancing skill learning.

You gain the ability to attain higher ranks than normal; only one of these ganglia sets can be used for a boost with additional ganglia purchased allowing other boosts to rank higher, at time of purchase you must choose what boost will be able to rank higher.

Level	Alpha	Beta	Delta	Epsilon	Omega
Points	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	30 Hours				
Recovery	3 Hours				

Table 7-5 – Weapons lists the various types of upgrades that fall into this category.

Name	Cost
Nosferatu Fangs – Standard	100
Retractable Spur	300

Retractable Spur

This spur of sharpened bone can be mounted in the forearm, elbow, knee, or heel of the purchaser and is completely retractable allowing for a hidden weapon to be carried for decent amounts of damage.

Damage	3d4
Range	Personal
Cost	300
Surgery	2 Hours
Recovery	20 Minutes

7.1.6 – Neural Enhancements

This section covers various types of neural enhancements that increase a person's ability to respond faster and learn things more easily.

Table 7-6 – Neural Enhancements lists the various types of upgrades that fall into this category.

Name	Cost
Neural Pathway Enhancers	10-50k

Tandem Cluster

With the tandem cluster nerve tissue a person becomes highly proficient with the use of both hands and is able to take additional attacks and target numerous individuals during combat.

With this Bioware you are able to gain additional off-hand attacks, negate penalties from off-hand attacks, and target additional threats with fewer penalties.

Level	Alpha	Beta	Delta	Epsilon	Omega
Ambidexterity	+1	+2	+3	+4	+5
Two Gun Rank	+1	+2	+3	+4	+5
Akimbo Rank	+1	+2	+3	+4	+5
Cost	30k	60k	90k	120k	150k
Surgery	30 Hours				
Recovery	3 Hours				

7.1.7 – Misc. Bio-Ware

This section covers various types of bio-ware that doesn't fall into any other category.

Table 7-7 – Misc. Bioware lists the various types of upgrades that fall into this category.

Table 7-7 – Misc. Bioware

Name	Cost	Name	Cost
Gills	1-5k	Hear, There, Everywhere	20-100k
Tail	3-5k		

Gills

These added organs allow a person to be able to breath underwater for long periods of time while in oxygenated fluids such as water.

You gain the ability to breathe underwater for a number of hours.

Level	Alpha	Beta	Delta	Epsilon	Omega
Hours	1	2	3	4	5
Cost	1k	2k	3k	4k	5k
Surgery	5 Hours				
Recovery	1 Hour				

Hear, There, Everywhere

With the HTE you area able to amplify and dampen sound as needed allowing you to pick up the barest whisper or shut out the loudest noises.

You gain bonuses to Notice – Hearing checks and Physical Exertions vs. loud noises.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Exertion	+1	+2	+3	+4	+5
Cost	20k	40k	60k	80k	100k
Surgery	7.5 Hours				
Recovery	1.5 Hours				

Tail

A tail, that is what this is; it comes in two types the first being a normal tail that all you can do is wag while the second type is prehensile and is able to carry items up to a third of what your normal lifting/carrying capacity is.

	Standard	Prehensile
Bonus	Wags	Carry 1/3 Lift/Carry
Cost	3k	5k
Surgery	25 Hours	50 Hours
Recovery	2.5 Hours	5 Hours

7.2 – Cyberware Upgrades

From being horrific accidents to wanting to just look cool you can replace all or just parts of your body with these nifty Cyberware upgrades; from the concealed to the easy to spot this section has what you need when it comes to heavy metal upgrades.

Section 7.2 Cyberware Upgrades covers the various upgrades to the body that are formed from metals, plastics, wiring, and electrical components.

It should be noted that recovery times are with the use of nanno-regeneration to speed the healing of the surgery.

If the character suffers from nanno-rejection syndrome however hours can turn into days.

Can I get a change machine installed - Michael

Why? - Josh

So we can always have exact change - Michael

Why not just carry exact change - Justin

Because I think it would be cooler - Michael

Table 7-8 – Armor Upgrades & Skinning

Name	Cost
Armored Cowl	400-2k
Armored Full Body Plating	10-50k
Ceramo-Steel Mesh	100-500k
Full Body Skinning - Leather	19k
Full Body Skinning - NCFW	28k
Full Body Skinning – Nanno-Tex	13k
Full Body Skinning – SLNC	5k
IRThOp Coating	20-100k

Armored Cowl

This is an armored covering that covers the back, top, and sides of the head.

This adds damage deflection to your head.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+1	+2	+3	+4	+5
Cost	400	800	1200	1600	2000
Surgery	4 Hours				
Recovery	1 Hour				

Armored Face Plate

This is an armored covering that covers the face.

This adds damage deflection to your face.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+1	+2	+3	+4	+5
Cost	400	800	1200	1600	2000
Surgery	4 Hours				
Recovery	1 Hour				

Armored Full Body Plating

This is an armored covering that covers the entire body protecting it from varying degrees of damage.

This adds damage deflection to the entire body.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	100 Hours				
Recovery	10 Hours				

Why would it be cooler - Justin

Because then I could change all the ladies minds - Michael

You sir are an idiot - Justin

I Concur - Josh

7.2.1 – Armor Upgrades & Skinning

This section covers various types of armor upgrades for the body.

Table 7-8 – Armor Upgrades & Skinning lists the various types of upgrades that fall into this category.

Name	Cost
Armored Face Plate	400-2k
Armored Torso Plating	3-15k
Full Body Skinning - Kevlar	9k
Full Body Skinning – Mono-Film	3k
Full Body Skinning – Nanno-Pore	11.5k
Full Body Skinning – Real Skin	5k
Full Body Skinning – Spider Silk	5.5k
Microwave & EMP Shielding	10-50k

Armored Torso Plating

This armored plating covers the chest, stomach, and back protecting it from massive amounts of damage.

This armoring add damage deflection to the mentioned areas.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+1	+2	+3	+4	+5
Cost	3k	6k	9k	12k	15k
Surgery	30 Hours				
Recovery	3 Hours				

Ceramo-Steel Mesh

This thin layer of armoring is made from a mesh of ceramic and titanium composites and is placed over the entire muscular structure of the body allowing for hidden armoring.

The only real draw back to this type of armor is that the purchaser's skin must be completely peeled from the body before the armoring can be added to the musculature.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	+1	+2	+3	+4	+5
Cost	100k	200k	300k	400k	500k
Surgery	100 Hours				
Recovery	10 Hours				

Full Body Skinning

With Full Body Skinning you can replace either your own natural skin or a cybernetic limb's with just about any material. It should be noted that additional weight of materials is the same as that of a suit of armor of the same category.

Only flexible materials can be used for this type of armoring and this adds additional damage deflection to the person.

Material	Kevlar	Leather	Mono-Film
Deflection	+2	+2	+1
Cost	9,000	19,000	3,000
Material	Nanno-Carbon Fiber Weave		
Deflection	+4		
Cost	28,000		
Material	Nanno-Pore	Nanno-Tex	Real Skin
Deflection	+2	+3	N/A
Cost	11,500	13,000	5,000
Material	Semi-Liquid Nanno-Carbons	Spider-Silk	
Deflection	+2	+2	
Cost	5,000	5,500	
Surgery	20 Hours		
Recovery	2 Hours		

IRThOp Coating

This coating dampens thermal and infrared sensing as well as being able to physically cloak things from the optical range.

Each limb that is to be coated must be done separately and you gain bonuses to Survival – Camouflage from this.

Level	Alpha	Beta	Delta	Epsilon	Omega
Camouflage	+2	+4	+6	+8	+10
Cost	20k	40k	60k	80k	100k
Surgery	2 Hours				
Recovery	1 Hour				

Microwave & EMP Shielding

With this shielding you gain an advantage against any microwave or EMP weapons and bursts allowing you to shrug off damage that would normally be done to your Cyberware.

Your Cyberware gains a physical exertion bonus vs. EMP/Microwave.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	100 Hours				
Recovery	10 Hours				

7.2.2 – Replacement Limbs & Bodies

This section covers various types of replacement limbs, accessories, and bodies.

Table 7-9 – Replacement Limbs & Bodies lists the various types of upgrades that fall into this category.

Table 7-9 – Replacement Limbs & Bodies

Name	Cost	Name	Cost
Cyber Bodies – Combat Able	450k	Cyber Bodies – Combat Baker	1.3m
Cyber Bodies – Combat Charlie	2.55m	Cyber Bodies – Combat Delta	3.9m
Cyber Bodies – Combat Tango	6m	Cyber Bodies – Hardsuit Model	x10
Cyber Bodies – Politician Model	4.75m	Cyber Bodies – Submergence Model	5.6m
Cyber Bodies – Super Model	3.1m	Cyber Limbs – Exo-Skeletal	75k
Cyber Limbs – High End	100k	Cyber Limbs – Kombat Kulture	10-50k
Cyber Limbs – Standard	10-50k		

Cyber Bodies

Either willingly or due to some horrific injury that not even nanno-repair could fix people replace their entire bodies with cyber bodies.

Combat Models – the combat models of the cyber bodies are those that are generally purchased by the military, police, security, and para-military forces.

These bodies give the following bonuses – additional hit points, bonus to ranged attacks, bonuses to lifting/carrying capacity, additional damage deflection, and bonuses to physical exertions vs. area effects.

Level	Able	Baker	Charlie	Delta	Tango
Hit Points	+5	+10	+15	+20	+25
Carry Cap.	+5lbs.	+10lbs.	+15lbs.	+20lbs.	+25lbs.
Ranged	+1	+2	+3	+4	+5
Deflection	+1	+2	+3	+4	+5
Exertion	+1	+2	+3	+4	+5
Cost	450k	1.3m	2.55m	3.9m	6m

Hardsuit Model

This is basically a Hardsuit that has been upgraded to be used as a cyber-body.

Cost Multiply The Cost Of The Suit By 10

Politician Model

This is a model of cyber-body that is used by politicians that has had subtle upgrades to it to make the person's original appearances slightly more pleasing and upgrades to voice and mannerisms.

Submergence Model

This model of cyber-body has been heavily modeled towards used underwater at great depths.

Super Model

This model of cyber-body was designed to be used by models and people wanting to look stunning, these bodies are used by models, escorts and the like.

Level	Politician	Submergence	Super Model
Hit Points	+25	+100	+5
Carry Cap.	-	+150lbs.	-
Deception	+5	-	-
Social	+5	-	+5
Perform	+5	-	+5
Swim	-	+5	-
Cost	4.75m	5.6m	3.1m

Cyber Limbs – Exo-Skeletal

These limbs are basically bare structural components with no added armor or skinning to disguise them, additional plating and skinning cannot be added to these limbs.

Cyber Limbs - High End

These limbs are so cleverly designed that they can pass as real even with close scrutiny and even metal detectors and the like have a hard time picking them up.

Level	Exo	High End
Hit Points	+10 Per Limb	+5 Per Limb
Carry Cap.	+15lbs.	-
Cost	75k	100k
Surgery	15 Hours	
Recovery	1.5 Hours	

Cyber Limbs - Kombat Kulture

The Kombat Kulture limbs are used by various combat oriented professions in both the military and police as well as among mercenaries and the like and are even used in illegal cyber fights.

You gain a bonus die to melee combat.

Level	Alpha	Beta	Delta	Epsilon	Omega
Die	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	15 Hours				
Recovery	1.5 Hours				

Standard Limbs

These limbs are the standard basic cyber limbs available to everyone and can be upgraded in numerous ways.

You gain bonuses to jump and climb.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonuses	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	15 Hours				
Recovery	1.5 Hours				

7.2.3 – Hands & Fingers

This section covers various types of hands and fingers.

Table 7-10 – Hands & Fingers lists the various types of upgrades that fall into this category.

Table 7-10 – Hands & Fingers

Name	Cost	Name	Cost
Coder/Hacker Hands	10-50k	Cyber Finger Mount	1k
Cyber Finger – Bomb	700	Cyber Finger - Chainsaw	500
Cyber Finger – Chem-Analyzer	200	Cyber Finger – Cutting Torch	300
Cyber Finger – Dartgun	100	Cyber Finger – Derringer	400
Cyber Finger – Flashlight	100	Cyber Finger – Geiger Counter	200
Cyber Finger – Grapple Finger	750	Cyber Finger – Nanno-Injector	250
Cyber Finger – Laser Pointer	100	Cyber Finger – Light Stylus	100
Cyber Finger – Lighter	100	Cyber Finger – Lock Picks	200
Cyber Finger – Pen	50	Cyber Finger – Mace/Pepper Spray	200
Cyber Finger – Mini-Camera	500	Cyber Finger – Parabolic Microphone	300
Cyber Finger – Probe-Link	400	Cyber Finger – Scissors/Wire Cutter	200
Cyber Finger – Screw Driver	200	Cyber Finger – Socket Wrench	200
Cyber Finger – Soldiering Iron	150	Cyber Finger – Storage Compartment	150
Cyber Finger – Strobe	200	Cyber Finger – Stun Gun	250
Cyber Finger – TASER	400	Cyber Finger – Tentacles	500
Cyber Finger – Tracking Device	500	Five Finger Sandwich Maker	1.5k
Kombat Kulture Knuckles	1.5-3.5k	Quick Change Wrist Mount	1.5k

Coder Hacker Hands

Each digit on these hands splits into five separate digits and allows quicker and easier programming and hacking capability.

There is however a drawback to having these hands any hand to hand combat done with these causes the delicate cybernetics to take half the damage that is dealt to your opponent.

Level	Alpha	Beta	Delta	Epsilon	Omega
Computer	+1	+2	+3	+4	+5
Hacking	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	15 Hours				
Recovery	1.5 Hours				

Cyber Finger Mount

This socket allows the mounting of cybernetic finger accessories to a real or cybernetic hand and allows the fingers to be easily and quickly changed out.

Cyber Finger – Bomb

This quick detaching finger has a small amount of C20 imbedded in it and deals 2d10 points of damage to a five foot radius and has up to a two hour delay on detonation time.

Cyber Finger – Chainsaw

This finger attachment has a small battery operated chainsaw that is built into it.

The finger itself splits apart along the top and bottom length and the chainsaw extends, it isn't very powerful but it can cut through lighter objects and deals 2d4 points of damage ignoring 5 damage deflection.

Cyber Finger – Chem-Analyzer

This finger has a small chemical analyzer inside of it and the probe extends from tip of the finger and can either be hooked to a cyber-optic or to a remote terminal.

You gain +2 to Knowledge – Chemicals.

Cyber Finger – Cutting Torch

This attachment has a built in Plasma Torch with enough fuel for ten minutes of use and can deal 3d10 points of damage if used as a weapon.

Cyber Finger – Dartgun

With this finger a thin barrel extends about half an inch out of it and fires a small dart; the darts can be loaded with chemicals or poisons and the gun holds three darts with them being loaded one at a time through a retractable breach at the top of the finger.

Cyber Finger – Derringer

This finger fires a single .357 Magnum round and has to be detached to be reloaded.

Cyber Finger – Flashlight

The tip of this finger spreads open showing the lens of a flashlight and gives illumination out to ten feet.

IR/UV variants also exist.

Cyber Finger – Geiger Counter

A thin probe extends from the tip of the finger and you gain a +2 bonus to finding radioactive materials.

Cyber Finger – Grapple

The tip of this finger splits apart and launches a small self-drilling grapple and contains 75'/23m. of mono-wire that is rated up to 500lbs.

Cyber Finger – Nanno-Injector

This finger has a built in refillable nanno-injector.

Cyber Finger – Laser Pointer

The tip of the finger irises open and you can use a laser pointer for various things.

Cyber Finger – Light Stylus

A light stylus extends from the tip of the finger and can be used with E-PADDs and holographic equipment.

Cyber Finger – Lighter

The tip of the finger irises open and has a one inch flame that is good for up to 100 lights.

Cyber Finger – Lock Pick

This finger extends a lock pick from it and also stores the needed torsion bar giving you a +1 to disable mechanical devices.

Cyber Finger – Pen

A small pen extends from the tip of the finger.

Cyber Finger – Mace/Pepper Spray

The tip of this finger irises open and a small tube extends able to spray a small dose of mace or pepper spray.

Cyber Finger – Mini-Camera

This finger has a small camera lens at the tip with five hours of record time and is also capable of relaying the information to either a cyber-optic or a monitor.

Cyber Finger – Parabolic Mike

The tip of this finger splits open and then extra panels open between the splits forming the dish of the microphone, a headset can be attached or a HAS system must be used to hear this.

Cyber Finger – Probe Link

The tip of the finger detaches and has a small length of cable with a cyberjack being at the tip of it.

Cyber Finger – Scissors/Wire Cutter

This finger splits apart creating a set of scissors/wire cutters.

Cyber Finger – Screw Driver

This finger opens and a screw driver extends with a morphing tip able to fit most screw heads.

Cyber Finger – Socket Wrench

This finger opens and a socket wrench extends with a morphing tip able to fit most bolts.

Cyber Finger – Soldering Iron

A soldering iron extends from the tip of this finger.

Cyber Finger – Storage Compartment

A panel flips open on this finger revealing a tiny size storage compartment.

Cyber Finger – Strobe

This finger splits down the length in four sections and spreads apart revealing a strobe.

Cyber Finger – Stun Gun

Two metal prods extend from the tip of the finger; you must make physical contact with this weapon and target must make a Physical Exertion 15 or be stunned using the stunned rules in the game mechanics chapter.

Cyber Finger – TASER

This launches a TASER dart that works the same as the Stun Gun Finger.

Cyber Finger – Tentacles

This finger splits open to reveal a half dozen Millimetric tentacles able to extend out to 3'/0.9m.

Cyber Finger – Tracking Device

This finger can be easily detached and stuck to just about anything with a molecular magnet and can send its data either to a HUD or remote terminal.

Five Finger Sandwich Maker

This design came about when one of our reader's sent in a letter telling us about how he had lost his hand and had decided to make his replacement one just that little bit more useful.

Oddly enough his idea of useful was to make so that he could cook grilled cheese sandwiches with his hand; we've expanded on this idea and made it so that you can start fires and melt things.

Damage 5d6 Fire & Makes Sandwiches

Cost 600

Kombat Kulture Knuckles

With the Kombat Kulture Knuckles all your knuckle joints are covered with heavy lead caps allowing for massive amounts of damage.

You are able to multiply your punching damage by a certain amount.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	x1.5	x2	x2.5	x3	x3.5
Cost	1.5k	2k	2.5k	3k	3.5k
Surgery	5 Hours				
Recovery	20 Minutes				

Quick Change Wrist Mount

With this cybernetic option you can easily and quickly change out hands.

It only takes up a five foot move action to switch out hands.

Cost 1500

Surgery 2.5 Hours

Recovery 25 Minutes

7.2.4 – Aural & Vocal Upgrades

This section covers various types of aural and vocal upgrades.

Table 7-11 – Aural & Vocal Upgrades lists the various types of upgrades that fall into this category.

Table 7-11 – Aural & Vocal Upgrades

Name	Level	Ability	Cost
Audiovox	15k	Audiovox – Bullhorn	5k
Audiovox – Forked Tongue	5k	Audiovox – Synthesizer	5k
Audiovox – Voice Pattern	5k	Ear Valve	1-5k
HAS	1-5k	HAS – Audible Tracker	1-5k
HAS – Communications Link	1k	HAS – Comm. [De]Scrambler	5-25k
HAS – Entertainment System	1k	HAS – Inner Ear Tremor Sensor	11-55k
HAS – Sensor Detector	10-50k	HAS – Recording Link	750
HAS – Replacement Audio Module	500	HAS – Sound Dampener	10-50k
HAS – Sub/Super-Audible Module	10-50k	HAS – [Un]Encrypted Comm. Scanner	10-50k

Audiovox

The Audiovox systems is a small package of Cyberware that is surgically implanted in the throat and connected to the vocal cords allowing for a wide range of manipulations.

Audiovox - Bullhorn

This amplifies the sound of your voice allowing others to more easily hear you.

Others gain a bonus to notice – hearing checks when you are talking.

Audiovox - Forked Tongue

This module allows a person to more easily and smoothly tell lies without anyone being able to tell by their tone if they are lying.

You gain a bonus to your deception rolls.

Audiovox - Synthesizer

This item allows you to mimic sounds such as animals and background noise.

You gain a bonus to mimicking noises.

Audiovox - Voice Pattern

This item allows you to mimic other peoples voice patterns almost perfectly.

You gain a bonus to mimicking other people's voices.

Level	Bullhorn	Forked	Synthesizer	Voice
Bonus	+5	+5	+5	+5
Cost	5k	5k	5k	5k
Surgery	1 Hour			
Recovery	30 Minutes			

Ear Valve

This nifty little cyber option allows you to reduce the amount of damage you would take from pressure waves created by vacuum, water, and concussive waves.

You gain a physical exertion bonus vs. aural disorientation and deafness.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k
Surgery	8 Hours				
Recovery	40 Minutes				

Hearing Amplification System [HAS] & Accessories

The HAS system is able to enhance ones hearing and comes with numerous other accessories that can be easily added to the system.

The system comes with a number of varying slots for upgrades depending on model.

You gain a bonus to notice hearing.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Slots	2	4	6	8	10
Cost	1k	2k	3k	4k	5k
Surgery	8 Hours				
Recovery	1 Hour				

HAS - Audible Tracker

This module allows you to lock onto a sound and track is easily; there is also a sub- and super-audible upgrades available allowing for the tracking of devices that emit these frequencies.

You gain a bonus to survival tracking.

Level	Alpha	Beta	Delta	Epsilon	Omega
Tracking	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k

HAS - Communications Link

This communications system allows you to communicate normally as if you were using a handheld comm unit.

Cost 1,000

HAS - Communications Scrambler/Descrambler

This module scrambles your outgoing communications and descrambles incoming communications making it harder for others to eavesdrop on your conversations.

Others gain a minus to descramble your communications when attempting to listen in.

Level	Alpha	Beta	Delta	Epsilon	Omega
Minus	-1	-2	-3	-4	-5
Cost	5k	10k	15k	20k	25k

HAS - Entertainment System

This can be used in conjunction with a HUD and a moly-chip reader to allow you to watch movies and read books.

Cost 1,000

HAS - Inner Ear Tremor Sensor

This module has a built in tremor sensor using sophisticated and sensitive fluids and levels allowing you to detect movement through surfaces.

You gain a bonus to survival – tracking.

Level	Alpha	Beta	Delta	Epsilon	Omega
Tracking	+1	+2	+3	+4	+5
Cost	11k	22k	33k	44k	55k

HAS - Sensor Detector

With this module you get an audible ping when it detects Radar, Sonar, IR, thermal, Laser, or Ultra sonic detection devices.

You gain a bonus to notice checks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Tracking	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

HAS - Recording Link

Combined with a moly-chip reader you can record everything that you hear.

Cost 750

HAS - Replacement Audio Module

This module just replaces a person's lost hearing.

Cost 500

HAS - Sound Dampener

This module automatically dampens loud noises keeping you from being deafened by them.

You gain a bonus to physical exertions vs. deafening.

Level	Alpha	Beta	Delta	Epsilon	Omega
Tracking	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

HAS - Sub/Super-Audible Module

These modules allow you to pick up and hear in the sub and super-audible ranges.

You gain a bonus to notice hearing for these ranges.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

HAS – [Un]Encrypted Comm. Scanner

With this module you are able to pick up and hear both encrypted and unencrypted communications.

You gain a bonus to decrypt communications signals.

Level	Alpha	Beta	Delta	Epsilon	Omega
Decrypt	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

7.2.5 – Optical Upgrades

This section covers various types of optical upgrades.

Table 7-12 – Optical Upgrades lists the various types of upgrades that fall into this category.

Table 7-12 – Optical Upgrades

Name	Cost	Name	Cost
Cyber Optic	2-10k	Additional Mount	1.5k
Anti-Flash Upgrade	1-5k	Coloration Change	2.5k
Compass	2.5k	Detachable	5k
Enhancement Visor	15k	HUD	5k
IR	500-2.5k	Image Enhancer	250-1.25k
Lowlight	125-625	Magnification/Microscope	2-10k
Night Vision	22-110k	Ocular Interface	15k
Plasma Eye	1.25k	Range Finder [Laser]	1-5k
Strobe Light	1-5k	TADS	10-50k
Thermal	1.5-7.5k	UV	3-15k

Cyber Optics

Cyber optics are used to replace a person's existing or damage eye[s]; whether from damage or voluntary replacement.

Cyber optics have numerous options that can be added. Cyber optics have a number of slots available for upgrades as well as giving a bonus notice – vision checks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Slots	1	2	3	4	5
Cost	2k	4k	6k	8k	10k
Surgery	1 Hour				
Recovery	10 Minutes				

Additional Mount

This allows for the mounting of an additional cyber-optic which is generally mounted in the middle of the forehead but can actually be mounted anywhere.

Cost	1,500
Surgery	1 Hour
Recovery	10 Minutes

Anti-Flash

This option allows the person to avoid being blinded by bright flashes of light such as flash bangs and spotlights.

You gain a bonus to physical exertion vs. blinding.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k

Coloration Change

This allows a person to change the colors of their eyes at will.

Cost	2,500
------	-------

Compass

This option is basically the installation of a digital compass that can be set to orient on the true north of any planet and can be views on the cyber-optic.

You gain a bonus to survival – navigate.

Navigate	+2 Bonus
Cost	2,500

Detachable

This option can be added to any cyber-optic and allows the eye to be removed from the socket and placed somewhere and has remote functions via a HUD or remote terminal with up to ten hours internal data storage.

Cost	5,000
------	-------

Enhancement Visor

This large visor like cyber-optic takes the place of both cyber-optic areas and has a total of fifteen upgrade slots.

Cost	15,000
------	--------

HUD

This upgrade can be easily added to any cyber-optic and it allows for varying types of information to be displayed on the cyber-optic, quite a few Cyberware options require the installation of one of these.

Cost	5,000
------	-------

IR Upgrade

This upgrade allows you to easily see in the infra-red range of vision.

You gain a bonus to notice checks for IR.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Cost	500	1000	1500	2000	2500

Image Enhancer

With this upgrade your cyber-optics are able to take visual data and enhance it greatly allowing you to make out details.

It should be noted that this cannot be done real time but must be done once the image has been taken.

You gain a bonus to notice after the enhancement is complete.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Cost	250	500	750	1000	1250

Lowlight

With this upgrade you gain the ability to see more clearly in low-light situations.

You gain a +1 bonus to notice checks in low-light.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Cost	125	250	375	500	625

Magnification/Microscope

With this upgrade you are able to more clearly see at long ranges and be able to view microscopic items with detail.

You gain extended increment ranges.

Level	Alpha	Beta	Delta	Epsilon	Omega
Increment	x1.5	x2	x3	x4	x5
Cost	2k	4k	6k	8k	10k

Night Vision

With this upgrade you are able to see in complete darkness.

You gain a bonus to notice checks in complete darkness along with being able to see a certain distance.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Distance	10'/3m.	20'/6m.	30'/9m.	40'/12m.	50'/15m.
Cost	22k	44k	66k	88k	110k

Ocular Interface

This interface is inside the eye ball and takes up all upgrades slots for that eye; however the cornea of the eyes is hinged and opens easily to allow a person to jack into a vehicle or the GalactaNET or any other device that can use a cyber-jack.

Cost 15,000

Plasma Eye

This type of cyber optic has a onetime use plasma burst that pretty much slags the cyber ware but does quite a bit of damage for a one use weapon. It operates very similar to a hand grenade.

Damage	4d20x2
Radius	10'3m.
Cost	1,250

Range Finder [Laser]

With the RF[L] you are able to lase a target and get a more accurate idea of how far away it is as well as being able to target it for incoming ordnance.

Ordnance and missiles gain a bonus to hit when using this.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k

Strobe Light

This nasty little bugger can cause nausea and disorientation due to its quick repetitive strobing.

Anyone in the vicinity of the strobe and viewing must make a physical exertion vs. nausea or become sick and vomit; the check is 20.

This also gives minuses to a person's physical exertion vs. this check.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	-1	-2	-3	-4	-5
Cost	1k	2k	3k	4k	5k

TADS – Target Acquisition & Designation System

First used in the Apache Helicopters in the 20th century this downscaled version gives bonuses to a vehicle mounted ranged weapon that is linked through the TADS system; however the weapon must have a special laser sight attached to it.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

Thermal Optics

This upgrade allows a person to see in the thermal range allowing them to distinguish between most animate and inanimate objects.

You gain a bonus to notice – sight checks in the thermal range.

Level	Alpha	Beta	Delta	Epsilon	Omega
Notice	+1	+2	+3	+4	+5
Cost	1.5k	3k	4.5k	6k	7.5k

UV [Active]

With this upgrade your optics put a UV based light allowing you to more easily see in low-light and darkness as well as being able to see in the UV range.

You gain a bonus to notice – sight in the UV range.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	3k	6k	9k	12k	15k

7.2.6 – Bodily Enhancements & Upgrades

This section covers various types of bodily enhancements and upgrades.

Table 7-13 – Bodily Enhancements & Upgrades

Name	Cost
Adrenal Enhancer	30-150k
Bio-Monitor – Personal	2.5k
Boost Link	20-100k
Cyber Liver	2-10k
Detachable Remote Limb	5-10k
Dislocating Joint – Medium	5-25k
Double Jointed Limbs	10-50k
Joint Reinforcement	2.5-12.5k
Neural Pathway Enhancement	5-25k
Quick Detachable Limb Mounting - Socket	2.5k
Strengthened Shoulders	20-100k

Adrenal Enhancer

This cybernetic gland replaces your normal adrenal gland and comes and is able to increase your reaction times allowing you to better avoid damage.

You gain a bonus to initiative and physical defense; and can only be used a number of times per day.

Level	Alpha	Beta	Delta	Epsilon	Omega
Initiative	+1	+2	+3	+4	+5
Defense	+1	+2	+3	+4	+5
Uses	1	2	3	4	5
Cost	30k	60k	90k	120k	150k
Surgery	5 Hours				
Recovery	50 Minutes				

Artificial Circulatory System

This system replaces your standard circulatory system and has built in shunts and cut off points to cut down on the amount of damage a person takes from deadly attacks.

You are able to eliminate a die of damage when you take a critical hit.

Level	Alpha	Beta	Delta	Epsilon	Omega
Die Removed	1	2	3	4	5
Cost	10k	20k	30k	40k	50k
Surgery	3 Hours				
Recovery	30 Minutes				

Bio-Monitor

This device is mounted somewhere in a person's body and keeps track of their health and well-being and can either be linked to a person's HUD or relayed to remote terminal.

Level	Personal	Remote
Cost	2.5k	5k
Surgery	7.5 Hours	
Recovery	10 Minutes	

Boost Link

This piece of cyber ware is wired directly to your nervous system and allows for greater reaction times.

You gain a bonus to initiative.

Level	Alpha	Beta	Delta	Epsilon	Omega
Initiative	+2	+4	+6	+8	+10
Cost	20k	40k	60k	80k	100k
Surgery	6 Hours				
Recovery	1 Hour				

Table 7-13 – Bodily Enhancements & Upgrades lists the various types of upgrades that fall into this category.

Name	Cost
Artificial Circulatory System	10-50k
Bio-Monitor – Remote	5k
Burst Speed	10-50k
Cyber Nasal Filters	10-50k
Dislocating Joint – Small	2.5-12.5k
Dislocating Joint – Large	7.5-37.5k
Internal Defibrillator	200-600k
Moly Nanno-Brain	1-5m
Quick Detachable Limb Mounting – Ball	2k
Reinforced Spine	6-30k
Synthetic Musculature Upgrade	100-500k

Burst Speed

With this cyber ware implant you are able to drastically increase your ground movement speed.

You gain a bonus to your run/sprint speeds.

Level	Alpha	Beta	Delta	Epsilon	Omega
Speed	+10	+20	+30	+40	+50
Cost	10k	20k	30k	40k	50k
Surgery	30 Hours				
Recovery	30 Minutes				

Cyber Liver

With the cyber liver you can easily drink that Dwuervan friend of yours under the table and not suffer the consequences.

You gain a bonus to your physical exertion vs. drunkenness.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+2	+4	+6	+8	+10
Cost	2k	4k	6k	8k	10k
Surgery	6 Hours				
Recovery	2 Hours				

Cyber Nasal Filters

With the cybernetic Nasal Filters you gain the ability to identify and nullify toxins in the air you breathe.

It should be noted that you must have an implanted HUD system for this work properly.

You gain a bonus to physical exertions vs. airborne toxins and chemicals.

You gain a bonus to physical exertions vs. toxins and chemicals that are airborne.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	5 Hours				
Recovery	50 Minutes				

Detachable Remote Limb

This upgrade allows you to detach a cyber-limb and remotely control it to get into tighter places than you would normally be able to; or if you get caught and stuck in a cell it may even help you to escape.

These limbs come in the form of a hand, arm with hand, or foot or even foot with leg.

The hand oriented ones can move fairly quickly by using the fingers to run but the feet are stuck with hopping and are rather slow.

These generally have a 500 foot range.

Level	Hand	Hand w/Arm	Foot	Foot W/Leg
Movement	40'/12m.	30'/9m.	25'/8m.	20'/6m.
Cost	5k	10k	5k	10k
Surgery	30 Hours			
Recovery	30 Minutes			

Dislocating Joints

With these titanium ball and socket joints that use silicon lubricant stored in a special gland you can easily dislocate your joints to squeeze through areas you may not normally be able to or to escape those pesky handcuffs.

You gain a bonus to Survival Skills – Escape & Evade rolls.

Small Joint

Level	Alpha	Beta	Delta	Epsilon	Omega
Escape/Evade	+1	+2	+3	+4	+5
Cost	2.5k	5k	7.5k	10k	12.5k

Medium Joint

Level	Alpha	Beta	Delta	Epsilon	Omega
Escape/Evade	+2	+4	+6	+8	+10
Cost	5k	10k	15k	20k	25k

Large Joint

Level	Alpha	Beta	Delta	Epsilon	Omega
Escape/Evade	+3	+6	+9	+12	+15
Cost	7.5k	15k	22.5k	30k	37.5k

Surgery

6 Hours

Recovery

2 Hours

Double Jointed Limbs

With the additional of these double-jointed limbs; either to your own original limbs or new cyber limbs; you are more able to escape from bonds and to fit into areas smaller than you would be able to normally.

You gain a bonus to Survival Skills – Escape & Evade and you area able to fit into smaller areas.

Level	Alpha	Beta	Delta	Epsilon	Omega
Escape/Evade	+1	+2	+3	+4	+5
Small Area	-1	-2	-3	-4	-5
Cost	10k	20k	30k	40k	50k
Surgery	6 Hours				
Recovery	2 Hours				

Internal Defibrillator

This Cyberware device is placed next to the purchasers heart and if they die there is a chance that they can be revived.

You get a percentage chance of reviving and gaining hit points back once you go past your reserve hit points.

Level	Alpha	Beta	Delta	Epsilon	Omega
Percentage	20%	30%	40%	50%	60%
Hit Points	10	20	30	40	50
Cost	200k	300k	400k	500k	600k
Surgery	70 Hours				
Recovery	7 Hours				

Joint Reinforcement

With these Cyberware upgrades you can reinforce your joints to better take punishment from damage and from carrying more weight than you normally would.

You ignore any remove limb rolls on the critical hit/miss charts and you gain extra carrying capacity as well as being able to handle larger weapons.

Level	Alpha	Beta	Delta	Epsilon	Omega
Capacity [lbs./kgs.]	15/7	30/13	45/20	60/27	75/33
Weapon Size	+1	+2	+3	+4	+5
Cost	2.5k	5k	7.5k	10k	12.5k
Surgery	48 Hours				
Recovery	5 Hours				

Moly-Nanno-Brain

With advancements in both molecular circuitry and Nanno-technology a fully functioning replacement brain is now available; anyone who has ever had to suffer through brain trauma knows how important and useful these are.

The MNB can be used in conjunction with your normal body or with a cyber body.

The standard brain has no upgrade slots to it but the more expensive the model the more upgrades it has such as MU Slots, Boost Slots, as well as being protected against EMP/Microwave bursts and give the user the ability to more quickly learn boosts.

Standard Model

Cost	250,000				
Upgraded Models	Alpha	Beta	Delta	Epsilon	Omega
MU Slots	1	2	3	4	5
Boost Slots	1	2	3	4	5
EMP/Microwave	+1	+2	+3	+4	+5
Max Rank	+1	+2	+3	+4	+5
Cost	1M	2M	3M	4M	5M
Surgery	12 Hours				
Recovery	1.5 Hours				

Neural Pathway Enhancement

These micro-miniature Cyberware devices are seeded throughout the brain allowing a person to more quickly learn and retain knowledge.

If the user takes any damage to the head after installation of these devices there is a 10% chance that the devices will be destroyed and non-functioning and any boost points allotted from these are lost till repaired or replaced.

Level	Alpha	Beta	Delta	Epsilon	Omega
Per Level	+5	+10	+15	+20	+25
Cost	5k	10k	15k	20k	25k
Surgery	15 Hours				
Recovery	1.5 Hours				

Quick Detachable Limb Mounting - Ball

With the quick detachable mounting [limb] you can easily and quickly change out a hand, arm, forearm, thigh, leg, and foot. Each end of the limb must have one of these mountings.

Cost	2k
Surgery	2 Hours
Recovery	20 Minutes

Quick Detachable Limb Mounting – Socket

With the Quick Detachable Mounting [Socket] you can easily change out, aural, nasal, and visual cybernetic mountings.

This allows you to use only a five foot move action to change cybernetics.

Cost	2.5k
Surgery	2.5 Hours
Recovery	25 Minutes

Reinforced Spine

The reinforced spine allows a person to lift/carry capacity for extraordinarily large amounts of weight for short periods of time.

You gain additional weight to you lift capacity for a certain number of rounds.

Level	Alpha	Beta	Delta	Epsilon	Omega
Weight	+40lbs.	+80lbs.	+120lbs.	+160lbs.	+200lbs.
Rounds	2	4	6	8	10
Cost	6k	12k	18k	24k	30k
Surgery	30 Hours				
Recovery	3 Hours				

Strengthened Shoulders

These shoulders are designed to give you more strength in the shoulder area allowing for heavier carrying capacity an increased climbing speed.

Level	Alpha	Beta	Delta	Epsilon	Omega
Weight	+15lbs.	+30lbs.	+45lbs.	+60lbs.	+75lbs.
Climb	+5	+10	+15	+20	+25
Cost	20k	40k	60k	80k	100k
Surgery	60 Hours				
Recovery	6 Hours				

Synthetic Musculature Upgrade

With a mix of polymers and synthetics these upgrades allow a person to better perform physical based activities.

You gain a bonus to physical boosts.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	100k	200k	300k	400k	500k
Surgery	100 Hours				
Recovery	10 Hours				

7.2.7 – Chips & Jacks

This section covers various types of chip upgrades and jacks.

Table 7-14 – Chips & Jacks

Name	Cost
Boost Chip Slot	250
Cyber Cap	1-5k
Eraser Jacks	50k
Interface Plug [Remote]	2.5k
Machine/Vehicle Link	1-5k
Moly-Chip Reader	500
Weapon Link	20-100k

Boost Chip Slot

This is a slot that allows you to load boost chips.

Cost	250
Surgery	25 Minutes
Recovery	10 Minutes

Boost Chips

These chips hold various levels of boosts allowing you to gain boosts without spending points.

Level	Cost	Boost Level
Level 1	10k	Rank 1
Level 2	20k	Rank 2
Level 3	30k	Rank 3
Level 4	40k	Rank 4
Level 5	50k	Rank 5
Level 6	60k	Rank 6
Level 7	70k	Rank 7
Level 8	80k	Rank 8
Level 9	90k	Rank 9
Level 10	100k	Rank 10

Cyber Cap

This small plug like device is inserted into a person's cyber jack simulating a GalactaNET session; this is done to keep prisoners and captives docile while being transported.

To break out of the simulation a person must make mental exertion vs. deception.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	-1	-2	-3	-4	-5
Cost	1k	2k	3k	4k	5k

Cyber Jack

This small Cyberware device allows a person to physically link via cable to most devices whether for the GalactaNET or to operate the basic functions of a device.

Cost	500
Surgery	25 Minutes
Recovery	10 Minutes

Eraser Jacks

These jacks are place in a person's cyber-jack and immediately start erasing boost ranks the person's Moly-Nanno Brain starting with the lowest most ranked boost and draining one boost rank per boost after that. These jacks are highly illegal and no one ever willingly uses these, a boost rank is erased for every round that the jacks are installed.

Cost	50,000
------	--------

Table 7-14 – Chips & Jacks lists the various types of upgrades that fall into this category.

Name	Cost
Boost Chips	10-100k
Cyber Jack	500
Extra Memory	250-1250
Language Chip	15k
Mental Body Interface	10-50k
Reflex Chip	10-50k

Extra Memory

These moly-chips come in 250 terabyte/25 MU allotments and can be slipped into any of the Moly-Nanno Brains memory chip slots; giving you more memory.

You gain a bonus to mental exertions vs. remembering things.

Level	25MU	50MU	75MU	100MU	125MU
Exertion	+1	+2	+3	+4	+5
Cost	250	500	750	1000	1250

Interface Plug [Remote]

This works the same as a regular cyber-jack save that it adds the ability to remotely interface with devices that are capable of it.

Cost	2,500
------	-------

Language Chips

These chips contain a full libraries worth of a single language and allows a person to speak, read, and write the language, a boost chip slot must be installed to use these.

These chips give an automatic rank ten on the language.

Cost	15,000
------	--------

Machine/Vehicle Link

With this special link you are able to operate machinery and vehicles mentally without touching them.

You gain a bonus to operate: Specific for whatever the vehicle or machine is.

Level	Alpha	Beta	Delta	Epsilon	Omega
Operate	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k

Mental Body Interface

This interface is installed at the base of the skull and is mainly used for VR simulations but can also be used to train a person in a specific skill without the use of boost chip slots.

The only draw back to this is that it allows someone to easily jack your body and take it over.

You must have a moly-nanno-brain.

This jack lowers the cost of a specific boosts rank when used.

Level	Alpha	Beta	Delta	Epsilon	Omega
Points	-1	-2	-3	-4	-5
Cost	10k	20k	30k	40k	50k

Moly-Chip Reader

This chip reader is generally implanted in the neck is used to read most standard forms of moly-chips allowing for the reading of files, watching of vids, and the examination of images.

You must also have a HUD installed to use this.

Cost 500

Reflex Chip

This chip helps a person better avoid area effect weaponry and effects.

You must have a boost chip slot installed.

You gain a physical exertion bonus vs. area effects.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

Weapon Link

This jack fits into the wrist of the purchaser and another jack goes into the firearm allowing for better accuracy and better chance of critical hits.

You gain a bonus to ranged attacks with the upgraded weapon and a minus to the number required for a critical hit.

A HUD must be installed.

Level	Alpha	Beta	Delta	Epsilon	Omega
Attack	+1	+2	+3	+4	+5
Critical	-1	-2	-3	-4	-5
Cost	20k	40k	60k	80k	100k

7.2.8 – Weapons

This section covers various types of cyber weapons.

Table 7-15 – Weapons lists the various types of upgrades that fall into this category.

Table 7-15 – Weapons

Name	Cost	Name	Cost
Aerosol Sprayer	1.5k	Dervish Implant	30-150k
Flame Thrower	2.5k	Spike	1.5k
Talon	500	Vibro Upgrade	20-50k
Webbing	6-30k	Internal Weapon Holster	1k
Magazine Well	250	Miniature HVM Launcher	20k
Particle Beam Gun	5k	Self-Destruct	50k
Shotgun	2.5k		

Aerosol Sprayer

This sprayer is mounted above the wrist in the forearm and is able to spray out to fifteen feet over a five foot area and the canister has enough room for sixty seconds of continuous spray [or five attacks].

Cost	1500
Surgery	1 Hour
Recovery	30 Minutes

Dervish Implant

With the dervish implant you can strike blindingly quick and move at confusing angles allowing you to more easily stagger and kill you opponents.

You gain a defense to bonus, additional attacks, and a bonus to initiative.

Level	Alpha	Beta	Delta	Epsilon	Omega
Attacks	+1	+2	+3	+4	+5
Defense	+1	+2	+3	+4	+5
Initiative	+1	+2	+3	+4	+5
Cost	30k	60k	90k	120k	150k
Surgery	5 Hours				
Recovery	1 Hour				

Flame Thrower

This weapon is mounted in the forearm along with the fuel canister and expels out over the wrist and hand out to twenty feet and deals 4d10 points of fire damage and has sixty seconds of fuel.

Cost	2500
Surgery	5 Hours
Recovery	1 Hour

Foot & Hand Accessories

There are various accessories that can be added to the hands and feet such as weapons, webbing, and accessories for the weapons themselves.

Spike – This can be implanted either in the heel or in the lower wrist and deals 3d6 points of damage and is retractable.

Talons – These can be implanted either in the fingers or toes and is retractable, these deal 1d4+1 points of damage per Talon.

Webbing – This can be implanted between the fingers and toes to allow for greater ease of swimming and is retractable back into the hands or feet.

Vibro – This is an upgrade for the talons and heel spikes that ignore damage deflection.

Level	Cost	Surgery	Recovery
Spike	1.5k	2.5 Hours	1 Hour
Talon	500 Per	1 Hour Per	10 Minutes Per

Level	Alpha	Beta	Delta	Epsilon	Omega
Vibro Upgrade					
Deflection	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

Webbing

Level	Alpha	Beta	Delta	Epsilon	Omega
Swim Speed	+5	+10	+15	+20	+25
Swim Bonus	+1	+2	+3	+4	+5
Cost	6k	12k	18k	24k	30k
Surgery	5 Hours				
Recovery	1 Hour				

Internal Weapon Holster

This holster is generally mounted in the upper thigh area and is capable of holding a firearm that is the same size category as the characters.

Cost	1k
Surgery	3 Hours
Recovery	30 Minutes

Magazine Well

This compartment is mounted in either hip and ejects through the top of it and can hold either two 30-round AR-15 sized magazines or four double-stack pistol magazines.

Cost	250
Surgery	20 Minutes
Recovery	10 Minutes

Miniature HVM Launcher

Pretty much used as a last ditch anti-vehicle weapon the MHVM launcher is mounted in the fore-arm with a single HVM, after firing the magnetic coils need to be replaced since they are designed to only hold a single charge.

Cost	20,000
Damage	3d20 Ignores 5 Damage Deflection
Surgery	15 Hours
Recovery	1.5 Hours

Particle Beam Gun

This weapon is mounted in the forearm and the barrel extends through the palm of the hand with the capacity being mounted inside the forearm as well.

Cost	5,000
Damage	2d20+5 & 10 Shots
Surgery	10 Hours
Recovery	1 Hour

Self-Destruct

This last ditch weapon is a bomb that is implanted in the torso of the purchaser and is set off by a mental command and detonates after one minutes and covers a blast radius of twenty feet.

Cost	50,000
Damage	20d20
Surgery	25 Hours
Recovery	2.5 Hours

Shotgun – Double Or Single Barrel

This eight gauge shotgun is concealed in the forearm and is either single or double barrel firing an eight gauge shell.

Cost	2,500
Damage	4d12
Surgery	8 Hours
Recovery	1.5 Hours

7.2.9 – Sensors & Monitors

This section covers various types of sensors & monitors.

Table 7-16 – Sensors & Monitors lists the various types of upgrades that fall into this category.

Table 7-16 – Sensors & Monitors

Name	Cost	Name	Cost
Anti-Surveillance – Jammer	1-5k	Anti-Surveillance – White Noise Generator	1-5k
Anti-Surveillance – Window Trembler	1-5k	Comm Modem	5k
Environmental Monitor	1-5k	Implanted Comm	750
Implanted View Screen	1k	Motion Detector	3k
PSE	1-5k	Radar	1-5k
Removable HUD System	6k	Sonar	3k

Anti-Surveillance Implants

There are three different anti-surveillance implants available with these being generally implanted in the lower forearm or hand.

These systems cause listening devices to gain minus to notice – listen.

Window Trembler

This is generally mounted in the palm of the hand or in one of the fingers and when placed against a window it causes it to vibrate rapidly thus defeating laser microphones.

White Noise Generator

This implant sends white noise out at a level inaudible to the human ear but makes a hash of any electronic recording devices or microphones picking it up.

Jammer

This device sends out high frequency signals that jam any other type of communication systems.

Level	Alpha	Beta	Delta	Epsilon	Omega
Laser Mikes	-1	-2	-3	-4	-5
Listening Devices	-1	-2	-3	-4	-5
Communications	-1	-2	-3	-4	-5
Cost	1k	2k	3k	4k	5k
Surgery	15 Minutes				
Recovery	5 Minutes				

Comm Modem
This modem which is generally installed just under the shoulder blade and is capable linking with most comm satellites or the archipelago sensor satellites and can easily link to the GalactaNET.

This unit has five cyber-jacks and an extendable antenna.

Cost	5k
Surgery	1 Hour
Recovery	30 Minutes

Environmental Monitor

This device is implanted in the chest and can either be sent to a HUD, an implanted screen or remote terminal and gives you bonuses to Survival Skill checks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k
Surgery	3 Hours				
Recovery	3 Minutes				

Implanted Comm

This works as a standard comm and is generally implanted in the ear or behind it so that it can use bone conduction for communicating.

Cost	750
Surgery	1 Hour
Recovery	10 Minutes

Implanted View Screen

This screen is mounted in the forearm under a concealed panel which slides out of the way to view and any Cyberware that would require a HUD can also be viewed on this screen.

Cost	1,000
Surgery	2.5 Hours
Recovery	25 Minutes

Motion Detector

This device can be used in conjunction with a HUD or implanted view screen and uses a probe located in the forearm to detect vibrations in the air.

Bonus	+3 Bonus To Survival - Tracking
Cost	3,000
Surgery	8 Hours
Recovery	1.5 Hours

Psychological Stress Evaluator

With this Cyberware you gain the ability to more easily tell if someone is lying or least hiding part of the truth. You must have a HUD or implanted view screen to use this Cyberware.

You gain a bonus to detect deception.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deception	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k
Surgery	1 Hour				
Recovery	10 Minutes				

Radar
This Cyberware option is attached to the outer lobe of the ears and sends out radar pulses to detect moving objects.

You gain a bonus to Survival – Tracking.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k
Surgery	10 Hours				
Recovery	1 Hour				

Removable HUD System

A nifty little gadget the removable HUD system consists of a pair of cyber sunglasses that look like normal sunglasses but have the full built in capability of a HUD system and the other part is the link nodes that are installed at the temples, brows, and just behind the ears. The nodes generally come in silver but can be any color or even made to look like real skin.

Cost	6,000
------	-------

Surgery	6 Hours
---------	---------

Recovery	1 Hour
----------	--------

Sonar

This operates similar to the way that a bats does and in complete and total darkness you are still able to still maneuver around shapes via sound waves.

You gain the ability to move around easily in the dark.

Cost	3,000
------	-------

Surgery	8 Hours
---------	---------

Recovery	1.5 Hours
----------	-----------

7.2.10 – Misc. Upgrades

This section covers various types of various misc. upgrades.

Table 7-17 – Misc. Upgrades

Name	Cost	Name	Cost
Auto-Injector	1k	Cigarette/Cigar Dispenser	250
Dark Raven Wings	15k	Foam Filler	2.5k
GPS Module	1.5k	Gyro-Stabilizer	2-10k
Holo-Projector	2.5k	Imbedded Time Piece	250
Magnetic Grip Pads	1-5k	Micrometric Tentacles	1.5k
Rappelling Line & Winch	25k	Rebreather	500-2.5k
Retractable Treads	500-2.5k	Retractable Wheels	1-5k
Storage Compartment	250		

Auto-Injector

This compartment holds either a standard injector or a nano-injector and is located on the inner thigh so that it is injected directly into the major vein located there.

This allows you to use this nano-injector as a free action.

Cost	1,000
Surgery	5 Hours
Recovery	1 Hour

Cigarette/Cigar Dispenser

Not exactly the most useful of cybernetic implants but it does keep your cigs fresh and undamaged through even the worst conditions.

This dispenser is located in the forearm and can hold five large size cigars, ten cigarillos/cheroots, or twenty-five cigarettes.

Cost	250
Surgery	1 Hour
Recovery	30 Minutes

Dark Raven Wings

The Dark Raven wings were designed and built by Boeing Aerospace to be attached to the back of any Cyborg body with the inclusion of connection plugs; the wings give the wearer a flight speed of 120 feet.

The wings look like giant crow wings but the feathers are actually made of carbon fiber and the bones of lightweight titanium.

Cost	15,000
Surgery	25 Hours
Recovery	2.5 Hours

Foam Filler

Having a few hundred extra pounds of metal and wire in and on your body doesn't exactly make one buoyant so the foam filler was designed to keep you from sinking like a rock in watery situations.

The foam filler is basically sprayed into every empty area of your Cyberware.

The foam gives you neutral buoyancy.

Cost	2,500
------	-------

GPS Module

With this module you can easily connect to GPS satellites in orbit around the planet you are on.

You gain a bonus survival skills – navigate.

Note: There has to be GPS satellites in orbit.

Cost	1,500
Surgery	4 Hours
Recovery	40 Minutes

Table 7-17 – Sensors & Monitors lists the various types of upgrades that fall into this category.

Gyro Stabilizer

This cybernetic device keeps you level and steady while trying to perform attacks from a vehicle or from the back of an animal.

You gain a bonus to attacks from animals and vehicles.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	2k	4k	6k	8k	10k
Surgery	2 Hours				
Recovery	20 Minutes				

Holo-Projector

This miniature projector is generally mounted in the palm of the hand and is concealed beneath an armored panel that retracts to allow use. The projector can show Holo-vids, stills and even light shows if absolutely necessary and has one 100 Terabyte of internal storage.

Cost	2,500
Surgery	15 Hours
Recovery	1.5 Hours

Imbedded Time Piece

Mounted in the wrist this is a watch, it has numerous alarms, settings, and time zones.

Cost	250
Surgery	1 Hour
Recovery	10 Minutes

Magnetic Grip Pads

These pads are mounted in the feet and hands and have an electrically charged magnetic seal that can be switched on and off.

You gain a bonus towards climb checks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	1k	2k	3k	4k	5k
Surgery	2 Hours				
Recovery	20 Minutes				

Micrometric Tentacles

Up to a dozen millimeter thick tentacles are stored in the forearm and are able to extend out to 25'8m. and help with fine motor coordination and to get into small places a hand wouldn't be able to fit.

Cost	1500
Surgery	2.5 Hours
Recovery	25 Minutes

Rappelling Line & Winch

This winch is mounted in the small of the back and is in a concealed compartment which the line can be pulled through and attached via d-ring, magnetics, or a molecular magnetic.

This has 250'/77m. of line capable of holding 500lbs./222kgs.

Cost	25,000
Surgery	75 Hours
Recovery	7.5 Hours

Rebreather

This Cyberware seals off the nasal passages and the esophagus to keep out water and other harmful things allowing them to breath off a self-contained system that has an oxygen recycling system good up to several hours.

Level	Alpha	Beta	Delta	Epsilon	Omega
Oxygen	50Hrs.	100Hrs.	150Hrs.	200Hrs.	250Hrs.
Cost	500	1000	1500	2000	2500
Surgery	5 Hours				
Recovery	50 Minutes				

Retractable Treads & Wheels

With the retractable wheels and treads you can have a quick and easy way to move about without straining yourself.

With the wheels you get more movement per round but can't travel across rough terrain, with the treads you can travel across rough terrain more easily.

These motive devices retract in and out of the bottom of the feet.

Treads

Level	Alpha	Beta	Delta	Epsilon	Omega
Movement	+5Ft.	+10Ft.	+15Ft.	+20Ft.	+25Ft.
Terrain	+1	+2	+3	+4	+5
Cost	500	1k	1.5k	2k	2.5k

Wheels

Level	Alpha	Beta	Delta	Epsilon	Omega
Movement	+10Ft.	+20Ft.	+30Ft.	+40Ft.	+50Ft.
Cost	1k	2k	3k	4k	5k
Surgery	2 Hours				
Recovery	1 Hour				

Storage Compartment

Generally mounted in the sides of the body just below the rib cage this compartment is 2.5x7.5x2.5 inches in size but can smaller or larger depending on creature size.

Cost	250
Surgery	1 Hour
Recovery	10 Minutes

7.3 – Nanno-Ware Upgrades

The height of high-technology nanno-ware is the usage of tiny nanno-molecular sized robots for various purposes from healing to just making yourself look cool. Section 7.3 Cyberware Upgrades covers the various upgrades to the body that are formed from nannites.

It should be noted that anyone suffering from NRS is unable to use nanno-technology in any form.

The following section first has Table 7-18 – List Of Nanno-Ware followed by a brief description of each type of nanno-ware.

Table 7-18 – List Of Nanno-Ware

Name	Cost	Name	Cost
Bone Sheathing	10-50k	Camo Eye Download	1k
Color Eye Download	750	Camo Hair Download	1k
Color Hair Download	750	Camo Nail Download	1k
Color Nail Download	750	Camo Skin Download	1k
Color Skin Download	750	Contraceptive	10-50k
Death Simulator	100k	DUI Scrubber	25k
Drug Counteraction Nannites	10-50k	Endorphin Trigger	5-25k
Enhanced Regeneration – Initial	40-120k	Enhanced Regeneration – Booster	4-12k
Glow Hair	1k	IRThOp Skin	60-100k
Jump	5-25k	Marine Nannite Sheath	11-51k
Mood Skin	5k	Nanno-Brain Case	15k
Nanno-Brain/Nervous Blocker	10k	Nanno-Brain Surger – Plug	20k
Nanno-Brain Surger – Remote	15k	Nanno-Brian Remote	200k-1m
Nanno-Lacing	35-175k	Nanno-Nasal Scrubber	20-100k
Nanno-Sheath – NS-01	1k	Nanno-Sheath – MNS-02	2.5k
NSU – Damage Deflection	20-100k	NSU – ESP Block	100k-1m
NSU – Color Palettes	1-25k	NSU – Text	75 Per Letter
NSU – Logo	25k	NSU – Clothing Mimicry	100k
NSU - Vacuum Capability	375k	NSU – IRThOp Camouflage	20-100k
NSU - Oxygen	75 Per Hour	NSU – Ultra-Sonic Hearing	2.5-12.5k
NSU – IR Active	2.5-12.5k	NSU – UV Active	2.5-12.5k
NSU – Tele-Optix	6-10k	NSU – Sonar	60-100k
NSU – Hardsuit Interface	10-50k	NSU – Cooling/Heating	10-50k
NSU – Hearing Enhancement	60-100k	NSU – Thermal Vision	60-100k
Nanno-Tattoo	250 Per Size	Nanno-Tourniquets	100-500k
Quantum Flux Space Pocket	25-275k	Sense Skin	60-100k

Bone Sheathing

This sheathing is created by specific Nannites that coat the bones in a very tough barrier that grants damage deflection.

Level	Alpha	Beta	Delta	Epsilon	Omega
Deflection	1	2	3	4	5
Cost	10k	20k	30k	40k	50k

Camo/Color Eye

With this upgrade you can easily change the color of your eyes at a moment's notice.

This comes standard with brown and blue but you can download other standard and Camo-colors. It should be noted that you can get an upgrade that also changes the color of your cornea to match that of the iris.

Download	Color	Camo	Cornea
Cost	750	1,000	1,500

Camo/Color Hair

With this upgrade you can easily change the color of your hair at a moment's notice; comes standard with blonde and redhead but you can download other standard hair colors, solid colors, or Camo patterns.

Download	Color	Camo
Cost	750	1,000

Camo/Color Nails

With this upgrade you can easily change the color of your nails at a moment's notice, comes standard with black but you can download other standard and Camo-colors.

Download	Color	Camo
Cost	750	1,000

Camo/Color Skin

This Nanno-ware item allows you to download programs for various types of camouflage patterns [although solids can also be used as well]. Camo-Skin comes with default camouflage and Color Skin comes with default red.

Download	Injection	Camo	Color
Cost	1,500	1,000	750

Contraceptive

These Nannites keep you from becoming pregnant or causing pregnancy.

With this nanno-tech you gain a bonus to physical exertion vs. pregnancy.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

Death Simulator

This basically sends Nannites coursing throughout the body that causes it to mimic death but the same Nannites also sustain oxygenation to the brain and other bodily functions.

You gain a bonus to deception checks vs. death.

Bonus	+10 To Deception Vs. Death
Cost	100,000

DUI Scrubber

Since it is still illegal to be driving under the influence [whether it is alcohol or some other form of drug] this item was created to remove all intoxicating effects from a person's body if they attempt to manually drive a vehicle this however comes with a price.

If this is used they take twenty points of Subdual damage and then must make a Physical Exertion 15 to not fall unconscious.

Cost	25,000
------	--------

Drug Counteraction Nannites

The DCN works very similar to the DUI scrubber but holds a Nanno-injector that has an umbrella Nannite cocktail that can destroy most drugs or poisons in a person system.

You gain a physical exertion vs. drugs and poisons.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

Endorphin Trigger

These Nannites take up residence in the gland that produces endorphins and when danger is close allows a person to boost their initiative.

You gain a bonus to initiative.

Level	Alpha	Beta	Delta	Epsilon	Omega
Initiative	+1	+2	+3	+4	+5
Cost	5k	10k	15k	20k	25k

Enhanced Regeneration

This nanno-tech allows you to regenerate hit points more quickly as these Nannites flood your body to repair it, if more than 250 points of damage is healed in a single day the Nannites exhaust themselves and a booster injection must be taken.

Initial Injection

Level	Alpha	Beta	Delta	Epsilon	Omega
Hit Points	1d4	2d4	3d4	4d4	5d4
Cost	40k	60k	80k	100k	120k

Booster Injection

Level	Alpha	Beta	Delta	Epsilon	Omega
Cost	4k	6k	8k	10k	12k

Glow Hair

With this Nanno-treatment you can cause your hair to glow very similar to a fiber optic tree or neon lighting.

Cost	1,000
------	-------

IRThOp Skin

Working very similar to the Cyberware version these Nannites flow out from the person's pores and cover the body in a light coating of Nannites and cameras in each Nannite send images to a receiver and projector in each of the Nannites.

You gain a bonus to Survival Skills – Camouflage.

Level	Alpha	Beta	Delta	Epsilon	Omega
Camouflage	+6	+7	+8	+9	+10
Cost	60k	70k	80k	90k	100k

Jump

With this nannite injection your muscles when you prepare to jump are flooded with nannites increasing the mass and strength of them.

You gain extra distance to your jumps.

Level	Alpha	Beta	Delta	Epsilon	Omega
Distance	5'/1.5m.	10'/3m.	15'/5m.	20'/6m.	25'/8m.
Cost	5k	10k	15k	20k	25k

Marine Nannite Sheath

On command this sheath covers the entire body giving it a slick coating of Nannites as well as webbing the hands and turning the feet into flippers allowing better movement through water.

With this you gain extra speed to your swimming and damage deflection.

Level	Alpha	Beta	Delta	Epsilon	Omega
Speed	10'/3m.	20'/6m.	30'/9m.	40'/12m.	50'/15m.
Deflection	1				
Cost	11k	21k	31k	41k	51k

Mood Skin

The nannites for this find a home just below your skin in the subcutaneous fat and show what your mood is by having your skin give off a slight glow of the appropriate color.

	White	Red	Green	Black	Blue	Yellow
Non-Committal	Angry	Sick	Depressed	Sad	Happy	
Cost	5,000					

Nanno-Brain Case

Sometimes a person's body takes so much damage that it would be ill advised to leave a Nanno-brain in it so the Nanno-Brain case was created so that a brain could be removed and protected easily.

This has fifty hours of life support for the brain.

Cost	15,000
------	--------

Nanno-Brain/Nervous Blocker

This is disguised as a standard Nanno-injector this infusion of Nannites will disconnect the Nanno-brain from the nervous system cutting the person off from their body.

Cost	10,000
------	--------

Nanno-Brain Surger

There are two types of NB Surgers, there are the plug types that must be placed in a cyber-jack and sends a huge surge of electricity through the Nanno-brain frying it and then there is the remote type which works very similar to a gun and fires a tight beam microwave turning the Nannites to slurry.

In both cases a person must make a Physical Exertion to avoid having their brain destroyed.

Type	Plug	Remote
Exertion	20	15
Cost	20k	15k

Nanno-Brain Remote

These can work one of two ways; you can either take control of another person's Nanno-brain usurping their control or you can remotely take control of one or more cyber bodies. However if you are controlling more than one body your own cyber brain must be stationary and you cannot take any actions through your own body.

When attempting to take control of a another person's cyber body; or a normal body with a nanno-brain; the two parties must make opposed mental exertions; who ever gets higher takes control of the body and if it is a tie there is no winner.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bodies	1	2	3	4	5
Take Over	+1	+2	+3	+4	+5
Cost	200k	400k	600k	800k	1m

Nanno-Lacing

With nanno-lacing you can reinforce the various joints of your body.

Wrist & Hand – You gain the ability to carry one weapon size larger than normal.

Jaw – You gain extra dice of bite damage.

Shoulder & Back – You gain the ability to carry more weight.

Level	Alpha	Beta	Delta	Epsilon	Omega
Weapon Size	+1	+2	+3	+4	+5
Bite Damage	1die	2die	3die	4die	5die
Lift/Carry	+15lbs.	+30lbs.	+45lbs.	+60lbs.	+75lbs.
Cost	35k	70k	105k	140k	175k

Nanno-Nasal Scrubber

These Nannites take up residence in the nose, throat, and lungs and protect the user from poisonous or deadly inhalable items.

You gain a bonus to physical exertions vs. inhaled chemicals and toxins.

Level	Alpha	Beta	Delta	Epsilon	Omega
Exertion	+2	+4	+6	+8	+10
Cost	20k	40k	60k	80k	100k

Nanno-Sheath

The Nanno-sheath is based off of a Nanno-virus that was found in the ruins of a Progenitor Lab facility. The procedure or bonding as it is called with a Nanno-sheath can be rather discomfiting as it entails being sealed into a sarcophagus like device and then injected with thousands of Nanno-metric needles, the Nanno-virus for the sheath is then injected into every pore. In the pores a Nanno-factory is created to hold the Nannites that create the Nanno-sheath, the procedure takes a three hour period during which time the Nanno-sheath is attuned to the wearer.

The base color of the Nanno-sheath is black, and has an almost shiny rubbery appearance, the majority of the Nannites are stored in a Nanno-factory near the sweat glands but each pore also has a factory as well and can be extruded or retracted with a thought.

The NS-01 Nanno-sheath was developed from the same Nanno-virus as the Quisling and Tantalus Nanno-Viruses.

The NS-01 is the standard Nanno-sheath available to the public and is mainly used to protect the user from poor weather conditions and costs 1k galactic standard credits.

The MNS-02 is the military version of the Nanno-sheath and comes standard with a 2 ½ hour oxygen supply and costs 2.5k galactic standard credits.

Level	NS-01	MNS-02
Oxygen	N/A	2.5 Hours
Cost	1k	2.5k

Nanno-Sheath Upgrades

There are literally dozens of different upgrades available for nanno-sheaths and the following will list all of those currently available.

Damage Deflection

This upgrade gives you the ability to shrug off some damage from attacks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+2	+4	+6	+8	+10
Cost	20k	40k	60k	80k	100k

ESP Block

This device gives you a bonus to mental exertions vs. Esper powers.

Deflection	-	2	3	4	5
	6	7	8	9	10
Cost	-	20k	30k	40k	50k
	60k	70k	80k	90k	100k
ESP Block	+1	+2	+3	+4	+5
	+6	+7	+8	+9	+10
Cost	100k	200k	300k	400k	500k
	600k	700k	800k	900k	1m

Nanno-Sheath Colors & Logos

With these upgrades you can have any color you want or logo as part of your nanno-sheath; this is especially good for businesses that want cheap marketing.

Matte Palette

Matte colors are flat and non-reflective, most businesses that sell Nanno-sheaths often offer these as a promotional item, and these colors are mostly used by hunters and children.

Gloss Palette

These are very shiny and glossy; most people purchase this color palette.

Metallic Palette

This color palette has a metal sheen to it.

Iridescent Palette

This color palette has a tendency to change colors depending on the angle of the light source.

Neon Palette

This color palette is made up of bright almost glowing colors.

Pearlescent Palette

This palette has a pearl like sheen to it.

Camouflage Palette

This palette includes all known camouflage patterns.

Clothing Mimicry Circuit

This option allows the ability to mimic any clothes owned by the user; however the material will have a slight rubbery/metallic sheen and feel the same.

Palette	Gloss	Metallic	Pearlescent	Matte
Cost	2.5k	5k	10k	1k
Palette	Neon	Fluorescent	Iridescent	Camouflage
Cost	3k	4k	7.5k	25k
Item	Text	Logo	Clothing Mimicry	
	75/Letter	25k	100k	

Vacuum Capability

This upgrade allows you to operate in a vacuum; but you still need oxygen.

Cost	375,000
------	---------

IRThOp Camouflage

With this upgrade you are able to hide in plain sight without being detected by infra-red, thermal, or optical means.

You gain a bonus to survival skills – camouflage.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+2	+4	+6	+8	+10
Cost	20k	40k	60k	80k	100k

Oxygen

With this upgrade the nannites are able to store several hours worth of oxygen in them.

Cost	75 Per Hour
------	-------------

Ultra-Sonic Hearing

With this upgrade you are able to hear into the ultra-sonic hearing range and get bonuses to notice hearing at these ranges.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+2	+4	+6	+8	+10
Cost	2.5k	5k	7.5k	10k	12.5k

IR Active System

With this upgrade your nanno-sheath puts out light in the IR spectrum allowing you to see in total darkness.

You get a bonus to notice - sight in low-light to complete darkness.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+2	+4	+6	+8	+10
Cost	2.5k	5k	7.5k	10k	12.5k

UV Active System

With this upgrade your nanno-sheath puts out light in the UV spectrum allowing you to see in total darkness.

You get a bonus to notice - sight in low-light to complete darkness.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+2	+4	+6	+8	+10
Cost	2.5k	5k	7.5k	10k	12.5k

Tele-Optix

With this upgrade you can increase the range that you can see.

You can extend the size of your range increments.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	x6	x7	x8	x9	x10
Cost	6k	7k	8k	9k	10k

Sonar

Similar to what bats use to navigate with you can now navigate with this even in complete darkness.

You gain a bonus to survival – skills navigate in complete darkness.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Cost	60k	70k	80k	90k	100k

Hardsuit Interface

With this upgrade you can more easily interact with your favorite Hardsuit; making it easier to operate.

You gain a bonus to any physical exertions while operating your Hardsuit.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

Cooling/Heating Upgrade

With this upgrade you can better survive in adverse weather conditions.

You gain a bonus to physical exertions vs. cold or hot weather.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k

Hearing Enhancement

With this upgrade you can more easily pickup quiet sounds and do proficient eavesdropping.

You gain a bonus to notice – hearing.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Cost	60k	70k	80k	90k	100k

Thermal Vision

With this upgrade you are able to see in the thermal spectrum allowing you to detect heat signatures.

You gain a bonus to notice – vision in the thermal spectrum.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Cost	60k	70k	80k	90k	100k

Nanno-Tattoo

Have sensitive skin or just don't have the time to sit and get a tattoo done, this is for you then; get your favorite tattoo done quickly and painlessly.

Cost	250 Per Size Category
------	-----------------------

Nanno-Tourniquets

These Nannites are in key locations throughout the body and go into effect when a person loses a limb cutting down on the amount of damage they would take. This nanno-tech reduces the number of damage die you would take from a critical hit that severs a limb.

Level	Alpha	Beta	Delta	Epsilon	Omega
Die	-1	-2	-3	-4	-5
Cost	100k	200k	300k	400k	500k

Quantum Flux Space Pocket

These are based off of technology discovered after the examination of several Quislings, Tantalans, and Black Pariahs. The Technology is thought to be older than even the Progenitors and was possibly created by the Falcra. This technology allows a person to store a larger space in a smaller space, and creates pockets in sub-space or Quantum Flux space as it is referred to.

Size	Cost
Fine	25k
Diminutive	50k
Tiny	75k
Small	100k
Medium	125k
Large	150k
Huge	175k
Gigantic	200k
Gargantuan	225k
Colossal	250k
Titanic	275k

Sense Skin

The skin across your body is enhanced by these nannites allowing you to better feel your current location.

You gain a bonus to notice from this nanno-tech but if you take damage you take the same amount of subdual.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Cost	60k	70k	80k	90k	100k

SIGURD'S GUIDE

"Yeah, so like I de-rezzed his IC with my mad hacking skills and my avatar snapped up that data-moly, lickety snap."
 - Drezz Cultry - Hacker Extra-Ordinaire

CHAPTER 8 - HACKING

You build a system to keep people out and someone is going to come along and bust into it anyway; there is no such thing as hacker proof and if you try and say it the hackers will just come along and prove you a fool. Hacking is the skill of cracking and breaking into various computer based systems especially those linked to the galactic wide information network known as the GalactaNET.

8.1 – How The GalactaNET Works

The GalactaNET is a world of its own and the software systems have sculpted it over the years to look like a virtual construct of our galaxy with systems, planets, and moons all acting as data nodes; for example say you need to go to a data node on Kalabasa you would travel to the virtual Kalabasa and find the node you are

Table 8-1 - Interfaces

Name	Cost	Name	Cost
Centurion Security Interface	33-53k	GalactaNET Cybernetic Mental Interface	10-50k
Hoplite Security Interface	5-25k	Physical Interface – Controller	250
Physical Interface – Glove	500	Physical Interface – Keyboard	125
Wired Interface Jack	5k	Wireless Interface Jack – Clip In	7.5k
Wireless Interface Jack – Implanted	10k		

Centurion Security Interface

The Centurion is a more robust version of the Hoplite Security interface that not only gives you better chances of surviving mental computer attacks but is actually able to negate lower level attacks altogether [Levels 1-3]. This interface is implanted just behind his ear.

You gain a bonus to mental defense vs. hacker attacks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Defense	+6	+7	+8	+9	+10
Cost	33k	38k	43k	48k	53k
Surgery	8 Hours				
Recovery	1 Hour				

GalactaNET Cybernetic Mental Interface

Do things the hands free way now with the GNCN Mental Interface. A simple surgery using Nanno-technology creates a web of nodes and pathways across the brain which connects to either a normal interface jack at the back of the neck or an internal wireless interface.

You gain a bonus to knowledge/craft hacking and computers.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Cost	10k	20k	30k	40k	50k
Surgery	8 Hours				
Recovery	1 Hour				

looking for there [although of course since the data travels far faster than the speed of light even the furthest system only has a miniscule lag].

On the GalactaNET combat and other things can occur, most knowledge and craft skills work as normal but for most other things your Hacking [takes place of weapon boosts and other physical boosts] and Mental Exertion/Defense boosts take place of any Physical Exertion/Defense boost related things you would do.

8.2 – Interfaces

To hack the GalactaNET you need to be able to get on it and to do that you need interfaces and that is what this first section will cover.

Table 8-1 – Interfaces will detail these with a brief description of each following.

Hoplite Security Interface

The Hoplite Security interface is a small piece of Cyberware that is surgically implanted in the skull between the Mental Interface and the Interface Jack that adds additional security against tracing, back hacking, hacking, and viral infection.

Level	Alpha	Beta	Delta	Epsilon	Omega
Defense	+1	+2	+3	+4	+5
Cost	5k	10k	15k	20k	25k
Surgery	8 Hours				
Recovery	1 Hour				

Physical Interfaces

For those not willing to undergo actual brain surgery just to surf the net there are two physical types of interfaces, the first looks exactly like a standard video game controller while the second looks like a glove. However these interfaces do give minuses to those using them during hacking sessions. There is also an additional keypad that can be used if the system you are using is non-holographic. Both the glove and keyboard are made of Nanno-Tube Malleable materials and the keypad can be rolled into a tube or crushed into a sphere without any damage.

You gain minuses to hacking.

Type	Controller	Glove	Keypad
Minus	-2	-1	-3
Cost	250	500	125

Wired/Wireless Interface Jacks

You can have all the mental interfaces you want but they'll do you no good without an interface jack and we offer them in two varieties wired and wireless.

With the wired interface Jack a port is emplaced into the skull [generally behind one of the ears] connecting with the GNCNMI allowing you to connect physically to any computer system.

Our wireless interface actually comes in two styles, the first is physically implanted in the skull allowing for wireless connection to computers or if you already have a wired Jack we offer a small clip in unit that fits right into the jack.

Type	Wired	Wireless Implanted	Wireless Clip In
Cost	5k	10k	7.5k
Surgery	10 Hours		N/A
Recovery	2.5 Hours		N/A

8.3 – Avatars

Avatars are the presence of an object or person on the GalactaNET and can take many shapes and forms.

Most people when they are on the GN take their normal shape if they are just doing a data search or surfing the NET for anything interesting.

However some people prefer to have their avatar appearance be different from their own and you can find everything from floating clouds of gas to abstract light sculptures to popular cartoon figures and historical personages; there is a plethora of various types of avatars you can get or you can even get a custom one made.

As for the avatars of objects they generally take on the same aspects as they would in real life; for example the data node for Fryliches Grocery on Kalabasa would look exactly like it would in the real world.

You can arm and equipment your avatar just like you would in real life although it tends to be cheaper; basically any item you could purchase in the real world can be purchased for your Avatar at 10% the normal cost.

You gain a bonus to Knowledge Computers and Hacking with your avatar.

Table 8-2 - Avatar Bonuses

Bonus	Computers	Hacking
Level 1	+1	+1
Level 2	+2	+2
Level 3	+3	+3
Level 4	+4	+4
Level 5	+5	+5
Level 6	+6	+6
Level 7	+7	+7
Level 8	+8	+8
Level 9	+9	+9
Level 10	+10	+10

8.4 – Combat On The GalactaNET

Combat on the GN works very similar to what it does in real life; you still roll initiative, declare targets, and roll to hit; however weapon boosts are no longer applicable since it isn't your actual physical body that is on the GN but an avatar and all attack rolls use your mental exertion boost to add to the rolls instead.

8.5 – Node Avatar Defense Systems

Node Avatar Defense Systems or NADS; yes NADS; are the defenders of data nodes when they are being attacked by outside or even inside sources and come into the fore before and after a data nodes firewalls have been breached.

NADS can take on any from uniformed security thugs to a Titan-Class spaceship; but the more powerful they are the more expensive they get; to figure out the cost of a NADS you would multiply the number of hit points the item or creature has in real life times a 100 to determine the cost of it.

Now NADS not only have whatever weapon systems they have in real life to defend their node but they can also have additional software installed in them which will be explained later in this chapter.

It should also be noted that since NADS are preprogrammed software that they don't use their mental exertions for attack rolls but use whatever they would normally do so in real life.

8.6 – Node Firewalls & Portals

Node firewalls are the basic non-aggressive protective systems for and first line of defense for data nodes and are generally represented as a wall on the GN.

Now depending on the system you may have a single wall or multiple walls and if you are wanting to hack through to a node you must attack that firewall with either "Physical" attacks or using software and these walls can have anywhere from a few hundred hit points to millions of hit points and a system may even have multiple walls with NADS sandwiched between the walls to stop intruders.

Examples would Fryliches who has a single firewall with only 300 hundred hit points up to the Theban Cluster Office Of Fleet Intelligence which has several dozen walls with all of them having millions of hit points and the NADS sandwiched between and patrolling these walls consists of Mecha, Spaceships, and Troops.

Firewalls can be very inexpensive to very expensive and can even have software imbedded in them to deter hackers; for basic wall cost you would multiply the number of hit points x10 to get the cost.

Now to get through a wall one doesn't necessarily have to completely destroy it only do enough damage to weaken it for a breakthrough; generally you have to do about 10% of the walls total hit points to make a weak spot and then squeeze through.

Portals are access points used by the system to bring in legal data that is allowed to enter the system but can be exploited by a hacker to more easily get through a firewall rather than just punching your way straight through the firewall itself.

There are ten grades of portal locks and depending on the type of system you are trying to break into they may have multiple locks.

Table 8-3 – Portal Lock Grades & Bonuses

Grade	Lock Bonus	Grade	Lock Bonus
1	+1	6	+6
2	+2	7	+7
3	+3	8	+8
4	+4	9	+9
5	+5	10	+10

8.7 – Computer Memory

Without memory you can't do squat; unlike the small chips that you can put in your E-PADD and other accessories computers; at least ones big enough to run a data node; require large chunks of MOLY-CIRC or molecular circuitry which is made from a crystal called Mono-Crystallanium which was first mined from the asteroid belts of the Sol System and palladium a rare and very expensive metal which is an excellent capacitor.

These chunks of MOLY-CIRC are much more expensive than the data chips you would use and come in blocks about an inch on a side and start at around 10,000 MU or memory units.

Table 8-4 – Computer Memory Costs

Size	Cost	Size	Cost
10,000	1000	20,000	2000
30,000	3000	40,000	4000
50,000	5000	60,000	6000
70,000	7000	80,000	8000
90,000	9000	100,000	10,000
110,000	11,000	120,000	12,000
130,000	13,000	140,000	14,000
150,000	15,000	160,000	16,000
170,000	17,000	180,000	18,000
190,000	19,000	200,000	20,000

8.8 – Software

Now done to the nitty-gritty; software is what you'll need to do anything beyond surfing the NET looking for porn er I mean information.

There are various types of software available for

hacking from the computer damaging Anti-Computer software to utility software which has lots of useful tools in it.

Table 8-2 – Software Types will list the various types of software followed by a brief description of each.

Table 8-5 – Software Types

Type	Type	Type	Type
Anti-Computer	Anti-Evasion	Anti-Hacker	Anti-Memory
Anti-Tracking	Assault	Control Takeover	Decryption
Defense	Infiltration	Intrusion	System Alert

Utility

Anti-Computer Software

This type of software directly attacks the computer itself; either the hardware it uses or the operating system running it.

Name	Name
Frag Grenade	Hack & Slash
Mathematician	Sir Spam A lot

Anti-Evasion Software

This type of software allows an administrator, firewall, or NADS to slow down or completely stall out a hacker that they don't want escaping.

Name	Name
You Can't Get Away	

Anti-Hacker Software

This type of software is used to thwart, slow down, stop, or capture hackers that are invading the system and directly effects the hacker rather than his hardware.

Name	Name
Cell	Coma
Eraser	Hypno
Lightning	Lock Down
Overwrite	TASER
Trackdown	VR

Anti-Memory Software

This type of software targets a computer's software storage and operation capabilities

Name	Name
Chunky Cookie	Counter Measures
Red Herring	

Anti-Tracking Software

This type of software helps a hacker to confuse or throw off chasing administrators and NADS.

Name	Name
Confusion	Fake Disconnect
Stealth	Stealth Plus

Assault/Intrusion Software

This type of software is used to attack and infiltrate a data node, attack NADS, and pretty much sow mayhem and destruction across the GalactaNET.

Name	Name
Assault & Battery	Replication
Rock Breaker	Take Over

Control Takeover Software

This type of software is used to override and take control of various types of machinery and equipment.

Name	Name
Cameras	Everything
Phones	Portals
Portals Plus	Robots
Vehicles	What You See

Decryption & Infiltration Software

This type of software is used to decrypt files, system keys, and passwords, and to infiltrate quietly into systems.

Name	Name
Hide & Seek	Reading Your Diary
Reading Your Diary Plus	You Thought It Was Secret
Youth Thought It Was Secret Plus	

Defensive Software

This type of software is used to both protect systems and to help hackers protect themselves from NADS.

Name	Name
Defense Fog	Defensive Line
Defensive Line Plus	Disconnect

System Status Software

This type of software is used to keep an eye on a system's operating capabilities and software as well as helping to lead hackers down false trails.

Name	Name
Huntsman	Invisible Man

Utility Software

This type of software is used for various things such as speeding up a system, compressing data, changing and hiding files.

Name	Name
Fast Pace	Gluttony
Hometown	Lost City
Mimic	Not For Your Eyes
OCD	Oh Look At That
Overview	Pack Mule
Re-Assemble	Rejected
Secret Gate	SOS
Splash Over	

8.7.1 - Software Descriptions

This section details the various types of software that are available in alphabetical order.

Assault & Battery

With this software you can add additional damage to your attacks against NADS and avatars; this damage is added to whatever "weapons" your avatar is using.

This software also has a duration in rounds that it lasts. This software can be reused but takes a full round action to reboot.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	1d20	2d20	3d20	4d20	5d20
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	2500	5000	7500	10,000	12,500
Cost	2.5k	5k	7.5k	10k	12.5k

Cameras

With this software you are able to take remote control and access of a camera feed.

You are able to do this for a number of cameras plus a number of rounds; and gain a bonus to do so.

This software can be reused but takes a full round action to reboot, you can also use this multiple times during the same action.

Level	Alpha	Beta	Delta	Epsilon	Omega
Cameras	1	2	3	4	5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	600	1200	1800	2400	3000
Cost	600	1.2k	1.8k	2.4k	3k

This software allows a system administrator; or NADS or firewall; to lock a hacker into his connection so that he cannot log off and thus be able to trace them more easily.

This software gives you a bonus to keeping the hacker connected and to being able to trace them and works for a number of rounds before needing to be rebooted.

Level	Alpha	Beta	Delta	Epsilon	Omega
Connected	+1	+2	+3	+4	+5
Trace	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	2500	5000	7500	10,000	12,500
Cost	2.5k	5k	7.5k	10k	12.5k

Chunky Cookie

This software is relatively nasty and is used to erase large chunks of the computers memory thus causing you to lose data and programs.

Each round it destroys a certain number of memory units worth of data and software.

Level	Alpha	Beta	Delta	Epsilon	Omega
Destroyed	1d100	2d100	3d100	4d100	5d100
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	15	30	45	60	75
Cost	150	300	450	600	750

Coma

With this software you are able to directly attack hacker and do damage to their brain causing them to fall into a coma for a number of rounds.

You gain a bonus to your Knowledge/Craft Hacker boost to place them in a coma and deal damage.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Damage	1d10	2d10	3d10	4d10	5d10
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	1600	3200	4800	6400	8000
Cost	16k	32k	48k	64k	80k

Confusion

With this software you are able to create multiple false signals allowing you disconnect and get away from anything tracking you on the GalactaNET.

You create a certain number of false signals and gain bonus to Knowledge/Craft Hacking to escape, this also only last a certain number of rounds.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Signals	1d4	1d6	1d10	1d20	2d20
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	100	180	280	440	700
Cost	1k	1.8k	2.8k	4.4k	7k

Counter Measures

With this software you are able to set up your computer so that it is able to block others abilities to take over your software.

You gain a bonus to Hacking vs. software takeover.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	600	700	800	900	1000
Cost	6k	7k	8k	9k	10k

Crash Landing

With this software you cause another person or system's computer to crash and take additional rounds to reboot.

You gain a bonus to Hacking when it comes to crashing computer.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Rounds	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	600	1200	1800	2400	3000
Cost	6k	12k	18k	24k	30k

Defense Fog

This software shrouds your avatar in a thick computer fog that makes it harder for NADS and Avatars to attack you.

You gain a bonus to your mental defense.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Defensive Line

With defensive line you are able to throw up a temporary firewall to absorb attacks from NADS and avatars.

This wall is able to absorb varying amounts of damage and stays up till used up or dismissed.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	100	200	300	400	500
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Defensive Line – Plus

A stouter version of defensive line this software not only absorbs damage but deflects some of it as well.

This wall is able to absorb damage and gets damage deflection.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	600	700	800	900	1,000
Deflection	1	2	3	4	5
Size	700	900	1100	1300	1500
Cost	7k	9k	11k	13k	15k

Disconnect

With this software a hacker more quickly and easily disconnect from the GN without being traced.

You gain a bonus to attempting to disconnect and to evade tracking.

Level	Alpha	Beta	Delta	Epsilon	Omega
Disconnect	+1	+2	+3	+4	+5
Evade	+1	+2	+3	+4	+5
Size	200	400	600	800	1000
Cost	2k	4k	6k	8k	10k

Eraser

With this software you can directly target those annoying hackers and destroy their ability to do anything worthwhile.

With this you are able to erase a hacker's boost points little by little each round, you also gain a bonus to your Hacking skill when it is related to attacks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Erased	10	20	30	40	50
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	1000	2000	3000	4000	5000
Cost	10k	20k	30k	40k	50k

Everything

With this software you control all of a Hacker's perceptions making him that he is still in control.

You gain a bonus to your Hacking boost and a bonus to your deception checks.

Level	Alpha	Beta	Delta	Epsilon	Omega
Hacking	+1	+2	+3	+4	+5
Deception	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	200	400	600	800	1000
Cost	2k	4k	6k	8k	10k

Fake Disconnect

With this software you can make a NADS or Avatar believe that you have already disconnected.

You gain a bonus to your hacking checks and deception checks when it comes to faking a disconnect.

Level	Alpha	Beta	Delta	Epsilon	Omega
Disconnect	+1	+2	+3	+4	+5
Hacking	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	200	400	600	800	1000
Cost	2k	4k	6k	8k	10k

Fast Pace

With this software you are able to reduce the time it takes to copy information to another location; generally it takes 1 round to copy 10 MU of data.

This increased the amount of MU you can copy each round.

Level	Alpha	Beta	Delta	Epsilon	Omega
Rate	25	50	75	100	125
Size	250	500	750	1000	1250
Cost	2.5k	5k	7.5k	10k	12.5k

Frag Grenade

With this software you are able to attack the computer itself and deal actual physical damage and possibly destroying it.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	1d4x2	1d6x2	1d8x2	1d10x2	1d12x2
Size	800	1200	1600	2000	2400
Cost	8k	12k	16k	20k	24k

Gluttony

With this software you are able to increase our computers storage capacity but you decrease your computer's ability to function at speed causing it be able to operate fewer programs [the number of programs you can operate at one time is the rank of your Hacking Boost].

Level	Alpha	Beta	Delta	Epsilon	Omega
Storage	+10%	+20%	+30%	+40%	+50%
Programs	-1	-2	-3	-4	-5
Size	900	1800	2700	3600	4500
Cost	9k	18k	27k	36k	45k

Hack & Slash

This software sets off electrical discharges in a hacker's computer causing damage to the hacker and the computer at the same time.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	1d10	2d10	3d10	4d10	5d10
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	150	300	450	600	750
Cost	1.5k	3k	4.5k	6k	7.5k

Hide & Seek

Unlike the Assault/Intrusion software the Hide & Seek Software uses finesse rather than brute force to break through a firewall by quietly assaulting portals that are located in the chosen firewall and basically picking the locks rather than bashing at the wall with a bazooka. You gain a bonus to hacking to unlock portals.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	1d10	2d10	3d10	4d10	5d10
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	150	300	450	600	750
Cost	1.5k	3k	4.5k	6k	7.5k

Hometown

With this software you are able to send in a probe to map a data system out without actually having to send in your avatar.

You gain a bonus to Hacking – Mapping and a bonus to discreetly infiltrating the system.

Level	Alpha	Beta	Delta	Epsilon	Omega
Mapping	+1	+2	+3	+4	+5
Infiltration	+1	+2	+3	+4	+5
Size	110	220	330	440	550
Cost	1.1k	2.2k	3.3k	4.4k	5.5k

Huntsman

The Huntsman Software is a nasty piece of work and is able to alert the system owner, trace the hacker back and attack them dealing mental damage to the target by destroying boost ranks starting with knowledge/craft, mental, then weapons and then finally physical boost starting with the boost that has the least ranks and working its way up from there.

This software gains a bonus to detecting infiltration and tracing.

Level	Alpha	Beta	Delta	Epsilon	Omega
Detection	+2	+4	+6	+8	+10
Tracing	+2	+4	+6	+8	+10
Boost	-1d4	-2d4	-3d4	-4d4	-5dd4
Size	4.4k	8.8k	13.2k	17.6k	22k
Cost	44k	88k	132k	176k	220k

Hypno

With this software rather than attacking and damaging the hacker it is able to infiltrate the hacker's mind and leave a subliminal message; most of the time this message is just one to cause them to avoid the system while nastier ones may cause the hacker to kill themselves.

This software gains a bonus vs. mental exertions.

To avoid actually following through on whatever the message is telling them to do the hacker must make a mental exertion of 15 plus whatever the bonus that the software gets is.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+2	+4	+6	+8	+10
Size	400	800	1200	1600	2000
Cost	4k	8k	12k	16k	20k

Invisible Man

This software observes a system for intrusions and quietly alerts the administrator without alerting the hacker.

This software gains a bonus to detecting hackers.

Level	Alpha	Beta	Delta	Epsilon	Omega
Detection	+1	+2	+3	+4	+5
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Lightning

With this software you can attack a hacker's avatar and deal damage to them in real life through the avatar.

This software gets a bonus to hit and does a certain amount of damage.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Damage	1d10	2d10	3d10	4d10	5d10
Size	1100	2200	3300	4400	5500
Cost	11k	22k	33k	44k	55k

Lockdown

With this software you are able to freeze a locker's muscles in place with electrical shocks causing the hacker to not be able to physical escape before being located.

This software gains a bonus to hit and a bonus to keep the hacker frozen versus their physical exertion; the hacker must make a physical exertion vs. 15 plus the level of the software and keeps the hacker frozen for a number of hours.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Exertion	+1	+2	+3	+4	+5
Duration	1d4+1	1d6+4	1d8+6	1d10+8	1d12+10
Size	150	300	450	600	750
Cost	52k	104k	146k	188k	230k

Lost City

With this software you gain the ability to hide your system from prying eyes.

This software gives you a bonus vs. hackers finding the system.

Level	Alpha	Beta	Delta	Epsilon	Omega
Hide	+6	+7	+8	+9	+10
Size	6k	7k	8k	9k	10k
Cost	60k	70k	80k	90k	100k

Mathematician

This software causes a target's computer to waste time calculating Pi and while it is doing so it is unable to perform any other actions whatsoever.

A hacker must make a hacking check equal to 15 plus the bonus of the software and the computer calculates this for a certain number of rounds.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+3	+5	+7	+9
Duration	1d6	2d6	3d6	4d6	5d6
Size	700	1500	2300	3100	3900
Cost	7k	15k	23k	31k	39k

Mimic

With this software you can disguise even the most dangerous software as something fairly dangerous such as an advertisement.

This software grants a bonus to impersonating another program.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	1d6+4	1d8+6	1d10+8	1d12+10
Size	150	300	450	600	750
Cost	1.5k	3k	4.5k	6k	7.5k

Not For Your Eyes

With this software you can lock a file down so tight that it is very difficult for another to access it.

This software adds a bonus to whatever grade of portal lock a software already has.

Level	Alpha	Beta	Delta	Epsilon	Omega
Lock	+1	+2	+3	+4	+5
Size	1000	2000	3000	4000	5000
Cost	10k	20k	30k	40k	50k

OCD

This software allows a system to repeatedly and thoroughly check a system for problems and breaches.

This software grants a bonus to detecting problems and checks an additional number of times per day.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Per Day	1	2	3	4	5
Size	110	220	330	440	550
Cost	1.1k	2.2k	3.3k	4.4k	5.5k

Oh Look At That

With this software you are more easily able to hack another's GalactaNET session and record it.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Overview

With this software you are able to more easily find files and locations in whatever system you are currently in.

After a certain number of rounds this software times out.

Level	Alpha	Beta	Delta	Epsilon	Omega
Locating	+1	+2	+3	+4	+5
Duration	10	20	30	40	50
Size	110	220	330	440	550
Cost	1.1k	2.2k	3.3k	4.4k	5.5k

Overwrite

With this software you are able to overwrite a hacker's personality with whatever one you would like even making them an obedient slave.

A hacker must make a mental exertion of 15 plus the bonus from the software.

It takes a certain number of hours to overwrite a personality.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Duration	6	7	8	9	10
Size	12k	14k	16k	18k	20k
Cost	120k	140k	160k	180k	200k

Pack Mule

This software allows you to compress data more quickly and easily allowing you to cram more files onto a portable media.

This software can compress data diametrically but packing and unpacking takes a longer number of rounds.

Level	Alpha	Beta	Delta	Epsilon	Omega
Compression	x1.5	x2	x3	x4	x5
[Un]Pack	x1.5	x2	x3	x4	x5
Size	300	400	600	800	1000
Cost	3k	4k	6k	8k	10k

Phones

With this software you are able to more easily take over and control various communications devices.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	150	300	450	600	750
Cost	1.5k	3k	4.5k	6k	7.5k

Portals

With this software you are able to more easily take control of various types of electronically controlled doors, windows, and gates.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	150	300	450	600	750
Cost	1.5k	3k	4.5k	6k	7.5k

Portals Plus

With this software; which is an upgraded version of portals; you are able to more easily take control of various types of electronically controlled doors, windows, and gates.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Duration	6d4+6	7d4+7	8d4+8	9d4+9	10d4+10
Size	900	1050	1200	1350	1500
Cost	9k	10.5k	12k	13.5k	15k

Re-Assemble

With this software there is a chance that you may be able to restore damaged or destroyed data.

The software will work on the damaged or destroyed data for a certain amount of days and gains a bonus to repair it.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d20	2d20	3d20	4d20	5d20
Size	2.1k	4.2k	6.3k	8.4k	10.5k
Cost	21k	42k	63k	84k	105k

Reading Your Diary

With this software you are more able to break into and read encrypted data files.

This software gives you a bonus to decrypt the files but it should be noted that you still have to get into the system to do so.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Size	1k	2k	3k	4k	5k
Cost	10k	20k	30k	40k	50k

Reading Your Diary Plus

With this software you are more able to break into and read encrypted data files; even more so than the standard reading your diary.

This software gives you a bonus to decrypt the files but it should be noted that you still have to get into the system to do so.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Size	6k	7k	8k	9k	10k
Cost	60k	70k	80k	90k	100k

Red Herring

With this software you create several duplicates of your avatar thus throwing off NADS attacks allowing you to escape and giving them a minus to their ability to track you.

Level	Alpha	Beta	Delta	Epsilon	Omega
Duplicates	1	2	3	4	5
Attack	-1	-2	-3	-4	-5
Tracing	-1	-2	-3	-4	-5
Size	3k	6k	9k	12k	15k
Cost	30k	60k	90	120k	150k

Rejected

With this software you are able to scramble a person's passwords causing them extra time to try and log into their accounts and software.

You gain a bonus to hacking – password lockout; this also lasts for a certain amount of time.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	4	8	12	16	20
Size	500	1000	1500	2000	2500
Cost	5k	10k	15k	20k	25k

Replication

This software allows you to replicate NADS and use them to attack your opponent.

First off you must first have at least one NADS program to use; however each time that NADS is replicated the NADS loses five hit points but all other attributes stay the same.

Level	Alpha	Beta	Delta	Epsilon	Omega
Duplicates	1	2	3	4	5
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Robots

With this software you are able to more easily take control of various types of dumb robots.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Number	1	2	3	4	5
Size	250	500	750	1000	1250
Cost	2.5k	5k	7.5k	10k	12.5k

Rock Breaker

With this software you are able to do massive amounts of damage to a system's fire walls; this attacks multiple simultaneously.

Level	Alpha	Beta	Delta	Epsilon	Omega
Damage	1d100	2d100	3d100	4d100	5d100
Walls	2	4	6	8	10
Size	1.2k	2.4k	3.6k	4.8k	6k
Cost	12k	24k	36k	48k	60k

Secret Gate

With this software you make it more difficult for a hacker to find the portal to a data node.

With this software you gain a bonus to Hacking – Camouflage.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Sir Spam A lot

With this software you cause numerous programs to open and start running causing them to lose actions.

Level	Alpha	Beta	Delta	Epsilon	Omega
Programs	1d2	1d4+2	1d6+4	1d8+6	1d10+8
Size	200	600	1000	1400	1800
Cost	2k	6k	10k	14k	18k

Slow Lane

With this software you reduce the speed of a Hacker's Avatar so that they are unable to escape quickly.

Level	Alpha	Beta	Delta	Epsilon	Omega
Speed	-5	-10	-15	-20	-25
Size	500	1000	1500	2000	2500
Cost	5k	10k	15k	20k	25k

SOS

With this software you are able to break through a firewall and send out a distress calls for allies to help you.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Splash Over

With this software you can make any damage that you cause to become area effect striking and damaging multiple targets at one time.

Level	Alpha	Beta	Delta	Epsilon	Omega
AOE	5 Ft.	10 Ft.	15 Ft.	20 Ft.	25 Ft.
Size	5k	10k	15k	20k	25k
Cost	50k	100k	150k	200k	250k

Stealth

With this software you are able to better hide your signal and keep it from being detected.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Size	100	200	300	400	500
Cost	1k	2k	3k	4k	5k

Stealth Plus

With this software you are able to better hide your signal and keep it from being detected.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Size	600	700	800	900	1000
Cost	6k	7k	8k	9k	10k

Take Over

With this software you have the ability to try and attempt to take over another person's software and wrest it from their control.

You get a bonus to your hacking boost to do this but it only lasts for certain round duration and the person you are taking control from may attempt to block you by making a hacking check versus the bonus plus your hacking boost level plus ten to stop you.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Duration	1d4+1	2d4+2	3d4+3	5d4	6d4+1
Size	1100	1700	2300	2900	3500
Cost	11k	17k	23k	29k	35k

TASER

With this software you are able to send an electrical shock through the hacker's connection and stun him for a certain number of rounds he however does get a physical exertion vs. 15 plus the bonus of the software.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	1d6+2	1d8+4	1d10+6	1d12+8
Size	6k	10k	15k	20k	25k
Cost	60k	100k	150k	200k	250k

Trackdown

With this software you are able to tag a hacker and cause him a trail leading straight back to his data node and physical location.

You gain a bonus to track a hack, however this trail only last a number of hours per level.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Duration	1d4	1d6	1d8	1d10	1d12
Size	1k	1.3k	1.6k	1.9k	2.2k
Cost	10k	13k	16k	19k	22k

Vehicles

With this software you are able to more easily take control of various types of vehicles both manned and unmanned.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	150	300	450	600	750
Cost	1.5k	3k	4.5k	6k	7.5k

VR

With this software you can cause a target to think that they are only in a VR simulation and that whatever is occurring is completely fake and non-harmful.

The person must make mental exertion 15 plus the level of the software to break the virtual reality.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	600	1200	1800	2400	3000
Cost	6k	12k	18k	24k	30k

What You See

With this software you take complete control of a hacker's system and they can only do and see what you want them to.

You gain a bonus to take over their system but for only a certain number of rounds; to break the control they must make a Hacking check of 15 plus the bonus of the software.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	1100	1700	2300	2900	3500
Cost	11k	17k	23k	29k	35k

You Can't Get Away

With this software hackers have a reduced chance of getting away from tracing programs and NADS.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Duration	1d4+1	2d4+2	3d4+3	4d4+4	5d4+5
Size	150	300	450	600	750
Cost	1.5k	3k	4.5k	6k	7.5k

You Thought It Was A Secret

With this player you are more able to hack passwords and decrypt them.

You gain a bonus to hacking when decrypting passwords.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+1	+2	+3	+4	+5
Size	10k	20k	30k	40k	50k
Cost	100k	200k	300k	400k	500k

You Thought It Was A Secret Plus

With this player you are more able to hack passwords and decrypt them.

You gain a bonus to hacking when decrypting passwords.

Level	Alpha	Beta	Delta	Epsilon	Omega
Bonus	+6	+7	+8	+9	+10
Size	60k	70k	80k	90k	100k
Cost	600k	700k	800k	900k	1m

SIGURD'S GUIDE

"Sir, this is a moped license; you are in a mecha; if you do not produce the appropriate license within the next ten seconds I will gladly yank you out of that cockpit and toss you to the ground below."
 - GP Sgt. Basily Aldradnov - Reminisces Of Stupidity

CHAPTER 9 - TRANSPORTATION

Transportation is a key element for any adventurer; whether it is that skateboard you just stole from the little kid or a Titan-Range spaceship that you're going to ram into that space station full of pirates it can be your only chance of survival or vengeance.

That and generally they frown on you carrying automatic weapons and explosives on the bus and subway; and they don't make a belt pouch for tokens.

Chapter 8 – Transportation will cover varying types of transport from your basic city car to Hardsuits and mecha to shuttles and spacehips; we'll discuss varying types of vehicles and situations and modifiers.

9.1 – Ground Vehicles

This section will cover your basic ground vehicles such

as sedans, vans, trucks, motorcycles, and the like as well as a few oddballs we tossed in just for fun.

Table 9-1 – Generic Vehicles lists the various basic types of ground vehicles along with some information on them.

Table 9-1 – Generic Vehicles

Type	Cost	Crew	Seating	Mass	MPH/KPH	Range	Size	A/T/M	HP	Defense
Coupe	17k	1	4	1.2MT	140	422M	M	-2/-6/-4	120	18
Compact Sedan	23k	1	4	1.5MT	140	585M	M	-2/-6/-4	150	18
Compact SUV	23K	1	4	1.5MT	185	383M	M	-2/-6/-4	150	18
Compact Wagon	16k	1	3	1.1MT	117	329M	M	-2/-4/-4	110	18
Dump Truck		1	1	47MT	35	6195M	Gi	-5/-12/-12	4700	12
Forklift		1	0	2.9MT	12	200M	S	-2/-2/-2	290	20
Large Sedan	31k	1	4	1.9MT	205	592M	M	-2/-3/-2	190	18
Large SUV	40k	1	6	2.3MT	195	566M	M	-2/-3/-2	230	18
Large Truck	68k	1	5	3.5MT	175	700M	L	-2/-4/-3	350	16
Large Wagon	35k	1	7	1.9MT	140	396M	H	-2/-6/-4	190	14
Midsize SUV	43k	1	6	2.9MT	175	317M	H	-2/-6/-4	290	14
Midsize Van	28k	1	4	4.0MT	125	350M	H	-2/-6/-4	400	14
Minivan	22k	1	6	2.6MT	122	400M	H	-2/-6/-4	260	14
Monster Truck	45k	1	1	4.9MT	205	180M	H	-2/-6/-4	490	14
Moped	2k	1	1	80kgs	45	140M	S	-0/-0/-0	80	20
Motorcycle	6k	1	1	191kgs	215	527M	S	-0/-0/-0	191	20
Moving Truck	65k	1	2	5.3MT	190	250M	H	-2/-6/-4	530	14
Riding Mower	5k	1	0	0.6MT	7	50M	S	-2/-2/-2	60	20
Sports Car	91k	1	1	1.5MT	300	256M	L	-2/-4/-6	150	16
Tractor	75k	1	0	3.2MT	35	250M	M	-2/-4/-2	320	18

9.1.1 – Statistics, Defenses, & Maneuverability

This section along with Table 9-2 – Vehicle Sizes, Maneuverability, & Defense Ratings will explain the

basics of how to determine a vehicles size rating, acceleration, turn radius, maneuverability, and defense rating; or how hard a vehicle is to hit.

Table 9-2 - Vehicle Sizes, Maneuverability, And Defense Ratings

Width [M]	Tonnage [A]	Length [T]	Size	A/T/M	Defense
1-2.5 Feet	0-0.25 MT	1-5 Feet	Small	0/0/0	20
2.6-5 Feet	0.26-1 MT	6-10 Feet	Medium	-1/-1/-1	18
5.1-7.5 Feet	1-5 MT	11-15 Feet	Large	-2/-2/-2	16
7.6-10 Feet	6-10 MT	16-20 Feet	Huge	-3/-3/-3	14
10.1-12.5 Feet	11-30 MT	19-25 Feet	Gigantic	-4/-4/-4	12
12.6-15 Feet	31-60 MT	26-30 Feet	Gargantuan	-5/-5/-5	10
15.1-17.5 Feet	61-120 MT	31-35 Feet	Colossal	-6/-6/-6	8
17.6+ Feet	121+ MT	36+ Feet	Titanic	-7/-7/-7	6

Width

The width of the vehicle determines how well the vehicle is able to maneuver around obstacles such as road obstructions and how easily it the driver can do so and is rated from 0 to -7 depending on this size and this number effects the drivers Operate Vehicle check.

Tonnage

This factor determines how fast a car is able to accelerate from 0 to 60 and how many squares it takes to do so and although the number is shown in the negatives it actually equals that number of squares. For example a vehicle weighing in at 12 tons would take four squares to accelerate up to sixty miles per hour; this number also determines how much of a minus the person gets when using Operate Vehicle for special maneuvers.

Length

This dimension determines the turn radius of the vehicle and how many squares it must travel before being able to complete a ninety degree turn; this number also determines what kind of minus the driver gets on their operate vehicle check when doing special maneuvers.

Size

This is how large the vehicle is considered and runs from small to titanic in size and this is determined by adding the width, length, and height of the vehicle together and dividing by three and then using the the length column of Table 9-2 to determine this rating.

A/T/M

This stands for acceleration, turn radius, and maneuverability and these three numbers are added together to determine what minuses a driver will receive when trying to perform special maneuvers while driving.

Defense

This rating is determined by the size of the vehicle and is ultimately how hard the vehicle is to hit while it is moving and while most people think it would be relatively easy to strike even a small moving vehicle it really isn't.

9.1.2 – Vehicle Reliability & Quality Ratings

While some vehicles are expensive masterworks that run like a Swiss Clock others are nothing but outright junky piles of garbage that shouldn't be seen outside of a junkyard; but unfortunately some people can't afford better.

Every vehicle; even the most expensive and well maintained ones; have at least a 1% chance of breaking down and this should be rolled once per day when the vehicle is used.

Other factors to take into consideration with a vehicles reliability is how much damage and abuse it has taken whenever a vehicle takes ten percent or more of its base hit points a roll should immediately be made and the quality of the vehicle dropped by a number of levels dependent upon how much damage it has taken the following Table 9-3 – Quality Rating is what will determine the percentage chance of the breakdown.

Table 9-3 – Quality Rating

Condition	Breakdown Percentage
Brand New	1%
Weekend Car	5%
Extremely Well Maintained	5%
Well Maintained	10%
Maintained	10%
Good Condition	10%
Normal Condition	10%
Beater	15%
Abused	20%
Last Legs	25%

9.1.3 – Operate Vehicle Maneuver Checks & Ratings

Most of the time you won't have to make a check when you are driving but when it comes to wild rides, chases, and getaways that is where Operate Vehicle comes into its fore and if you don't have the boost it could be the difference between you getting away or being killed; or whoever you are chasing getting away.

Below on Table 9-4 – Maneuverability Checks lists difficulties from 1 to 40 and gives examples of these types of maneuvers that would fall under that check.

Below on Table 9-5 – Turn Speeds & Checks lists the various speeds, turn degrees, and difficulties for them.

Table 9-4 – Maneuverability Checks

Type	Example	Check
Standard	Making A Standard Turn	1-5
Easy	Braking Suddenly	6-10
Simple	Burn out	11-15
Average	High Speed Turn/Curve	16-20
Difficult	Jumping A Car/J-Turn	19-25
Very Difficult	Bootlegger Turn/Drift	26-30
Extremely Difficult	Pit Maneuver/Jackknife	31-35
Near Impossible	Driving On Two Wheels	36-40

Table 9-5 – Turn Speeds & Checks

Degree	Regular Speed	Offensive Speed	Difficulty
15	50MPH	100MPH	0/10
30	45MPH	90MPH	2/12
45	40MPH	80MPH	4/14
90	35MPH	70MPH	6/16
120	30MPH	60MPH	8/18
180	25MPH	50MPH	10/20

9.1.4 – Traffic

Traffic can be a help or a hindrance depending on what you are doing.

For example if you are trying to get away from somebody moderately thick traffic can be used to evade whoever is chasing you by weaving between the gaps in traffic and putting more vehicles and space between the two of your; however if traffic is even thicker you may be completely stalled out and stuck in a traffic jam with the bad guys coming up your tail pipe loaded for bear.

Just like in real life traffic density depends on what time of day it is and what kind of area you are in.

The following Table 9-6 – Traffic Density is provided to make thing easier and is broken up into times of day, density, he amount of cars; both oncoming and outgoing; and the rolls you need to make to determine these things.

The following table also assumes your standard four lane road and you need to roll for both sides and for every car in a lane we advise lowering the current speed by 1 mile per hour.

Other things to take into consideration when determining traffic density is where you are; for example business districts during the rush hour are going to be busier than a rural area and Table 9-7 – Traffic & Road Condition Modifiers addresses these concerns as well as road conditions; the crappier it is out the less likely people are going to be out and about.

The final part of this section is basically a little add-on we decided to give since players have a bad tendency to ask for information that isn't readily available we've added a chart with a list of different vehicles that can be encountered on the road and this is in Table 9-8 – Encountered Vehicles.

Table 9-6 – Traffic Density		
Density	# Of Cars	Roll
Daytime – 5-8AM; 9AM-3:30PM; 6-9PM		
Clear	0	1-4
Light	1d4	5-8
Moderate	1d8+4	9-12
Heavy	1d12+8	13-16
Dense	1d20+12	17-20
Rush Hour – 8-9AM; 3:30-6PM		
Light	2d4	1-5
Moderate	2d8+4	6-10
Heavy	2d12+8	11-15
Dense	2d20+12	16-20
Nighttime – 9PM-12AM		
Clear	0	1-4
Light	1d2	5-8
Moderate	1d4+2	9-12
Heavy	1d6+4	13-16
Dense	1d10+6	17-20
Early AM – 12-5AM		
Clear	0	1-4
Light	1	5-8
Moderate	1d2+1	9-12
Heavy	1d4+2	13-16
Dense	1d6+4	17-20

Table 9-7 – Traffic & Road Conditions Modifiers	
Time Of Day	Modifier
Business District	
Daytime	X2
Rush Hour	X4
Night Time	¼
Early AM	1/10
Industrial Area	
Daytime	X2
Rush Hour	X3
Night Time	1/10
Early AM	X2
Suburb	
Daytime	X3
Rush Hour	X5
Night Time	X2
Early AM	¼
Rural	
Daytime	X0
Rush Hour	X2
Night Time	X0
Early AM	X0
BFE	
Daytime	X0
Rush Hour	X1.5
Night Time	X0
Early AM	X0
Freeway	
Daytime	X4
Rush Hour	X8
Night Time	X3
Early AM	X2
Road Condition Modifiers	
Road In Bad Shape	-3
Dirt Road	-4
Light Rain/Snow	-2
Heavy Storm/Snow/Ice/Fog/Sand	-4
Road Construction	-3

Table 9-8 – Encountered Vehicles

Vehicle Type	Die Roll
Motorcycle	1-5%
Compact	6-10%
Midsize Sedan	11-15%
Full Size Sedan	16-20%
Luxury Sedan	19-25%
Sports Coupe	26-30%
Sports Car	31-35%
Van	36-40%
Mini-Van	41-45%
SUV	46-50%
Crossover	51-55%
Station Wagon	56-60%
Truck	61-65%
Semi	66-70%
RV	71-75%
Construction	76-80%
Farm Equipment	81-85%
Military Vehicle	86-90%
Police Vehicle	91-95%
Emergency Vehicle	96-100%

9.1.5 – Encounters

Not only can encounters be done on foot but they can also be done from a moving vehicle especially if the characters are trying to get away from pursuit or trying to find someone.

Our first chart will cover speeding and how they modify encounter checks.

It is generally assumed that most traffic is going the speed limit but may deviate by 1d6+4 miles per hour depending on weather and road conditions; whether there is construction, an accident etc; frankly if the GM is up to it he can add these factors in or just wing it that's why we have provided all these nifty charts.

Generally if you are going the posted speed limit you need only roll every five rounds for an encounter; however the faster you are going the more often you must roll, the following Table 9-9 – Speed Related Encounters gives you the basics on this up to fifty miles over the posted speed limit.

Table 9-9 – Speed Related Encounters

Speed	When To Roll
Posted	Every 5 Rounds
5 Miles Over Posted	Every 4 Rounds
10 Miles Over Posted	Every 3 Rounds
15 Miles Over Posted	Every 2 Rounds
20 Miles Over Posted	Every Round
25 Miles Over Posted	Twice Per Round
30 Miles Over Posted	Thrice Per Round
35 Miles Over Posted	Four Times Per Round
40 Miles Over Posted	Five Times Per Round
45 Miles Over Posted	Six Times Per Round
50 Miles Over Posted	Seven Times Per Round

Another major thing you will encounter when driving of course is various side streets and off-ramps if it is a highway of course I guess you could always go on the on-ramp as well.

Table 9-10 – Side Street & Ramp Occurrences gives the type of road, the number occurrences, and the

percentage chance of the occurrence.

Table 9-10 – Side Street & Ramp Occurrences

Occurrences	% Chance
City Highway	
0 Ramps	1-20%
1 Ramp	19-40%
2 Ramps	41-60%
3 Ramps	61-80%
4 Ramps	81-100%
BFE Highway	
0 Ramps	1-80%
1 Ramp	81-100%
City Street	
1 Street	1-20%
2 Streets	19-40%
3 Streets	41-60%
4 Streets	61-80%
5 Streets	81-100%
BFE Road	
0 Roads	1-40%
1 Road	41-60%
2 Roads	61-80%
3 Roads	81-100%

Where you have side streets and off-ramp or even large complexes such as malls, factories, and shopping centers you are inevitably going to be running into stop signs and lights and Table 9-11 – Stop Lights & Signs Occurrences gives you the ability to determine how often these pop-up.

Table 9-11 – Stop Light & Sign Occurrences

What Type	Roll
Stop Sign - Side Street	1-25%
Stop Sign - Your Street	26-50%
4-Way Stop	51-75%
Stop Light	76-100%

One of the major types of encounters involved with vehicles is car chases; they are as ubiquitous as bar and tavern fights and can be really, really interesting especially when they aren't intentional.

Car chases are pretty easy to figure out, the two vehicles; or more than two; roll opposing operate vehicle checks making sure to add in whatever bonuses they may have to the rolls.

Basically for every success that one of the cars gets over the other car it gets one square closer or further away.

If both cars get no successes over each other they maintain their distances from each other and don't forget that weather and road conditions should be taken into consideration.

Another Devious and evil thing that we've given our GM's is the ability to roll on is other driver's actions; these can be a royal pain in the butt especially during car chases.

The following Table 9-12 – Driver Reactions lists the type of reactions and the percentage roll needed for that reaction; of course the GM could just choose whatever reaction he wants and the following section details each reaction.

Table 9-12 – Driver Reactions

Reaction	Roll
Panics	1-10%
Inattention	11-20%
Road Rage	19-30%
Speeds Up	31-40%
Slows Down	41-50%
Semi-Panicked Reaction	51-60%
Brakes Slowly	61-70%
Brakes Violently	71-80%
Refuses To Move	81-90%
Moves Out Of Way Sedately	91-100%

Panics

These drivers when seeing a speeding car panic and start swerving and may cause car wrecks, roll on the vehicle critical miss chart in the game mechanics chapter.

Inattention

This driver is paying no attention whatsoever and will continue to drive normally.

Road Rage

These drivers are easily angered and will try to hinder the party's vehicle in any way that he can and may even join the chase and try to wreck the party's vehicle [26-30%].

Speeds Up

This driver speeds up; roll a % this is how much the driver speeds up.

Slows Down

This driver slows down; roll a % this is how much the driver slows down.

Semi-Panicked Reaction

This driver will somewhat panic and either drive off onto the shoulder or into another lane despite direction of traffic, but generally recovers before an accident occurs.

Brakes Slowly

This driver brakes to a slow halt dropping five miles of speed per round.

Brakes Violently

This driver slams on brakes and comes to an immediate halt.

Refuses To Move

Even if they can get over or speed up this driver refuses to do so, not so much as to hinder the party but as to follow the flow of traffic.

Moves Out Of Way Sedately

This driver will gradually ease over into an empty lane or along the shoulder to get out of the way, clearing the lane in 2 rounds.

Other things that should be taken into consideration while on the road; yeah I know I'm repeating that quite a bit but random human nature is a pain the buttocks; is just random weird crap that may happen while you are driving and Table 9-13 – Random Occurrences lists several random occurrences that can occur on the road along with a percentage roll for them.

Table 9-13 – Random Occurrences

Roll	Occurrence
1-5%	Driver Slams On Brakes
6-10%	Traffic Thins and the Road Is Clear For Two Rounds
11-15%	Cars in all lanes are side-by-side and you are unable to pass
16-20%	Road construction ahead an empty hauler truck with its ramp down and raised is parked alongside the road
19-25%	Truck with falling cargo in front of you
26-30%	Car swerves into your lane
31-35%	Traffic behind you thickens making it difficult to slow down for two rounds
36-40%	Animal runs out in front of your car
41-45%	Pedestrian runs out in front of your car
46-50%	Open lot or empty field on side of road
51-55%	Emergency Vehicle pulls out in front of you going 30 miles over posted limit for 1d20+3 rounds.
56-60%	Two cars collide and wreck in front of you
61-64%	Road [highway/rural/city] becomes T-intersection ahead.
65-68%	Number of lanes increases
69-72%	Number of lanes decreases
73-76%	Impediment in the road - Oil, Ice, Glass, Nails, Debris, etc.
77-80%	Sharp Curve Ahead
81-84%	Cross Traffic runs light or sign.
85-88%	Traffic Jam Ahead.
89-92%	Oncoming traffic swerves into your lane.
93-96%	Disabled vehicle in your lane.
97-98%	Disabled vehicle in oncoming lane.
99-100%	Disabled Vehicle in middle of road

9.2 – Hardsuits, Power Armor, & Exo-Skeletons

This section of the transportation chapter will cover the basics of powered armor suits and the basically functionality and will be followed by an single example of the HSS-7 Hoplite Hardsuit which is currently in service with the Theban Cluster.

For the nonce we'll be referring to all power armor related items as Hardsuits in this section from this point on.

Hardsuits are very easy to operate and function as if you were using just your normal body; there is no boost required to operate a Hardsuit since the suits systems operate off a bio-feedback system that responds to the wearer's movements and also are able to pick up electrical impulses from the brain.

Most Hardsuits are used in hazardous environments or as heavy duty infantry; although by the 6200 C.E. all infantry of most militaries of segued into using Hardsuits with most navy personnel and pilots also wearing a lighter form for better survivability during combat and battles or even emergencies.

These suits can upgrade a players strength, add environmental capabilities, and protection as well as some models being able to carry heavier weapon systems.

The sport Diamond Disc also requires the use of Hardsuits by the players; both adult and teens; due to the spall of sharp diamond fragments that would otherwise shred the players.

Hardsuits at this point have also to some degree become a fashion statement with a few bands and even a few upper crust also throw "Hardsuit" parties.

The following sections will detail the HSS-7 Hoplite and its various systems as an example of what is available.

9.2.1 – HSS-7 Hoplite Variable Hardsuit System

The HSS-7 is an armored and enhanced Hardsuit system that was developed from late 4495 C.E. to early 4539 C.E. and finally entered service in 4540 C.E. to replace the aging and somewhat under armored EAS-3 Titan Exo-Skeletal Armor System.

Generation I-XII HSS-7 armors are not compatible with the modular bike system but all models after that are fully compatible with the MBS-25 Modular Bike System [although Gen X-XII can be modified to be compatible with the MBS-25].

The HSS-7 is made up of four distinctive layers, the first layer is made up of mono-film to allow for a very comfortable form fitting wear that keeps any slipping from occurring, the middle layer is a mixture of thermogel and Nanno-tex that helps keep the suit oxygenated and at bearable temperatures for the wearer, the third layer is Spider-Silk with its high tensile strength that is nearly impossible to cut with conventional edge weapons or piercing by low powered, low Caliber munitions, the final layer is Ceramo-Steel which acts as a hard carapace over the three layer suit worn under the armor.

The most recent models of the HSS-7 [GEN-XIII] also have an additional coating of Nanno-tex over the Ceramo-steel to cut down on wear and tear and

scuffing of the metal, this layer is between the IRThOp and Ceramo-Steel layers.

Systems include a very advanced CO2 scrubbing system that is part of the Thermo-Gel layer allowing for extended life-support use.

The electronics system include a mid-level AI designed by OzSoft [founder is the original AI of the Thermopylae; Ozymandius Hoplite]. The AI is able to help with information gathering and language translation, this system also has a removable 50 MU hard drive [about 5,000 terabytes of memory]. The suit also has a high quality external speaker and microphone system.

Defensive systems include a holographic projection system that is capable of complicated projections out to a five meter radius and a IRThOp Coating and built in force screens that are able to dump 10 Damage Deflection of all energy or projectile weapons to sumps.

Other items include self-forming holster, magazine pouch, and sheath designed by Versatile-Systems, as well as a load-bearing equipment system also designed by Versatile-Systems the final features of the suit include six Nano-Injector ports and two internal Vari-Lance compartments.

Class Overview	-7AFJ	-7C	-7CM	-7LD	-7R	-7S1	-7S2	-7S3	-7T/E	-7UL
[Manufacturer]	TCRD-Capstan, Masters Armaments, Versatile Systems, OzSoft									
[Operators]	Theban Cluster Military, Penal System, Silverfield Republic									
[Preceded By]	EAS-03 Titan									
[Succeeded By]	HSS-8 Sciritai									
[Availability]	M -4	M -4	M -4	M -4	M -4	M -4	M -4	M -4	M -4	M -4
[Cost]	25k	625k	500k	400k	420k	500k	550k	575k	750k	300k
[In Commission]	4540 C.E.									

General Characteristics										
[Type]	Powered Armored Environmental Hardsuit System									
[Weight]	N/A	623kgs.	498kgs.	402kgs.	417kgs.	498kgs.	538kgs.	578kgs.	749kgs.	302kgs.
[Oxygen Supply]	250-375 Hours									
[Dimensions]	Height 2.5 Meters x Depth 0.5 Meters x Breadth 0.75 Meters									

Materials										
Thermo-Gel [0]										
Mono-Film [1]										
Spider-Silk [2]										
Ceramo-Steel [5]										
Nanno-Tex [3]										

Equipment & Bonuses										
Movement Rate	N/A	120	80	100	120	80	80	80	60	120
Carrying Capacity	N/A	+45	+150	+30	+15	+75	+75	+75	+150	+15
Sensors	N/A	+10	+5	+4	+8	+3	+4	+5	+10	+4
LL – 50 Ft.	N/A	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
IR – 50 Ft.	N/A	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
LRD – 250 Ft.	N/A	Yes	No	No	No	No	No	Yes	Yes	No
Medical Database	N/A	No	Yes	No						
Stealth	N/A	No	No	No	+2	No	No	No	No	No
Electrical	N/A	No	No	No	No	No	No	No	+2	No
Electronics	N/A	No	No	No	No	No	No	No	+2	No
Mechanical	N/A	No	No	No	No	No	No	No	+2	No
Structural	N/A	No	No	No	No	No	No	No	+2	No
Operate: Fighter	N/A	No	No	No	No	No	No	No	No	+2
IRThOp	N/A	+5	+5	+5	+5	+5	+5	+5	+5	+5
Loud Speakers	N/A	100 Ft.	50 Ft.							
Holo-Projectors	N/A	Yes	Yes	No	Yes	No	No	Yes	Yes	No

Armor Points										
[Armor Points]	N/A	623	498	402	417	498	538	578	749	302
[Initiatives To Don]	N/A	10/15	10/15	10/15	10/15	10/15	10/15	10/15	10/15	10/15

Deflection										
[Force Screens]	N/A	10DD	6DD	4DD	5DD	6DD	8DD	10DD	10DD	4DD
[Deflection]	N/A	11	11	11	11	11	11	11	11	11

HSS-7C

The HSS-7C Command model is used by all the branches of the Theban Cluster Military for use with various MBS-25 Models and alone and is used by high ranking officers [generally Flag Rank]. The Command model of the HSS-7 series adds additional carrying capacity to the wearer and gives additional protection as well.

HSS-7CM

The Theban Cluster uses the Corpsman in with the MBS-25M Medical Model and the Fleet Marine Corps uses the Mk.1/2/3 with their Infantry troops MBS-25 models.

HSS-7LD

The HSS-7LD Light Duty model is used by the Fleet for use with various MBS-25 models and as a standard life-support suit during combat actions aboard ships and space stations. The Light Duty model of the HSS-7

series adds additional carrying capacity and physical exertion bonuses to the wearer and gives additional protection as well.

HSS-7R

The HSS-7R is used by recon elements of both the Fleet Marine Corps and the OFI and Fleet Recon forces and is based around speed and stealth.

HSS-7S1/S2/S3

This is the standard model used by the Theban Cluster Fleet Marine Corps for their infantry units and has had three permutations and is an all around basic model.

HSS-7T/E

The Fleet uses the HSS-7 Tactical with the MBS-25 Engineer Model in their Damage Control and Engineering Divisions for use with moving Tactical materials, EVA repairs, and loading of munitions on Mecha and auxiliary vessels. The Fleet Marine Corps uses the Tactical in their Combat Engineering Corps for

construction and demolition purposes and with their Infantry troops and with the MBS-25 Heavy Weapons Model.

HSS-7UL

The HSS-7 Ultra-Light model is used by the Fleet Marine Corps and Fleet Air Arm for use by pilots. The Ultra-Light model of the HSS-7 series adds additional Operate: Fighter to the wearer and gives additional protection as well.

Equipment & Systems

Oxygen Supply

The inner Thermo-Gel layer helps keep the wearer at a moderate temperate and is good up to 300 degrees Celsius and down to -125 degrees Celsius. This layer also helps to scrub excess CO2 from the suit and recycle it into oxygen; this helps to extend the air supply of the suit to approximately 250 hours. If the wearer is in a semi-oxygenated area or better the suit's seals can be cracked and supply can be extended to 375 hours.

Plumbing

The suit can recycle most waste excreted by the wearer into potable water and an extremely bland tasting gruel; although the intrinsic value of the gruel becomes less and less with each recycling as the suit only carries a limited supply of the necessary daily vitamins and minerals [approximately five days].

OSAI

OzSoft Artificial Intelligence Operating System - The OSAI has a rudimentary intelligence and has a rank of 1 in every knowledge boost adding this bonus to the roll of the wearer. The suit also has a built in wireless GalactaNET and GPS system that can log into the Archipelago recoverable satellite system and if the player is knocked unconscious or severely injured the suit's AI will move the wearer out of the area of combat. The AI also has knowledge Hacking rank of 3 and the system has a rank six when trying to translate languages.

External Removable Hard Drive

The suit has an internal removable 500 Terabyte hard drive [while linked to the AI it does not hold the AI's operating systems and is mainly for removable storage purposes] the Hard Drive is linked to both the suit's helmet cam and the suit's external sound and recording equipment with speaker's able to project and pick-up audio out to 250 meters.

After combat the unit is generally pulled from the suit and placed in a main computer system for the data to be downloaded and used for debriefings and virtual training sessions.

Holographic Projectors

The Command and Recon models have a small Holographic Projection system built into the front and back of the upper chest and shoulder area of the suit which interacts fully with the IRThOp coating of the armor; these projectors give a +5 to hide but if weather conditions are extreme it drops to only +1.

These projectors are capable of emitting out to a meter radius and are able to create complicated projections such as moving foliage, animals, or moving water. With

the aid of the speakers it can even add realistic sound.

Holster, Sheath, & Magazine Pouches

On the right thigh of the suit is a specially designed holster with self-forming smart Nanno-tex designed by Versatile-Systems capable of molding itself to most pistols for a secure fit.

On the left thigh of the suit is a magazine pouch in design similar to the holster with the self-forming Nanno-tex and is capable of holding up to four extended magazines.

On the left lower leg of the armor is a knife sheath able to hold up to an eighteen inch blade.

Built In Injector Holders & Port

On the inner thigh of each leg are three Mini-Nanno-Injector tubes that can be manually activated or activated by the AI if it deems their use necessary. Also in either side of the neck is a metallic port that can dilate open to insert the tip of a Nanno-injector.

General load-out is 2 Health, 2 Stimulant, 1 Regen, and 1 Hibernation.

Vari-Lance Compartment

On the lower left and right side front ribs is an armored compartment capable of holding a single Vari-lance.

Emergency EVAC Compartment

Located on the lower back of the armor is a compartment holding a week's supply of Nanno-capsules, a miniature transceiver w/homing beacon, and a full mono-film duty suit, compartment also holds a single large Nanno-injector.

IRThOp Coating

All models of the HSS-7 have a special coating that dampens Infra-Red and thermal signatures as well as the ability to blur and weaken visual imagery of the suit [even to the naked eye] this gives the suit +5 to Survival: Camouflage boost checks. If this electrically charged coating and the Holographic Projection system are used in conjunction the suit's power cell endurance drops to about a fifth of what it would normally have.

Force Screens

Adapted from ship based screens these force screens lay a micrometer above the surface of the armor and do not restrict movement in anyway and gives the player Damage Deflection 10.

Hand-Held Weaponry

The suit can use most hand-held weaponry.

M.H.O.P. System - The Magnetic Hardsuit Operations Pouch System

Several different styles of pouches are available and there are two upper rows of equipment and another lower row that wraps all the way around the armor and there is hard point mountings on the upper back. Styles of pouches include but are not limited to the following listed below.

Double Rifle Magazine Pouch

These magazines can each hold four magazines; the upper two rows can hold three of these each.

Double Pistol Magazine Pouch [Standard/Extended]

Can hold either two standard or extended size magazines each, the lower can hold ten pouches while the upper rows can hold three each.

Utility Pouch

This pouch is able to hold numerous things and are generally mounted on the lowest row and can carry ten pouches or the upper rows can hold six each [mounted to per row].

SAW Pouch

This pouch can hold a single SAW Magazine or two standard HBT Cells, two of these can be mounted in the middle row and one can be mounted over each hip on the bottom row.

Double Grenade Pouch

This pouch can hold two grenades each and these pouches can be carried two per upper and middle row and six on the lower rows.

Shotgun/Rifle Shell Carrier Pouch

Each of these pouches can hold either six 8-Gauge/25mm Grenades or five heavy caliber rifle rounds. The upper and middle rows can hold two each of these and six pouches can be held by the lowest row.

40mm Triple-Grenade Pouch

These pouches can each hold three 40mm grenades and the upper and middle rows can hold three pouches each and the lower most can hold eight pouches.

Tanker Holster

The Tanker Holster can either be left or right hand side mounted and takes up a single pouch location on the upper and middle rows.

Mine Pouch

This pouch can hold a single mine and is generally only mounted on the lower back row take up all those positions.

Rigid Pack

The Rigid Pack holds all the necessities for survival as well as room for spare munitions and a few personal items.

Rigid Pack - Medical Add-On

This add-on attaches to the bottom of the pack and the lower back row of the suit and is equal to a full field medical kit.

9.3 - Mecha

Mecha are referred to as many things Robots, Bi-Pedal War Machine, EODs or Engines of Destruction but it comes down to the same thing. Massive amounts of armor, shielding, hit points, internal and external weapon systems and lots of ability to cause damage and destruction.

The following section details the standard models of Mecha used by the Theban Cluster which includes their standard multi-purpose bipedal combat mecha and their

larger heavy artillery mecha.

It should be noted at this time that you do need to have Operate Vehicle: Mecha to even so much as move these things around so no boost no operate.

The first part of this section will detail first the munitions most commonly used by these mecha which is Table 9-14 Mecha Munitions and then Table 9-15 Mecha Size Categories which lists the various mecha sizes and their dimensions.

Table 9-14 - Mecha Munitions

Caliber	Damage	Cost	Type	Deflection	Range
32x120mm KEP	16d20	120 Per Round	Piercing	Ignore 30	N/A
2.0mJ Laser	10d20	20 Per Shot	Energy	Ignores All	N/A
10mJ Laser	10d100	100 Per Shot	Energy	Ignores All	N/A
9mJ Particle Beam	9d10	90 Per Shot	Energy	Ignores Shields	N/A
16mJ Particle Beam	16d10	160 Per Shot	Energy	Ignores Shields	N/A
25mJ Particle Beam	12d20+10	250 Per Shot	Energy	Ignores Shields	N/A
250mJ Particle Beam	25d100	2500 Per Shot	Energy	Ignores Shields	N/A
SRHVM	2d12+1	25 Per Missile	Piercing	Ignores Armor	25 Squares
MRHVM	10d12+5	125 Per Missile	Piercing	Ignores Armor	125 Squares
LRHVM	12d20+10	250 Per Missile	Piercing	Ignores Armor	250 Squares

Table 9-15 - Mecha Size Categories

Size	Height	Size	Height	Size	Height
Fine	Less Than 1"	Diminutive	1"-1'	Tiny	1'-2'
Small	2'-4'	Medium	4'-8'	Large	8'-15'
Huge	15'-30'	Gigantic	30'-45'	Gargantuan	45'-60'
Colossal	60'-75'	Titanic	75'+		

9.3.1 – Mecha Descriptions

This part of the chapter has brief descriptions of the mecha listed here and then a chart showing the various tats of the mecha.

The following Table 9-16 – Weapon & Defensive Systems lists the weapons that can be found on these two mecha long with their stats.

EOD-MP-01 Ballistae Series Multi-Purpose Mecha

The Ballistae is the Theban Clusters main offensive combat Mecha and is used for everything from ground pounding to close in combat to anti-aircraft defense and has numerous hard-points so that the weapon's load out can be tailored to its specific duty.

The Ballistae mounts fifteen total hard-points and mounts these two on the head, four on the shoulders [two front and two rear points], three in the chest, six on the arms [four outer and two inner]. These hard-points can mount various weapons types.

For example the manufacturer offers 2.0 mJ lasers for the head for anit-missile/infantry use, the rear facing shoulder hard-points can mount nine tube MRHVM launchers or ten tube multi-purpose HVM launchers, or 10 mJ PBCs.

The front mounted points can hold two fifteen-tube SRHVM launchers while the chest mounts can hold a 24-tube or 10-tube launchers, 32mm auto-cannons, 10 mJ PBCs or 9 mJ PBCs. The arm mounts can carry 32mm mass drivers, 25 mJ Particle cannons or 10 mJ PBCs and can also carry a variety of hand-held weaponry and equipment.

Hardpoints & Locations

HM - Head Mounted

There are hard points mounted to each side of the Mecha's head for both the weapon and ammo-bins/capacitor mountings.

RSM – Rear Shoulder Mounting

Mounted to the rear of the Mecha so that the weapons can be fired over the top of the shoulders.

FSM - Front Shoulder Mount

This modular box system is mounted internally in the front of the shoulders of the Mecha mounts one in each shoulder.

CM - Chest Mounted

This mounting is centered in the middle forward chest area.

AM - Arm Mounted

There is a single mounting point on each outer part of the forearms and on the upper and lower wrist.

HH - Hand-Held

Like A Human This Mecha Can Use Hand Held Weaponry

EOD-HA-04 Basilisk Series Heavy Artillery Mecha

The Basilisk is the Theban Clusters heavy artillery Mecha and is used for long range energy and missile bombardment and against large scale auxiliary craft and even smaller space craft.

The Basilisk Mounts ten 250 mJ particle cannons dorsally and can mount either 8 25 mJ particle cannons on the sides or two six-tube LRHVM pods.

10 Bofors Mk.250 250mJ Particle Beam Cannons
 These artillery guns are mounted to the dorsal section of the Mecha and capacitors for these are carried on the interior of the Mecha.

Mecha and capacitors for these are carried on the interior of the Mecha.

8 Bofors Mk.25 25mJ Particle Beam Cannons
 These artillery guns are mounted to the sides of the

2 Raytheon Mk.6 6-Tube Long Range Hyper-Velocity Missile Launchers

Mounted to the side hard Points Per Rank these missiles tubes use the LRHVM

Table 9-16 - Weapon & Defensive Systems

Manufacturer	Model	Type	Capacity	Damage	ROF	Range	# Of	Location	Cost
AIG	Mk.18	6-Tube MRHVML	18 Per	10d12+5 Per	SA/BF/A	125km	2	RSM	750
AIG	Mk.75	15-Tube SHRVML	75 Per	2d10+5	SA/BF/A	25km	2	FSM	375
AIG	Mk.75	15-Tube SRHVML	75 Per	2d10+5	SA/BF/A	25km	1	CM	375
AIG	Mk.90	10-Tube MPHVML					2	RSM	4,000
		SRHVM	50 Per	2d10+5 Per	SA/BF/A	25km			
		MRHVM	30 Per	10d12+5 Per	SA/BF/A	125km			
		LRHVM	10 Per	12d20+10 Per	SA/BF/A	250km			
AIG	Mk.120	24-Tube SHRVML	120 Per	2d10+5	SA/BF/A	25km	1	CM	600
AIG	MPU-HV	6-Tube MPHVML						HH	4,800
		SRHVM	30 Per	2d10+5	SA/BF/A	25km	1-2		
		MRHVM	18 Per	10d12+5	SA/BF/A	125km	1-2		
		LRHVM	6 Per	12d20+10	SA/BF/A	250km	1-2		
Bofors	Mk.250	250mJ PBC	100 Per	25d100	SA	8km	10	Dorsal	250,000
Bofors	Mk.25	25mJ PBC	250 Per	25d10	SA	1.25km	8	Sides	62,500
Colt	AC332	3-Barrel 32x120mm AC	500RD Belt	16d20	SA/BF/A	5km	3	CM	60,000
MarsTECH	Mk.2	2.0 mJ Laser	500 Per	10d20	BF/A	0.5km	2	HM	10,000
Masters Arm.	Mk.25	25mJ PBC	75 Per	12d20+10	SA	10km	2	AM	20,000
Masters Arm.	Mk.32	32x60mm Mass Driver	425 Per	16d20	BF/A	15km	6	AM	50,000
Masters Arm.	EPU-16	16mJ 6-Barrel Gun Pod	250 Per	16d10	SA/BF/A	5km	1-2	HH	40,000
Masters Arm.	EPU-32	32mJ Gun Pod	125 Per	16d20	SA/BF/A	5km	1-2	HH	40,000
Masters Arm.	GPU-32	32mm 6-Barrel Gun Pod	500 Per	16d20	SA/BF/A	10km	1-2	HH	120,000
Raytheon	Mk.6	6-Tube LRHVML	30 Per	25d10	SA/BF/A	25km	2	Sides	1500
TCRD	Mk.10	10mJ PBC	750 Per	5d20	SA/BF	125km	2	RSM	75,000
TCRD	Mk.10	10mJ PBC	125 Per	10d10	SA/BF	12km	6	AM	12,500
TCRD	PBC-9-3	3-Barrel 9mJ PBC	125 Per	9d10	SA/BF	5km	3	CM	11,250
TCRD	PBC-10-33	3-Barrel 10mJ PBC	125 Per	10d10	SA/BF	7.5km	1	CM	12,500

Class Overview	Ballistae	Basilisk
[Builders]	TCRD, THI, Masters Armaments	
[Operators]	Theban Cluster Fleet Marine Corps	
[Preceded By]	None	
[Succeeded By]	None	
[Cost]	32,000,000	120,000,000
[In Commission]	2621 C.E.	2621 C.E.
General Characteristics		
[Type]	Modular Combat Mecha	Heavy Artillery Mecha
[Weight]	20.5 Metric Tons	110.0 Metric Tons
[Depth]	3.5 Meters	25.0 Meters
[Breadth]	4.5 Meters	15.0 Meters
[Height]	9.5 Meters	15.0 Meters
Complement		
[Crew]	1 Pilot	2 [Co-] Pilot, 1 Commander, 1 Gunner
Mobility & Endurance		
[Speed]	145 KPH [29 Squares]	35 KPH [7 Squares]
[Maneuverability]	-6	-7
[Fuel Cells]	24-Standard	48-Standard
[Operational Limits]	300 Hours	300 Hours
[Hit Points]	2,050	11,000
Defense & Sensors		
[Defense]	Huge [16]	Gargantuan [14]
[Armor]	25 Damage Deflection	25 Damage Deflection
[Force Screens]	35 Damage Deflection	40 Damage Deflection
[Sensors]	Level 3 - +6	Level 4 - +8
Weapon Systems		
[Hard Points]	15	See Description
[Head]	2	See Description
[Shoulders [Rear/Front]	2/2	See Description
[Chest]	3	See Description
[Arms [Outer/Inner]	4/2	See Description

9.4 – Auxiliary Craft

This section of the chapter will detail and explain auxiliary craft and various terms used to describe them as well as listing several different models that are available in game play.

The section details everything from shuttles to escape pods to drop pods to mines and probes with various stats for them.

9.4.1 – Shuttles

Shuttles are the everyday workhorses of any space going race and are used to transport material and personnel from the surface of planets to ships and space stations and vice versa there is everything from cargo shuttles, to personnel shuttles, to the tiny repair craft used to build and maintain ships and installations.

Shuttle Classifications & Nomenclature

This next section will detail various classifications and nomenclature used to describe the various types of shuttles.

Assault

This typically refers to small craft that has replaced some of its transport capability with weaponry.

Cargo

This classification refers to a vessel that was specifically designed from the ground up to transport non-living or at least non-sentient cargo and only has minimal point defense capability and is generally slower and less maneuverable than a military vessel of the same size.

Maintenance/Repair

This type of auxiliary craft is used to repair and maintain other craft.

Personnel

This type of auxiliary craft is used to exclusively transport personnel.

Recon

This type of auxiliary craft has higher quality sensors than most other craft its size and is generally used for scout and reconnaissance purposes.

Runabout

This type of designation refers to something that is generally a more heavily armored craft that is better capable of atmospheric exit and entry and generally is used for boarding craft purposes.

Transport

This designation refers to a type of a craft used to transport just about anything.

Defense & Maneuverability Ratings

See Section 9.5 – Spacecraft.

Speeds & Traveling Through Space

See Section 9.5 – Spacecraft.

Endurance & Mobility Limits

See Section 9.5 – Spacecraft.

Power & Motive Systems

See Section 9.5 – Spacecraft.

Shields

See Section 9.5 – Spacecraft.

Sensor & Communication Systems

See Section 9.5 – Spacecraft.

Armor

Shuttles currently use a single grade of armor which is Auxiliary Armor Type I or Type IAA which deflects 25,000 points of damage.

Weapon Systems

Auxiliary craft currently carry two types of weapons the Auxiliary Craft Missile launcher and the Particle Beam Projector; the next couple of sections details these weapon systems.

Auxiliary Craft Missile [ACM]

These missiles are used on most auxiliary craft; and are generally used against other auxiliary craft and rarely used against anything larger than a frigate and even then it requires heavy sustained fire the ACM uses a hyper velocity warhead and any damage potential is via kinetic energy.

Hyper Velocity Missile [HVM]

The HVM of the auxiliary craft works very similar to those used by Mecha and aircraft and accelerates to great speeds before impacting with its target.

Model	Damage	Range	Speed	Cost/Tube/Missile
HVM	250,000	125	25	25,000/2,500

Particle Beam Projector

These energy mounts are mostly located in the nose and wingroots/sides of the shuttle craft.

Particle beam projectors consist of ionized particles held in a magnetic packet with the packet disintegrating on impact to impart the damage, usually a packet is only about 1/10 of a second in duration.

Model	Damage	Cost	Model	Damage	Cost
Type IA	50,000	50,000	Type 1B	25,000	25,000

Shuttle Models & Descriptions

The following section will detail and describe several different shuttles available with the first part of each section consisting of a description and some history of the craft followed by a chart detailing the craft's statistics.

Argonaut-Class Sub-Luminal Cargo/Transport Shuttle

The Argonaut was developed to be used mainly for ferrying cargo and small vehicles from ship to surface and back and was brought into service in 3378 C.E. and was developed by Tartarus Shuttleworks of the Tartarus System [Tartarus is a subsidiary of Theban Heavy Industries and designs and manufactures most of the shuttles for the entire galaxy].

The Argonaut is used by most Human Star Nations and their allies such as the Watch Dog Alliance.

The rear cargo area is large enough to carry a standard M505 Chupacabra or an assortment of smaller vehicles such as assault bikes, cargo, equipment drop pods or troops.

Tarpon-Class Sub-Luminal Light Personnel Shuttle

The Tarpon is a light personnel shuttle used to transport small amounts of personnel and cargo from ship to ship, to stations, and even planetary surfaces.

The Tarpon can carry up to five passengers and 2.5 tons of cargo.

Thunder-Class Sub-Luminal Heavy Personnel Shuttle

The Thunder is a Heavy personnel shuttle used to transport medium amounts of personnel and cargo from ship to ship, to stations, and even planetary surfaces.

The Thunder can carry up to 23 passengers and 10 tons of cargo.

Class Overview	Argonaut	Tarpon	Thunder
[Builders]	Tartarus Shuttle Works	Tartarus Shuttle Works	Tartarus Shuttle Works
[Operators]	TC, SR, WDA, TU, CC	TC, SR, WDA, TU, CC	TC, SR, WDA, TU, CC
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost]	1.1 Million	482 Thousand	860 Thousand
[In Commission]	3378 C.E.	3680 C.E.	3720 C.E.
General Characteristics			
[Type]	Cargo/Transport Shuttle	Light Personnel Shuttle	Heavy Personnel Shuttle
[Displacement]	735 Metric Tons	185 Metric Tons	470 Metric Tons
[Length]	25.0 Meters	10.0 Meters	15.0 Meters
[Beam]	15.0 Meters	4.0 Meters	10.0 Meters
[Height]	5.0 Meters	3.0 Meters	5.0 Meters
Complement			
[Crew]	1[3]	1[2]	1[4]
[Passengers]	15[17]	4[5]	20[23]
[Cargo Bay]	[2] M505 Chupa [40] Troops [120] Thumper Pods [40+] Tons Of Cargo	[2.5] Tons Of Cargo	[10] Tons Of Cargo
Mobility			
[Speed – Atmosphere]	Mach 3.0	Mach 3.0	Mach 3.0
[Speed – Space]	0.5c [50]	0.5c [50]	0.5c [50]
[Maneuverability]	0-1-2-2	0-1-2-2	0-1-2-2
[Thruster Banks]	10	4	8
[Inertial Sumps]	10	4	8
Endurance			
[Dry Stores]	1 Week*	1 Week*	1 Week*
[Power System]	1 HBT	1 HBT	1 HBT
Defense & Sensors			
[Shields]	100,000 DD	100,000 DD	100,000 DD
[Armor]	25,000 DD	25,000 DD	25,000 DD
[Defense]	20	20	20
[Sensors]	Level 2 [+4]	Level 2 [+4]	Level 2 [+4]
[Hit Points]	73,500	18,500	47,000
Weapon Systems			
Mk.1B Particle Cannon	2 Bow & 2 Wing Roots	1 Bow & 2 Wing Roots	2 Bow & 2 Wing Roots
Mk.1A ACMLT	2 Ventral Amidships [20]		2 Ventral Amidships [20]

*This is limited to about 1 week with a full crew & passenger complement. The on-board life support and recycling system ensures that only incidental biomass losses need to be replenished. Water stores are recycled almost completely
Small Arms & Munitions Consumables, The Argo-Class Has 2 Small Weapons & Equipment Lockers Mounted To The Bulkhead On Either Side Of The Door Leading To The Cockpit. One Locker Holds Weapons and Munitions the Other Holds Equipment & Mono-Film Skinsuits w/Full EVA ability.

Fly-Class Multi-Purpose Maintenance & Repair Craft

The Fly is a small highly maneuverable and easy to operate craft that is used to build and repair space based objects as well as for mining and numerous other tasks that require more strength than a person in just an environmental suit is able to do.

Denali-Class Sub-Luminal Tactical Assault Transport Runabout

The Denali Runabout was developed from the smaller Tarpon shuttle craft and was lengthened and widened to allow the carrying of a squad of Marines and a Chupacabra Jeep or other things such as two additional squads of marines or drop pods or just standard cargo.

Some of the extra space added was also used to install a larger than normal electronics system.

The Denali proved to be extremely successful and is

also used at marine and naval bases as well as aboard space stations and ships, there is even a variant called the Blackbird that is armed with only two lighter Mk.1b cannons and no missiles that is sold for civilian purposes.

The Denali's main purpose is to transport small squads of marines but is also used to perform scientific missions, can be used as a mobile base for platoon level operations, there is also the ability to transport intact quarantine modules and can be used for intelligence gathering as well as covert insertion/extraction.

The front of the Denali features a front cabin with four stations but can be piloted by one if necessary, aft of the front cabin is a passenger cabin holding enough seats for ten fully equipped power armored marines and

has an exit door on the right hand side, the final portion of the shuttle is the cargo bay capable of being used for numerous purposes and has a rear exit ramp.

Talon-Class Sub-Luminal Assault Shuttle

The Talon is a fairly heavily armed assault shuttle and

has no modularity to it whatsoever and is used on hit and run raids as well as being used to soften up targets both ground and space based for troop drops.

The shuttle is also capable of carrying a half squad of armored marines if necessary.

Class Overview	Fly	Denali	Talon
[Builders]	Tartarus Shuttle Works	Tartarus Shuttle Works	Tartarus Shuttle Works
[Operators]	TC, SR, WDA, TU, CC	TC, SR, WDA, TU, CC	TC, SR, WDA, TU, CC
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost]	383,500	2.1 Million	2 Million
[In Commission]	4500 C.E.	4363 C.E.	5908 C.E.
General Characteristics			
[Type]	Repair & Maintenance Craft	Assault Transport	Assault Shuttle
[Displacement]	100 Metric Tons	1,600 Metric Tons	1,500 Metric Tons
[Length]	2.5 Meters	25.0 Meters	25.0 Meters
[Beam]	1.0 Meters	15.0 Meters	15.0 Meters
[Height]	1.25 Meters	5.5 Meters	4.5 Meters
Complement			
[Crew]	1	1[4]	1[2]
[Passengers]	N/A	10	5 [6]
[Cargo Bay]	N/A	[1] M505 Chupacabra [20] Troops [60] Thumper Pods [20] Tons Of Cargo	[15] Tons Of Cargo
Mobility			
[Speed – Atmosphere]	Mach 3.0	Mach 3.0	Mach 3.0
[Speed – Space]	0.5c [50]	0.5c [50]	0.5c [50]
[Maneuverability]	0-1-2-2	0-1-2-2	0-1-2-2
[Thruster Banks]	3	9	5
[Inertial Sumps]	3	9	5
Endurance			
[Dry Stores]	None	1 Week*	1 Week*
[Power System]	1 HBT	1 HBT	1 HBT
Defense & Sensors			
[Shields]	100,000 DD	100,000 DD	100,000 DD
[Armor]	25,000 DD	25,000 DD	25,000 DD
[Defense]	20	20	20
[Sensors]	Level 1 [+2]	Level 3 [+6]	Level 3 [+6]
[Hit Points]	10,000	160,000	150,000
Weapon Systems			
Mk.1B Particle Cannon	None	2 Bow & 2 Wing Roots	2 Bow & 2 Wing Roots
Mk.1A ACMLT	None	2 Ventral Amidships [20]	4 Ventral Amidships [40]
Optional Dorsal Rollbar	None	2 Dorsal Aft – Mk.1b 2 Dorsal Aft – ACMLT [10]	N/A

*This is limited to about 1 week with a full crew & passenger complement. The on-board life support and recycling system ensures that only incidental biomass losses need to be replenished. Water stores are recycled almost completely

Small Arms & Munitions Consumables, The Argo-Class Has 2 Small Weapons & Equipment Lockers Mounted To The Bulkhead On Either Side Of The Door Leading To The Cockpit. One Locker Holds Weapons and Munitions the Other Holds Equipment & Mono-Film Skinsuits w/Full EVA ability.

Deneb-Class Sub-Luminal Heavy Recon Shuttle

The Deneb was originally supposed to replace the Denali Runabout but as with the Bradley in the 20th century it blossomed out past what it was supposed to be.

The Deneb was combined with the Aries project which was supposed to develop a light reconnaissance shuttle however what came out of the two projects was a heavily armored and armed recon shuttle. The shuttle is laid out with a large cabin forward and a miniature recon installation aft between these is the cargo and

passenger cabin.

Calypso-Class Captain's Yacht

The Calypso class yacht is designed to serve essentially the same function as any other ship's yacht. The Calypso has two decks, the top deck has the control cabin as well as a dining/lounge area that can be used for additional sleeping while the lower level has several cabins, the engine room, and a large cargo bay.

Class Overview	Deneb	Calypso
[Builders]	Tartarus Shuttle Works	Tartarus Shuttle Works
[Operators]	TC, SR, WDA, TU, CC	TC, SR, WDA, TU, CC
[Preceded By]	None	None
[Succeeded By]	None	None
[Cost]	1.6 Million	4.75 Million
[In Commission]	5985 C.E.	4245 C.E.
General Characteristics		
[Type]	Reconnaissance Shuttle	Captain's Yacht
[Displacement]	1,000 Metric Tons	4,200 Metric Tons
[Length]	25.0 Meters	50.0 Meters
[Beam]	15.0 Meters	40.0 Meters
[Height]	10.0 Meters	12.5 Meters
Complement		
[Crew]	2 Pilots, 1 Sensor, 1 Comm, 1 Weap.	2 Pilots, 1 Engineer, 3 Stewards
[Passengers]	10	15
[Cargo Bay]	[5] Tons Of Cargo	[1] M505 Chupacabra [20] Troops [60] Thumper Pods [20] Tons of Cargo
Mobility		
[Speed – Atmosphere]	Mach 3.0	Mach 3.0
[Speed – Space]	0.5c [50]	0.5c [50]
[Maneuverability]	0-1-2-2	0-1-2-2
[Thruster Banks]	5	20
[Inertial Sumps]	5	20
Endurance		
[Dry Stores]	1 Month*	1 Month*
[Power System]	1 HBT	1 HBT
Defense & Sensors		
[Shields]	100,000 DD	100,000 DD
[Armor]	25,000 DD	25,000 DD
[Defense]	20	20
[Sensors]	Level 5 [+10]	Level 4 [+8]
[Hit Points]	100,000	420,000
Weapon Systems		
Mk. 1B Particle Cannon	2 Bow & 2 Wing Roots	2 Bow & 2 Wing Roots
Mk. 1A ACMLT	4 Ventral Amidships [40]	2 Ventral Amidships [20]

*This is limited to about 1 month with a full crew & passenger complement. The on-board life support and recycling system ensures that only incidental biomass losses need to be replenished. Water stores are recycled almost completely

Small Arms & Munitions Consumables, The Argo-Class Has 2 Small Weapons & Equipment Lockers Mounted To The Bulkhead On Either Side Of The Door Leading To The Cockpit. One Locker Holds Weapons and Munitions the Other Holds Equipment & Mono-Film Skinsuits w/Full EVA ability.

9.4.2 – Drop Pods

When there isn't time to get things to the surface with a shuttle and the fire is way to heavy for one to survive that is where drop pods come in; these are also pretty handy when there isn't any space to land a shuttle or other auxiliary craft as well.

The following sections will first give a brief description of each type of drop pod and then a stats table.

Excelsior-Class [Sub]-Orbital Atmospheric Re-Entry Mecha Drop Pod

The Excelsior is a large drop pod that is used to get Mecha [both standard and heavy artillery] to the surface of a planet or moon as quickly as possible and is almost egg shaped save that the bottom is flattened out to allow it to land more easily.

The interior of the excelsior also has additional munitions and fuel cells plus the infrastructure needed to re-arm and repair to a small degree.

Mithril-Class Inter/Intra-Atmospheric Resupply Capsule

The Mithril is a long slender cylinder that is used to resupply troops in the field either from a ship in orbit or from standard aerospace craft in and out of atmosphere and can hold numerous weapon load-outs.

Talona-Class Armored Personnel Drop/Stasis Pod

Talona is a somewhat decent sized drop pod used to get ground troops into an atmosphere safely and quickly and is also large enough to carry a folded combat bike and in emergencies the pod can also act as a stasis chamber if absolutely necessary.

Thumper-Class Equipment Drop Pod

The Thumper is a lozenge shaped drop pod that is used to resupply troops in the field with much needed equipment [generally not munitions or weapons since that is the Mithril's job] and has a decent payload area, these can be launched from a spaceship or ejected from the cargo bay of most shuttles.

Class Overview	Excelsior	Mithril	Talona	Thumper
[Builders]	Tartarus Shuttle Works			
[Operators]	TC, SR, WDA, TU, CC			
[Preceded By]	None	None	None	None
[Succeeded By]	None	None	None	None
[Cost]	6 Million	10,000	200,000	20,000
[In Commission]	2893 C.E.	3124 C.E.	2987 C.E.	4587 C.E.

General Characteristics

[Type]	Mecha Drop Pod	Resupply Drop Pod	Personnel Drop Pod	Equipment Drop Pod
[Displacement]	1500 Metric Tons	2.5 Metric Tons	50.0 Metric Tons	5.0 Metric Tons
[Length]	25.0 Meters	3.0 Meters	14.0 Meters	2.0 Meters
[Beam]	25.0 Meters	3.0 Meters	4.0 Meters	1.0 Meters
[Height]	30.0 Meters	2.5 Meters	3.0 Meters	0.5 Meters
[Hit Points]	15,000	250	5,000	500

Complement

[Crew]	1 Pilot/1 Mecha	N/A	1 Trooper	N/A
--------	-----------------	-----	-----------	-----

9.4.3 – Escape Pods

Escape Pods are used by various military and civilian ships to ensure that any passengers will be able to escape if a ship becomes damaged to derelict these come in varying sizes from 1 person to 25 person.

Mk.1 Escape Pod

The Mk.1 is a rather bulky one person escape/stasis pod that has been in service since the early 2500s and is almost conical in shape; this was originally used by all Human vessels until the newer escape pods entered service. The Mk.1 is still used by quite a few smaller civilian vessels however but has been mostly replaced by larger escape pods or in the case of civilian craft or

colony vessels the Mk.2 Nanno-Cocoon escape/stasis pod [not detailed in this publication].

Mk.5 Escape Pod

The Mk.5 is a pentagonal shaped escaped pod that is used aboard small to medium ships as the main escape craft and aboard larger vessels in smaller areas such as the bridge and engineering areas where space is at a premium, it can hold up to five people comfortably.

Mk.25 Escape Pod

The Mk.25 is a lozenge shaped escaped pod that is used aboard larger vessels with enormous amounts of crew such as space stations, and orbital rings.

Class Overview	Mk.1	Mk.5	Mk.25
[Builders]	Tartarus Shuttle Works		
[Operators]	TC, SR, WDA, TU, CC		
[Preceded By]	None	None	None
[Succeeded By]	None	None	None
[Cost]	4,400	100,000	200,000
[In Commission]	2502 C.E.	4500 C.E.	4500 C.E.

General Characteristics

[Type]	1 Person Escape Pod	5 Person Escape Pod	25 Person Escape Pod
[Displacement]	1.1 Metric Tons	2.5 Metric Tons	50.0 Metric Tons
[Length]	2.5 Meters	5.0 Meters	15.0 Meters
[Beam]	1.5 Meters	5.0 Meters	10.0 Meters
[Height]	1.5 Meters	5.0 Meters	5.0 Meters
[Hit Points]	110	250	5000

Complement

[Passengers]	1	5	25
--------------	---	---	----

Endurance & Mobility

[Shields]	15,000	15,000	15,000
[Armor]	15,000	15,000	15,000
[Defense]	20	20	20
[Power Plant]	1 HBT	1 HBT	1 HBT
[Thrusters]	2	5	10
[Compensators]	1	3	5

9.4.4 – Probes, Decoys, & Mines

The following section will be describing and detailing various probes which are used to extend the range of a ships sensors and communications, decoys which are used by ships to trick and destroy missile weapons and finally mines which are weapons that are emplaced to destroy and damage anything that wanders within their range.

This section will first give a brief description of each of these items followed by charts giving the specific stats for each one.

Probes

This first section will be discussing probes which range from Mk.1 to Mk.9 and we'll give a brief description of each along with a sensor pallet break down and then a stats table.

Probes [Mk.1-Mk.9]

Probes are used for surveillance and recon and can extend a ship's sensor radius by relaying from either single or numerous probes in use, these probes have numerous capabilities from investigating an atmosphere to checking on space anomalies to stealthily spying on a less advanced civilization.

Probe System Break Down**Mk.1**

Increases sensor range by +10 squares, used only for space purposes and gets a +1 to checks versus detecting ships, other probes, and space stations, as well other small craft.

Class 1 Sensor Package Pallet – These sensor systems give a +2 to notice and knowledge computers [scanning].

EM Sensor Package

Hyperspace Sensor Package

Advanced Chemistry Pallet For In-Space Applications

Mk.2

Increases sensor range by +20 squares, used only for space purposes and gets a +2 to checks versus detecting ships, other probes, and space stations, as well other small craft.

Class 2 Sensor Package Pallet - These sensor systems give a +3 to notice and Knowledge Computer [scanning].

EM Sensor Package

Hyperspace Sensor Package

Advanced Imaging System

Long Range Particle And Field Detectors For In-Space Applications

Advanced Chemistry Pallet For In-Space Applications

Mk.3

Increases sensor range by +30 squares, used only for planetary purposes and gets a +3 to checks versus detecting various planetary searches, also able to explore gas giants up to 450 pressures.

Class 3 Sensor Package Pallet - These sensor systems give a +6 to notice and knowledge computers [scanning].

Planetary Sensor Package

Sub-Surface Sensor Package

Advanced Chemistry Pallet

Mk.4

Increases sensor range by +40 squares, used only for space and planetary purposes and gets a +4 to checks versus detecting ships, other probes, and space stations, as well as other small craft.

Class 4 Sensor Package Pallet - These sensor systems give a +8 to notice and knowledge computers [scanning].

stellar encounter analysis systems

EM, Density, Mass Spectrograph And Numerous Other Systems

Mk.5

The Mk.5 is used more for passive data gathering and recording of phenomena, it gives +50 squares to their sensors and +5 to all detection actions. Used for both planetary and stellar use it is actually fully autonomous

and can be dropped off and picked up later. The Mk.5 can also be used to block another ship's sensor systems [gets a +5 to this]

It should be noted that these can also be used as EW platforms during combat to confuse enemy ship sensors or launched with missiles as Dragon's Teeth and ECM/ECCM platforms. This probe is the most widely used and even the smallest vessels generally carry half a dozen. Also on occasion several hyper-space capable missile pods will be armed with these to further confuse enemy sensors and increase the regular missiles survivability.

Class 5A ECM/ECCM Pallet [AKA Dragon's Teeth Probe] - This pallet gives the probe the ability to reduce an opposing vessels sensor checks and weapons lock by up to 6 [roll 1d6] and a 25% chance of drawing fire away from a vessel being attack by missiles [1-25 on a %].

Class 5 Sensor Package Pallet - These sensor systems give a +10 to notice and knowledge computers [scanning].

Mk.6

Used as a relay for communications and as an emergency beacon, this boosts a ship's communications tenfold. The probe features an extended HBT supply for transceiver power generation and planetary orbit plane changes

Mk.7

This is a stealth recon probe that has a +10 to all survival functions and up to a 6 month HBT supply. It gets +10 to all look and find checks.

Class 7 Sensor Package Pallet - This package includes high definition audio and video recorders as well as a standard Sensor Level 1.5 Sensor Package - This System Gives A +7 to languages & literacy.

Mk.8

Standard probe that gets a +16 to checks and extends ships sensors by +80 squares.

Class 1 Sensor Package Pallet - These sensor systems give a +2 to gather information checks. An additional sensor pallet can be installed as well.

EM Sensor Package

Hyperspace Sensor Package

Advanced Chemistry Pallet For In-Space Applications

Mk.9

Standard probe that gets a +18 to checks and extends ships sensors by +90 squares.

Class 1 Sensor Package Pallet - These Sensor Systems Give A +2 To Gather Information Checks.

An additional sensor pallet can be installed as well.

EM Sensor Package

Hyperspace Sensor Package

Advanced Chemistry Pallet For In-Space Applications

Sensor Pallet Breakdown**Class 1**

+2 To Notice & Knowledge Computer Checks

EM Sensor Package – Gives +2 To Detect Magnetic Anomalies

Hyperspace Sensor Package – Gives +2 To Detect Hyperspace Transition

Advanced Chemistry Pallet - +2 To Knowledge Chemicals

Class 2

+4 To Notice & Knowledge Computer Checks
EM Sensor Package – Gives +4 To Detect Magnetic Anomalies

Hyperspace Sensor Package – Gives +4 To Detect Hyperspace Transition

Advanced Chemistry Pallet - +4 To Knowledge Chemicals

Advanced Imaging System - +4 To Knowledge Checks On Whatever Images Are Captured

Long Range Particle & Field Detectors – Used To Locate & Detect Various Particle Types +4 To This.

Class 3

+6 To Notice & Knowledge Computer Checks
Planetary Sensor Package - +6 To Knowledge/Flora & Fauna

Sub-Surface Sensor Package - +6 To Knowledge Mining & Related Boosts.

Advanced Chemistry Pallet - +6 To Knowledge

Chemicals

Class 4

+8 To Notice & Knowledge Computer Checks
+8 To Knowledge Checks Vs. Stellar Phenomena

Class 5

+10 To Notice & Knowledge Computer Checks

Class5a

This Pallet Gives The Probe The Ability To Reduce An Opposing Vessels Sensor Checks And Weapons Lock By Up To 6 [Roll 1d6] And A 25% Chance Of Drawing Fire Away From A Vessel Being Attack By Missiles [1-25 On A %].

Class 7

+3 To Notice & Knowledge Computer Checks
This package includes high definition audio and video recorders as well as a standard Sensor Level 1.5 Sensor Package - This System Gives A +7 to languages & literacy.

Class Overview	Mk.1	Mk.2	Mk.3	Mk.4	Mk.5	Mk.6	Mk.7	Mk.8	Mk.9
[Builders]	Various								
[Operators]	Various								
[Cost]	3k	6k	9k	12k	15k	18k	21k	24k	27k
[Commission]	2632	2655	2688	2732	2787	2929	2933	3245	4145

General Characteristics

[Type]	Space	Space	Planet	Stellar	Recon/EW/Comm	Stealth	Multi-Use	Multi-Use	
[Displacement]	0.75 Metric Tons								
[Length]	2.0 Meters								
[Beam]	0.75 Meters								
[Height]	0.25 Meters								
[Hit Points]	75								

Endurance & Mobility

[Generator] 1 Month Endurance

Mines

This section will cover the Bane Space Mine Mk.1 & Mk.2 which either uses a plasma charge or one megaton nuclear warhead to cause damage to anything that is dumb enough to wander into one of its fields.

Bane Space Mine [Mk.1-Mk.2]

The Bane Space mine is a large area denial device used in space to destroy and damage spacecraft and is the size of most small auxiliary craft.

These can be seeded randomly or set up in a layered field to deny access to a specific area. The Bane comes in two models the first of these is the Mk.1 and carries a one megaton nuclear device identical to that carried by the Capitol missile. The mine will detonate when a vessel comes within 500 meters and deals 1,000,000 points of damage; the Mk.2 carries a 250 kilogram plasma warhead. The mine will detonate when a vessel comes within 50 meters. This weapon is generally used against small craft such as fighters and shuttles and deals 250,000 points of damage.

Decoys

The following section will cover the Mk.14 and Mk.15 anti-missile decoys that can be deployed by spaceships and space stations.

Mk.14

Decoy, this model of decoy is able to suck off up to 10d100 missiles destroying itself in the process and can allow a ship to mimic something half or twice its size.

Mk.15

Decoy, this model of decoy is able to suck off up to 20d100 missiles destroying itself in the process, and can allow a ship to mimic any other type of ship.

Class Overview	Bane	Mk.14	Mk.15
[Builders]	Tartarus Shuttle Works		
[Operators]	TC, SR, WDA, TU, CC		
[Cost]	200k	42k	45k
[In Commission]	4500 C.E.	4200 C.E.	4253 C.E.
General Characteristics			
[Type]	Emplaced Space Mine	Anti-Missile Decoy	Anti-Missile Decoy
[Displacement]	50.0 Metric Tons	12.5 Metric Tons	25.0 Metric Tons
[Length]	15.0 Meters	10.0 Meters	20.0 Meters
[Beam]	10.0 Meters	5.0 Meters	10.0 Meters
[Height]	5.0 Meters	5.0 Meters	10.0 Meters
[Hit Points]	5,000	1,250	2,500

9.5 – Spaceships

Spaceships, Spacecraft, Space Vessels, no matter what term you use it comes down to the same thing, seemingly massive amounts of steel, weapons, and equipment that seem unstoppable and hold their crews safe and sound in their bosom. This is however a falsehood and ships are more fragile than they seem and are smaller than we would like to think compared to the vastness of outer space.

The following section details the standard classes of ships used by the Theban Cluster.

9.5.1 – Ship Classifications & Nomenclature

This section covers the different classifications of vessels and the nomenclature used to describe them as well as some slang terms.

Battleship

Battleships are the bruisers of the small ships and are the final step before getting into the massively armed and armored vessels that come after it. Battleships have massive amounts of firepower and armor but are rarely used as flagships and are used to either escort their lighter Battle Cruiser brethren or their heavier Dreadnought and larger consorts.

Corvette

Even though corvettes have no Carmine-Yushima drive and thus no hyper-space capability they fall under the ship classification mainly due to their larger size than most other auxiliary craft.

Corvettes are used for the purpose of area and ship defense as well as orbital to surface assault and troop and equipment emplacement, as well as evacuation.

Cruiser

Even more capable than its lighter brethren the cruiser is used for moderate size escort duty, protection of larger naval vessels and sometimes leads task forces or groups of Frigates, Destroyers, and Light Cruisers.

Cruiser, Battle

Battle Cruisers are the lightest of the ship of the line vessels and are a tradeoff between speed, armor, weapons, and maneuverability between ships of the line and tin cans. These are often used as flagships for small fleets.

Cruiser, Heavy

Still not considered a ship of the line the Heavy Cruiser does some times sub for heavy vessels such as battle cruisers and even in some areas battleships but should never be mistaken for these heavy units power and survivability wise, these are also used in more

dangerous areas for pickets and patrols and as commerce protection in heavy pirate areas.

Cruiser, Light

The light cruiser is one of the classifications that fall between the cracks; it is called a cruiser because of its length but actually masses less than most destroyers and generally pulls the same duties as Frigates and Destroyers as well as being used as point defense platforms for larger vessels.

Cruiser, Survey

Survey cruisers while still having the armor and maneuverability of Battle Cruisers trades quite a bit of its weaponry for larger and more prolific sensor systems that are used for any number of things, rarely are more than two Survey Cruisers found together at any one time and are usually escorted by a small task group or task force.

Destroyers

Considered a more effective defense vessel than frigates this classification generally garners the job of commerce protection as well as Yushima Limit and Hyperspace Network Gate picketing.

Dreadnought

The start of the massive lines of vessels carrying thousands of crew and troops and carrying the heaviest particle cannons and missile tubes the Dreadnought is capable of massive destruction and can usually be found leading either lighter units or in squadrons with larger fleets.

Dreadnought, Super

Even more massive than the Dreadnought there really isn't much that can be said save that it has even more firepower than their little sisters.

Frigate

Frigates are used mainly as point defenders for larger vessels [Cruiser to Battle Cruiser Range] orbital defense vessels, low area threat patrols and pickets, scouting, as well as for traffic control, customs inspections, and other similar duties.

Monitors

At generally 2.5 kilometers length the monitor is used to lead large fleets and is only found in squadrons in the direst of needs.

Ships Of The Line

This term is used to classify a vessel that is basically able to stand [sit, float] in a line with other ships and pound away at each other with heavier weapons and take more punishment before blowing up into little

pieces.

Tin Cans

This nickname refers to any vessel that is considered mainly too small to be used in a line or wall of battle and is mainly used for picketing, scouting, point defense, minor shipping protection, and low threat area patrolling. The main reason these vessels are referred to as tin cans [which the term dates back to WWI or WWII era on old earth referring to how easily these types of vessels could be destroyed] is due to the fact that their armor was considered pretty thin and the fact that a lot of the plating had tin mixed in with the steel to make the plates lighter.

Titan

So massive, expensive, and slow but able to replenish smaller ships from its own stores the Titans are used as mobile bases and engines of bombardment as well as shirt sleeve repair stations, each fleet only has one of these massive 4.5 kilometer vessels.

Assault

This typically refers to small craft that has replaced some of its transport capability with weaponry, currently the only actual spaceship class that uses this classification [shuttles and auxiliaries generally use this classification] is the Corvette.

Cargo

This classification refers to a vessel that was specifically designed from the ground up to transport nonliving or at least non-sentient cargo and only has minimal point defense capability and is generally slower and less maneuverable than a military vessel of the same size.

Escort

This classification refers to a vessel that has replaced half its missile and energy armaments for point defense capability to better defend itself and its consorts against incoming small craft and missile fire.

[Guided] Missile

This classification refers to a vessel that has replaced generally half of its energy mounts and capacitors with additional missile tubes and magazine space.

9.5.2 – Ship & Auxiliary Defense Ratings

Ship defenses work pretty much the same way they do for creature sizes, the smaller the ship the higher the defense, the larger the ship the lower the defense. Ship versus ship size modifiers works the same way as well.

Table 9-14 – Ship Defense Ratings lists the various sizes and their ratings and Table 9-15 – Ship Defense Vs. Other Ship Sizes gives you a chart on how to adjust a ships ability to be hit by a ship larger or smaller than it.

Table 9-17 – Ship Defense Ratings

Size	Length	Rating
Fine	1-5 Meters	10
Diminutive	5.1-25 Meters	9
Tiny	25.1-50 Meters	8
Small	50.1-250 Meters	7
Medium	250.1-500 Meters	6
Large	500.1-750 Meters	6
Huge	750.1-1000 Meters	4
Gigantic	1000.1-2500 Meters	3
Gargantuan	2500.1-5000 Meters	2
Colossal	5000.1-10,000 Meters	1
Titanic	10,000+ Meters	0

Table 9-18 – Ship Defense Vs. Other Ship Sizes.

Size	F	D	T	S	M	L	H	Gi	Ga	C	T
F	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
D	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+10
T	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+10
S	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+10
M	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+10
L	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+10
H	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+10
Gi	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+10
Ga	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+10
C	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+10
T	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0

9.5.3 – Ship Maneuverability

A ships maneuverability rating basically refers to how many squares a vessel must move before it is able to make a ninety degree turn [it moves half that for a 45 degree turn] on a square battle board. If you are using a hex battle board it is a little easier to calculate. Now if the vessel wants to make a 135 or 180 degree turn you would multiply by 1.5 and 2 for these turn radius and move the appropriate number of squares or hexes. The lower the maneuverability rating the tighter it's turning radius.

These numbers are reflected on Table 9-16 – Ship Maneuverability Ratings.

Table 9-19 – Ship Maneuverability Ratings

Size	Length	45	90	135	180
Fine	1-5 Meters	0	1	2	2
Diminutive	5.1-25 Meters	1	2	3	4
Tiny	25.1-50 Meters	2	3	5	6
Small	50.1-250 Meters	2	4	6	8
Medium	250.1-500 Meters	3	5	8	10
Large	500.1-750 Meters	3	6	9	12
Huge	750.1-1000 Meters	4	7	11	14
Gigantic	1000.1-2500 Meters	4	8	12	16
Gargantuan	2500.1-5000 Meters	5	9	14	18
Colossal	5000.1-10,000 Meters	5	10	15	20
Titanic	10,000+ Meters	6	11	17	22

9.5.4 – Speeds & Travelling In Space

Spacecraft in the Sigurd's System have two speeds, the first of these speeds is Atmospheric which basically means the vessel is in a planet's atmosphere and while the vessels are somewhat aerodynamic they were never meant to operate in an atmosphere and all vessels Corvette and up can only travel at three gravities or thirty squares.

However in space the vessels can travel even faster starting with the Corvette who can travel at 40% of light speed.

There are four basic ways for a vessel to travel through space, the first is sub-light which is basically how a vessel travels through space in a system or from planet to planet.

The second type of space travel is with a ship's Carmine-Yushima drive which allows the vessel to enter and travel through hyperspace thus allowing the ship to travel at high rates of speed and the final way is via a Gate system designed and built by the Progenitors.

Most heavily populated or important systems have a Gate which some refer to as Wormhole gates or Hyperspace gates but to be honest no one really knows how they work.

Basically a vessel enters the gate from a system and spends a day traveling to the Coronet where the Gate Nexus is and then moves to the gate that links it to the next system it wants to travel to, all vessels must first travel to the nexus and then on to their next point of travel.

The Bore Worm drive is a recently created style of drive that allows a ship to jump to a pre-programmed set of coordinates; however this drive system uses quite a bit of energy and requires quite a bit of time to recharge after use, there is also a maximum range to the BWD and the smaller the ship the shorter the range.

These various drive systems will be explained in much greater detail later on in this section.

9.5.5 – Endurance & Mobility Limits

Endurance and Mobility Limits refer to how long the vessels can stay out of station and on its patrol route or in hyperspace. The general dry stores varies from class to class and from star nation to star nation; of course this is also supplemented by the vessels hydroponics areas as well as whatever extra supplies the quartermaster saw fit to order and store on the cargo decks.

One thing that should be remembered about moving at speeds approaching light is Inertia, inertia is taken care of via inertial sumps; these sumps dump the excess energy into the shields strengthening them.

Vessels have a certain number of sumps; if these sumps are damaged or destroyed the vessel must lower its speed to keep from killing the crew.

Thrusters banks are used to help the vessel maneuver and pull in close to other vessels and into dock, the more thrusters destroyed the less maneuverable the vessel becomes.

9.5.6 – Power & Motive Systems

Space vessels in the Merc.NET universe are powered mainly by huge energy furnaces powered by huge HBT capacitors that have endurances rated in decades but are routinely replaced every couple of years during a ships routine maintenance down time although some ships on the outer fringes of the star nation that have long duration patrol routines may only get a replacement when a tender ship comes through.

Ships above the frigate size also have an additional

type of power source known as a fusion reactor, these reactors are kept off line until the main Reflex Induction Furnaces go off-line; these are not meant to be used for long periods of time but can generally be used to get a ship some place where it can undergo repairs.

Hinton-Pasquale Drive -

The Hinton-Pasquale drive was first theorized in 2458 CE by scientists Robert Hinton and Jaime Pasquale.

Their theory was that with enough power and judicious use of magnetic fields a hull conformal field could be created around a vessel allowing the vessel to be pulled through space by using opposing and attracting forces against the numerous types of particles found throughout space, this would allow a vessel to move without the use of huge reaction thrusters.

While the theory was sound technology wasn't yet advanced enough to even build a test bed for the theory and it languished until 5837 CE when the Coronet and the worm hole nexus was discovered along with a massive database of Progenitor Technology, with studies done by the Progenitors adding to the information and technology available and the theory was dusted off and put to practical use.

In the end the Hinton-Pasquale drive was implemented galaxy wide, although this required a massive redesign of current vessel building doctrine and retooling of shipyards.

Ironically the new drive system also acts as particle and defensive shielding as well and military grade drives can be modified to allow holes to be opened in the field to use weaponry and small craft.

Carmine-Yushima Drive

The Carmine-Yushima drive was invented in 2275 CE by Raquel Carmine and Hirohito Yushima.

The basic concept behind the Carmine-Yushima drive is that the forward gravitic sensor array gives of a compressed burst of gravitic waves that stresses the fabric of space between normal space and hyperspace and causes a divot to appear, also called a hole, the vessel moves into the divot and it closes off from normal space and opens to hyperspace allowing the vessel to move at incredible speeds for little energy cost.

The main part of the Carmine-Yushima drive is the hyperspace catalyst rotor; originally these looked like huge hubcaps approximately twenty-feet in diameter with toothed blades jutting upwards from it with a second hubcap above it with blades pointed downwards. Each blade on the caps rotated in the opposite direction of the cap itself and independently of one another. First generation caps had over 250 toothed blades while current 27th generation caps only have 70-75 blades and are considered more efficient.

The energy that is generated between the rotors causes normal space to be stressed to the point where hyperspace can be reached.

Bore Worm Drive

The Bore Worm Drive entered service in 6199 C.E. and is very expensive and very power intensive, if used the drive drains most of the power for a short period of time

and must recharge for a number of hours equal to the number of parsecs traveled.

9.5.7 - Sensor & Communications Systems

Ship Sensors & Communications Systems - All ships used in the 63rd Century have a large and diverse array of sensors with all ships having at least one set and military vessels having numerous systems to cover a broader and more detailed area around them; the number of systems depends on the size of the vessel.

Some vessels have multiple sensor systems, generally these are only used as backup but in game terms they can be switched on and used to target multiple vessels at the same time.

Sensor systems are also used for targeting of weapons and give a bonus equal to the sensor's level bonus to hit.

Ship Sensor Ranges - The ships sensors ranges are in addition to the movement rate of the vessel they are mounted on and this is how far a vessel is able to "See" with their sensors.

Table 9-17 – Sensor Ranges gives the base ranges for the ten grades of sensors.

Table 9-20 – Sensor Ranges

Level	Bonus	Range [Squares]
1	+2	10
2	+4	20
3	+6	30
4	+8	40
5	+10	50
6	+12	60
7	+14	70
8	+16	80
9	+18	90
10	+20	100

There are numerous types of sensors available to most ships and the following section will list these sensors.

Bio-Sign Indicator

The BSI is used to detect life signs on planets and aboard ships, however when directed at a planet it cannot generally pick out a specific type of life signs, when directed at another ship it can generally determine number and type of life signs.

Gravitic Mass Sensor

The Gravitic Mass Sensor is a large sensor system that is generally mounted to the bow and works by detecting the disturbed waves of gravity that an object causes in space.

IR – Infrared

The IR Sensor is able to detect and read infrared signals.

Laser/Ranger Designator

The L/RD is used to determine distance to large objects and designate them for munitions, however unlike those used by handheld weapons and Mecha this size of sensor is able to actually fry unshielded electronic systems.

LIDAR

Is a technology that is used for remote sensing that is able to measure distances by using lasers to target an area and measures the back reflected light, and can be

used to do high resolution mapping.

Radar

This type of sensor sends out waves of energy towards objects that then bounce back to a receiving system to identify and catalogue what was detected.

Radiation

This system is able to detect and catalogue radiation emissions from objects.

Sonar

Only able to be used in a planet's atmosphere the sonar system sends out waves of sound that bounce off objects and then return to the receiver.

Thermographic

This sensor system is capable of detecting and cataloguing thermal heat signatures.

Communications

There are numerous types of communications sensors available and the following section describes these.

AM

Early Radio Band used by Earth and used amplitude modulation to carry sound.

CB - Citizen Band

Two way shared channel communications system.

EHF – Extremely High Frequency

30-300GHz radio frequency band, used for radio astronomy, high speed microwave data link, weapons systems, security applications, and medical purposes.

ELF – Extremely Low Frequency

3-300 Hz radio frequency band, generally used to communicate with underwater objects.

FM

Frequency modulation radio was a type of radio used mainly for commercial purposes and is sent by varying the frequency.

FTL Comm. - Faster Than Light

This communications system is used to communicate within systems at faster than light speeds [I.E. no time lag] the only drawback is that only ships of battle cruiser size or larger are big enough to carry them.

HF - High Frequency

3-30 MHz radio frequency band; used for amateur radio.

LF - Low Frequency

30-300kHz radio frequency band, used for AM broadcasting, aircraft beacon navigation, information, and weather systems.

MF – Medium Frequency

300 kHz to 3 MHz radio frequency band, used for maritime and aircraft navigation.

QFS Comm. - Quantum Flux Space

This type of communication system is capable of carrying communications through Quantum Space allowing faster than light communications between systems, however it is even more space intensive than an FTL comm. And only able to be carried on Super Dreadnought or larger size ships.

SHF – Super High Frequency

3-30 GHz radio frequency band used for wireless LAN, satellite uplink/downlink, and high speed data links.

SLF – Super Low Frequency

30-300 Hz radio frequency band, used to communicate with underwater objects.

SICS - Satellite Interaction Communications System

This is the main component of the Archipelago satellite communications and surveillance system.

UHF - Ultra-High Frequency

300 MHz to 3 GHz radio frequency band, used for television broadcasting and mobile phone bands and for commercial, industrial, public safety, and military purpose mobile radio systems.

ULF - Ultra-Low Frequency

300 Hz to 3 kHz radio frequency band, generally used for secure communications by passing through the ground.

VHF - Very High Frequency

30-300 MHz radio frequency band, used for air navigation, air traffic control, AM radio and amateur radio.

VLF - Very Low Frequency

3-30 kHz radio frequency band used for radio navigation, time radio setting, and military communications.

Whisker Laser

This is a tight band thin laser communications system that is very hard to detect and is used between two closely positioned ships.

9.5.8 – Probes & Decoys

Probes are used to extend the reach of a ship's sensor systems in space and on the surface of a planet.

The various models of probes have different levels of sensor systems in them and a ship can control a number of probes equal to the bonus of their sensor systems.

Decoys are used to trick missiles into attacking the decoys and operate until they have destroyed a certain number of missiles.

Probes and decoys are discussed in greater detail in section 9.4 – Auxiliary Craft.

9.5.9 – Ship Armor

The armor that is used on space ships is referred to as battle plate and is Nanno-welded directly to the frame of the vessel. The larger the vessel the heavier the armor it can support and each grade of armor will list a damage deflection rated in 10 to 100s of thousands. Battle plate is a molecular level bonded matrix of various materials including Diamond, Titanium, carbon fiber, and several other classified materials.

It is also possible to upgrade ship armor but adds additional weight to and cost to the vessel.

Table 9-18 – Ship Armor Grades gives the details on the various armor grades.

Table – 9-21 - Ship Armor Grades

Grade	Damage Deflection	Cost/Weight
I	100,000	+1%
II	250,000	+2%
III	375,000	+3%
IV	500,000	+4%
V	625,000	+5%
VI	750,000	+6%
VII	875,000	+7%
VIII	1,000,000	+8%
IX	1,125,000	+9%
X	1,250,000	+10%

9.5.10 – Shields

The magnetic field that moves ships through space in the Sigurd's system also protects the vessel to a degree from harm as well, during combat the motive field can have additional power piped into it to increase the rigidity and density of them so that they can deflect damage to a certain degree.

Table 9-19 – Shield Ratings lists the details for the shields.

Table – 9-22 – Shield Ratings

Rating	Damage Deflection	Cost
I	100,000	1M
II	250,000	2.5M
III	375,000	3.75M
IV	500,000	5M
V	625,000	6.25M
VI	750,000	7.5M
VII	875,000	8.75M
VIII	1,000,000	10M
IX	1,125,000	11.25M
X	1,250,000	12.5M

9.5.11 – Ship Point Defense Systems

Point defense systems are used to protect ships from missiles and small craft such as fighters and assault use auxiliaries. There are two types of point defense systems; Clusters which refers to various types of automated multi-barrel weapon systems that can be Auto-Cannons, Rail Weapons, Laser Clusters, or Particle Beam weapons.

It should be noted that if you want to upgrade any type of weapon the higher the model the more space it takes up so if you have ten Type I PDT and want to upgrade to Type II you will only be able to fit in eight turrets then.

Table 9-20 – Point Defense Turret Ratings details the stats for these weapons.

Table 9-23 - Point Defense Turret Ratings

Rating	# Of Missiles	Range	Space	Cost
Type I	1d10 missiles	10 Squares	1	10k
Type II	2d10 Missiles	20 Squares	1.25	20k
Type III	3d10 Missiles	30 Squares	1.5	30k
Type IV	4d10 Missiles	40 Squares	2.0	40k
Type V	5d10 Missiles	50 Squares	2.5	50k
Type VI	6d10 missiles	60 Squares	3.0	60k
Type VII	7d10 Missiles	70 Squares	3.5	70k
Type VIII	8d10 Missiles	80 Squares	4.0	80k
Type IX	9d10 Missiles	90 Squares	4.5	90k
Type X	10d10 Missiles	100 Squares	5.0	100k

The second type of point defense system is the point

defense missile tube which is used to take out missiles and small craft such as fighters.

The point defense missile tubes use three types of missiles.

There are the standard high maneuverability missiles that use in their terminal stage a secondary hyper-velocity missile that can pretty much vaporize an attacking fighter and that is pretty much all they are used against although if desperate and low on ammo with a target rich enough environment a ship may use these against missiles. The other thing about the HMM-HVM can be fire multiple missiles depending on the model of the launch tube.

The second type of missile is a missile packed with a dozen to ten dozen high explosive spheres that scatter and detonate when they detect something in the proximity of their location and is referred to as a scatter able point defense missile.

The final type of missiles is nicknamed the "Fishnet" and is a missile with a warhead that holds a large net made of monofilament wire that can spread out over a one to five kilometer area to take out incoming missile barrages however due to several treaties being signed it is consider a war crime for this type of missile to be used on small craft such as fighters and shuttles.

Table 9-21 – Point Defense Missile Launcher Ratings gives statistics details on these weapons.

Table 9-22 – Point Defense Missiles gives stats on each type of missile used for these launchers.

Table 9-24 - Point Defense Missile Launcher Rating

PDM	HMM	HVM		
Model	# Destroyed	Cost	Range	Space
Type I	1 Missile	10k	10 Squares	1
Type II	2 Missiles	20k	20 Squares	1.25
Type III	3 Missiles	30k	30 Squares	1.5
Type IV	4 Missiles	40k	40 Squares	2.0
Type V	5 Missiles	50k	50 Squares	2.5
Type VI	6 Missile	60k	60 Squares	3.0
Type VII	7 Missiles	70k	70 Squares	3.5
Type VIII	8 Missiles	80k	80 Squares	4.0
Type IX	9 Missiles	90k	90 Squares	4.5
Type X	10 Missiles	100k	100 Squares	5.0

Table 9-25 – Point Defense Missiles

PDM	SPDM		
Type I	1d12 Missiles	125	10 Squares
Type II	2d12 Missiles	250	20 Squares
Type III	3d12 Missiles	375	30 Squares
Type IV	4d12 Missiles	500	40 Squares
Type V	5d12 Missiles	625	50 Squares
Type VI	6d12 Missiles	750	60 Squares
Type VII	7d12 Missiles	875	70 Squares
Type VIII	8d12 Missiles	1,000	80 Squares
Type IX	9d12 Missiles	1,125	90 Squares
Type X	10d12 Missiles	1,250	100 Squares

PDM	FNM		
Type I	1d20 Missiles	250	10 Squares
Type II	2d20 Missiles	500	20 Squares
Type III	3d20 Missiles	750	30 Squares
Type IV	4d20 Missiles	1,000	40 Squares
Type V	5d20 Missiles	1,250	50 Squares
Type VI	6d20 Missiles	1,500	60 Squares
Type VII	7d20 Missiles	1,750	70 Squares
Type VIII	8d20 Missiles	2,000	80 Squares
Type IX	9d20 Missiles	2,250	90 Squares
Type X	10d20 Missiles	2,500	100 Squares

9.5.12 – Ship Weapon Systems

Ships in Sigurd's have three different types of weapons available to them these include the mass driver, the missiles [tube & pod], and particle beam projectors.

Missiles

The following details the two types of offensive missiles used by modern warships.

Sub-Capitol Missiles [SCM]

These missiles are used on Frigate to Heavy Cruiser range vessels, these missiles are generally used against non-ships of the line from Corvette to Heavy Cruiser range, and they are less effective against capitol range ships unless used in massive numbers.

Capitol Missiles [CM]

These missiles are used on Capitol Size ships from Battle Cruiser to Titan range vessels as well as on space stations, orbital defense platforms, and ground based facilities. These are used to kill capitol ships, space facilities, and planetary bombardment.

Missile Warheads

The following section details missile warheads.

Contact Detonation Nukes [CDN]

Nuclear weapons are still strictly used by the military; however their use has been restricted to Titans and Monitors only. This type of warhead only has to make contact with a surface before dealing any damage.

Accelerated Mass Driver [AMD]

This type of warhead basically consists of half a dozen [SCM] or a dozen [CM] individual rail guns firing tungsten/titanium rods at over five times the speed of light.

Attack Stages -

- 1.] - Missiles is launched with preliminary targeting data.
- 2.] - Missile reaches terminal attack range.
- 3.] - Panels ejected from the rail guns.
- 4.] - Railguns lock into fire position.
- 5.] - HBT Fueled primary dynamo spools up.

6.] - Railgun Capacitors complete charge.

7.] - Railguns fire.

Table 9-23 – Missile Sizes & Damages details the stats for these warheads.

Table – 9-26 - Missile Sizes & Damages -

Model	Damage	Range	Speed	Cost
SCM/AMD	1.25M	625 Squares	125 Squares	12.5k
CM/AMD	2.5M	3,125 Squares	250 Squares	50k
SCM/CND	2.5M	250 Squares	125 Squares	100k
CM/CND	5m	1,250 Squares	250 Squares	50k

SCM Tube Cost = 125k

CM Tube Cost = 500k

Missile Pods

The second way to launch missiles from ships is via detachable missile pods that attach to the upper deck hull of the ship via hexagonal shaped locking panels that hold them in place.

One of these pods hold ten capitol missiles and have small maneuvering counter gravity engines.

Particle Beam Projector

The second type of weapon system available for ships is the particle beam projector.

The Theban Cluster uses particle beam projectors or PBP's [often called particle beam cannons or PBCs], other star nations use lasers or even rail cannons for their short range heavy offensive weaponry. These are relatively short ranged compared to missiles.

Particle beam projectors consist of ionized particles held in a magnetic packet with the packet disintegrating on impact to impart the damage; usually a packet is only about 1/10 of a second in duration.

Table 9-24 – Particle Beam Projectors gives the grades and stats for these weapons.

Table 9-27 - Particle Beam Projectors

Model	Damage	Range	Space	Cost
Type I	125,000	125	1	125,000
Type II	250,000	250	1.25	250,000
Type III	375,000	375	1.5	375,000
Type IV	500,000	500	2.0	500,000
Type V	625,000	625	2.5	625,000
Type VI	750,000	750	3.0	750,000
Type VII	875,000	875	3.5	875,000
Type VIII	1,000,000	1,000	4.0	1,000,000
Type IX	1,125,000	1,125	4.5	1,125,000
Type X	1,250,000	1,250	5.0	1,250,000

9.5.13 – Shipboard Facilities

There are various types of facilities aboard a spaceship and the following section will detail these various facilities.

Table 9-25 – Deck Sizes details the basic decks and their sizes.

Armory Deck

Just what the names implies, from a small armory with a few pistols and rifles to facilities large enough to manufacture munitions and even parts for weapons; these large facilities hold everything from pocket knives to anti-material weaponry and munitions and explosives.

There are additional arms lockers located throughout the ship.

Auditoriums

These large soaring rooms hold dozens to hundreds of people and even thousands on the larger vessels and are used for presentations, briefings, and ceremonies.

Auxiliary Deck

On most vessels this is a row of bays on either side of the vessel with a large hangar bay between holding fuel, armament, tools, and parts and where the auxiliaries can be refueled, re-armed, and repaired.

Bridge

This is the heart of any ship and is where the captain controls his ship; the bridge has stations for tactical, navigation, engineering, medical, sensors, and many others.

Brig

The brig is used to hold both crew members who have been confined to the brig due to breaking rules/laws as well as any prisoners of war.

Cargo Bays & Storage

This area of the ship is the dumping grounds for excess supplies and cargo that isn't kept in the main stores area.

CIC [Combat Information Center]

The nerve center of any ship the CIC disseminates information and communications mainly to the bridge but to other parts of the ship as well.

Conference Rooms

These rooms vary from a room large enough for a half dozen people to one's large enough to hold dozens of people at a table.

Corvette Deck

Very similar to the Auxiliary decks just larger.

Crew Quarters

This area is straight forward and is the living quarters of the ship's crew, Enlisted generally bunk 8-10 a room, lower ranking NCO's 4-6, Mid-Level NCO's 2-4, and the highest ranking 1-2 per room; low-ranking officers bunk 3-4 per room, 1-2 for mid-level, and upper level have their own rooms.

Damage Control

This part of the ship is generally manned by a skeleton crew most of the time but during combat it is fully manned with teams spread throughout the ship to repair damage and rescue trapped and injured personnel.

Departmental Offices

Depending on the size of the vessel these could be cubbies with two department heads sharing the room to larger cubicle areas and private offices for department heads.

Engineering

While considered a single deck at times it may soar dozens of decks inside the ship and is where the main power and motive systems as well as control centers for most other systems.

Environmental

This area of the ship controls the environmental systems of the entire vessel as well as gravity control.

FAA Quarters

These are barracks, officers' quarters, offices, armory, and Hardsuit morgues for the Fleet Air Arm.

FMC Quarters

These are barracks, officers' quarters, offices, armory and Hardsuit morgues for the Fleet Marine Corps.

Flight Ops

This facility controls the comings and goings of auxiliary craft around the ship.

Guest Quarters

Running along the lines of Spartan to palatial depending on the quarters and who is to stay in them.

Gym Deck

From a small room with weights and a training mat to multi-level facilities with just about every type of sports facility.

Hardsuit Morgue

This facility is to store and maintain the Hardsuits used by the ship's crew.

Hydroponics Deck

This part of the vessel can be anywhere from a small room with racks of plants under sun lamps to multiple level facilities set up as parks, farms, and rain forests.

Interrogation

State of the art surveillance equipment is kept in these rooms to interrogate prisoners and analyze information.

Labs

This area of the ship holds additional labs that can't be found in medical.

Medical Deck

Anywhere from a small infirmary with a few beds to multi-level facilities with a full range of trauma and intensive care facilities as well as full scientific, biological, chemical, and radiation labs.

Mess Deck

This area of the ship can be anywhere from a small commissary mess hall to a several level facility with private dining areas, officer, NCO, and enlisted clubs as well as restaurants and even fast food stands, and on larger vessels it is set up with parks and even stores.

Quarantine & Evacuation

This area of the ship is set aside for evacuating people as well as holding anyone or anything that needs to be quarantined.

Quarter Masters Office & Main Stores

This is where most of the non-weapon supplies and equipment is kept and is controlled by the ship's quartermaster.

Recreation Deck

This varies from a small room with a Holo-vid to a multi-level facility with theaters, arcades, entertainment Holo-units and the like.

Repair & Machine Shops

These areas and decks have multiple rooms where ship spares are kept and repairs to things and items are machined.

Secondary Bridge

A smaller less spectacular version of the bridge.

Security

Manned by the ships Marine detachment these rotate through shifts and is fully manned during combat actions.

Table – 9-28 Deck Sizes

Deck Type	Height
Standard	5-10 Meters
Auxiliary Deck	15 Meters
Corvette Bay	55Hx100Dx75W Meter
Mass Driver Deck	15 Meters
Auxiliary Bay	15Hx40Dx25W Meters

9.5.14 – Other Ship Technologies**Gravity Control**

Ships have gravity control plates installed throughout them to provide artificial gravity and to a degree dampen inertia.

Inertial Sumps

Inertial Sumps look remarkably like 55 gallon drums and help the ship bleed off deadly amounts of inertia that would otherwise turn the crew to paste; this is done by shunting the excess inertia to the ships shields thus strengthening them.

Speeds In Space

Speeds in space are referred to in light speed terms which are generally denoted with the term [c]. Currently the fastest normal space speed vessels are in the Corvette range and can approach speeds of .4c basically meaning it is able to travel at 40% of light speed.

The larger the vessel is the slower it is, for example a Titan Range vessel can only approach speeds of .18c.

9.5.15 – Ship Classes

The following section will list the various models of Theban Cluster ships from Super Dreadnought to Corvette size.

Table 9-26 – Ship Classes gives the basic stats for these craft.

Table 9-29 – Ship Classes

Name	Class	Abbreviation	Length	Height	Width [Meters]	Weight	Cost
Orca	Corvette	CT	95	20	20	18.25 KTONS	75 Million
Cresting Dawn	Frigate	FF	250	35	25	85 KTONS	340 Million
Remora	Destroyer	DD	400	50	25	99.5 KTONS	400 Million
Laredo	Light Cruiser	CL	475	50	25	132 KTONS	530 Million
Condor	Cruiser	CC	500	60	40	222 KTONS	890 Million
Huntington	Heavy Cruiser	CH	550	65	50	320 KTONS	1.28 Billion
Makaze	Battle/Survey Cruiser	BC	815	105	85	1.3 MTONS	5.2 Billion
Hood	Battleship	BB	1050	145	120	3.7 MTONS	14.8 Billion
Francis Marion	Dreadnought	DN	1290	185	155	6 MTONS	24 Billion
Macedon	Super Dreadnought	SDN	1410	205	170	7.8 MTONS	31.2 Billion

Orca-Class Corvette [CT]

The Orca is the smallest hyperspace capable unit used by the Theban Cluster and is mainly used for space to ground combat and for smaller duties such as customs enforcement, SAR, and courier/packet duties.

The Orca only carries a crew of five but is able to lift an entire Marine Platoon and their vehicles wherever they need to go and are able to actually land on solid ground to allow the troops to disembark.

The space for these troops was created by moving all of the craft's weaponry into the bow aspect thus freeing up the rear part of the craft for the troops.

Lightly armed the Corvette is not meant to go toe to toe even with ships as light as frigates and is only armed with 5 PDT, 1 PDMT, and one each PBP and SCMLT.

To date over 60,000 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Cresting Dawn-Class Frigate [FF]

The Cresting Dawn is the smallest escort ship used by the Theban Cluster and is mainly used for point defenders for larger vessels, orbital patrol/defense vessels, low threat area patrols, and as pickets and rear areas scouts and even sometimes for traffic control and customs inspections of larger vessels the Cresting Dawn-Class has a very flexible nature to it in the lighter areas.

This class has a crew of twenty-five and is able to stay on station for only about a month and a half before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 11,000 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Remora-Class Destroyer [DD]

The Remora-Class destroyer is considered a more effective defense vessel than its smaller sister the Cresting Dawn and generally garners the job of commerce protection, Yushima Limit and H-Space Gate network picketing.

This class has a crew of Sixty-five and is able to stay on station for a little over four months before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 6,000 of these vessels have been built for

numerous parties with the lion's share being used by the Theban Cluster.

Laredo-Class Light Cruiser [CL]

The Laredo-Class light cruiser is a very flexible class and is able to fulfill the duties of both the Remora and Cresting Dawn classes but is also heavy enough to act as point defenders for larger vessels.

This class has a crew of eighty and is able to stay on station for five months before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 4,000 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Condor-Class Cruiser [CC]

The Condor-Class cruiser fills the role of escort duty for moderate sized merchant trains, a protector of larger ship classes and sometimes leads task forces comprised of lighter units.

This class has a crew of one hundred and sixty and is able to stay on station for ten months before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 3,000 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Huntington-Class Heavy Cruiser

The Huntington-Class while not a ship of the line can often be found subbing for larger less available ships such as battle cruisers and even battleships, they also act as pickets and escorts in areas where anything lighter would be seen as suicide.

This class has a crew of two hundred and forty and is able to stay on station for fifteen months before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 2,000 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Makaze-Class Battle Cruiser [BC]

The Makaze-Class Battle Cruiser is the lightest ship of the line and the smallest vessel capable of carrying Capitol Missiles these are most often used to thicken the line of battle and to act as flagships for small fleets.

This class has a crew of nine hundred and sixty and is

able to stay on station for up to five years before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 1,000 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Hood-Class Battleship [BB]

The Hood-Class Battleship is a bit of a bruiser and is only a step away from the larger Dreadnoughts and Super Dreadnoughts that make up the core of any fleet; oddly enough battleships are most often founding escort the more capable battle cruisers or thickening the line of battle with other ships of the line.

This class has a crew of twenty four hundred and is able to stay on station for up to twelve and a half years before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 600 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Francis Marion-Class Dreadnought [DN]

The Francis Marion-Class Dreadnought can be found leading moderately sized fleets, acting as flagships for foreign stations and guarding their larger brethren.

This class has a crew of forty-eight hundred and is able to stay on station for twenty-five years before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 300 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Macedon-Class Super Dreadnought [SDN]

The Macedon-Class is considered the king of space combat; even though the Monitor and Titan range vessels are even more massively armed and armored but by far even more scarce; the class is able to project huge amounts of force and is the core of any large line of battle.

This class has a crew of over six thousand and is able to stay on station for thirty-two and a half years before needing resupplied but with its high speed and if in high enough numbers it is capable of swarming under larger vessels such as battle cruisers but will take heavy losses.

To date over 100 of these vessels have been built for numerous parties with the lion's share being used by the Theban Cluster.

Class Overview	Orca	Cresting Dawn	Remora									
[Builders]	TDY, TH1Y, CSY, TSY	TDY, TH1Y, CSY, TSY	TDY, TH1Y, CSY, TSY									
[Operators]	Theban Cluster, TH1	Theban Cluster, TH1	Theban Cluster, TH1									
[Preceded By]	Predator	Azimuth	Barracuda									
[Succeeded By]	None-Planned	None Planned	Adder									
[Cost]	20 Million	90 Million	109 Million									
[In Commission]	4208 C.E.	4208 C.E.	4208 C.E.									
[Planned]	70,000+	12,700+	7,000+									
[Completed]	60,000+	11,148	6,059									
General Characteristics												
[Type]	Corvette [CT]	Frigate [FF]	Destroyer [DD]									
[Displacement]	18,250 Metric Tons	85,000 Metric Tons	99,500 Metric Tons									
[Length]	95 Meters	250 Meters	400 Meters									
[Beam]	20 Meters	35 Meters	50 Meters									
[Height]	20 Meters	20 Meters	25 Meters									
[Build Time]	15 Days	75 Days	120 Days									
Complement												
[Crew]	5	25	65									
[Passengers]	50	0	0									
[Evacuation]	100	250	650									
Mobility												
[Speed – Atmosphere]	Mach 3.0	Mach 3.0	Mach 3.0									
[Speed – Space]	0.4c [40]	0.38c [38]	0.36c [36]									
[Maneuverability]	2-4-6-8	2-4-6-8	3-5-8-10									
[Thruster Banks]	4	8	12									
[Inertial Sumps]	1	5	13									
[C-Y Drive]	Yes	Yes	Yes									
[Bore Worm]	1 Parsec	5 Parsecs	10 Parsecs									
Endurance												
[Dry Stores]	3 Months	1.6 Months	4.2 Months									
[Hydroponics]	Yes	Yes	Yes									
[Munitions]	3 Days	2 Days	4 Days									
[Reaction Mass]	1.2 KTONS	5.7 KTONS	14.8 KTONS									
[Power System]	1 HBT	1 HBT	1 HBT									
[Backup]	0 Fusion	1 Fusion	1 Fusion									
[Cargo Mass]	124 TONS	570 TONS	1.5 KTONS									
[Output]	69 PW	319 PW	829 PW									
Defense & Sensors												
[Shields]	125,000	250,000	375,000									
[Armor]	GR1 – 125,000	GR2 – 250,000	GR3 – 375,000									
[Defense]	17	17	16									
[Sensors]	LEV 2 [+4]	LEV 3 [+6]	LEV 4 [+8]									
[Decoys]	1	5	10									
[Probes]	5	25	50									
Weapon Systems												
PDT Type	Type I				Type II				Type III			
	Bridge	Dorsal	Ventral		Bridge	Dorsal	Ventral		Bridge	Dorsal	Ventral	
PDM Type		Aft	Bow			Aft	Bow			Aft	Bow	
	1	1	1	1	4	4	4	2	2	3	3	4
PBP Type	Broadside				Broadside				Broadside			
	Bow	Starboard			Port	Starboard			Port	Starboard		
[S]CMLT	1	0			7	7			6	6		
		Dorsal	Ventral			Dorsal	Ventral			Dorsal	Ventral	
Vehicles & Auxiliaries	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow
	0	1	0	0	2	2	2	2	3	3	2	2
[Auxiliaries]	Broadside				Broadside				Broadside			
	Bow	Starboard			Port	Starboard			Port	Starboard		
[Vehicles]	1	0			4	4			6	6		
		Carried	Maximum			Carried	Maximum			Carried	Maximum	
	0	0			2	3			3	5		
		Carried	Maximum			Carried	Maximum			Carried	Maximum	
	0	5			0	0			0	0		

Class Overview	Laredo	Condor	Huntington												
[Builders]	TDY, THII, CSY, TSY	TDY, THII, CSY, TSY	TDY, THII, CSY, TSY												
[Operators]	Theban Cluster, THI	Theban Cluster, THI	Theban Cluster, THI												
[Preceded By]	Lucien-Class	Cormorant-Class	None												
[Succeeded By]	None Planned	None Planned	None												
[Cost]	147 Million	241 Million	347 Million												
[In Commission]	4208 C.E.	4208 C.E.	4208 C.E.												
[Planned]	5,000+	4,000+	2,800+												
[Completed]	4,321	3,393	2,423												
General Characteristics															
[Type]	Light Cruiser [CL]	Cruiser [CC]	Heavy Cruiser [CH]												
[Displacement]	132,000 Metric Tons	222,000 Metric Tons	320,000 Metric Tons												
[Length]	475 Meters	500 Meters	550 Meters												
[Beam]	50 Meters	60 Meters	65 Meters												
[Height]	25 Meters	40 Meters	50 Meters												
[Build Time]	143 Days	150 Days	165 Days												
Complement															
[Crew]	80	160	240												
[Passengers]	0	0	0												
[Evacuation]	800	1,600	2,400												
Mobility															
[Speed – Atmosphere]	Mach 3.0	Mach 3.0	Mach 3.0												
[Speed – Space]	0.34c [34]	0.32c [32]	0.3c [30]												
[Maneuverability]	3-5-8-10	3-5-8-10	3-6-9-12												
[Thruster Banks]	12	15	17												
[Inertial Sumps]	15	30	45												
[C-Y Drive]	Yes	Yes	Yes												
[Bore Worm]	15 Parsecs	20 Parsecs	25 Parsecs												
Endurance															
[Dry Stores]	5.0 Months	10.0 Months	15.0 Months												
[Hydroponics]	Yes	Yes	Yes												
[Munitions]	5.0 Days	10 Days	15 Days												
[Reaction Mass]	17.6 KTONS	35.2 KTONS	52.8 KTONS												
[Power System]	1 HBT	2 HBT	2 HBT												
[Backup]	1 Fusion	1 Fusion	1 Fusion												
[Cargo Mass]	1.8 KTONS	3.6 KTONS	5.4 KTONS												
[Output]	984 PW	2.0 PW	3.0 PW												
Defense & Sensors															
[Shields]	500,000	625,000	750,000												
[Armor]	GR4 – 500,000	GR5 – 625,000	GR6 – 750,000												
[Defense]	16	16	15												
[Sensors]	LEV 5 [+10]	LEV 6 [+12]	LEV 7 [+14]												
[Decoys]	15	20	25												
[Probes]	75	100	125												
Weapon Systems															
PDT Type	Type IV				Type V				Type VI						
	Bridge	Dorsal	Ventral		Bridge	Dorsal	Ventral		Bridge	Dorsal	Ventral				
	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow			
	4	4	5	2	3	5	5	6	2	4	8	8	10	4	6
PDM Type	Broadside				Broadside				Broadside						
	Bow	Starboard			Bow	Starboard			Bow	Starboard					
	8	8			10	10			11	11					
PBP Type	Dorsal		Ventral		Dorsal		Ventral		Dorsal		Ventral				
	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow	Aft	Bow			
	3	3	3	3	4	4	3	4	5	5	4	4			
[S]CMLT	Broadside				Broadside				Broadside						
	Bow	Starboard			Bow	Starboard			Bow	Starboard					
	9	9			11	11			13	13					
Vehicles & Auxiliaries															
[Auxiliaries]	Carried		Maximum		Carried		Maximum		Carried		Maximum				
	4		6		7		11		10		15				
[Vehicles]	Carried		Maximum		Carried		Maximum		Carried		Maximum				
	0		0		0		0		0		0				

Class Overview	Macedon																								
[Builders]	TDY, TH1Y																								
[Operators]	Theban Cluster, TH1																								
[Preceded By]	Thermopylae-Class																								
[Succeeded By]	Crete-Class																								
[Cost]	8.2 Billion																								
[In Commission]	4208 C.E.																								
[Planned]	215+																								
[Completed]	189																								
General Characteristics																									
[Type]	Super Dreadnought [SDN]																								
[Displacement]	7.8 Million Metric Tons																								
[Length]	1410 Meters																								
[Beam]	205 Meters																								
[Height]	170 Meters																								
[Build Time]	423 Days																								
Complement																									
[Crew]	6,250																								
[Passengers]	1,250 Marines																								
[Evacuation]	62,500																								
Mobility																									
[Speed – Atmosphere]	Mach 3.0																								
[Speed – Space]	0.20c [20]																								
[Maneuverability]	4-8-12-16																								
[Thruster Banks]	52																								
[Inertial Sumps]	702																								
[C-Y Drive]	Yes																								
[Bore Worm]	45 Parsecs																								
Endurance																									
[Dry Stores]	390 Months																								
[Hydroponics]	Yes																								
[Munitions]	39 Days																								
[Reaction Mass]	1.3 MTONS																								
[Power System]	5 HBT																								
[Backup]	3 Fusion																								
[Cargo Mass]	105 KTONS																								
[Output]	77k PW																								
Defense & Sensors																									
[Shields]	1,250,000																								
[Armor]	GR10 – 1,250,000																								
[Defense]	13																								
[Sensors]	LEV 9 [+18]																								
[Decoys]	45																								
[Probes]	225																								
Weapon Systems																									
PDT Type	<table border="1"> <tr> <td colspan="2"></td> <td colspan="2">Type X</td> <td colspan="2"></td> </tr> <tr> <td colspan="2">Bridge</td> <td>Dorsal</td> <td></td> <td>Ventral</td> <td></td> </tr> <tr> <td></td> <td>Aft</td> <td>Bow</td> <td></td> <td>Aft</td> <td>Bow</td> </tr> <tr> <td>17</td> <td>17</td> <td>21</td> <td></td> <td>10</td> <td>11</td> </tr> </table>			Type X				Bridge		Dorsal		Ventral			Aft	Bow		Aft	Bow	17	17	21		10	11
		Type X																							
Bridge		Dorsal		Ventral																					
	Aft	Bow		Aft	Bow																				
17	17	21		10	11																				
PDM Type	<table border="1"> <tr> <td colspan="2">Bow</td> <td colspan="2">Broadside</td> <td colspan="2">Starboard</td> </tr> <tr> <td>32</td> <td></td> <td></td> <td></td> <td>32</td> <td></td> </tr> </table>	Bow		Broadside		Starboard		32				32													
Bow		Broadside		Starboard																					
32				32																					
PBP Type	<table border="1"> <tr> <td colspan="2">Dorsal</td> <td colspan="2">Ventral</td> <td colspan="2">Bow</td> </tr> <tr> <td>Aft</td> <td>Bow</td> <td>Aft</td> <td></td> <td></td> <td>Bow</td> </tr> <tr> <td>29</td> <td>29</td> <td>25</td> <td></td> <td></td> <td>21</td> </tr> </table>	Dorsal		Ventral		Bow		Aft	Bow	Aft			Bow	29	29	25			21						
Dorsal		Ventral		Bow																					
Aft	Bow	Aft			Bow																				
29	29	25			21																				
CMLT	<table border="1"> <tr> <td colspan="2">Broadside</td> <td colspan="2">Starboard</td> </tr> <tr> <td>Port</td> <td></td> <td></td> <td></td> </tr> <tr> <td>44</td> <td></td> <td></td> <td>44</td> </tr> </table>	Broadside		Starboard		Port				44			44												
Broadside		Starboard																							
Port																									
44			44																						
Vehicles & Auxiliaries																									
[Auxiliaries]	<table border="1"> <tr> <td>Carried</td> <td>Maximum</td> </tr> <tr> <td>300</td> <td>450</td> </tr> </table>	Carried	Maximum	300	450																				
Carried	Maximum																								
300	450																								
[Vehicles]	<table border="1"> <tr> <td>Carried</td> <td>Maximum</td> </tr> <tr> <td>125</td> <td>625</td> </tr> </table>	Carried	Maximum	125	625																				
Carried	Maximum																								
125	625																								

SIGURD'S GUIDE

*"Quislings, huh, I guess it is as good a name as any."
- Lt. Col. Erwin Sikorsky; TC-FMC-SOCOM - Retired.*

CHAPTER 10 - CREATURES

This chapter will first cover thug like adversaries from each of the base races listed in this book followed by a nice detailed section listing various types of Quislings to give the players more of a challenge.

10.1 – Not So Thug Life

Because you need to kill them.

The first section is going to be fairly straightforward with tables covering the various types of base races that can be found in this book and will cover levels from 1 to 20 along with their attack bonuses and will have a few extra tables as well for various weapons that they are most likely to be using.

10.1.1 – Figuring Out The Encounter

First thing that needs to be determined is who you'll be encounter and Table 10-1 – Races Encountered lists the various base races along with a percentage roll to see what race you are actually encountering and Table 10-2 Group Size will list the number of them that are in the group you are encounter.

Now another thing you can do if the GM wants to mix it up a bit is make the group you are encountering a mix of various races.

Table 10-1 – Races Encountered

Race	Percentage
Human	1-25%
Dwuervan	26-35%
Elharnian	36-45%
Ngorm	46-60%
Halfarn	61-75%
Orlanc	76-95%
Yetin	96-100%

Table 10-2 – Group Size

Size	Percentage
1	1-15%
1d2+1	16-30%
2d4+4	31-45%
2d20+10	46-60%
12d20+10	61-70%
12d100+50	71-80%
52d100+50	81-90%
150d100	91-95%
450d100	96-100%

10.1.2 – Humans

This sub-section will cover the basic human thug or soldier type that you will encounter the most throughout the game; because humans breed like rabbits.

Table 10-3 – Human Weapons covers the most likely weapons that human thugs would be carrying as well as chances of carrying other equipment and armor.

Table 10-3 – Human Weapons

Weapon	Damage	Accessories	Percentage
8" Knife	1d8	None	1-5%
P96 Pistol	2d10+5	w/6 Mags.	6-50%
P97 SMG	2d10+5	w/6 Mags.	51-60%
P95 Sniper	6d10	w/4 Mags.	61-65%
P99 AR	3d20	w/6 Mags.	66-75%
MP35 SAW	6d12+3	w/2 Boxes	76-80%
Mandragon SG	4d12	w/4 Mags.	81-20%
Grenades	-	1d4+1 Total	10%
Explosives	-	1d4+1 Total	5%
Armor	DD5	-	50%

The following Table 10-4 Human Attack Bonuses lists the various weapons and the bonuses that the thug gets at each level.

Table 10-4 – Human Attack Bonuses

8" Knife	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	1	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
P96	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
P97	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	2	11	5	16	7
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	7
	5	2	10	4	15	6	20	8
Mandragon	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
P99	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	2	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
MP35	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8
P95	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8

10.1.3 – Dwuervan

This sub-section will cover the basic Dwuervan thug or soldier type that you will encounter in the game.

Table 10-5 – Dwuervan Weapons covers the most likely weapons that Dwuervan thugs would be carrying as well as chances of carrying other equipment and armor.

Table 10-5 – Dwuervan Weapons

Weapon	Damage	Accessories	Percentage
Axe	8d6+2	None	1-5%
McKinley Rev.	4d20	w/6 Speed	6-50%
Duergar-76 SR	4d8	w/4 Mags.	51-60%
Derro-762 AR	5d20	w/6 Mags.	61-65%
Deep-556 Mini-Gun	3d6	w/2 Boxes	66-75%
Constantine-8 SG	4d12	w/25 Shells	76-80%
Grenades	-	1d4+1 Total	10%
Explosives	-	1d4+1 Total	5%
Armor	DD5	-	50%

The following Table 10-6 Dwuervan Attack Bonuses lists the various weapons and the bonuses that the thug gets at each level.

Table 10-6 – Dwuervan Attack Bonuses

Axe	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	7	11	10	16	10
	2	3	7	8	12	10	17	10
	3	4	8	9	13	10	18	10
	4	5	9	10	14	10	19	10
	5	6	10	10	15	10	20	10
McKinely	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Constantine-8	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	4	11	5	16	7
	2	2	7	4	12	6	17	8
	3	3	8	4	13	6	18	8
	4	3	9	5	14	7	19	8
	5	8	10	9	15	9	20	20
Derro-762	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	2	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Deep-556	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8
Duergar-76	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8

10.1.4 – Elharnian

This sub-section will cover the basic Elharnian thug or soldier type that you will encounter in the game.

Table 10-7 – Elharnian Weapons covers the most likely weapons that Elharnian thugs would be carrying as well as chances of carrying other equipment and armor.

Table 10-7 – Elharnian Weapons

Weapon	Damage	Accessories	Percentage
Long Sword	4d12	None	1-5%
PS30, PS45	1d6	w/6 Speed	6-50%
PS250 SR	3d6+1	w/4 Mags.	51-60%
Type-3035 SAW	3d20	w/2 Boxes	61-65%
Model 125 SG	4d12	w/25 Shells	66-80%
Grenades	-	1d4+1 Total	10%
Explosives	-	1d4+1 Total	5%
Armor	DD5	-	50%

The following Table 10-8 Elharnian Attack Bonuses lists the various weapons and the bonuses that the thug gets at each level.

Table 10-8 – Elharnian Attack Bonuses

Longsword	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	7	11	10	16	10
	2	3	7	8	12	10	17	10
	3	4	8	9	13	10	18	10
	4	5	9	10	14	10	19	10
	5	6	10	10	15	10	20	10
PS30, PS45	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Constantine-8	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	4	11	5	16	7
	2	2	7	4	12	6	17	8
	3	3	8	4	13	6	18	8
	4	3	9	5	14	7	19	8
	5	8	10	9	15	9	20	20
PS250	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	2	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Type-3035	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8
Model-125	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8

10.1.5 – Halfarn

This sub-section will cover the basic Halfarn thug or soldier type that you will encounter in the game.

Table 10-9 – Halfarn Weapons covers the most likely weapons that Dwuervan thugs would be carrying as well as chances of carrying other equipment and armor.

Table 10-9 – Halfarn Weapons

Weapon	Damage	Accessories	Percentage
8" Knife	1d8	None	1-5%
McKinley Rev.	4d20	w/6 Speed	6-50%
Duergar-76 SR	4d8	w/4 Mags.	51-60%
Derro-762 AR	5d20	w/6 Mags.	61-65%
Deep-556 Mini-Gun	3d6	w/2 Boxes	66-75%
Constantine-8 SG	4d12	w/25 Shells	76-80%
Grenades	-	1d4+1 Total	10%
Explosives	-	1d4+1 Total	5%
Armor	DD5	-	50%

The following Table 10-10 Halfarn Attack Bonuses lists the various weapons and the bonuses that the thug gets at each level.

Table 10-10 – Halfarn Attack Bonuses

8" Knife	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	7	11	10	16	10
	2	3	7	8	12	10	17	10
	3	4	8	9	13	10	18	10
	4	5	9	10	14	10	19	10
	5	6	10	10	15	10	20	10
McKinley	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Constantine-8	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	4	16	6
	2	1	7	3	12	5	17	6
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	7
Derro-762	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	2	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Deep-556	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8
Duergar-76	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8

10.1.6 – Ngorm

This sub-section will cover the basic Ngorm thug or soldier type that you will encounter in the game.

Table 10-11 – Ngorm Weapons covers the most likely weapons that Dwuervan thugs would be carrying as well as chances of carrying other equipment and armor.

Table 10-11 – Ngorm Weapons

Weapon	Damage	Accessories	Percentage
8" Knife	1d8	None	1-5%
McKinley Rev.	4d20	w/6 Speed	6-50%
Duergar-76 SR	4d8	w/4 Mags.	51-60%
Derro-762 AR	5d20	w/6 Mags.	61-65%
Deep-556 Mini-Gun	3d6	w/2 Boxes	66-75%
Constantine-8 SG	4d12	w/25 Shells	76-80%
Grenades	-	1d4+1 Total	10%
Explosives	-	1d4+1 Total	5%
Armor	DD5	-	50%

The following Table 10-12 Ngorm Attack Bonuses lists the various weapons and the bonuses that the thug gets at each level.

Table 10-12 – Ngorm Attack Bonuses

8" Knife	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	7	11	10	16	10
	2	3	7	8	12	10	17	10
	3	4	8	9	13	10	18	10
	4	5	9	10	14	10	19	10
	5	6	10	10	15	10	20	10
McKinley	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Constantine-8	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	4	16	6
	2	1	7	3	12	5	17	6
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	7
Derro-762	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	2	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Deep-556	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8
Duergar-76	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8

10.1.7 – Orlanc

This sub-section will cover the basic Orlanc thug or soldier type that you will encounter in the game.

Table 10-13 – Orlanc Weapons covers the most likely weapons that Dwuervan thugs would be carrying as well as chances of carrying other equipment and armor.

Table 10-13 – Orlanc Weapons

Weapon	Damage	Accessories	Percentage
8" Knife	1d8	None	1-5%
McKinley Rev.	4d20	w/6 Speed	6-50%
Duergar-76 SR	4d8	w/4 Mags.	51-60%
Derro-762 AR	5d20	w/6 Mags.	61-65%
Deep-556 Mini-Gun	3d6	w/2 Boxes	66-75%
Constantine-8 SG	4d12	w/25 Shells	76-80%
Grenades	-	1d4+1 Total	10%
Explosives	-	1d4+1 Total	5%
Armor	DD5	-	50%

The following Table 10-14 Orlanc Attack Bonuses lists the various weapons and the bonuses that the thug gets at each level.

Table 10-14 – Orlanc Attack Bonuses

8" Knife	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	7	11	10	16	10
	2	3	7	8	12	10	17	10
	3	4	8	9	13	10	18	10
	4	5	9	10	14	10	19	10
	5	6	10	10	15	10	20	10
McKinley	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Constantine-8	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	4	16	6
	2	1	7	3	12	5	17	6
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	7
Derro-762	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	2	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Deep-556	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8
Duergar-76	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8

10.1.8 – Yetin

This sub-section will cover the basic Yetin thug or soldier type that you will encounter in the game.

Table 10-15 – Yetin Weapons covers the most likely weapons that Dwuervan thugs would be carrying as well as chances of carrying other equipment and armor.

Table 10-15 – Yetin Weapons

Weapon	Damage	Accessories	Percentage
8" Knife	1d8	None	1-5%
McKinley Rev.	4d20	w/6 Speed	6-50%
Duergar-76 SR	4d8	w/4 Mags.	51-60%
Derro-762 AR	5d20	w/6 Mags.	61-65%
Deep-556 Mini-Gun	3d6	w/2 Boxes	66-75%
Constantine-8 SG	4d12	w/25 Shells	76-80%
Grenades	-	1d4+1 Total	10%
Explosives	-	1d4+1 Total	5%
Armor	DD5	-	50%

The following Table 10-16 Yetin Attack Bonuses lists the various weapons and the bonuses that the thug gets at each level.

Table 10-16 – Yetin Attack Bonuses

8" Knife	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	2	6	7	11	10	16	10
	2	3	7	8	12	10	17	10
	3	4	8	9	13	10	18	10
	4	5	9	10	14	10	19	10
	5	6	10	10	15	10	20	10
McKinely	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Constantine-8	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	4	16	6
	2	1	7	3	12	5	17	6
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	7
Derro-762	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	1	6	3	11	5	16	7
	2	2	7	3	12	5	17	7
	3	2	8	4	13	6	18	7
	4	2	9	4	14	6	19	8
	5	2	10	4	15	6	20	8
Deep-556	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8
Duergar-76	Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
	1	0	6	2	11	4	16	6
	2	1	7	3	12	5	17	7
	3	2	8	3	13	5	18	7
	4	2	9	4	14	5	19	7
	5	2	10	4	15	6	20	8

10.2 – Quislings

The following Section covers and details several types of Quislings that can be encountered in the Merc.NET Universe; these creatures are extremely dangerous so unless you would like to end up as one be very careful when you encounter one.

The section also contains excerpts from Neo-Prussian Intelligence files illuminating some of the history and creation of the Quislings.

10.2.1 – About The Quislings

Quisling is the term used to describe any Tantalus-Mk.IIIA Nanno-Virus infected intelligent being; although most people refer to the sub-species by their own sub-species name.

The Tantalus virus was created by the Neo-Prussian Empire in 6175 C.E. after twenty years of research when they unearthed a Progenitor Nanno-Technology lab [believed to have dated back to approximately 500,000 BC].

The Tantalus Virus was created at the behest of Emperor Franz IX [also referred to as Freaky Franz, and Franz the Mad] for the NPE always wanted to conquer more territory and Franz saw this as a way to continue this.

The Tantalus Virus would allow the NPE to subdue and subvert entire planetary populations [the fact that these inhabitants would become mindless drones didn't bother Franz at all, the NPE had been practicing genetic slavery since it was founded] and then those populations would be used to subdue more and so on and so forth.

Going off of records recovered from a Neo-Prussian Empire Research Facility Raided on July 18th 6198 C.E. we were able to form a rough time-line of the events leading up to the 6th Pan-Galactic War.

10.2.2 – Discovery Of The Virus

In 6155 C.E. the Neo-Prussian Empire [here-after referred to as the NPE, see also Factions: NPE], excavated an ancient progenitor Bio-Research & Nanno-Technology laboratory [dating put the lab's creation sometime between 600,000 and 500,000 BCE].

During the excavation several labor series clones and their supervisors were exposed to one of the Nanno-Viruses when they breached a containment facility. Once the debris and dust cleared away the laborers and supervisors were found standing at perfect attention in a neat line [over 500 persons were infected]. The victims were also found covered in gunmetal gray, rubbery substance that covered them from the top of their heads to the bottom of their feet and the only distinguishing marks that were left on their heads were the protrusion of the nose and large orange colored lenses covering their eyes.

The substance had eaten away any clothing the victims had worn as well as any body hair. The substance clearly defined all bodily features - musculature was clearly defined as well as toe & fingernails - save sexual organs. However as stated before no facial features save the orange lenses covering the eyes and the nose

were apparent. The victims did not even respond to physical or verbal commands or abuse.

10.2.3 – Anatomy Of The Quisling

Never one to be squeamish about sacrificing personnel; even if some of those personnel were not clones; although there families were told they perished in the accident.

The NPE scientist immediately set about dissecting several of the victims and had found that the gray substance that had covered the victims had bonded with them at a cellular level as if it were a second skin.

The skin was also found to be very resistant to being cut or punctured by most of the current weapons in the known galaxy; it was also discovered after dissecting a subject that had been repeatedly shot with rubber and other blunt munitions that there was no subcutaneous bruising apparent; the Skin is able to negate 10% of all slashing & piercing weapons and 25% of all blunt force trauma.

Dissection also showed that the Nannites were still very active even after converting the victim; as one research assistant found out when he tripped and spilled a blood sample from one of the victims on himself; the Nannites quickly ate through his containment suit.

Rather than help their assistant the researchers watched and documented as the hapless individual was converted into one of the victims in a matter of ten minutes - this procedure was repeated several hundred times using criminals & clones as guinea pigs.

More dissection showed that all of the individual's body hair had indeed been eaten away by the Nannites and that the victim's sexual organs, urinary tract, & rectum had actually been sealed off; instead the Nannites recycled the waste materials into more Nannites that were stored in reservoirs throughout the body.

The sexual organs were found to still be functional and further study showed was also found that the Nannites produced all the oxygen that the victim would ever need and that the skin made them impervious to explosive decompression in a vacuum environment.

The Researchers dissected the brain of one of the victims being careful to keep the body alive and using implants in the brain were able to control the victim and had it mate with a companion series clone. The companion clone was infected by the Nannites and became another victim but three months later gave birth to a healthy child.

The child seemed to be perfectly normal and genetic & blood tests came up clean as well.

However when the child attained the age of ten it seemed to enter into early puberty and that's when things got interesting [their words not ours].

The child was found in its room in a fetal position as Nannites extruded from its skin and quickly covering the body in a cocoon like rubbery sack.

After ten hours the cocoon expanded to the length of 2 meters [6.5 Ft] and then seemed to quickly disappear and retract into the body of a now fully grown adult male standing two meters tall.

The child's body had become that of a full adult in the

ten hour period and it was now covered in the metallic gray rubbery substance it's eyes now the orange glowing lenses of all the other victims.

The adult had highly defined musculature and to the astonishment of the researchers when it was ordered to do something it obeyed immediately; further tests were run on the child but we'll get into that in a later section.

Getting back to the dissection of the original victims it was found that muscle mass & reaction speeds were increased by 25%.

The last portion of the victims to be dissected were the eyes which had been covered by orange lenses during the transformation and it was found that the Nannites had replaced the organic eyes with cybernetic organisms capable of allowing the victims to see in the low-light, IR, and thermal spectrums.

After finishing their final dissections of the original victims the researchers started studying the child [and others like him, you really think they would stop with a single procreation experiment, it is estimated that over 500 companion clones were impregnated at the same time]. The researchers also compared Nannites from the victims with those from the child.

10.2.4 – Research & Development

Comparing the Nannites from the victims and their offspring the researchers found that the Nannites had become more streamlined and operated more efficiently and the offspring showed signs of being 100% obedient to whoever commanded them; unfortunately that was part of the problem and a way to turn them into totally obedient soldiers was shelved for the time being.

However research on the Nano-Virus continued and was given the Code Name Tantalus [which will be used from this portion on]. The researchers played around with the Tantalus virus for several years until they were able to make several breakthroughs in rapid succession [although this was due mainly to research and data unearthed on the Fantan-Tyerian Republic's Home World Tyr].

The researchers were able to modify the Tantalus virus to a great extent and make various versions [described later on] but the base variant of the Tantalus Virus dubbed Mk.IIIA was the researchers crowning achievement [and when the emperor was fully satisfied with their work he had them infected with the Mk.IIIA variant and they became his personal bodyguards].

The breakthroughs on the Mk.IIIA variant are as follows.

1. - The most major breakthrough to the Mk.IIIA variant was the programming of the Nannites so that they could mimic normal skin tones & textures and to conform fully to all body and facial features as if the person were normal [it was also able to mimic hair almost exactly, although the persons hair would seem rather shiny as if they had recently used high end shampoos and conditioners]. Although at any point the virus could turn the person back into what the researchers dubbed Quislings as they started to understand the full potential of the Tantalus virus. The Quisling mode could be back in effect in approximately 6 seconds.

2. - The Researchers were able to program the

Nannites so that when they were infecting a person they would perform Hypno Indoctrination & subliminal programming while the victim was undergoing the process, the Hypno Indoctrination would be sent directly through the optic nerves as the Nannites replaced the victims eyes with cybernetics. The infected person would continue to act as they had before being infected and wouldn't even realize they were a Quisling unless expressly told by their handler. Although with key words the handler could once again make them forget that they were Quisling if they wanted to.

10.2.5 – Implementing The Quisling Program

In an effort to continue the NPE's doctrine of conquest Emperor Franz IX implemented what he called the Quisling Program.

Although very few regular civilians visited the NPE quite a few did visit the resort world of Neo-Austria in the Independent Systems League and this is where Franz implemented the first portion of his plan, he seeded the resorts, beaches, & health spas with Tantalus infected Companion Series Clones.

Although many people do not realize the Companion series clones are not just mass produced hookers [although it is not uncommon for a wealthy Empire citizen to own one for the express purpose of sexual gratification] they are actually used by planets like Neo-Austria as masseurs, fitness instructors, & sailing, skiing, etc. coaches at these resorts.

It was a masseur trained companion clone that started the first non-citizen infections which was made easier by the fact that most masseuse parlors use incense that has a narcotic effect on those not immune to it.

The standard practice was for the clone to increase the amount of incense used on the victim and then still give them a massage to relax them even more, once the victim reached an almost dreaming stage the clone would rub special oils on the victim that would open the pores of the victim for easier infection.

The next step while the victim is in a semi-conscious dream state is for the clone to actually climb onto the table and lay on either the chest or back of the victim and put their mouth close to their ear, this has a twofold purpose, one the clone will lick the victims ear releasing a small amount of Nannites into the ear canal which then will travel to the brain and start altering brain chemistry and causing the ear canal to vibrate at a certain frequency. Two, being this close to the victim's ear allows the clone to whisper quietly to them, these companion clones have had their vocal chords specially modified to vibrate at a specific sub-harmonic to aid in the brain washing.

The following excerpt is from one of the sessions that they recorded, the following portion is rather far along in the whispering/brain washing process.

Clone - "You'd love to serve the emperor right?"

Victim - "Yes my only love is to serve the emperor."

Clone - "Would you do anything for the emperor?"

Victim - "Yes anything to serve the emperor."

Clone - "Even lose your identity and individuality for the emperor, become one willing being of the emperor's

flesh and extension of his will.”

Victim - “I gladly give myself to the emperor and his will.”

At this point the Clone pulled the victims arms around her body and engaged him in a kiss and as they kissed [a kiss lasting a rather long time] the Nannites from the clone's body surged from their reservoirs and covered her body and then flowed from her lips over the victim's body slowly turning him into a Quisling.

Once the transformation was complete both Quislings stood up from the table and stood at rigid attention next to the massage table as an NPE handler entered the room.

Handler - Good job CCS379Q [CCS stands for Companion Clone Series, while 3 stands for the batch number, 79 stands for the number in the batch, and the Q stands for a Companion Series clone created specifically to be a Quisling].

The female quisling just nodded her head in affirmation and then returned to rigid attention.

Handler - “Are you ready to serve your emperor?” The handler asked turning to the newly created male Quisling.

Quisling - The Quislings only reply is to bring its right fist to its left pectoral and bow its head slightly.

Handler - “Good, good.” The handler then turned back to the female again. “You have another three people to turn today, return to your duties.”

Female - Nodding dutifully, she returns to her human state and quietly leaves the room.

Handler - Turning back to the male. “You're system will be the first to join the Emperor's new utopia you should feel honored.”

Male - The Quisling just repeats it's earlier gesture, things such as honor, hatred, or worries no longer part of its mental make-up.

Handler - “Give this container to your boss on the exact date written on the container and not a day sooner or later, do you understand.” He tells the male setting the container next to his clothes.

Male - Nodding in understanding.

Handler - “Good, now get back on the table and return to your human form, you're services will not be required till that date.”

The Quisling climbs onto the table and the Handler moves back to the door with his hand on the knob, watching for a moment he sees the Nannites disappear into their reservoirs under the man's skin.

After a few seconds he opens the door and shuts it rather louder than normal and the small pudgy man on the table turns his head rubbing his eyes.

Man - “Did I fall asleep?”

Handler - “Yes indeed you did Herr Gilcard; it looks like you may have enjoyed Juliana's ministrations a little too much. Ah and I see she left some of that bath oil you requested for President Aptgar's birthday as well,” he said holding the container up with the President's birthday written on the side.

Man - Nodding his thanks, the pudgy man stands up from the table and dresses quickly and then leaves

taking the container with him.

The Handler nods back to the Vice President of the Blue Bird System as he leaves the room.

Thus began the first step of the Emperor Franz IX Tantalus Program and the eventual downfall of the Blue Bird [the first of many systems to be conquered by the NPE].

10.2.6 – Transportation & Distribution Of The Virus & Quislings

At first distribution of the Quislings and Mk.IIIA was easy as the infected victims from places like the Neo-Austrian Health Club returned home and first infected their families and then any co-workers or friends that they could get alone long enough to infect.

It should be noted that the above example of infection is probably the longest & most time consuming type that can be done since the above victim is a high up government official, the intense infection carried out in the above example can take up to three hours. Now while any Quisling can carry out a “Field Infection” as it has been dubbed which takes no more than five minutes to fully turn the victim this leaves a rather dumb quisling who can only mimic the intelligence & abilities of its former life and if one pays close attention one can actually see the degradation of personality and intelligence after the person is infected. Although if anyone becomes wise to the infected person's odd behavior usually the infected will pull that person aside on the pretext of a private chat and explain to them why they have been acting odd and then in turn infect that person although the infector will not remember this.

It is estimated that by the time Javier Gilcard had been back in the Blue Bird System for only a month ten percent of the population had been turned into Quislings, and by the time President Aptgar's birthday rolled around 25% of the planet had been turned.

The final portion of the NPE's plan was set into motion when Gilcard gave Aptgar her birthday present, on April 13th 6175 C.E.

The container was actually filled with MIS Variant of The Mk.IIIA Virus and quickly lunged from the container infecting & mutating Aptgar into a Greater Medusa.

Aptgar with the abilities of the Greater Medusa was able to still pass herself off as human and took several months as she & Gilcard infected the entire senate & congress; that then unanimously passed a vote to cede their sovereignty to the NPE by this point 45% of the population had been infected and were still not aware of the fact.

Even though almost fifty percent of the population was now Quislings there were still things that the NPE needed to implement before taking over complete control of the Blue Bird System.

One of these was the large business owners & corporations which were quickly taken care of however as a semis filled with Quisling storage pods were parked in the garages of the business and the Quislings quickly flooded the buildings turning anyone they came across into one of their own and thus the NPE became effective controllers of Blue Bird Economy.

The second problem was what to do with all of the children 18 and younger.

Once the parents of a child one year old or younger had become infected the child was removed and taken back to be adopted by a family or raised in one of the NPE's crèches.

Schools and daycares were contacted by two different organizations, the first was the Imperial Health Organization [IHO] who set up mandatory medical screenings of all student between the ages of 14 & 18 as well as all of the schools teachers, these students were called in small groups [usually five students at a time] into the Schools medical room and were infected by the IHO personnel who were all Quislings save for the head medical director who was a handler, the students were then told to return to class, the schools teachers were infected in this manner as well.

The second group is a non-profit organization that wanted to educate children on the various types of wildlife on other planets and used dancers dressed as the various animals to help educate the children.

This is where two things come into play, these programs were directed at children between the ages of 1 & 13 years of age [generally those children that had not yet gone through puberty] these two items used to target the group were the Rabid-Series Quislings and a rather nasty thing called DICEM [Docile Infection Control Equipment Mask] these were nicknamed constrictors by troops that found several of them. The organization would show up at the classroom usually with two handlers and 3-10 Rabids posing as dancers and at least one standard Quisling as well. The one handler would supervise the Rabids as they performed their dance and the handler would also real off information about various animals during the performance, during the performance the second handler would pull the teacher aside and set up another appointment with the Quisling ostensibly as an assistant to take down dates & times.

The handler & Quisling would take the teacher either to an adjoining office or out into the hall where the Quisling would infect the teacher.

While the teacher was being turned the Rabid would finish their performance & start to hand out treats to the kids [this brings the whole don't accept candy from strangers bit to the extreme, however what kid isn't going to trust a 6 foot, female, flop eared bunny, even though they were supposedly wearing shiny mono-film suits to help keep them from being over heated rather than your standard pink bunny rabbit suit].

The Handler would then hand out drinks as the kids scarfed down the treats [both of which were laced with sedatives] after waiting for the children to fall into a torpor the Handlers, Teachers & Quislings would break out the DICEM.

The DICEM is a hood that goes over the face of the victim, and instantly tightens and melds with the victim's skin; it almost looks like the wearer is a Quisling from the neck up as it looks exactly like a Quisling when worn.

The Rabids would put these on all of the children, the DICEM had infection vectors via the mouth, nose, ears, and eyes; these vectors were actually filled with Nannites that would examine the victims bodily make up and determine what type of Quisling they would be turned into; say you had a girl who was taking ballet or gymnastics, she would automatically be slated to become a Rabid; of if you had a girl that had heavy musculature and was large for her size she would automatically be slated to become a Medusa, or if you had a boy that was average in every way he would become a normal quisling.

After the DICEM were fitted onto the victim [once again remember that the DICEM look exactly like a Quisling head when worn], the large orange lenses that were normally cybernetic optics on a Quisling are actually holographic projectors able to use lasers to project images directly on the wearers retina; thus the children's Hypno-indoctrination would begin as well as the ear plugs pumping out subliminal programming, this was aided by the drugs that the children had ingested as well as the Nannites being injected through the vectors.

Once the children's initial indoctrination was completed [approximately five minutes after the fitting of the DICEM] a truck would arrive with bags similar to body bags, these soft pods were actually maturation bags where the children would be stored until they reached adult hood and had been turned into whatever type of Quisling they were slated to become; the bags also sped up the maturation process causing the body to undergo a rapid change to adult hood.

Two other delivery systems exist, one is the Quisling Drop Pod and the other is the Spore Missile [neither one of these was used on Blue Bird as 100% of the population was converted to Quislings].

The Quisling Drop Pod is basically what it sounds like, it's a drop pod launched from a ship to a planet's service and the Quislings convert people as they come across them.

Then there is the Spore Missile it is basically a Capitol Missile that has a warhead filled with Mk.IIIA, this form of delivery was used on over a dozen worlds, the ships of the invading fleet basically fire a volley to saturate the planets and the warheads split apart releasing large globs of Mk.IIIA, any person coming into contact with the Mk.IIIA is immediately cocooned and undergoes Quisling transformation; it should be noted that this form of delivery only creates standard Quislings.

Once the attack was completed and a moderate amount of time was spent waiting the ships would sent down other Quislings to see if the attack had worked and then the fleet moved onto the next target leaving the Quislings behind as a caretaker force until colonists arrived, the Quislings spent most of their time keeping the infrastructure running and storing the billions of cocooned Quislings in warehouses until they were needed.

Getting back to the take-over of the Blue Bird System, the handler responsible for Javier Gilcard arrived and

had the twin daughters of President Aptgar brought to him [they had not yet been turned into Quislings as per his orders].

The Handler had the daughters brought to the president's office where Aptgar was waiting for further orders. The Handler had two Quislings hold each of the Daughters and instructed Aptgar to infect them.

Horrified at what had happened to their mother and their planet the girls did not struggle very much and it was quickly over as their mother embraced them in a kiss and turned them into lesser Medusa.

During their transformation the Handler even posed for pictures with them, when their transformation was complete the Handler sent all three of them off to the Emperor who gifted them to his favorite cousin.

The next section covers the Medusa style quisling and how the transformation occurs and works as well as some details on it; later in this chapter is a more in-depth look at the Medusa.

The following Physiology File is the only one we could recover from the data and details the medusa –

10.2.7 – Medusa Physiology Report

Medusa Infuser Skin [Medusa] - This version of the Tantalus Nano-Virus only effects female genetic structure.

Attack Method - The MIS attacks in a dense silver gray wave of Nannites that swarm the victim and cover their body completely, if the Nannites are not removed within 1 minute [damage is equal to the hit points of the character being attacked] they will fuse with the victim eating through clothes and even some of the toughest armors to fuse with the victims skin.

Mutation Period & Length - After one minute the Nannites will have fused with the top layer of the victim's skin and have coated it with a gray/silver rubbery substance that conforms to the victim's body musculature and facial features and even every strand of the victim's hair.

After two minutes the victims arms are pulled down and to their thighs and melded into place by the Nannites and a gas mask like facial cover forms with two large cybernetic eye replacements and two ports on the lower sides of the mask, two gray colored domes also cover the ears, the mask portion itself is gray with the eye cybernetics and ports being orange/gold in color being ringed by dark green ridges.

After three minutes additional ports form on the shoulders, neck, hips, & thighs; these are also colored orange & green.

After four minutes muscle mass & mammary features are enhanced by 50%, nerve tissue & reaction speed is also increased by 50%.

After five minutes the hair starts to clump together in thick strands [it should be noted that whatever hair style the victim had at the time of the transformation is retained], the strands then take on a dark silver/gray metallic sheen.

After 5 ½ minutes the transmutation is complete and the victim is now a willing slave of the Neo-Prussian Empire, during the entire time that the mutation is taking

place subliminal & hypnotic conditioning is taking place, as well as brain chemistry being altered.

Anatomy Of The Medusa - There are several features of the Medusa that should be noted and we'll start with the top of the Medusa & work our way down.

1. Hair - The hair of the Medusa is made up of some organic metal that has extremely sharp edges and is able to stretch out to ranges of up to five meters and is generally made up of a dozen thick "Strands" than can either attack independently of one another or simultaneously. These strands can cut through even medium armors [ignores DD7] and when not in use snap back to the original length of the victims hair.

2. Eyes - The victims eyes during the mutation are quickly replaced by cybernetics that can see into most spectrums, including, low-light, IR, Thermal, UV as well as few others that may include echo-location and some that we are not sure of at the time of this writing. The cybernetics also includes a built in targeting system that gives them a +5 to ranged & ranged touch attacks.

3. Ports - There are ten ports located on the sides of the mask, neck, shoulders, hips, & thighs, these ports are used to spread more of the MIS Nannites to new victims.

4. Enhancements - During the mutation process several enhancements of the body occur they are as follows -

A - Mammary Enhancement - The victims mammary are enlarged [not for perverse reasons], the Nannites strip the mammary of its milk producing functions and replace it with Nannite storage & manufactories, 10% of this is for more MIS Nannites while the other 90% is used to produce repair Nannites for any injuries taken by the Medusas. The repair Nannites are spread through the body by the victim's blood vessels while the MIS Nannites are sent to the ports via purpose built capillaries that were created during the mutation process.

B - Strength & Dexterity Enhancement - During the mutation process muscle mass & reaction speeds are increased by 50%.

C - Intelligence Reduction - During the mutation process the Nannites alter the victims brain chemistry in a way that shuts down certain portions of the victim's brain lowering the victims intelligence to just below average of a human adult.

4. Enhancements Part II -

D - Wisdom Reduction - During the mutation process the victim's wisdom [or common sense as it was] is reduced below that of a human adult. What this means in terms of the Medusa is that even after taking grievous wounds the Medusa will not stop in its attacks until either itself or it's enemy is no longer a threat.

E - Subliminal & Hypno Indoctrination - During the mutation process the victim undergoes Hypno Indoctrination which is fed directly to the optic nerves [since the eyes are being replaced by cybernetics during the mutation process], and subliminal programming. During this the victim is programmed to obey only members of the Neo-Prussian Royal Family & military, even if confronted by a former friend or family

member who tries to reason with them there are only three things that a Medusa is allowed to do -

1. - If the person is female infect them with the MIS Nannites.
2. - Capture the individual.
3. - If the individual is considered a threat or resists too much the person is killed by the Medusa.

F - Skin Enhancements - The MIS Nannites bond with the victims skin at a cellular level and provide a layer of synthetic skin that is made up of a somewhat shiny, rubbery substance that is the same thickness as the persons normal skin, this synthetic Nanno-rubber while quite pliable is able to negate 50% of all blunt force trauma directed at it by ballistic weaponry & blunt objects and is able to turn 25% of all slashing & piercing damage. It should also be noted that the SNR also makes the Medusa completely immune to electrical attacks & damage.

G - Variants Of The Medusa - There are actually three variants of the Medusa, the least [which follows the above information], lesser which is slightly more intelligent and more cunning and has the use of its arms and hands which are tipped with the same metal as the hair is made out of, and the Greater which is extremely intelligent has full use of its arms and hands [hands are still tipped by razor claws, but these are retractable] and in addition to the lesser Medusa is able to extrude sword blades from its forearms. The Greater Medusa have also been known to wear clothing and pass themselves off in poor lightning conditions & at distances [it should be noted that the lesser and greater Medusa's still prefer to keep their arms sealed to their sides and use their hair as weapons].

The Greater Medusa also has two special abilities, they are as follows -

1 - The Kiss - A Greater Medusa if possible closes with a victim in poor lighting conditions or if the person is careless and the Medusa is able to pass itself off as a dark skinned female [often the Greater Medusa will wear a hat to disguise its hair]. If the Greater Medusa is able to close with someone and perform a touch attack it is able to grapple that person and kiss them [yes kiss them] transferring Nannites to the person via its tongue and mouth [this is helped by the fact that the Greater Medusa can retract the face covering mask of the Least & Lesser variants] and the only thing that will really give it away is that it's lips are a flat black in color. If the Greater Medusa is able to grapple the person for two consecutive rounds it transmits Tantalus virus Nannites directly into the person's mouth and the victim begins to undergo the Tantalus Transformation into a Quisling. It should be noted that the Greater Medusa must keep mouth to mouth contact for at least two consecutive rounds. This ability can be used on males or females.

2 - The Embrace - This ability is generally used from concealment and is only used against female victims. The Greater Medusa lacks the MIS Nannite ports of the Lesser & Least Medusa [once again helping it blend in with normal humans, and as such is only able to spread the MIS Nannites via this special attack].

The Greater Medusa generally waits for its victims somewhere dark and out of the way such as an ally or near a closet where it can pull its victim into concealment. If the Greater Medusa manages to make a grapple attack for at least five consecutive rounds it will pull its victim into a concealed area and lay on the ground. The Medusa will flip it's victim face down on itself and wrap it's arms around the victim and start sliding them up and down the victim and do the same with its legs until the victim is covered in a thin coating of MIS Nannites and then hold them in place with its arms while more Nannites stretch themselves from the greater Medusa and start mutating the victim, this mutation takes fifteen rounds to complete and the Greater Medusa must stay still as the Nannites connect it and its victims together until the mutation is complete. After the mutation is complete a Lesser Medusa will be created 90% of the time while there is a 10% chance a Greater will be created.

As of this writing it is unknown whether the mutation can be reversed.

10.2.8 – Quisling Sub-Types

This section of the chapter details several types of quislings that currently exist; and detail various attacks and ways that they are able to infiltrate and turn new victims.

The Quislings are very versatile and there are many types from the nearly useless servitors to the vicious Rabids, to the technologically useful technicians and Living Computers.

Quisling Centurion



A silver gray figure with metallic dark gray hair and brown and red metallic armor on its neck, wrists, and ankles moves towards you it has two sets of glowing orange eyes, one above the other the upper pair smaller.

The Centurion Quislings are standard infantry troops used by the Quisling Queen for basic combat duties.

The overall number of Centurions in the Quisling population is right around 30%.

Physical Description

The Centurion has the same silver gray skin that most Quislings have and are the height of whatever the

person was that was infected with this variant of the TNV. Starting with the top of the body the centurion's hair has been fused into a single metallic mass, the Centurion actually has two sets of eyes, the smaller upper ones are only used if the lower ones become damaged, around the neck, wrists, and ankles are reinforced armoring that can actually extrude mono-edged blades that can be used during combat.

Infection Ability

The only way that the Centurion is able to infect another is by making a melee attack with one of its blades, if it hits it has the option of releasing Nannites directly into the wound.

Infection Vectors

Victims can be infected via a Nanno-skin sheath or infectious wounds.

Combat

Centurions have several built in weapon systems, they can head butt with their metallic shell hair, and blades can extend from their collars, wrists, and ankles.

Enhancements

The Centurion has a 50% enhancement to physical exertion and physical defense.

Special Qualities

As part of the Quisling Template the Centurion has the following special qualities.

Fanatical

The Centurion is completely loyal to the Quisling Queen's Will and will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or A Queen and ignores all morale checks.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Centurion could live forever.

No Sustenance

The Centurion does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Centurion can regenerate 25 hit points per round.

Statistics [Base Creature Human]		
Stat	Base	Per Level
Max Level	0	20 th
Hit Points	50	+15
Initiative	0	+1 Per 3 Levels
Speed	40	
Physical Defense	10	+1 Per Level
Damage Deflection	5	
Grapple Bonus	+2	
Attacks		
Arm/Leg Blades	2d12+2	+1 Per/lg. 5 DD
Reach	5 Feet	
Special Attacks		
Physical Exertion	0	+1 Per Level
Organization	3-250	1d100x2.5
Treasure	None	

Generally does not carry treasure except on 5% or less roll.

Transformation of Another

Entering the bunk room you hear a noise in the back and hurry to where your friend is sleeping, she's sitting up in bed and appears to be wrestling with something as you arrive you watch as what at first appears to be a skin suit knocks your friend flat on her bed and starts to compress itself against her covering her in a silvery gray metallic sheen, after a few seconds it totally covers her face and two sets of glowing orange eyes appear. Brown and red armored plates appear around her neck, wrists and ankles, and her hair turns a metallic dark gray and fuses into a single clump. Finally after several minutes she stands up turning her face towards you showing glowing orange eyes and a featureless face.

Transformation Of You

Sitting up in bed you hear a rustling sound and wipe sleep from your eyes, you see dark shadow slide over your bed and you feel something glass cool caress your feet and all of a sudden it starts constricting on your skin. Moving back on the bed does you no good and as you watch the shadow flattens itself out against your skin and eats away any clothing you have on. You lose your vision and other senses as the shadow constricts over your face and head, you feel as your hair become a single hard metallic piece and something whispers in your ear about how loving the emperor is and you start to agree when you can finally see again your vision is orange tinged. Raising an arm in front of your face a short bladed length of steel slides from the bracer on your wrist and then slides back, it's time to enforce the emperor's will.

Quisling Factory

Entering the storage room you see several rounded shapes on the ground and on racks against the wall, tubes seem to be leading from the shapes to tanks suspended from the ceiling. Moving closer you can see that these are actually women with silver/gray skin and bloated belly's, their arms fused behind their backs, and their legs bent at the knees and wrapped around their belly's. Glowing orange eyes gaze into the distance.

Factory Quislings are used to manufacture more of the TNV Nannites.

The overall number of Factories in the Quisling population is right around 1.0%.

Physical Description

Factory Quislings are all female; they have the silver/gray Nanno-skin of all Quislings. The Factory has a large distended belly with overly large breasts their arms are fused behind their backs, and their legs are bent at the knee partially and come down the side and across the lower portion of their belly and are fused into place.

Infection Ability

None

Infection Vectors

QPIDS

Combat

Factories have no combat abilities whatsoever but may be guarded by other types of Quislings.

Enhancements

None

Special Qualities

As part of the Quisling Template the Factory has the following special qualities.

Fanatical

The Factory is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or a Queen.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Factory could live forever.

No Sustenance

The Factory does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Factory can regenerate 50 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	50	+25
Initiative	0	
Speed	0	
Physical Defense	10	+1 Per Level
Damage Deflection	5	
Grapple Bonus	0	
Attacks	None	
Reach	None	
Special Attacks	None	
Physical Exertion	0	
Organization	10-1000	2d100x5
Treasure	None	

Generally does not carry treasure except on 1% or less roll.

Transformation of Another

You and your friend are visiting the fertility clinic when the doctor hands you both massage masks, he explains that they will help you relax. This is the tenth time you have visited the fertility clinic and your friend is trying everything to become pregnant and the doctor has already emplaced an embryo into your friend's womb.

Your friend pulls the massage mask over her head and sighs as the material starts to warm and massage her face. All of a sudden however she stiffens and scrabbles at the mask and it seems to tighten over her skin as the eye lenses enlarge and start glowing. A silver/gray film the same color as the mask's material starts flowing down her body and she places her arms behind her back and pulls her knees up to her shoulders and places her feet in front of her belly as the silver/gray sheen finishes covering her body her belly distends to several times its normal size and her breasts swell to oversized proportions.

Transformation Of You

As you sit down in the fertility clinic one of the nurses hands you a massage mask and you see that everyone else who has gotten there before you has already put theirs on, slipping on the mask you lean back slightly the mask quickly warms to your body temperature and you feel it start to massage your face. You start to relax the warm massaging sensation helping. A small voice in your ear asks you a question, "would you like to father/mother the next generation of greatness," you reply yes dreamily and the small voice asks you another question, "Will you give yourself to the emperor?" You reply in the affirmative again and feel the mask tighten over your face as your vision turns orange. Dreamily you pull your arms behind your back where they fuse into place and then you pull your knees up and place your feet in front of your belly as it starts to distend with the TNV Nanno-factories and your breasts swell.

Quisling – Female/Male

The most numerous of the Quisling variants, the female/male make-up 75% of the overall Quisling population and are found doing everything from manual labor to full on combat.

Physical Description

The Quisling female/male is the height of whatever species it once was, its skin is a gunmetal silver/gray that clearly defines every nuance of the Quislings body in great detail [genitals however are completely enclosed] showing muscle tone and definition, female Quislings have perfectly proportioned breasts. The Quisling F/M have fully functioning hands that have dark gray metallic finger nails that are razor sharp, the foot of the Quisling also has a built in solid wedge like heel and sole.

Infection Ability

The Quisling F/M is only able to transfer via sexual contact.

Infection Vectors

Female/Male can be created through the use of QPID [Pronounced Cupid/Quisling Protocol Initiative Device/Massage Mask], specially designed music disks & Players, spray on adhesion [see New Salem Initiative], and by Quisling Queens.

Combat

The standard Quisling is rather adept at combat with the ability to use any weapon available to it. The Quisling can also engage in hand to hand combat either through standard methods or using its razor sharp nails [treat as mono-molecular edged/Ignores 5 DR].

Enhancements

The Standard Quisling receives a 25% increase to its physical defense and physical exertion from genetic level re-programming of the nervous system and muscle tissue and a DD5 from the Nanno-Virus Skin.

Special Qualities

As part of the Quisling Template the Male/Female has the following special qualities.

Fanatical

The Quisling is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, Or A Queen [or the Emperor or Empress but why would they even care].

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Male/Female could live forever.

No Sustenance

The Male/Female does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling can regenerate 10 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	50	+10 Per Level
Initiative	0	+1 Per 3 Levels
Speed	40	
Physical Defense	10	+1 Per 2 Levels
Damage Deflection	5	
Grapple Bonus	+1	
Attacks	2	+1 Per 3 Levels
Reach	5 Feet	
Special Attacks	None	
Physical Exertion	0	+1 Per Level
Organization	1-25,000	

Solitary, Squad [5-10], Platoon [30-50], Company [150-250], Battalion [750-1250], Brigade [3750-5,250], Division [15,000-25,000] It Should Be Noted That Multiples Of Each Organization Can Be Encountered At The Same Time.

Treasure None

Generally does not carry treasure except on 10% or less roll; may be carrying equipment.

Transformation of Another

You watch as your friend puts the Massage Mask over her face to test it out, everything seems to be going fine until she starts to scrabble at it and you can hear a quiet moan coming from her. Before you can do anything however she goes completely rigid and gunmetal silver/gray colored ooze starts to pour from her skin and quickly covers her body. After a few seconds the person who had been your friend now has a skin of gunmetal silver/gray her nails are now a dark metallic gray and look razor sharp and her height seems to be increased by wedge like platform heels, and lambent orange eyes peer at you.

Transformation Of You

Curious about how effective the Massage Mask actually is you pull it over your head, the silver/gray fabric is cool against your skin and nothing happens for several seconds. You were told that as soon as it reaches body temperature that the massage features would kick in. You finally feel the mask reaching the same temperate as your face only to feel it tighten down on your skin painfully and as you try to pull it off you feel a tingling on your skin, on your lips, in your nose, eyes and ears. You can feel it as something invades the orifices of your face and blocks them off and then you hear a voice whispering in your ear convincing you how wonderful and glorious it would be to serve the emperor's will.

While the voice is speaking you feel something gliding coolly down your skin eating away your clothes and constrict across your body, you feel it as the metallic gray razor sharp nails are extruded from the tips of your fingers and feel you height increasing as your heels are arched by wedge like platforms, you can also see once again although everything has an orange tint to it and

your new cybernetic eyes are running a diagnostics zooming in and out as well as running through Low-Light, IR and Thermal bands.

Finally you can see again and glory in the wonder that is the Emperor's will.

Quisling - Grin

Entering your apartment you come to a halt as you notice a silver gray metallic shape kneeling on your living room floor its head bowed.

Startled you pause and then watch as it brings its head up and you see four large glowing orange eyes and a large rictus of a grin covers its lower face under a perfectly formed nose and you can now make out the soft sound of giggling coming from its direction.

Stunned at the odd sight you watch as it stands up and spreads its arms and legs and you see that it has more of the silvery material that cover its body stretching from wrist to ankle and completely stretched between its legs.

Before you can move it starts rapidly towards you and your mind wonders how it can move so fast with the material stretched between arms and ankles and between its legs.

The grins are mainly used to capture and convert other individuals into Grins; however the Grin can also capture people without turning them into Grins if the person might happen to either be themselves important or if they may know some vital information.

Also due to their creepy manners and their weird constant soft giggling they are often used to stalk and harass a target slowly wearing away at them psychologically.

The overall number of Grin's in the Quisling population is right around 2.5-3.0%.

Physical Description

The Grin has the same silver gray skin that most Quislings have and are the height of whatever the person was that was infected with this variant of the TNV. The Grin does stoop over slightly however, their arms are fused together via the Nanno-skin and are held between their legs and their legs are also fused together as well and only come free when they are about to capture someone; their only form of movement is via a creepy hopping jump that can cover distances quite quickly although when about to capture a target they can free their arms and legs and run normally. Their faces are a darker gray color with orange glowing eyes and a huge rictus of a grin is spread across their face.

Infection Ability

The Grin is able to infect people with its envelope attack; they can do this instead of just subduing the individual.

Infection Vectors

Grins can be created via two means either the Grin's envelopment attack or through the use of a QPID.

Combat

The Grins have a special attack called envelope they must make a successful grapple attack and they will be able to envelope their victim and either subdue them or infect them with the Grin variant of the TNV.

The victim has six rounds to make an opposed grapple check to escape the envelopment after that they

undergo the transmutation process in 10 rounds, to avoid the transmutation process they must make a successful DC 25 physical and mental exertion.

Enhancements

The Grin receives a 50% boost to physical exertions and DD5 from the Nanno-Virus Skin.

Special Qualities

As part of the Quisling Template the Grin has the following special qualities.

Fanatical

The Grin is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, a Standard Quisling, or a Queen.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Grin could live forever.

No Sustenance

The Grin does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Grin can regenerate 25 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	50	+15
Initiative	0	+1 Per 3 Levels
Speed	40	80 Gliding
Physical Defense	10	+1 Per Level
Damage Deflection	5	
Grapple Bonus	+5	
Attacks	2	+1 Per 3 Levels
Reach	5 Feet	
Special Attacks	Envelope	
Physical Exertion	0	+1 Per Level
Organization	1-10	1d10
Treasure	None	

Generally does not carry treasure except on 5% or less roll.

Transformation of Another

You watch as the giggling shape leaps into the air and smacks it's arms and legs together fusing the two sheets of material that had been hanging from its arms together and slides the sheet down over your friend and then steps back, what appears to be a silver gray sheet has enveloped your friend and as you watch it constricts over them conforming to their bodies, a darker portion of gray becomes apparent where their face was and glowing orange eyes and a huge grin spreads across their new face and you can hear faint giggling coming from them.

Transformation Of You

After watching your friend transformed into one of the hideous giggling, grinning monstrosities you turn to run only to be enveloped by a silver gray material, you fall to your knees and feel the material start to constrict and bond with you skin as it eats away your clothes and body hair. The Nanno-skin starts sending a tingling sensation through your nerve endings and into the pleasure centers of your brain and you start giggling uncontrollably, you start hearing whispering and after a few minutes you start to agree that being part of the emperor's will would be the greatest thing in the universe. Finally you feel your mouth form into a rictus and your vision clears to a glowing orange and you look for someone else to give the gift of the emperor's will to.

Quisling Hound

What you first mistake as dogs becomes more clear as they move into the light, the three quadruped creatures have glowing orange eyes, and smooth silver/gray skin, currently they are moving at a smooth loping pace, the closer they get the more detail you can make out, the one in the lead is clearly female and you can see small perfectly rounded breasts hanging down from the chest and you see that once human hands had now curled into paws and the upper portions of the arms and the legs have folded up alongside the body with the lower portions free to move the creature, it also has an almost human like head but has the snout of a dog but there is no openings for a mouth or nose and two dog like ears seem to almost constantly swivel as if searching for something.

Hounds are mostly used as blood hounds and facility guards.

The overall number of Hounds in the Quisling population is right around 15%.

Physical Description

The Hound has the same silver/gray skin as that of other Quislings as well as the orange glowing eyes, Hounds generally move on all fours [their elbows & knees] and can move rather fast but when moving in combat bunch themselves and then leap [they can leap up to sixty feet this way]. Hounds can be male or female and they appear to have their legs and arms bent at the knees and elbows and fused together with their heels touching their buttocks and their hands clasping their shoulders.

Infection Ability

Once a Hound has a victim pinned to the ground they are able to extrude a cylinder like mass of Nannites into the victim's mouth, which instantly fills their mouth and starts spreading across and throughout their bodies.

Infection Vectors

Either VIA QPID or by the Hound itself.

Combat

The Hound as two forms of combat the first is their grapple attack which is mainly used to infect others.

The Hounds second form of attack is the ability to spit mono-edged darts at a rate of ten per round; these darts ignore DD5 and do 4d4 points of damage.

Enhancements

The Hound Has 100% Increase In Both Physical Defense & Physical Exertion.

Special Qualities

As part of the Quisling Template the Hound has the following special qualities.

Genetic Blood Hound

Part of the enhancement given to the Hound is that of an enhanced genetic sniffing program that is part of a vectoring and grid system that allows the Hound to target victims, giving them a +5 on Survival: Tracking checks and a +5 on Initiative.

Fanatical

The Hound is completely loyal to the Emperor's Will and

will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or a Queen.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Hound could live forever.

No Sustenance

The Hound does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Hound can regenerate 15 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	50	+10
Initiative	0	+1 Per 3 Levels
Speed	60	
Physical Defense	10	+1 Per Level
Damage Deflection	5	
Grapple Bonus	+8	
Attacks	2	+1 Per 3 Levels
Reach	5 Feet	
Special Attacks	None	
Physical Exertion	0	+1 Per Level
Organization	1-250	1 Or 25d10
Treasure	None	

Generally does not carry treasure except on 1% or less roll.

Transformation of Another

Running as fast as you can see one of the three Hounds jump at your friend and knock them to the ground. As you watch the Hound brings its face to that of your friend and a glob of Nannites drops into their mouth and they shiver as the Hound continues to hold them pinned. Watching in horrid fascination you see the silver/gray Nannites spread over their body and their eyes start glowing orange and start to enlarge. As their body is finally covered in the Nanno-skin the Hound hops off and your friend rolls over onto their stomach and rises up on knees and elbows and you watch horrified as their legs and arms fuse against one another and they start moving towards you in a fast scuttle.

Transformation Of You

After watching your friend turned into one of the Hounds you turn and try to run away only to be knocked down and flipped onto your back, one of the Hounds now has you pinned as well. It dips its head towards yours and you can feel the cool glass like texture of its lipless face as it brushes your own and ejects a wad of Nannites

into your mouth. You feel the Nannites quickly fill your mouth and start to travel through your body and over it as the silver gray Nanno-skin covers your body, your vision goes orange and you start to see vectors and grids as your body flips over you feel your legs and arms fold I half and fuse together you've already given yourself to the Emperor's Will as the final changes course through your body. Finally knowing your true purpose you lift your head sniffing for the genetic spoor of more victims to add to the emperor's will.

Quisling – Living Computer

Walking through the facility you enter the computer room and crash to a halt, sitting where the computer technicians had were now dozens of human shapes on pedestals mounted on tracks in the floor, the shapes are sitting Indian style on the pedestals with their arms outstretched in front of them and a brace runs between the two arms at the wrists to keep them perfectly straight and the hands at the ends of the arms flash rapidly as they type something into the computer's keyboard, a bundle of cables runs from the shapes mouth to the consoles bottom portion, other than the mouth and bundle of cables there the face is completely smooth. You watch further as the figure completes its task the arms sliding backwards until the crossbar is touching the top of the chest and then the arms cant down towards the thighs of the shape where you now see a set of keypads imbedded in each one with a couple of quick key taps the cables attaching to the terminal retract into the mouth which disappears without a trace and the pedestal moves the creature to another terminal where it extends the cables once again and starts typing rapidly, several more of the shapes pass you and you see that they are both male and female.

The living computer is a person who has been basically turned into a repository of molecular circuitry and Nanno-factories by the TNV and has massive amounts of storage space for data and is able to hack into most systems and create specialized programs on the fly. The LV's are totally immobile and cannot attack directly but if they have either other Quislings or robotic henchmen they can coordinate these. LV's are usually found in either NPE bases or captured vessels functioning as the brains to coordinate numerous Module and Duty Station Quislings.

The number of QLV's varies widely from anywhere from 2-9% overall of the Quisling population mainly due to the fact that their usefulness is extremely limited, not to say they are as useless as the Servitor Quislings, but the QLV fit's a various specific niche in the Quisling hierarchy and the number of QLV expands and contracts depending on how many captured vessels and bases the Quislings have.

Physical Description

The QLV is approximately 3.5 to 4 feet in height and about the same in diameter, they have the gunmetal silver/gray skin of most Quislings but lack the orange cyber optics they're general shape is somewhere between that of a kidney bean and a pear, they have a multi-function keyboard sprouting out of their stomach with their hands emerging just above this, their feet are just stubby fins coming from the bottom and a strand of iridescent green molecular circuitry and Nannites stretches from their mouth to a computer monitor.

Infection Ability

The only way the QLV is able to infect another person is through the use of computer virus variant of the TNV.

Infection Vectors

QLVs can be created through the use of QPID

[Pronounced Cupid/Quisling Protocol Initiative Device/Massage Mask] and a computer virus variant of the TNV.

Combat

None, however the QLV can summon either robotic drones or other Quislings to its location generally within 1d4 rounds.

Enhancements

The QLV gains a 50% boost to intelligence and DD5 from the Nanno-Virus Skin.

Special Qualities

As part of the Quisling Template the QLV has the following special qualities.

Fanatical

The QLV is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or a Queen.

Immortal

The QLV's organs and other internal parts have been replaced by Molecular Circuitry, Hard Drives, & Nanno-Factories, thus not only giving it the ability to constantly repair itself, it is essentially a living hard drive as well.

No Sustenance

The QLV does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Living Computer can regenerate 15 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	50	+5
Initiative	0	
Speed	0	
Physical Defense	10	+1 Per Level
Damage Deflection	5	
Grapple Bonus	0	
Attacks	0	
Reach	0	
Special Attacks	None	
Physical Exertion	0	
Organization	1-250	1 Or 25d10
Treasure	None	

Generally does not carry treasure except on 1% or less roll.

Transformation of Another

Glancing over at your co-worker as they make an odd noise you watch as an iridescent green strand of Nannites shoots from their computer screen and enters their mouth, as you watch in horror they start to change, they fall back into their chair as their arms pull into their sides and fuse with their body as their legs bend at the knee and pull up against their shoulders and fuse in

place, a keyboard emerges from their stomach just below where their hands are now fused with the stomach, their feet are nothing more than vestigial flippers. Their body is now pear shaped and hairless and they now lack eyes as their hands rapidly tap away at the keyboard in their stomach.

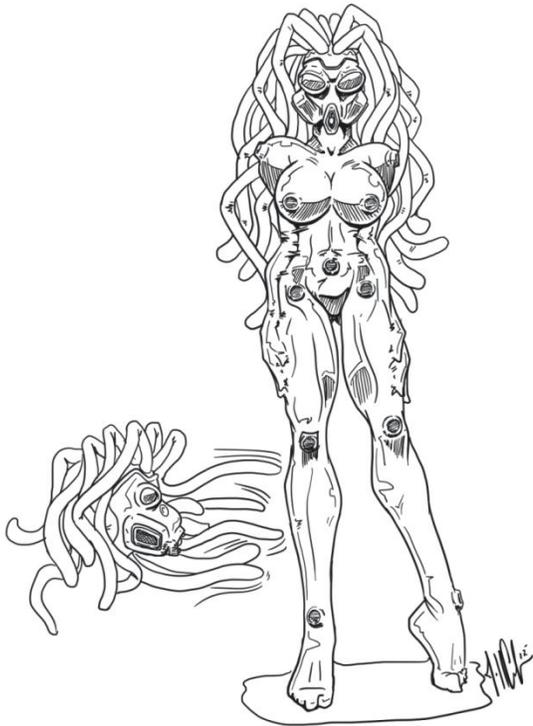
Transformation Of You

Scrubbing tired eyes you stare blankly at your computer screen as it flashes an iridescent green and you lean closer to see what is happening when all of a sudden a tendril of the same green shoots from the screen and into your mouth you can feel it as the Nannites start force filling your body and changing your internal organs into moly-circs and storage devices.

You feel your arms pull to your sides and fuse with your body leaving your hands just above your stomach and then your knees pull up to the sides of your head and fuse with the sides of your body, your feet are nothing more than vestigial flippers at this point and your head is a round hairless dome that merges with your shoulders and knees, your hands start to dance across the keyboard that has extruded from your belly and the only thing you see now is binary code. You hear a voice whispering in your ear convincing you how wonderful and glorious it would be to serve the emperor's will.

Finally you glory in the wonder that is the Emperor's will and start hacking into whatever systems you can find and spreading the will of the emperor.

Quisling Medusa



A silver gray figure moves toward you with glowing orange eyes, it is female, it's long hair waves restlessly around its head with a metallic sheen, a gas mask like armoring covers the lower face and orange pulsing vents dot the figures body.

The Medusa Quislings are heavy shock troops used by the NPE to batter their way through massed troops and fortifications and with their mono-edged hair can even do damage to powered armor and lighter Mecha and vehicles.

The overall number of Medusas in the Quisling population is right around 20%. 95% of the Medusa's are pulled from former army and marine personnel and sometimes police personnel.

Physical Description

The Medusa has the same silver gray skin that most Quislings have and are the height of whatever the person was that was infected with this variant of the TNV. Starting with the top of the body the Medusa has several thick strands of metallic mono-edged hair that wave restlessly even when they are standing perfectly still; their glowing orange eyes are more goggle like than lens like. The lower portion of their face is covered by a dark gray almost gasmask like protrusion that has two green rimmed orange vent like projections, their necks and shoulders are very thick and muscular with more of the green and orange vents, their arms are actually fused to their sides by the Nanno-skin and their back and spines have increased musculature, their breasts are enlarged and twice the size they would normally be for a person of that build and inside these are Nanno-factories that create more of the TNV Nannites that can induce the Medusa transformation. The stomach, chest and legs are heavily muscled as

well showing clearly defined muscle mass; there are more of the vents on the hips and thighs, knees and feet.

Infection Ability

The Medusa can infect others through the ports scattered over their bodies, as well as via a Kiss and an embrace that are described earlier in this chapter.

Infection Vectors

Either via airborne Nannites from another Medusa or QPID's generally disguised as beverages or bottles of soap, body lotion, etc.

Combat

Medusas are able to attack with their hair out to five meters [15 Feet] each Medusa gets a dozen attacks.

Enhancements

The Medusa receives a 100% boost to strength and DD15 from the Nanno-Virus Skin.

Special Qualities

As part of the Quisling Template the Medusa has the following special qualities.

Fanatical

The Medusa is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or a Queen.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Medusa could live forever.

No Sustenance

The Medusa does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Medusa can regenerate 50 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	50	+50
Initiative	1	+1 Per 3 Levels
Speed	50	
Physical Defense	10	+1 Per Level
Damage Deflection	5	
Grapple Bonus	+5	+1 Per Level
Attacks	2	+1 Per 2 Levels
Reach	15 Feet	
Special Attacks	Tentacle Hairs	3d10 Slashing
	Ignores 5DD	10 Attacks
Physical Exertion	1	+1 Per Level
Organization	1-10	1d10
Treasure	None	

Generally does not carry treasure except on 5% or less

roll.

Transformation of Another

Your friend goes to drink out of her first bottle of beer given to her by the bartender but just as she upends it and starts bringing it towards her face a silver gray ooze shoots out and latches onto her face quickly covering her body in the silver gray ooze from head to toe, her hair first emerges arranged in half a dozen metallic gray strands that seem to wave of their own volition. You see large goggle like orange lenses appear on her face followed by a gas mask like lower face covering and you see her chest swells in proportion and you watch as her arms are pulled to her sides and fused there. The ooze seems to tighten over her body and her muscles seem to swell and become more defined and then green ringed orange orifices extrude from her lower face, neck, shoulders, hips and thighs.

Transformation Of You

You tip up your bottle of beer and try and drink from it but nothing comes out, pulling the bottle back you raise it to your eye and peer down the neck, all of a sudden a thick tendril of silver gray ooze shoots out and covers your face, you fall back sputtering and clawing at your face as it spreads across your head, and fills your ears, nose, mouth, and eyes, your vision goes orange as the ooze clears from your eyes, you hear whispering in your ears and start to agree that serving the will of the emperor is the greatest thing in the galaxy, you feel part of the ooze stiffen over your mouth and nose forming a mask like covering, your hair clumps together into a dozen thick metallic strands that wave restlessly around your head, you feel your arms pulled to your sides and fused in to place as your chest swells in size and your back and neck muscles ripple and increase in mass, you feel all across your body as your muscles ripple and increase in mass as well finally you feel the TNV emission ports swell from various parts of your body.

Quisling Queen

The Quisling Queens are only the second least numerous [2%] of the Quislings and are basically the battle leaders and commanders of the Quisling forces, they can be found leading ground troops or as the Admirals of massive fleets, although allowed more autonomy than most other Quislings the Queens are still unbreakably loyal to the NPE and later Queens found a planet for their individual Quisling forces. They are also only ever female.

Physical Description

The Quisling Queen is the height of whatever species it once was, its skin is a gunmetal blue/gray that clearly defines every nuance of the Quislings body in great detail [genitals however are completely enclosed] showing muscle tone and definition. The Quisling Queens have fully functioning hands that have dark blue/gray metallic finger nails that are razor sharp, the foot of the Quisling also has a built in solid wedge like heel and sole.

Infection Ability

The Quisling Queen is able to transfer infection via touch contact.

Infection Vectors

Queens can only be created by other Queens.

Combat

The Quisling is rather adept at combat with the ability to use any weapon available to it. The Quisling can also engage in hand to hand combat either through standard methods or using its razor sharp nails [treat as monomolecular edged/ignores 5 DD].

Susurration

As a special attack the Queen can try to enthrall someone and turn them to the will of the emperor, this must be done prior to infecting them with the TNV. Any player that is a target of this attack must make a Mental Exertion 25 or be entranced and unable to do anything for 1d10 rounds.

Embrace

If a Queen has made a successful Susurration attack she may use this attack within 1d10 rounds [whatever the victim of Susurration rolled], to come into physical contact with the victim and attempt to infect them with the TNV. If the victim comes out of the Susurration during the ten rounds this process takes they may make an opposed grapple check each remaining round to break free. If they are unable to break free during the ten rounds they are turned into a Quisling and become a non-player character under the control of the GM. If they are successfully able to break the grapple they are free but the transformation process is not halted just slowed, in this case it takes the same number of days to transform equal to the number of rounds left.

The transformation can be halted with successful implementation of either a high level EMP or anti-viral [too bad the only people that carry these are Handlers].

Enhancements

The Queen Quisling receives a 50% increase in its dexterity and strength scores from genetic level re-

programming of the nervous system and muscle tissue and a DD5 from the Nanno-Virus Skin.

Special Qualities

As part of the Quisling Template the Queen has the following special qualities.

Fanatical

The Queen is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, or using its own analytical abilities realizes that further combat would be of no gains [but will still sacrifice large amounts of Quislings to disengage from combat].

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Queen could live forever.

No Sustenance

The Queen does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Queen can regenerate 25 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 ⁱⁿ
Hit Points	500	+150
Initiative	5	+1 Per 3 Levels
Speed	60	
Physical Defense	15	+1 Per Level
Damage Deflection	10	
Grapple Bonus	+10	+1 Per Level
Attacks	4	+1 Per 2 Levels
Reach	10 Feet	
Special Attacks	Susurration	
Physical Exertion	5	+1 Per Level
Organization	1	
Treasure	None	

Generally does not carry treasure except on 15% or less roll.

Transformation of Another

You watch as your friend is entranced by the blue gray figure that is standing in front of it you can hear a slight susurration from the figure as it bends its mouth less face towards your friends ear and says something quietly, your friends face is totally slack and you hear her respond in the positive and then the blue gray figure brings its face back to that of your friends and seems to kiss her while embracing her in a hug. Before you can do anything however she goes completely rigid and gunmetal blue/gray colored ooze starts to shift from the other figure and quickly covers her body. After a few seconds the person who had been your friend now has

a skin of gunmetal blue/gray her nails are now a dark metallic gray and look razor sharp and her height seems to be increased by wedge like platform heels, and lambent orange eyes peer at you.

Transformation Of You

You stand in front of the blue/gray figure confused as to what is going on, it comes closer placing it's face next to your ear and makes soft sounds and you feel yourself drift, the figure then asks you if you would like to be one with the Emperor's will and you answer in the affirmative.

The figure moves its face back to yours and leans forward wrapping its arms around you and embracing you with a kiss, you feel it as the blue/gray Nannites invade your mouth and start to ooze from the figure where it touches your own.

You feel it as the metallic gray razor sharp nails are extruded from the tips of your fingers and feel you height increasing as your heels are arched by wedge like platforms, you can also see once again although everything has an orange tint to it and your new cybernetic eyes running a diagnostics zooming in and out as well as running through Low-Light, IR and Thermal bands.

Finally you can see again and glory in the wonder that is the Emperor's will.

Quisling – Rabid



The silver gray bunny suited woman moves daintily towards you with liquid cat-like grace on the tips of her toes, her glowing orange eyes seem to welcome you and you are mesmerized by her graceful hypnotic dancing.

The Rabid is used mainly to set prospective victims at ease and are generally employed as the Gray Pearl Bunny Dance Troupe of the Helinka Dance School. The NPE's reasoning is how anyone could believe that the Rabids who appear to be young women in gunmetal silver/gray mono-film duty suits shaped like rabbits and move around daintily on their toes could be a threat to anyone. Rabids also serve aboard ships as gunnery crews with their high reflexes.

Rabids are also used as high end combat troops in their combat mode and have been likened to shoving a battery operated rotary saw in a bag of kittens in this mode.

The overall number of Rabids in the Quisling population is right around 10-15%; most of the time Rabids are drawn from children with high dexterity and dance or gymnastic skills who have been put through maturation or dancers or gymnasts that have been transmuted using QPIDs. Very rarely people such as fighter pilots or martial artists are turned.

Physical Description

The Rabid has the same silver gray skin that most Quislings have and are the height of whatever the person was that was infected with this variant of the TNV. The Rabid stands perfectly straight on the tips of their toes, their feet appear to be rabbit like, and they have two floppy ears. Their hands however are normal and can use any melee or ranged weapon. The Rabid moves very daintily and has a liquid cat-like grace, their daintiness however belies the fact that they can move with lightning quick speed.

Infection Ability

None.

Infection Vectors

Rabids can only be created by QPIDs.

Combat

Rabids have no special attacks save for the ability to extrude a hidden Katana from each arm.

Rabids generally either do hand to hand combat or use ranged weapons.

Enhancements

The Rabid receives a 100% boost to dexterity and DD5 from the Nanno-Virus Skin.

Special Qualities

As part of the Quisling Template the Rabid has the following special qualities.

Fanatical

The Rabid is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or a Queen.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Rabid could live forever.

No Sustenance

The Rabid does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Rabid can regenerate 25 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	125	+50
Initiative	5	+1 Per 3 Levels
Speed	60	
Physical Defense	10	+1 Per Level
Damage Deflection	10	
Grapple Bonus	+10	+1 Per Level
Attacks	4	+1 Per 2 Levels
Reach	10 Feet	
Special Attacks	None	
Physical Exertion	10	+1 Per Level
Organization	1-250	1 Or 25d10
Treasure	None	

Generally does not carry treasure except on 15% or less roll.

Transformation of Another

The graceful bunny like figure tiptoes towards your friend mesmerizing her with her dance skills, all of a sudden she pulls a mask over your friends head who stiffens suddenly, and gunmetal silver gray Nanno skin

pours down her body, she rises stiffly to her toes as her feet become paw like and rabbit ears grow from the top of her head and her face become elongated and her eyes become glowing orange lenses.

Transformation Of You

You stand transfixed by the graceful dainty movements of the silver gray young woman in the rabbit suit and are caught off guard as the hood is brought down over your head you instantly stiffen and feel the TNV flow down your skin eating away your clothes and you feel as your stance becomes rod straight and you feel yourself lifted on your toes and the urge to dance fills you as you lose yourself to the emperor's will.

Quisling – Servitor

Though you would think that the Servitor would be the most numerous this is however incorrect. Servitors make up approximately 1% overall of the Quisling population mainly due to the fact that their usefulness is extremely limited. The Sub-Virus that creates Servitors is actually the most weak and does not really involve any genetic level changes beyond those used to destroy the Quislings ability to pro-create and the bonding of the Quisling Skin. The only reason the Quisling Servitor actually exists that some of the QPID [Massage Masks] were improperly coded, needless to say Franz IX wasn't very happy and the technicians that were responsible for the screw up were themselves infected with the Mk.IIS-X variant.

Physical Description

The Quisling servitor is the height of whatever species it once was; its skin is completely smooth gunmetal silver/gray and if female has a pair of perfectly proportioned breasts for its size.

The Servitors have no facial features whatsoever and their heads are completely smooth and do not even have the orange cybernetic eyes of the other species.

Infection Ability

None, the Servitor is unable to infect other persons through unaided means.

Infection Vectors

Servitors can be created through the use of QPID [Pronounced Cupid/Quisling Protocol Initiative Device/Massage Mask].

Combat

The Servitor is rather pathetic when it comes to combat due to the fact that its hands are mitten like and it can only slap or punch and only has the base strength of whatever the race was.

Enhancements

The Quisling Servitor does not receive any enhancements other than DD5 from the Nanno-Virus Skin.

Special Qualities

As part of the Quisling Template the servitor has the following special qualities.

Fanatical

The Servitor is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or a Queen.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Servitor could live forever.

No Sustenance

The Servitor does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for

sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Servitor can regenerate 5 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	25	+25
Initiative	0	+1 Per 3 Levels
Speed	40	
Physical Defense	5	+1 Per Level
Damage Deflection	5	
Grapple Bonus	0	+1 Per Level
Attacks	1	+1 Per 2 Levels
Reach	5 Feet	
Special Attacks	None	
Physical Exertion	0	+1 Per Level
Organization	1-250	1 Or 25d10

Solitary, Squad [5-9 Leady By A Standard Quisling], Platoon [30-50 Lead By 3-5 Or More Standard Quislings]; Company [150-250 Lead By 15-25 Standard Quislings].

Treasure None

Generally does not carry treasure except on 15% or less roll.

Transformation of Another

You watch as your friend puts the Massage Mask over her face to test it out, everything seems to be going fine until she starts to scabble at it and you can hear a quiet moan coming from her. Before you can do anything however she goes completely rigid and gunmetal silver/gray colored ooze starts to pour from her skin and quickly covers her body. After a few seconds the person who had been your friend now has a skin of gunmetal silver/gray her fingers and toes are fused together in mittens and her face is devoid of all features.

Transformation Of You

Curious about how effective the Massage Mask actually is you pull it over your head, the silver/gray fabric is cool against your skin and nothing happens for several seconds. You were told that as soon as it reaches body temperature that the massage features would kick in. You finally feel the mask reaching the same temperate as your face only to feel it tighten down on your skin painfully and as you try to pull it off you feel a tingling on your skin, on your lips, in your nose, eyes and ears.

You can feel it as something invades the orifices of your face and blocks them off and then you hear a voice whispering in your ear convincing you how wonderful and glorious it would be to serve the emperor's will.

While the voice is speaking you feel something gliding coolly down your skin eating away your clothes and constrict across your body, your fingers and toes are pulled together and fused leaving your hands as mittens.

Finally you can see again and glory in the wonder that is the Emperor's will.

Quisling - Technician

Sneaking through the NPE facility you find it hard to believe that no one is around until you hear something brushing against the wall above your head; looking up you see a silver/gray and metallic green rounded figure doing something to one of the computer towers imbedded in the wall as you watch several metallic green tentacles shoot from the bloated body and quickly remove a component and replace it with another.

Technicians are used as well technicians.

The overall number of Technicians in the Quisling population is right around 10%.

Physical Description

The Technician Quisling has a round metallic-green body with its head sticking upright from the top and its arms and feet being nothing more than stubby flippers coming from the top and bottom.

Infection Ability

None.

Infection Vectors

VIA QPIDS.

Combat

The Technician does not generally engage in combat and it's only form of defense is the hundreds of tentacles it is able to extrude from its body.

Enhancements

The Technician Has 25% Increase In Dexterity.

Special Qualities

As part of the Quisling Template the Technician has the following special qualities.

Fanatical

The Technician is completely loyal to the Emperor's Will and will not break off an attack unless otherwise commanded by a Handler, A Standard Quisling, Or a Queen.

Immortal

Due to the nature of the TNV it is constantly repairing cellular damage and keeps the body at an approximate age of 25 years [or the equivalent for other races] in top physical condition so theoretically the Technician could live forever.

No Sustenance

The Technician does not require sleep, food, water, or oxygen. The TNV is able to pull sustenance literally from the air changing even oxygen molecules at the atomic level into whatever the Quisling requires for sustenance.

Silence

All Quislings attack in complete silence, and do not make any noise even when taking a grievous injury.

Regeneration

The Quisling Technician can regenerate 15 hit points per round.

Statistics [Base Creature Human]

Stat	Base	Per Level
Max Level	0	20 th
Hit Points	30	+15
Initiative	0	+1 Per 3 Levels
Speed	80	
Physical Defense	10	+1 Per Level
Damage Deflection	5	
Grapple Bonus	5	+1 Per Level
Attacks	10	
Reach	15 Feet	
Special Attacks	None	
Physical Exertion	0	+1 Per Level
Organization	1-250	1 Or 25d10

Solitary, Squad [5-9 Lead By A Standard Quisling], Platoon [30-50 Lead By 3-5 Or More Standard Quislings]; Company [150-250 Lead By 15-25 Standard Quislings].

Treasure None

Generally does not carry treasure except on 25% or less roll.

Transformation of Another

You watch as your friend pulls the mono-film duty suit on and you turn away for a second, turning back after a few seconds you see something is wrong. As you watch your friend bloats into a perfect circle and her face, hands, and feet are quickly covered by silver/gray Nanno-skin and orange eyes peer at you as she drifts towards the ceiling.

Transformation Of You

Pulling on the mono-film duty suit it feels odd and almost feels as if it is sticking to your skin, after a few minutes you feel odd and all of a sudden the suit starts to bloat outwards with your skin connected to it, you feel your bone structure reshape itself to your new form, a silver/gray Nanno-ooze flows over your face and when it clears again your vision is orange tinted with schematics and diagrams scrolling across and you float upwards towards the computer tower and start fulfilling the Emperor's will as tentacles sprout from your body and start running diagnostics on the components.

SIGURD'S GUIDE

"So this is how this is going to work." - Lance Corporal Joseph R. Wolcott 15 Minutes Before Getting Eaten By A Xenomorph Entity.

CHAPTER 11 - GAME MECHANICS

Game Mechanics

This chapter will cover various game rules and mechanics of Sigurd's.

These rules are not set in stone; if a GM doesn't like a certain rule he is free to change it at his discretion.

Also feel free to e-mail us suggestions or questions on the game mechanics of the system.

11.1 - Addiction & Drunkenness

This section will cover drug abuse and addiction, being drunk and their side effects and consequences.

Drug Abuse

Face it eventually you'll get a player that wants to take the Drug Addiction Disadvantage and you are going to want to know how to use it properly.

After taking a hit there are generally four types of reactions for drug users and this can also go for those getting drunk.

The reactions are as follows: sadness, happiness, anger/aggression, and then the listless user. It should also be noted that addicts will also have a secondary reaction once they come off their high and it may be the same or different reaction than what they had while on their high.

Reactions And Side Effects

Sadness - Generally this type of user sits around crying and weeping and even the happiest things will set them off on a new jag.

Happiness - Generally these types of characters are incredibly happy and even if you take their leg off with a rusty hacksaw missing half its teeth they'll just laugh and joke while it's going on.

Anger/Aggression - These types of addicts are mean and tend to pick fights with anyone they can and get even more pissed when no one wants to fight them.

Listless - Listless users pretty much just stare at the wall or off in the distance locked in their own world and rarely react to things outside of it even when attacked or spoken to.

Table 11-1 – Reactions/Side Effects

Reaction	Effect
Sad	-2 To All Attack Rolls & Initiative
Happy	Always Attacks Last
Anger	+2 To All Attack Rolls & Initiative
Listless	Doesn't Do Anything Unless Directly Attacked And Then Takes Damage. Then Only Attacks The Round That They Take Damage.

Durations & How Often The Drugs Must Be Taken

The duration of the high side effect and the side effect from coming down from the drug is determined by a complicated math formula that we use; just kidding;

we've added a handy dandy little chart for you to use.

It should be noted that the following chart is for generic if you actually want to take time to research various drugs to figure out high durations and after coming off the high effect durations be our guest, eventually we'll probably have a more indepth chart to work with in a later publication.

Table 11-2 – Drug Usage & Durations

Length	Per Day	High	After
-6 Months	1	60 Mins.	7.5 Mins.
6+ Months	2	50 Mins.	10 Mins.
1 Year	4	40 Mins.	15 Mins.
2 Years	6	30 Mins.	20 Mins.
3 Years	8	20 Mins.	30 Mins.
4 Years	10	15 Mins.	40 Mins.
5 Years	12	10 Mins.	50 Mins.
5+ Years	14	7.5 Mins.	60 Mins.

Drunkenness

While being a drunk is technically drug abuse we'll be discussing it a little separately.

While drunk or getting drunk a person will pretty much have the same reactions as a drug addict and you can use the above charts from the Drug Abuse section for drunk people as well.

Table 11-3 gives you a basis to work off when determining drunkenness first you'll locate the number closest to their weight and track how many drinks and what type they are and then have them roll an Exertion Check as appropriate.

Table 11-3 - Determining Drunkenness

Weight	Beer	Light*	Shots	EC**
100lbs.	1	1	1	10
	3	2	2	15
	5	3	3	20
	7	4	4	25
	9	5	5	30
125lbs.	3	2	1	10
	6	4	2	15
	9	6	3	20
	12	8	4	25
	15	10	5	30
150lbs.	4	3	2	10
	8	6	4	15
	12	9	6	20
	16	12	8	25
	20	15	10	30
200lbs.	5	4	3	10
	10	8	6	15
	15	12	9	20
	20	16	12	25
	25	20	15	30
250lbs.	6	5	4	10
	12	10	8	15
	18	15	12	20
	24	20	16	25
	30	25	20	30
300lbs.	7	6	5	10
	14	12	10	15
	21	18	15	20
	28	24	20	25
	35	30	25	30
500lbs.	10	9	8	10
	20	18	16	15
	30	27	24	20
	40	36	32	25
	50	45	40	30

*The light [drink] category consists of Champaign, Wine, Wine Coolers, and Mixed Drinks.

**For every alcoholic beverage imbibed after the EC30 check add another five to the exertion.

11.2 - Advantages & Disadvantages

Advantages are taken at the time of character creation and cost a certain number of points which are paid for by taking disadvantages.

The details of this are described in greater depth in Chapter 4 Advantages & Disadvantages but we'll throw in a couple bits of information to reiterate here.

The first point is that you cannot have more than a total of five advantages and disadvantages.

The second point is anyone playing Sigurd's for the first time gets Jasper The Roach for free and it does not count towards their five allotted advantages and disadvantages.

The third point is any leftover points from Disadvantages may be used to add extra hit points to your character on a one for one basis.

11.3 - Animals

Most people know the basics of taking care of dogs and cats and gerbils and what not; but to be able to take

care of more complicated animals with special needs they must take the Fauna Boost and to ride them you must have the Ride 'Em Cowboy Boost.

Another thing that can be done from animals large enough to ride is attacks this is described in more detail in the Attacks & Combat section below.

11.4 - Attacks & Combat

This section will discuss normal attacks versus opponents, stationary objects, and attempting to make attacks from vehicles and making attacks with weapons set on automatic or burst fire.

Table 11-4 – Attacks Per Level lists how many attacks you get each level.

Table 11-4 – Attacks Per Level

Level	Attacks
0 th – 3 rd	1
4 th – 7 th	2
8 th – 11 th	3
12 th – 15 th	4
16 th – 20 th	5

Types Of Combat

Now there are three types of combat in the Sigurd's System, Unarmed [or hand to hand], Melee, and ranged combat.

Unarmed Combat

Unarmed combat is using one's own body to cause damage to an opponent or object generally this is just your standard brawling or martial arts type of fighting.

It should however be remembered that if you don't have the unarmed combat boost you will only be able to cause non-lethal damage; although certain attacks are automatically lethal damage; and while this damage is not deadly it can still kill a person if you continue to do non-lethal to the point where they reach 0 hit points and then starts all over at lethal so you can actually beat someone unconscious and then beat them to death.

Melee Combat

Melee combat; which technically unarmed combat could be referred to as melee but we'll not quibble on that point; is close in fighting with actual hand held weaponry that does, slashing, piercing, bludgeoning, and other types of damage these weapons can be anything from a small pocket knife up to a huge lance or pole-arm.

Ranged Combat

Ranged combat includes both muscle and chemical [or mechanical] powered weaponry that can cause damage at a distances beyond the players normal reach.

Weapons that are used for this type of combat can be bows, throwing knives, firearms, artillery and the like.

Attacks Vs. Opponents

The easiest way to explain attacks and attacking is when you physically assault your target causing harm.

Attacking is done by declaring who or what you are going to attack and rolling 2d10 and adding any bonuses to hit and then seeing whether or not you actually do hit your intended target.

Whether or not you hit is determined by comparing your roll to the target's physical defense and whatever other bonuses they may have to keep from being hit.

The number you need to make a successful hit must be equal to or greater than their Physical Defense bonus. After finding out whether or not you've actually struck your target you then roll whatever appropriate damage dice are necessary; just remember though just because you hit your target doesn't mean you actually dealt damage.

Attacks Vs. Stationary Objects

Now occasionally you'll have to attack some poor inanimate object that gets in your way like that automated machine gun nest keeping you from getting down the hallway to that stuck door, or even a briefcase holding important information that you need to pry open. Thankfully objects are generally easier to hit than moving targets and you only need a ten most of the time to do so; however if the object is two sizes smaller than your own size category you start incurring penalties to strike said object.

Now if attacking an object and attempting to break it a successful attack must be made and enough damage must be done to get past the items damage deflection. Once all of the items hit points are exhausted it is considered broken and unusable.

Table 11-5 – Object Size Modifier Chart details the modifiers needed to hit stationary objects and Table 11-7 – Basic Object Damage Deflection Chart lists the various damage deflection for ordinary everyday materials.

Now to determine the size of the object you have to take its largest dimension to determine what the actual size category is; whether this is height, width/breadth, or length/depth it doesn't matter just figure out what the largest dimension is and then look at Table 11-6 – Object Size Categories and go from there.

Table 11-5 - Object Size Modifier Chart

	F	D	T	S	M	L	H	Gi	Ga	C	Ti
F	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
D	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
T	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8
S	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
M	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
L	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
H	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4
Gi	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3
Ga	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2
C	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1
Ti	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0

Table 11-6 – Object Size Categories

Size	Height
Fine	Less Than 1"
Diminutive	1"-1'
Tiny	1'-2'
Small	2'-4'
Medium	4'-8'
Large	8'-15'
Huge	15'-30'
Gigantic	30'-45'
Gargantuan	45'-60'
Colossal	60'-75'
Titanic	75'+

Table 11-7 - Basic Object Damage Deflection Chart

Material	Deflection	Material	Deflection
Paper	0	Cardboard	1
Cloth	2	Plastic/Wood	3
Glass	4	Aluminum	5
Stone	6	Steel	7
Ceramic	8	Titanium	9
Diamond	10		

Attacking With Your Off-Hand

Basically the way that off-hand attacks works is that a person gets a number of attacks with their good hand dependent upon what level that person is which is shown in Table 11-8 –Attacks Per Level which shows how many good hand attacks you get per level as well as how many off-hand attacks you would get normally and with the Ambidexterity advantage.

However a person is also able to get attacks with their off-hand as well but this is limited to just one attack for the off-hand unless ambidexterity is taken to gain more off-hand attacks; but these attacks accumulate a -1 for each attack which can be dampened or completely negated by taking ranks in the Akimbo Boost.

Now to gain additional off-hand attacks a person can take the Ambidextrous Advantage and gain up to five total off-hand attacks however these extra attacks cannot be used until the player has gained levels sufficient to have the same number of good-hand attacks and these off-hand attacks also gain an accumulative minus still.

For example a person that has gained five off-hand attacks at this point would gain an accumulative -5 to their fifth and final off-hand attack; this can be negated however by taking the Akimbo Boost allowing you to rank up and eliminate the minuses and finally at higher ranks add to the attack bonus of the off-hand.

Below is an example -

Jack is using two Desert Eagles and has Ambidexterity and has three good hand attacks per round and is able to also take three off-hand attacks each round [for a total of six attacks; one thing to remember when attacking with two weapons the good and off hands alternate with the good hand always going first]. His first shot with his good hand has no minuses however his second attack is with his off-hand which gains -1, his third attack with his good hand is at 0, then his fourth attack is at -2, his fifth at 0, and his sixth at -3, now if Jack had his maximum number of attacks allowed a character at the highest level his tenth and final attack would be at a -5.

Table 11-8 – Off-Hand Attacks Per Level

Level	Good-Hand	Off-Hand	Minus
0 th – 3 rd	1	1[1]	-1[-1]
4 th – 7 th	2	1[2]	-1[-2]
8 th – 11 th	3	1[3]	-1[-3]
12 th – 15 th	4	1[4]	-1[-4]
16 th – 20 th	5	1[5]	-1[-5]

Attacking From Vehicles

Attacking from vehicles can be very tricky; first if you are the one driving you gain a -2 to your attacks and operate vehicle checks if just driving normally; I.E. no speeding or doing fancy maneuvers.

However if you are doing a special action while driving your starting minus is five and you accrue an additional minus for every five miles over thirty-five that you are traveling or for each five points over ten on an exertion check.

However if you are a passenger you only have a -1; and an additional -1 for every 10 miles over thirty-five miles an hour the vehicle is traveling.

However here is where it gets bad if the driver has to do any special maneuvers that require an operate vehicle check you gain an accumulative -1 for every 5 points over a Exertion Check over 10; thus if a driver needs to make a 18 Exertion Check the passenger gets an accumulative -2 to their attacks [GM rounds up to the nearest five].

Attacking From Animals

Attacking from animals can be very tricky; first if you are the one controlling the animal you gain a -3 to your attacks and ride 'em cowboy checks if just moving normal; the minus is even more than with a vehicle since animals have a mind of their own; I.E. no galloping or doing fancy maneuvers.

However if you are doing a special action while riding your starting minus is five and you accrue an additional minus for every five miles over thirty-five that you are traveling or for each five points over ten on an exertion check.

However if you are a passenger you only have a -2; once again there is an additional minus due to the animal having its own mind; and an additional -1 for every 10 miles over thirty-five miles an hour the vehicle is traveling.

However here is where it gets bad if the handler has to do any special maneuvers that require a ride 'em cowboy check you gain an accumulative -1 for every 5 points for an Exertion Check over 10; thus if a handler needs to make an 18 Exertion Check the passenger gets an accumulative -2 to their attacks [GM rounds up to the nearest five].

Attacks With Vehicle Mounted Weapons

Whereas the Attacking From Vehicles section basically describes a person hanging out the window and firing a hand held weapon this section will cover firing a weapon that is mounted to a vehicle.

Basically with vehicle mounted weapons there is less chance of the weapon bouncing up and down and side to side so the checks from various things are halved such as follows.

Passengers ignore the initial minus one that they start out with and instead of a -1 for every 10 miles over the speed limit it goes up to every 15 miles over the speed limit before they get another -1.

Passengers also only get a -1 for every four points over ten that an Exertion Check requires for operate vehicle instead of every two.

Lastly drivers only get a -1 to attacks and operate vehicle checks but the controls must be mounted to the steering wheel or stick, or control system of the vehicle for this to occur.

Attacks With Select Fire Weapons

This section discusses firearm attacks that cause a weapon to fire multiple rounds in a single attack.

Automatic Weapons Fire

This is considered an area effect attack and a full around action and only requires a ten to hit the area.

This attack works only on weapons that are capable of fully automatic fire and have at least ten rounds; 5 rounds are expended on each square and at least two squares must be fired into.

Each creature in those squares must make a Physical Exertion of 10 plus the rank of the weapon boost being used plus the level of the attacker to take only half damage or takes the full amount of damaged rolled if however the target rolls a critical; natural 20 on 2d10 he takes no damage at all.

To perform this attack the player declares his intentions and then attacks the area not the persons standing in the area and thus only needs a ten to hit the area.

For damage roll the dice as if a single round had been fired and then multiply by 2.5. A maximum of ten squares can be affected. The player must have SMG Boost, Assault Rifle Boost, and or Heavy Weapons Boost to use automatic fire setting on these weapons.

Burst Fire

This type of attack counts as a single attack action and the weapon must be capable of burst fire and have at least three rounds left in its magazine.

When burst fire is used and a successful attack is rolled and it is a hit; remember burst fire always gives the attacker -1 to hit on the first attack and an accumulative -1 for every additional attack after that; they must then roll damage and multiply times 1.5. The player must have SMG Boost, Assault Rifle Boost, and or Heavy Weapons Boost.

Attacking Multiple Targets In The Same Round

Often you will be confronted by multiple enemies and have to switch targets in the same round; however switching targets causes a penalty of -1 per switched target; even if you kill a target this penalty still exists.

However there is a cheating way to negate these minuses a player may at the beginning of the round designate what target each attack is going to hit thus removing the minuses; however there is a slight drawback to this even if one of his targets was not killed he must still switch to the next designated target otherwise all of the penalties that would have accrued from switching targets are automatically add back on to their next and following attacks.

Also it should be noted that you cannot say well if I drop this guy I'm switching to another guy, the number of attacks must be specifically stated before combat starts.

Attacking With Two Gun Mojo

Just a little bit of clarification on this –

Most people say that Two-Gun Mojo is total crap; however a lot of people mistake Two-Gun Mojo with being able to engage separate targets whilst firing the guns at the same time. This is in fact incorrect. Two-Gun Mojo is actually the ability to engage separate targets with separate weapons fired in serial rather than in tandem; see the Two-Gun Mojo Advantage for a better description; this basically allows a character to engage multiple targets each round without incurring the target switching penalty normally associated with this.

Attacking The Same Target With Multiple Attackers

Up to four people can attack a medium sized character or item at close range and for each person after the first they gain a +1 to their attack bonuses however once you have reached the cap for the creature size you start accruing minuses since you have to take greater care not to hit one another; for every person past the cap you gain a -1 to hit your target since you are pretty much surrounding the creature but also trying to avoid hitting each other.

Table 11-9 – Multiple Attackers Vs. Size Category lists the creature/item sizes and then how many can safely attack it at the same time.

Cool, I got a 20 on that roll you had me do; what was it for anyway? - Bard

To see how many people are attacking you - Josh

Oh - Bard

Table 11-9 - Multiple Attackers Vs. Size Category

Size	Number Of Attackers
Fine	1
Diminutive	2
Tiny	2
Small	2
Medium	4
Large	8
Huge	12
Gigantic	16
Gargantuan	20
Colossal	24
Titanic	28+

Attacks Of Opportunity & Retreating

During combat sometimes running away is a good idea however there are smart ways to run away and stupid ways to run away.

The smart way to run away is called retreating and is done by having your character move backwards out of combat and not move more than a quarter of their movement.

However if a character just plain out and out runs away any character or NPCs within a single square of their path gains a free attack against them even if they have no attacks left for that round.

Called Shots

A character confident enough in his Boosts can make a called shot and thus target a specific area on a person, creature, or inanimate Object.

Called shots allow a character to possibly hit a critical spot that will hopefully do decisive amounts of damage as well as possibly stopping or killing the object targeted.

Making a called shot incurs a -5 penalty to the attack roll; this can however be negated if the person wait's a number of rounds equal to the negative to hit.

Parrying, Blocking, & Disarming

To parry or block an attack you must have at least one attack of your own left over and it should be remembered that attacks refresh at the end of the previous round.

Parrying can be done with any weapon that is handheld; for example you can block a sword swing with another sword, a table leg, or even a handgun. Blocking can only be done with a larger item such as a shield or something of roughly the same size.

To block or parry a weapon you must declare your intent and then roll an attack, the roll must be greater than or equal to your attackers roll otherwise it does not work; however if you roll a critical hit while parrying or blocking you automatically disarm them and use the Table 11-10 – Disarming Direction & Distance. It should be remembered that these actions take up one of your attack actions.

If an attack is successfully parried you take only half whatever damage would have normally been dealt to you and it is also reduced to subdual where as a successful block of an attack completely negates all damage that would have been done.

Table 11-10 - Disarming Direction & Distance

%	Direction	%	Distance
1-25%	Front	1-5%	5' [1 Square]
26-50%	Back	6-10%	10' [2 Squares]
51-75%	Left	11-15%	15' [3 Squares]
76-100%	Right	16-20%	20' [4 Squares]
		19-25%	25' [5 Squares]
		26-30%	30' [6 Squares]
		31-35%	35' [7 Squares]
		36-40%	40' [8 Squares]
		41-45%	45' [9 Squares]
		46-50%	50' [10 Squares]
		51-55%	55' [11 Squares]
		56-60%	60' [12 Squares]
		61-65%	65' [13 Squares]
		66-70%	70' [14 Squares]
		71-75%	75' [15 Squares]
		76-80%	80' [16 Squares]
		81-85%	85' [17 Squares]
		86-90%	90' [18 Squares]
		91-95%	95' [19 Squares]
		96-100%	100' [20 Squares]

Fighting Defensively

A character can choose to fight defensively which basically means while they are fighting back to keep themselves from being injured they aren't taking any great pains to go on the offensive and are doing just

enough to keep themselves from getting killed.

If a character wishes to fight defensively they gain a +1 to their defense for every rank they have in the weapon boost they are currently using however their attacks deal no damage whatsoever even when they hit.

This can be done with both melee and ranged weapon; examples would be constantly moving and using your weapon to intercept attacks with melee weapons or just spraying and praying with your firearm to keep the bad guys heads down.

Lethal & Non-Lethal Damage

There are two types of damage in the game, lethal and Non-Lethal.

Lethal is generally when you are trying to severely wound or kill someone this can be done with either unarmed attacks; depending on the type of attack it may require the unarmed combat Boost; melee weapons or ranged attack weapons.

Non-Lethal Damage is generally when you are trying to slow down or subdue someone without great physical harm.

Generally most melee and unarmed attacks can be declared non-lethal and melee weapons can be used non-lethally by pulling a blow on blunt weapons or using the flat of edged weapons to deal the damage, ranged weapons can only do non-lethal if using special ammunition such as blunt arrows or non-lethal firearm loads.

It should also be noted that if a person drops below their normal amount of hit points from non-lethal damage they start taking lethal damage.

Unarmed Combat

The following table for hand to hand combat is for a standard human being and doesn't take into account those races that have fangs, claws, tails or other natural weapons.

Generally if a character does not have the unarmed combat Boost damage is generally non-lethal.

Grappling

To initiate a grapple you must first be within melee range. This initiation takes up a single attack action and requires an unarmed combat check vs. a similar check from the opponent.

If successful the character is grappled, if a tie the person initiating the grapple wins, opponents can try to break free or take control of the grapple during their turn and attempt this as many times as they have attack actions.

Coup De Grace

This special attack can only be done when a target is suffering from either being dazed or stunned; character must make a called shot to a vital organ or the head and succeed to pull off a Coup De Grace; this type of attack can be used to kill only.

Knockout Blow

With Knockout Blow a character must make a called shot to the head of a target dealing 25% of the remaining character's hit points in damage.

Table 11-11 - Unarmed Combat Attacks Chart

Attack	Damage	[Non] Lethal
Biting	1d4	Lethal
Choke	1d6/Round	[Non]Lethal
Claw	1d4	Lethal
Dodge	Special	N/A
Elbow	1d6	Lethal
Eye Gouge	1d4/Special	Lethal
Fist	1d6	[Non] Lethal
Head Butt	1d8	[Non] Lethal
Kick/Sweep	2d4	[Non] Lethal
Knee Smash	1d8	Lethal
Neck/Limb Breaking	Special	Lethal
Shoulder Block	1d6	Non-Lethal
Slap	1d3	Non-Lethal
Tackle	Special	Non-Lethal
Throw	Special	Non-Lethal

Biting

One of those types of attacks women are more likely to use than men; however that doesn't make bites any less dangerous.

If a character is bitten; you might want to keep this in mind if you actually get bitten in real life as well; immediately go to the emergency room and have the wound professionally cleaned and get antibiotics.

Human mouths are some of the filthiest germ laden things in the world, they pretty much have to be to kill the crap humans generally ingest; don't get me started on some of the weird stuff that people put in their mouths.

Special - There is a 75% chance a bite wound becomes infected if not properly treated; there is also a 10% chance the biter will lose or chip a tooth.

Choke

To choke someone; either to death or to just choke them out; it must be declared whether it is first lethal or non-lethal damage and then a successful grapple check must be made.

The person has a number of rounds equal to their Physical Exertion to break the choke. If the choke is not broken it does 1d6 + Unarmed Combat Boost; if the person has it; in hit point damage per round until the person is unconscious, if the person continues to be choked after unconscious they automatically take the full amount of damage each round [due to the fact that they are unable to even struggle].

Extra lethal damage can be done each round by pressing ones thumbs into the larynx of the person's throat this does an additional 1d4 points of damage each round.

Claw

Another one of those lovely attacks that women generally engage in; this attack is basically the curling of ones fingers and raking them down the opponent's body, generally face and eyes are prime targets and if the person has long nails they'll do even more damage.

Dodge

First off: no you cannot dodge bullets, this dodge is against either melee weapons or unarmed combat, and this allows you to dodge these attacks by rolling a

dodge vs. their attack roll. However it requires having attack actions left; so if you don't have any left you are pretty much out of luck. You must roll 2d10 and get a higher number than their attack roll.

Elbow

This can be a rather nasty attack since you are using the point of your elbow to inflict damage, generally most people elbow in either the face or the stomach.

Eye Gouging

This attack can be used after a successful grapple check. This is a fairly nasty way to attack someone by grabbing the sides of their head and pushing your thumbs into their eye sockets and is always lethal damage; it only does a d4 of damage but also gets the side effect of blinding the person for a number of rounds equal to those stated in the blinding section of this chapter.

Fists & Punching

The most common way for an unarmed person to attack others is by clenching the hand into a tight ball and striking another; remember your thumb goes outside the clenched fingers.

Head Butt

Generally there are two general areas that most people Head Butt; the first would be to the face either impacting your opponents forehead or nose, the second would be the stomach and chest area which requires a running start and takes a full round action, a person must make a EC15 Physical Exertion to keep from being dazed.

Special - If initiator does not have the Unarmed Combat Boost he takes half the damage dealt to his opponent.

Kick/Sweep

This attack type can be used to either do damage to someone or knock them off of their feet. If you are attempting a sweep to knock someone off their feet their EC to avoid the attack is equal to the initiators attack roll. Generally this damage is non-lethal especially if just knocking someone down. However if the Unarmed Combat Boost is used it can be made lethal.

Knee Smash

Generally there are three targets for a knee smash -

1.] Nose - this attack requires a grapple check, this attack is basically bringing your opponents head forcibly downward while your knee moves upward, this form of Knee Smash always deals lethal damage.

2.] Stomach - this attack is generally used to wind an opponent and basically means you have moved your knee up and into their stomach, EC15 or stunned for 1d4 rounds. Rarely is this damage lethal however if the Unarmed Combat Boost is used the attacker can declare he is using lethal damage.

3.] Groin - This is likely the most painful use of the knee smash and is basically ramming ones knee into the genitalia and sometimes even grinding said genitalia against the pubic bone. You can actually kill a guy in real life doing this one especially if a testicle is ruptured. However don't let women fool you this attack

hurts them almost as much as it does a man.

It should be noted that this use of the knee smash is always lethal damage.

Neck/Limb Breaking

A successful grapple check must be made and then the initiators Unarmed Combat roll is used against the opponents own Unarmed Combat roll.

If a limb is successfully broken the person automatically takes 6 points of damage for a broken arm and 8 points for a broken leg and 10 for a broken neck.

It should be noted that just because you have broken someone's neck it doesn't automatically kill them; unlike the movies; you must also sever the spinal column.

If an arm is broken the person is unable to use it for any actions, if a leg is broken their speed is automatically dropped by half.

Shoulder Block

Not really a very lethal attack you pretty much put your shoulder down and slam it into someone else's shoulder, back, or chest.

Slap

Generally another feminine attack or if you want to just get someone's attention plus it is great for stopping someone who is having hysterics.

Tackle

Seriously this one is easy folks, this takes a full round action, you have to have a running start and make a successful grapple check.

Throw

This attack is pretty straight forward and generally requires using leverage and your opponent's weight against them. A successful grapple check must be made to initiate the throw and if successful does 1d4 x the initiators Physical Exertion in damage and the target gets thrown ten feet; there is also situations where you may throw a person against an object if this does happen it is up to the GM to decide what actually happens damage wise to both the thrown person and the object.

Using Weapons During A Melee Combat

If you are in melee combat or are targeting someone in melee combat you are at -5 to hit with ranged weapons.

If you are targeting someone in melee combat and miss you must consult the defense of the person you weren't trying to shoot; if there is more than one person in said melee combat start from highest and go to lowest; if the person's defense is higher than what you rolled the shot misses the melee combat entirely, if however the roll is higher than the person's defense you must roll a % to determine if you accidentally hit that person, 1-50% and yes you did hit that person, 51-100% is a complete miss on the melee.

In this case Melee refers to combat with melee weapons, unarmed combat, and grapples.

11.5 - Boosts & Boost Points

To enhance a character's knowledge and abilities this game system offers things called Boosts that add bonuses to Exertions, rolls, attacks, the ability to know certain things, as well as the use of weaponry and equipment as well as being able to craft, build, and

repair things.

Each Boost has ten; twenty for epic level games; ranks which is what we set it at thinking that once people maxed something out to ten ranks they would move on to other boosts that interested them. However if you as a GM feel like being nice you can feel free to have as many bloody ranks as you want to, we're trying to make this as user friendly as possible so have fun with it.

Now Boosts themselves are restricted to a certain level which is your current level plus one meaning that if you are level five you can rank a boost up to rank six there are a few ways you can cheat past this little restriction however and is listed with the rest of the modifiers you can get towards boosts later in this section we'll also lists ways in which to handicap your boosts.

As you level up you get a certain number of boost points which is detailed in Table 2-1 – Level rewards in Chapter 2 – Character Creation and repeated on Table 11-12 – Level Rewards.

Boost points can pay for either boost ranks on a scaled system or for hit points on a one for one basis and the rank cost is detailed on Table 2-2 – Boost Rank Costs in Chapter 2 – Character Creation and Table 5-1 – Boost Rank Costs in Chapter 5 – Boosts and is repeated here on Table 11-13 – Boost Rank Costs.

Table 11-12 - Level Rewards

Level	Boost Points	Attacks	Max Rank
0 th	25	1	1
1 st	50	1	2
2 nd	50	1	3
3 rd	50	1	4
4 th	50	2	5
5 th	50	2	6
6 th	75	2	7
7 th	75	2	8
8 th	75	3	9
9 th	75	3	10
10 th	75	3	10
11 th	100	3	10
12 th	100	4	10
13 th	100	4	10
14 th	100	4	10
15 th	100	4	10
16 th	125	5	10
17 th	125	5	10
18 th	125	5	10
19 th	125	5	10
20 th	150	5	10

Table 11-13 – Boost Rank Costs

Rank	Rank Cost	Total Cost
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	6	21
7	7	28
8	8	36
9	9	45
10	10	55

There are seven boost Categories Esper Boosts, Esper Disciplines, Esper Powers, Knowledge/Craft, Mental, Physical, and Weapon.

Esper Boosts, Esper Disciplines, and Esper Powers are described later on in this chapter.

Knowledge/Craft boosts are used to learn knowledge about certain subjects and to be able to craft and repair things that fall into that knowledge category while Mental boosts allow you to be able to stave off mentally debilitating consequences and perform mentally challenging objectives.

Physical boosts allow a person to perform and excel in the physical arts such as running, jumping, climbing, and other physical activities as well as allowing them to be able to carry more weight and stave off physically debilitating effects.

Weapon boosts are the easiest to understand and allow you to use certain weapons and gain bonuses with them.

Players that choose to play humans can also gain an additional five boost points per level if someone in the party is playing a non-human race; NPCs do not count.

There are a few other ways to cheapen or lessen the cost of various boosts as well as being able to add bonuses to them.

11.6 - Crafting & Disabling

Crafting items is pretty straightforward you and the GM should discuss what you are wanting to build and then the GM will decide what the Exertion check will be.

Repairing things goes along the way same way but the EC is generally lower for just a repair check and we've included a table with these details.

Disabling something can be almost as easy as repairing something but not quite as hard as building things; there are two disable boosts that you can take the first of these is mechanical which involves things such as standard keyed locks and simple mechanical objects while the other is Electrical which refers to complicated electrical and electronic items such as computers, digital locks, and the like.

Table 11-14 – Craft/Repair/Disable Exertions

Difficulty	Craft	Repair	Disable
Very Simple	5	5	5
Simple	10	5	5
Very Easy	15	10	5
Easy	20	15	10
Complex	25	20	15
Very Complex	30	25	20
Difficult	35	30	25
Very Difficult	40	35	30
Hard	45	40	35
Very Hard	50	45	40

11.7 – Critical Hits & Misses

We here at Bag Of Hammers want to make it abundantly clear that if you roll a critical hit it is a critical hit; there is no need to make a second roll to confirm this fact; in this vein a critical hit is anytime a person rolls a natural 20 on a 2d10 die.

Now some weapons may have a lower critical range such as extremely sharp weapons or magnum grade

ammunitions; these are listed with the specific weapon and ammo type on other charts and these numbers are only if the natural number is rolled on 2d10.

A critical miss occurs any time a character rolls a natural 2 on 2d10 thus meaning they have fumbled in some manner or their weapon has malfunctioned.

To make life a little easier and more fun for the game as well as the players and GM we have included several Critical Hit and Critical Miss Charts in this section, if you don't like these charts don't use them or make up your own, it's all about having fun.

Now when the chart says double or triple damage you always add all damage bonuses together and multiply times the modifier. It should also be noted that with blinding and deafening that the target takes double damage while the more severe rolls such as losing a limb and higher always deals triple damage.

One thing that should be noted about the critical miss charts; bullets and other projectiles ricochet at random, if you are using a melee weapon and there are no allies within range it is always automatically hit self.

Critical Hits & Misses Vs. Creature

This section covers charts when you are attacking creature on creature.

Hey I Got a 99% Critical Hit! - Bard

Great, now you have to confirm it - Josh

What!?! - Bard

He's just kidding Bard - Justin

True, very true, having to confirm that you hit something is like sticking your hand in a fire to see

if it has been lit yet - Josh

Too true - Justin

Table 11-15 - Critical Hit Chart Vs. Creatures

Percentage	Special
1-35%	Double Damage
36-70%	Triple Damage
71-75%	Deafened
76-80%	Blinded
81-87%	Lose Limb [Upper]
88-94%	Lose Limb [Lower]
95-96%	Chest Wound
97%	Head Wound
98%	Artery Sever
99-100%	Head Trauma

Double Damage

When calculating double damage you first roll the die for damage and then take your die roll and add in any damage modifiers you may have then multiple times two.

Triple Damage

When calculating triple damage you first roll the die for damage and then take your die roll and add in any damage modifiers you may have then multiple times three.

Deafened

This follows the deafened rules stated in this chapter and the target also takes double damage.

Blinded

This follows the blinded rules stated in this chapter and the target also takes double damage.

Lose A Limb [Upper or Lower]

Losing a limb doesn't just include arms or legs; but does not include the head; this may include wings, tails, tentacles, etc.

When losing a limb the target automatically takes triple damage and loses whatever limb is rolled.

Don't forget losing a leg decreases movement by a percentage equal to 100 divided by the number of motive limbs.

Chest & Head Wound

Target automatically takes triple damage and must roll to see how many rounds they have before death sets in; this is a d10+4 rounds for a chest wound and d6+4 rounds for a head wound.

Artery Severed

Target takes normal damage and then takes 1d10 points of additional damage per round from blood loss.

Head Trauma

Character automatically takes normal damage and falls into a coma, death will ensue in 1d4+4 days if immediate hospital grade medical attention is not taken. Field expedient healing cannot do anything save for extremely high level Esper healing.

Table 11-16 - Critical Miss Chart Vs. Creatures

Percentage	Special
1-16%	Weapon Jammed/Stuck
16-23%	Disarmed
24-30%	Weapon Damaged
31-46%	Self/Ally [Normal]
47-62%	Self/Ally [Maximum]
63-78%	Self/Ally [Double Damage]
79-94%	Self/Ally [Triple Damage]
95-98%	Self/Ally [Limb]
99%	Self/Ally [*]
100%	Screwed Up

Gun Jammed/Weapon Stuck

It takes a single round to un-jam a fire-arm or to remove a melee weapon stuck in something; if a melee weapon is stuck in something they must make a physical exertion equal to ten plus their physical exertion bonus.

Disarmed

A character has been disarmed in some form; either by another character or just simple incompetence; first roll a % for direction then rolls a % for distance and consult the chart below which shows which direction and how far the weapon has traveled after the disarming. So you may end up with your weapon some 100 feet away from your character.

Table 11-17 - Disarming Direction & Distance

%	Direction	%	Distance
1-25%	Front	1-5%	5' [1 Square]
26-50%	Back	6-10%	10' [2 Squares]
51-75%	Left	11-15%	15' [3 Squares]
76-100%	Right	16-20%	20' [4 Squares]
		19-25%	25' [5 Squares]
		26-30%	30' [6 Squares]
		31-35%	35' [7 Squares]
		36-40%	40' [8 Squares]
		41-45%	45' [9 Squares]
		46-50%	50' [10 Squares]
		51-55%	55' [11 Squares]
		56-60%	60' [12 Squares]
		61-65%	65' [13 Squares]
		66-70%	70' [14 Squares]
		71-75%	75' [15 Squares]
		76-80%	80' [16 Squares]
		81-85%	85' [17 Squares]
		86-90%	90' [18 Squares]
		91-95%	95' [19 Squares]
		96-100%	100' [20 Squares]

Weapon Damaged

Somehow your weapon has become damaged and cannot be used again until repaired properly.

Hit/Self Ally

There are six different Hit/Self Ally rolls. First it should be noted that if you are using a melee weapon and there are no ally's within range of your melee weapon it automatically hits self. There is a fifty-fifty chance of hitting yourself or ally.

Table 11-18 - Hit Self/Ally

%	Who Gets Hit	%	Who Gets Hit
1-50%	Self	51-100%	Ally

The rest of the rules follow those laid out in Table 11-15 - Critical Hit Chart Vs. Creature.

Really Screwed Up Critical Miss

Okay this one is nasty, you yourself take triple damage as well as anyone standing in the four adjacent squares; front, back, left, and right sides.

Critical Hits & Misses Vs. Mecha

This section covers Mecha on Mecha critical hits and misses; if you are attacking a Mecha without a Mecha or with a ship consult the various different charts in the previous and following section and the reverse is true as well.

I rolled a critical hit on the cockpit - Bobby

Hmm, let's see; roll damage - Josh

Yeah, I rolled max damage - Bobby

Great you rolled enough damage to kill everyone in the cockpit - Josh

Wait wasn't the person we were supposed to rescue in the cockpit? - Justin

Table 11-19 - Critical Hit Chart Vs. Mecha

Percentage	Special
1-35%	Double Damage
36-70%	Triple Damage
71-75%	Sensor Damaged
76-80%	Sensor Destroyed
81-87%	Lose Limb [Upper]
88-94%	Lose Limb [Lower]
95-96%	Primary Weapon
97%	Secondary Weapon
98%	Cockpit Damaged
99-100%	Power Damaged

Double Damage

When calculating double damage you first roll the die for damage and then take your die roll and add in any damage modifiers you may have then multiple times two.

Triple Damage

When calculating triple damage you first roll the die for damage and then take your die roll and add in any damage modifiers you may have then multiple times three.

Sensors Damaged

Generally the Mecha's sensor system capabilities are halved and the Mecha takes double damage.

Sensors Destroyed

The Mecha's sensor systems are destroyed and they get no bonuses to attacks from the system and actually gain a -2 to all attacks as well as the target taking double damage.

Lose A Limb [Upper or Lower]

Losing a limb doesn't just include arms or legs [but does not include the head] this may include wings, tails, tentacles, etc. When losing a limb the target automatically takes triple damage and loses whatever limb is rolled.

Don't forget losing a leg decreases movement by a percentage equal to 100 divided by the number of motive limbs.

Primary Weapon System Damaged/Destroyed

The mecha automatically takes triple damage and the heaviest weapon system that the Mecha is carrying is damaged or destroyed. The weapon system is now at -2 to hit and if energy based weapon it only deals half the damage that it did previously.

If the weapon is destroyed it is no longer useful and the remaining munitions have a 25% chance of chaining or in the case of energy weapons/mass drivers the energy capacitors overload and explode.

Determining whether a weapon is damaged or destroyed is done with a % roll; 1-50% damaged, 51-100% destroyed.

If this is rolled more than once and the heaviest weapon has already been damaged it is automatically destroyed and if rolled again it moves to the next heaviest weapon.

Secondary Weapon System Damaged Or Destroyed

The mecha automatically takes triple damage and the lightest weapon system that the Mecha is carrying is damaged or destroyed. The weapon system is now at -

2 to hit and if energy based weapon it only deals half the damage that it did previously.

If the weapon is destroyed it is no longer useful and the remaining munitions have a 25% chance of chaining or in the case of energy weapons/mass drivers the energy capacitors overload and explode.

Determining whether a weapon is damaged or destroyed is done with a % roll; 1-50% damaged, 51-100% destroyed.

If this is rolled more than once and the lightest weapon has already been damaged it is automatically destroyed and if rolled again it moves to the next lightest weapon.

Cockpit Damaged

The cockpit of the Mecha has taken quite a bit of damage and the pilot takes 10% of this damage and must make a EC15 check if they beat 15 they are fine, if they get between 11-15 they are only dazed but if they get 10 or below they are stunned following the Stunned rules in this chapter.

Power System Damaged

Each time the Mecha takes damage to its power system they lose a weapon system and 5 feet of movement. A Mecha can take a number damages to their power system equal to the number of HBT cells that power it; unless of course the Mecha is destroyed before this.

Table 11-20 - Critical Miss Chart Vs. Mecha

Percentage	Special
1-16%	Weapon Jammed/Stuck
16-23%	Weapon Damaged
24-30%	Ammo Chain Detonates
31-46%	Self/Ally [Normal]
47-62%	Self/Ally [Maximum]
63-78%	Self/Ally [Double]
79-94%	Self/Ally [Triple]
95-98%	Self/Ally [Limb]
99%	Self/Ally [*]
100%	Screwed Up

Weapon Jams

This weapon system either has a short or some other type of malfunction that takes a round to clear.

Weapon Damaged

Somehow your weapon has become damaged and cannot be used again until repaired properly.

Ammo Chains

Something catastrophic has happened in your weapons ammunition and it either explodes or overloads causing ten percent of the maximum damage of the remaining ammunition to the Mecha.

Hit/Self Ally

There are six different Hit/Self Ally roles. First it should be noted that if you are using a melee weapon and there are no ally's within range of your melee weapon it automatically hits self. There is a fifty-fifty chance of hitting yourself or ally, 1-50% is hit self, and 51-100% is hit ally.

I rolled a critical miss hit self - Jake

Somehow you manage to fumble and flip the gun around your trigger finger and it goes off shooting you and causing triple damage when it's at the

spin point of facing you - Josh

Table 11-21 - Hit Self/Ally

%	Who Gets Hit	%	Who Gets Hit
1-50%	Self	51-100%	Ally

The rest of the rules follow those laid out in Table 11-19 - Critical Hit Chart Vs. Mecha

Really Screwed Up Critical Miss

Okay this one is nasty, you yourself take triple damage as well as anyone standing in the four adjacent squares [front, back, left, and right sides].

Critical Hits & Misses Vs. Ship

This section covers critical hits and misses vs. ships.

Table 11-22 - Critical Hit Chart Vs. Ships

Percentage	Special
1-9%	Double Damage
10-18%	Triple Damage
19-27%	Sensors Damaged
28-36%	Sensors Destroyed
37-44%	Point Defense Off-Line
45-52%	Missile Tubes Off-Line
53-60%	Main Guns Down
61-68%	Mass Driver Down
69-76%	Bridge Hit
77-84%	Compartment Hit
85-92%	Auxiliary Bay Hit
93-100%	Power Hit

Double Damage

When calculating double damage you first roll the die for damage and then take your die roll and add in any damage modifiers you may have then multiple times two.

Triple Damage

When calculating triple damage you first roll the die for damage and then take your die roll and add in any damage modifiers you may have then multiple times three.

Sensors Damaged

Generally the ship's sensor system capabilities are halved and the ship takes double damage.

Sensors Destroyed

The ship's sensor systems are destroyed and they get no bonuses to attacks from the system and actually gain a -2 to all attacks and the target also takes double damage.

Point Defense Down

Roll a percentile this is how much point defense you have lost; and please use common sense if your point defense takes another hit it is a percentage of the original amount.

Missile Tubes/Pods Down

Roll a percentage 1-50% is tubes, 51-100% is pods, then roll another percentage this is how many tubes/pods you have lost, and please use common sense, if your missile tubes/pods take another hit it is a percentage of the original amount.

Guns Down

Roll a percentage this is how many guns you have lost, and please use common sense, if your guns take another hit it is a percentage of the original amount.

Mass Driver Damaged

This roll does damage to a ships mass driver 1-50% the weapon is damaged, 51-75% weapon is destroyed, 76-100% weapon is destroyed and capacitors chain dealing damage; this damage is equal to a single attack by this weapon.

Bridge Takes Hit

This attack hits the bridge on a 1-50% the bridge crew is dazed, 51-75% the bridge crew is stunned, 76-100% bridge is destroyed and there is a 50% chance the crew is killed. Ship takes triple damage.

Specific Compartment Hit

This attack hit's a specific compartment, there is a 50% chance that any crew in that compartment are killed, if the compartment is multi-level roll a die closest in size to the number of decks to determine which one was hit. Ship takes triple damage.

Auxiliary Bay Hit

This hits a specific auxiliary bay and there is a 25% chance that any munitions and fuel in the bay chain and do damage to the bays on either side; if the bays continue to chain make sure you roll for it; any auxiliaries in the bay are destroyed and there is a 50% chance the crew is killed. Ship takes triple damage.

Power System Hit

The power system takes damage, roll a percentage to see if the power system is destroyed and for each one that is taken out reduce the number of energy weapons, movement, and sensor systems by the percentage of furnaces lost, if the number of power systems drops below fifty percent the mass driver can no longer fire. Ship takes triple damage.

Table 11-23 - Critical Miss Chart Vs. Ships

Percentage	Special
1-6%	Weapon Jams
7-12%	Weapon Damage
13-18%	Ammo Chains
19-24%	Self/Ally [N]
25-30%	Self/Ally [M]
31-36%	Self/Ally [2]
37-42%	Self/Ally [3]
43-48%	Self/Ally [L]
49-54%	Self/Ally [*]
55-60%	Sensor Destroyed
61-65%	Point Defense Down
66-70%	Missiles Down
71-75%	Guns Down
76-80%	M Driver Down
81-85%	Bridge Hit
86-90%	Compartment Hit
91-95%	Aux Bay Hit
96-100%	Power System Hit

Weapon Jams

This weapon system either has a short or some other type of malfunction that takes a round to clear.

Weapon Damaged

Somehow your weapon has become damaged and cannot be used again until repaired properly.

Ammo Chains

Something catastrophic has happened in your weapons

ammunition and it either explodes or overloads causing ten percent of the maximum damage of the remaining ammuniton to the ship.

Sensors Damaged

Power system short; generally the ship's sensor system capabilities are halved and the ship takes double damage.

Sensors Destroyed

Power system short; the ship's sensor systems are destroyed and they get no bonuses to attacks from the system and actually gain a -2 two to all attacks and the target also takes double damage.

Point Defense Down

Power system short; roll a percentile this is how much point defense you have lost, and please use common sense if your point defense takes another hit it is a percentage of the original amount.

Missile Tubes/Pods Down

Power system short; roll a percentage 1-50% is tubes, 51-100% is pods, then roll another percentage this how many tubes/pods you have lost, and please use common sense, if your missile tubes/pods take another hit it is a percentage of the original amount.

Guns Down

Power system short; roll a percentage this how many broadside guns you have lost, and please use common sense, if your missile tubes/pods take another hit it is a percentage of the original amount.

Mass Driver Damaged

Power system short; this roll does damage to a ships mass driver 1-50% the weapon is damaged, 51-75% weapon is destroyed, 76-100% weapon is destroyed and capacitors chain dealing damage [this damage is equal to a single attack by this weapon.

Bridge Takes Damaged

Power system short, compartment decompresses for some reason; this has a chance of major consequences and on a 1-50% the bridge crew is dazed, 51-75% the bridge crew is stunned, 76-100% bridge is destroyed and there is a 50% chance the crew is killed. Ship takes triple damage.

Specific Compartment Damaged

Power system short, compartment decompresses for some reason; there is a 50% chance that any crew in that compartment are killed, if the compartment is multi-level roll a die closest in size to the number decks to determine which was the first to take damage. Ship takes triple damage.

Auxiliary Bay Damaged

Power system short, compartment decompresses for some reason; something occurs in a specific auxiliary bay and there is a 25% chance that any munitions and fuel in the bay chain and do damage to the bays on either side [if the bays continue to chain make sure you roll for it] any auxiliaries in the bay are destroyed and there is a 50% chance the crew is killed. Ship takes triple damage.

Power System Hit

Power system short, compartment decompresses for some reason; the power system takes damage, roll a

percentage to see if the power system is destroyed and for each one that is taken out reduce the number of energy weapons, movement, and sensor systems by the percentage of furnaces lost, if the number of power systems drops below fifty percent the mass driver can no longer fire. Ship takes triple damage.

Hit/Self Ally

There are six different Hit/Self Ally roles. There is a fifty-fifty chance of hitting yourself or ally, 1-50% is hit self, and 51-100% is hit ally.

11.8 - Damage Deflection & Armor

Damage Deflection is the ability to reduce the amount of damage taken from attacks and even some Esper powers.

There are several different types of damage deflection however these can never be raised above 10; for example if you have regular damage deflection and damage deflection from Acid or another type you cannot stack these.

Armor also adds Damage Deflection and certain creatures and races have an inherent Damage Deflection armor also adds a defense bonus.

Table 11-24 - Damage Deflection Types

Type	Type	Type
Acid	Blunt	Cold
Concussive	Earth	Electrical
Energy	Fire	Piercing
Slashing	Sonic	Standard
Water	Wind	

11.9 - Defense

Every character has a mental and physical defense bonus; these are a base of ten with whatever boost you add to them; you can also get equipment that adds to these.

Mental Defense refers to staving off and defending yourself from mentally based attack such as Esper powers while Physical Defense refers to straight on physical attacks whether they are unarmed, melee, or ranged attacks.

Size Modifiers to Attack & Defense & Creature Sizes

Different sized creatures have bonuses and minuses to hit those of other sizes. To learn what these sizes are from smallest to largest see Table 11-25 and to see the modifiers check Table 11-26.

Table 11-25 - Creature Sizes

Size	Height
Fine	Less Than 1"
Diminutive	1"-1'
Tiny	1'-2'
Small	2'-4'
Medium	4'-8'
Large	8'-15'
Huge	15'-30'
Gigantic	30'-45'
Gargantuan	45'-60'
Colossal	60'-75'
Titanic	75'+

Table 11-26 - Creature Size Modifiers to Attack and Defense Chart

	F	D	T	S	M	L	H	Gi	Ga	C	Ti
F	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
D	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
T	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8
S	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
M	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
L	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
H	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4
Gi	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3
Ga	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2
C	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1
Ti	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0

Cover

Okay folks here are the basics for cover; there are 25, 50, 75, & 100% cover. It is up to the GM to tell a player how much cover an object gives you. It should be noted that your enemies may also be able to shoot through your cover.

Face it if you are hiding behind an ordinary couch a particle beam or even a .50 BMG round is going to blow right through it but you still get your bonuses to defense from the cover. There is also a chart listing various types of materials and what kind of damage deflection they have for a person using them as cover. For a basic list of material's damage deflection see Table 11-7.

Table 11-27 - Cover Bonus Chart

Percentage Of Cover	Cover Bonus
25% Cover	+3
50% Cover	+6
75% Cover	+9
100% Cover	+12

11.10 - Encounters

Encounters and encounter checks are a key feature of any role playing game and while in Sigurd's; or any BOH Game; you do not earn any experience points from it but we hope you still get a sense of accomplishment from it and an encounter may even move the story line along to where it's supposed to be; although if you do something really deserving or spectacular during an encounter the GM may be nice and throw a point of experience your way.

In the Hammer system like most other RPG games a d12 is used to determine whether or not you have an encounter although our usage of the die is slightly different first you will roll a d12 and if it comes up 11-12 that means you have an encounter and then you re-roll the d12 to determine the mood of the people or things that you are encountering; of course you can ignore step two if you want to or just randomly determine when the party has an encounter.

Table 11-28 - Mood Encounter Check Chart

Die Roll	Mood
1-2	Friendly
3-4	Friendly But Wary
5-6	Neutral
7-8	Neutral But Wary
9-10	Hostile
11-12	Extremely Hostile

One thing that should be taken into consideration in some circumstances is that if there is no chances of a friendly encounter just treat any other rolls than 9-12 as hostile.

If you don't want to use a d12 for encounter moods you may also use a six sided mood die as well.

In the following chart we are including a basic encounter chart for the core races that are included in this book so roll and see what happens.

Table 11-29 – Race, Group Size, & Level Encounter Chart

D8	Race	Level	Level	%	Group Size
1	Dwuervan	1	11	1-25	1
2	Elharnian	2	12	26-40	1d2+1
3	Halfarn	3	13	41-55	1d8+2
4	Human	4	14	56-65	2d20+10
5	Ngorm	5	15	66-75	25d10
6	Orlanc	6	16	76-85	12d100+50
7	Yetin	7	17	86-90	52d100+50
8	Tantalan	8	18	91-95	150d100
		9	19	96-100	450d100
		10	20		

Encounters – An Idiot's Guide To Encounter Checks

Since god always seems to make a better idiot we decided to try and make this really simple rather than idiot proof.

It was played out that a starting character could single handedly take on two other NPC's of the same level easily enough if they didn't roll to poorly.

So how do you figure out a good balance between trying to kill the player with more than they can handle or just giving them a fight they come out of unscathed and get no joy out of?

The goal is to give them a rewarding challenge that they have the ability to survive. First off the GM needs to gauge the players' skill levels. If none of the players have ever done a table top RPG then you should step them in slowly and leave encounters small until they either get tough enough for straight out fights or learn how to use their abilities to try anything they can come up with to overcome their obstacles. If they have played for years then they can probably handle large groups of attackers with ease. You may have to throw encounters at them that put them at a disadvantage or pins them down in a bad spot where they are confined to only a few options.

Later on when players are better equipped and higher level than having higher level encounters composed of varying levels of NPCs can lead to some tough and dangerous encounters. When the players are done with the fight they will have a sense of pride for getting out of that encounter alive plus they have whatever loot they took from the bodies.

There are also the encounters with the higher leveled bosses; these bosses are different from the lot of normal NPCs due to high amounts of hit points, damage deflection, and multiple boosts on one creature. To make these encounters more interesting you can add a few lower level NPCs to the mix.

The thing most starting GMs forget is that an encounter

doesn't have to be a fight. Set pieces or scary or grizzly scenes are just as important to your story. Looking out into the street and locking eyes with an NPC that sees you which starts a chase scene where players have no option but to run or be wiped out as they struggle to lose their pursuers can be just as rewarding as killing an entire group of enemy soldiers you just witnessed murder innocent children.

The key thing that you have to keep in mind is how does the encounter help the story you're telling or make the players feel after it. In a game where not only death is a worry but also capture or being taken over by a Nanno-virus or symbiotes and the loss of your character are always looming over your head players will need hope. This comes in the form of goals worth completing whether for personal gain or helping others. The main thing is to give them a reason to carry on.

Now moving on to encounters themselves; there are many types -

Confrontations

First and most common are confrontations; this is where you encounter a hostile entity and must fight, flee, or possibly negotiate to get out of the bad situation.

Set Piece

A set piece is a non-fighting encounter where the players come across the aftermath of an event. Set pieces let the story teller convey information or emotions to the players. They could be hints to what happens next whether it's to warn them of danger ahead or to show them a way to another group of allies and give them hope.

Scenes

Scenes are events happening here and now that do not entirely center on the players. Scenes are interactive events where players can be given choices or even just watch what happens. They can be used to add flare to your tale without forcing players directly into a fight. Plot point encounters will take the story into a direction of the players choosing or force players to make a choice they have put off or do not care to make unless the ordeal is right in their face.

Other Encounters

Other encounters will be where players will be fighting an opposing faction head on. The thing to keep in mind is that not every encounter should be like this. You are telling a story to your players that they are a part of. You can instead of dropping them into combat give them other options like having them come into an encounter that is already taking place between other elements of the story. If the players come upon a full out fight between a Dwuervan Infantry Platoon and some Tantalans the players could creep by unnoticed in the chaos. Heck my vote for a group I am playing in would be to wait till one side wins kill them off and pick through whatever is left for usable supplies. You can also make encounters hints to what you have planned ahead. I like in the campaigns I run to build dread; I will often before players encounter a larger or unfriendly challenge give them time to let fear set in by setting up encounters. Like one where the players will come

across a completely deserted town that has been assimilated. This also gives me a chance to give them what they need to overcome the challenge ahead by providing them with supplies or weapons out of the deserted town. Then I could set them even more on edge by having a few Infiltrator Tantalans show up disguised as town's people and infiltrate their party. The major thing that the GM has to do is keep the game fresh. If you just roll a random encounter every time players walk a few hundred yards they will eventually lose interest.

My last helpful hint to the person elected to play GM is to adapt to whatever players throw at you and remember it's your story you can make whatever you want to happen. Players will come up with solutions to problems you never thought of and they will also kill off the huge boss you spent half an hour building that you set an entire game night around in a few minutes. The major thing is to roll with the punches and keep in mind that if you so will it the boss that just had its head blown off in one shot far before your encounter even was meant to take place can always have a second in command which can take over.

Another thing that can fall under random encounters is when the players are looking for something to do such as looking for a job to do between adventuring gigs. Below are the most common types of jobs available for mercenaries.

Can I be a mime? - Kevin

NO!!! - Entire Group

It's not that kind of job chart - Justin

Table 11-30 - Random Job Roll Chart

%	Job
1-5	Piracy
6-10	Bodyguard
11-15	Kidnapping
16-20	Salvage
19-25	S&R
26-30	Mercenary
31-35	Assassination
36-40	Insurrection
41-45	Theft
46-50	Interrogation
51-55	Torture
56-60	Capture
61-65	Security
66-70	Espionage
71-75	Recovery
76-80	Escort Duty
81-85	Live Transport
86-90	Cargo Transport
91-95	Tantalan Rescue
96-100	Bounty Hunting

Assassination

The group is hired to covertly or publicly kill someone and either make it look like an accident or purposeful killing.

Bodyguard

The party is hired to protect a specific person or group

of persons from harm, kidnapping, murder etc.

Bounty Hunting

The capture of a criminal or pseudo-criminal either dead or alive.

Capture

This job is either the capture of a subject or creature for some reason.

Escort Duty

This job has the party either escorting some sort of convoy either on the ground, in the air, on the sea or in space.

Espionage

This job basically means that the party has to sneak in or infiltrate someplace to obtain information.

Insurrection

The party is hired to cause insurrection or incite rebellion or sometimes quell it.

Interrogation

This job is pretty straightforward the party is to go in and get information from a person or persons, sometimes via subterfuge sometimes through threats and torture.

Kidnapping

The group is hired to basically snatch a person either for monetary gain, black mail purposes, or favors.

Mercenary

This job is pretty straightforward and the group acts as hired guns either to prevent an attack or battle or to participate in one.

Piracy

This type of job basically constitutes waylaying ships in either space or on the high seas and taking their loot, and can either be instigated by the characters a private interest or a star nation under letters of marque.

Recovery

This job is basically the recovery of a person or object that has been stolen or kidnapped.

Salvage

The party is hired and sent out to salvage either an area or a specific ship etc.

S&R [Search & Rescue]

The group is sent out to search for and hopefully rescue a person or group.

Security

This job basically has the party guarding a building or installation or an event.

Tantalan Rescue

The party has been hired to rescue a person from Tantalans either before or after they have been assimilated by the Hive Mind.

Theft

The party is hired to steal a specific item or group of items.

Torture

This is pretty straightforward most of the time this is either to serve as a lesson or to get information; generally this specific mission means that it is to prove a point.

Transport [Cargo]

This basically means that the party is hired to transport

a piece of non-living cargo from point A to point B and keep it from getting stolen or damaged.

Transport [Live]

This basically means that the party has to transport a live creature or person from point A to point B with the creature or person still being alive by the time they reach point B.

11.11 - Encumbrance

Encumbrance is how much your character can carry and not affect their movement rate or initiative.

For example a medium size creature can carry forty-five pounds with no detrimental effects but once you ease past that you start losing movement and initiative.

Encumbrance is based on creature size ranging from Fine to Titanic in size. For example for a medium creature the base encumbrance; lifting/carrying ability; is 45lbs.

Now this amount can be increased by 15 pounds for each rank of the Lifting/Carrying Capacity boost taken but that is just for a medium size creature; a fine size creature can only carry three pounds and increase it by 1lb. per rank and a titanic creature can carry 900lbs. And increase this by 300lbs. per rank.

Table 11-31 – Base Lifting/Carrying Capacity gives you the base weight amounts that creatures of varying sizes start with and Table 11-32 – Encumbrance Burdens gives you the minuses you gain to movement and initiative when carrying too much weight.

As a side note it should always be remembered that whenever there is an incremental increase to lift/carry capacity it is always 1/3 the original per level of the increase.

Table 11-31 – Base Lifting/Carrying Capacity

Creature Size	Encumbrance	Lift Capacity
Fine	3lbs./1.3kgs.	9lbs./4kgs.
Diminutive	9lbs./4kgs.	27lbs./12kgs.
Tiny	18lbs./8kgs.	54lbs./24kgs.
Small	36lbs./16kgs.	108lbs./48kgs.
Medium	45lbs./20kgs.	135lbs./60kgs.
Large	90lbs./40kgs.	270lbs./120kgs.
Huge	180lbs./80kgs.	540lbs./240kgs.
Gigantic	270lbs./120kgs.	810lbs./360kgs.
Gargantuan	360lbs./160kgs.	1080lbs./480kgs.
Colossal	450lbs./200kgs.	1350lbs./600kgs.
Titanic	900lbs./400kgs.	2700lbs./1200kgs.

Table 11-32 – Encumbrance Burdens

Size	Weight [lbs.]	Movement	Initiative
Fine	3.1-4	-5	-1
	4.1-5	-10	-2
	5.1-6	-15	-3
	6.1-7	-20	-4
Diminutive	9.1-12	-5	-1
	12.1-15	-10	-2
	15.1-18	-15	-3
	18.1-21	-20	-4
	21.1-24	-25	-5
Tiny	18.1-24	-5	-1
	24.1-30	-10	-2
	30.1-36	-15	-3
	36.1-42	-20	-4
	42.1-48	-25	-5
	48.1-54	-30	-6
Small	36.1-48	-5	-1
	48.1-60	-10	-2
	60.1-72	-15	-3
	72.1-84	-20	-4
	84.1-96	-25	-5
	96.1-108	-30	-6
Medium	108.1-120	-35	-7
	45.1-60	-5	-1
	60.1-75	-10	-2
	75.1-90	-15	-3
	90.1-105	-20	-4
	105.1-120	-25	-5
	120.1-135	-30	-6
	135.1-150	-35	-7
Large	150.1-165	-40	-8
	90.1-120	-5	-1
	120.1-150	-10	-2
	150.1-180	-15	-3
	180.1-210	-20	-4
	210.1-240	-25	-5
	240.1-270	-30	-6
	270.1-300	-35	-7
	300.1-330	-40	-8
	330.1-360	-45	-9
Huge	180.1-240	-5	-1
	240.1-300	-10	-2
	300.1-360	-15	-3
	360.1-420	-20	-4
	420.1-480	-25	-5
	480.1-540	-30	-6
	540.1-600	-35	-7
	600.1-660	-40	-8
	660.1-720	-45	-9
	720.1-780	-50	-10
Gigantic	270.1-360	-5	-1
	360.1-450	-10	-2
	450.1-540	-15	-3
	540.1-630	-20	-4
	630.1-720	-25	-5
	720.1-810	-30	-6
	810.1-900	-35	-7
	900.1-990	-40	-8
990.1-1080	-45	-9	

Gargantuan	1080.1-1170	-50	-10
	1170.1-1260	-55	-11
	360.1-480	-5	-1
	480.1-600	-10	-2
	600.1-720	-15	-3
	720.1-840	-20	-4
	840.1-960	-25	-5
	960.1-1080	-30	-6
	1080.1-1200	-35	-7
	1200.1-1320	-40	-8
	1320.1-1440	-45	-9
	1440.1-1560	-50	-10
	1560.1-1680	-55	-11
1680.1-1800	-60	-12	
Colossal	450.1-600	-5	-1
	600.1-750	-10	-2
	750.1-900	-15	-3
	900.1-1050	-20	-4
	1050.1-1200	-25	-5
	1200.1-1350	-30	-6
	1350.1-1500	-35	-7
	1500.1-1650	-40	-8
	1650.1-1800	-45	-9
	1800.1-1950	-50	-10
	1950.1-2100	-55	-11
	2100.1-2250	-60	-12
	2250.1-2400	-65	-13
Titanic	900.1-1200	-5	-1
	1200.1-1500	-10	-2
	1500.1-1800	-15	-3
	1800.1-2100	-20	-4
	2100.1-2400	-25	-5
	2400.1-2700	-30	-6
	2700.1-3000	-35	-7
	3000.1-3300	-40	-8
	3300.1-3600	-45	-9
	3600.1-3900	-50	-10
	3900.1-4200	-55	-11
	4200.1-4500	-60	-12
	4500.1-4800	-65	-13
4800.1-5100	-70	-14	

11.12 - Espers

Espers are a group of people that make up approximately 2.5% of any given race and have the ability to manipulate the elements using just the power of the mind; some also have the ability to manipulate the forces around them and others can manipulate mental faculties, lift and move things with their mind and perform healing both mental and physical.

Some of the things Espers can do with their minds are communicate, read people's thoughts, and manipulate matter such as air, water, fire, metal, and earth.

While there are good and bad Espers just like there are good and bad versions of everything every legal Esper is registered with the Espers Guild.

The Guild is responsible for registration and training of Espers as well as finding the right Esper for the right job.

Espers are characters with the ability to either manipulate, the mind, the body, or the elements that

exist around them with their minds and force of will. There are two major categories of Esper which are Mind and Body and Elemental.

Mind And Body Espers are those that are able to effect either their own or another's body, state of mind, or emotions.

Elemental Espers are those able to manipulate the raw elements of the natural world around for either creation or destruction.

Espers start with a single discipline in the case of a Mind & Body they are Empathic, Sensate, Telekinetic, Or Telepathic and once every four levels they are able to gain another discipline as their skills grow more powerful; some of the most powerful Espers are able to wield both Elemental and Mind & Body disciplines to their full potency.

Espers are able to use a power or powers a number of times equal to all the ranks that they have in their Esper Powers each day and then must rest a minimum of eight hours to restore their total ability to use powers.

For example David has three ranks in one power, two in another, and five in a third so he'd be able to use powers a total of ten times that day and then must take eight hours of rest before being able to use anymore powers.

There are numerous ways to get additional bonuses and the ability to use more than one discipline at earlier levels for example during character creation a player may decide to take the Multiple Disciples Advantage in Chapter 4 – Advantages & Disadvantages allowing them to start with up to five extra disciplines, this however does not gain them any additional boost points or other bonuses.

The Split Focus Advantage allows an Esper to start with both the Elemental and Mind & Body Categories.

There are three types of Boost Categories that concern Espers these are Esper Boosts, Esper Disciplines, and Esper Powers.

A person who wishes to play an Esper must first choose his Esper Discipline and go from there.

Esper Powers are specific powers that are suited to a specific Discipline or Category and some powers can be used by multiple Disciplines and Categories and allow an Esper to perform special abilities.

Esper Boosts are just like normal boosts save that they are able to boost an Espers Powers.

Table 11-33 – Esper Ability Progression Chart

Level	1 st	2 nd	3 rd	4 th	5 th
0	1	-	-	-	-
1	1	-	-	-	-
2	1	1	-	-	-
3	1	1	-	-	-
4	2	1	1	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	3	2	2	1	-
8	3	3	2	1	1
9	3	3	2	2	1
10	4	3	3	2	1
11	4	4	3	2	2
12	4	4	3	3	2
13	5	4	4	3	2
14	5	5	4	3	3
15	5	5	4	4	3
16	5	5	5	4	3
17	5	5	5	4	4
18	5	5	5	5	4
19	5	5	5	5	4
20	5	5	5	5	5

Can you guess what I'm thinking - Michael

That you're an idiot; oh wait that's what I'm thinking - Josh

Esper Disciplines

Disciplines are the specific areas that an Esper specializes in; from the Mine digging Terro-Mancer to the EMT Sensate.

Empath

Empaths are able to sense and modify the moods and emotions of those around them as well as being able to detect auras and manipulate them.

Sensate

Sensates are able to manipulate the physical body to either heal or harm or modify them in ways to get better performance from it.

Telekinetic

Telekinetics use the power of their mind to move and manipulate physical objects around themselves.

Telepath

Telepaths are able to manipulate, heal, harm, or just plain read the minds of others.

Aero-Mancy

This discipline is the control of the air and wind.

Ferro-Mancy

This discipline is the control of raw metals such as iron, copper, gold, and the like; ferrous, non-ferrous, and heavy metals.

Hydro-Mancy

This discipline is the control over water and fluids that contain water as well as ice and cold.

Pyro-Mancy

This discipline is the control of fire and heat and is the least common of all the elemental disciplines.

Terro-Mancy

This discipline is the control over Earth, and crystal, plant and animal and is by some considered the most

diverse of all the elemental disciplines.

Blocking Powers

Blocking Esper powers can be especially difficult and dangerous; there are a few powers used by Espers that can stop, slow down, or negate the powers but the only recourse a non-esper has is to have a Nanno-Sheath with the ESP-Block upgrade which is one of the most expensive upgrades for this nanno-ware costing anywhere from 100,000 to 1 million credits.

11.13 - Exertions

Exertions or Exertion Checks are straight forward you roll 2d10 and add either your own Physical or Mental Exertion boosts to the roll anytime a non-combat roll is made it is also considered an Exertion Check.

Any time a person does a physical or mental task not specifically listed under another boost or to avoid damage from certain weapons, and spells a person must also do an Exertion, a Mental Exertion is also performed if a character is trying to remember something or fending off a mental attack.

11.14 - Fear & Mental Disorders

Many things can cause one to become afraid such as circumstances, situations, phobias, unnatural powers and many other things some things can help you get past these fears while others can make it much worse.

Okay they say the only thing you have to fear is fear itself; to an extent they are right. However if someone tells you they aren't afraid they are either lying, an idiot, or crazy; if the latter get away from them as quickly as possible because they may end up getting you killed.

People who aren't afraid when they should be are either just too stupid to take heed of the normal free reaction and are going to get someone killed or they just don't have the ingrained paranoia most people have.

There are basically three types of Fear inducing things in the Sigurd's System.

A character can roll a Mental Exertion to overcome the effects of a Fear inducing situation, effect, or power. The character rolls a 2d10 and adds their Mental Exertion to the roll and if they get the same as or higher than the difficulty they have made their Exertion. A situation or racial ability may also give the character bonuses as well.

The following chart gives you a basic EC rating and other information on types of Fear inducing things.

Situations

Certain situations can cause fear basically these are situations that can be found in most of your horror movies, such as hearing an unexpected noise when there is no one else around save you and your party and you are all currently in the same room; or the lights going out suddenly when there is no good reason for them to. Heck even being stuck in the dark and knowing something is in there with you that shouldn't be can be frightening and unnerving.

Effects

Some chemical compounds or creatures have fear inducing side effects that may cause a character to flip out intentionally or unintentionally.

Esper & Magically Induced

In Merc.NET Esper powers stand side by side with technology.

Table 11-34 - Basic Fear Inducing Encounters Chart

Check	Minuses	Duration
5	-1	1 Round
10	-2	D3+1 Rounds
15	-3	D4+2 Rounds
20	-4	D6+3 Rounds
25	-5	D8+4 Rounds

EC5

These types of encounters are pretty easy to pass the exertion; on the only way to fail one is to roll a natural double 1 or to be of extremely low level where you have a low Mental Exertion.

Examples - These generally fall into the category of a small animal such as a rat or similar creature darting across ones path unexpectedly or of someone standing closer than you thought and speaking to you.

EC10

These types of encounters are pretty much the type where you encounter something unexpected that gives you pause and may be frightening but doesn't necessarily have to be gory.

Examples - This type of encounter is generally where you run into someone unexpectedly and are startled or if you get a feeling of deja-vu from a room or event.

EC15

This is where it starts to get gory, and the GM may even want the players to make a Physical Exertion to keep from puking.

Examples - These types of encounters generally cover a horrific car accident with lots of blood or finding a dead body.

EC20

Even gorier scenes.

Examples - This type of encounter generally falls under the finding an abattoir or torture room with still fresh victims in it.

EC25

These types of encounters are generally a combination of other types of encounters and include both being startled and gore.

Examples - An example of this type of encounter is finding a torture chamber and finding either a missing NPC or PC that has been tortured horribly and even possibly killed or being behind someone that sets off an especially gory booby trap that pelts you with chunks of the person.

Mental Disorders

Mental disorders can be a pain in the butt to both GM and play; a good player can pull it off very well but a less experienced and less skillful player can blunder it so before allowing a player to do anything that leaves their character mentally unbalanced you should take the time to consider it well.

The following sections will describe various mental disorders available for play in the game.

The following descriptions are very truncated and simplified and I'm sure we'd get screamed at by a psychologist for these descriptions.

Sociopath

Sociopaths have problems connecting with other people and a hard time understanding emotional reactions; sociopaths are cold and calculating and see everyone and everything as a potential tool.

Psychopath

Psychopaths are people are generally very disturbed and fixate on a certain things and sometimes that fixation can end badly; especially if the person took some form of abuse from that fixation.

A lot of times psychopaths are found ahead of time and end up on medications prescribed by their shrink.

Multiple Personality Disorder

Usually due to some massive trauma a person's psyche can fracture and create multiple personalities used to deal with various situations.

Shell Shock

Shell shock or PTSD generally occurs when someone sees too much combat and death and has a hard problem dealing with it causing them to react unexpectedly to stressful situations.

Reality Disconnection

When something so traumatic occurs and a person can no longer deal with it they may create their own reality and pull themselves head first into and anything that happens in real life gets explained away.

Schizophrenia

These people have a tendency to hear voices, a lot of times they get help to stop this; other times they don't and end up either doing weird harmless things or turning into crazed killers.

Insanity

Insanity can be a touchy thing to mess with; we suggest if as a GM you believe an event has occurred to cause someone to hit a degree of insanity that you choose one of the Disadvantages such as MPD, Phobias, Schizophrenia, Sociopath, and Psychopath as well as a few others that are listed.

Another choice is that you can just be outhouse rat crazy and act in a random manner that can be dangerous or funny.

11.15 - Genetic Slavery

Genetic slavery is one of those nasty things that came of mapping the human genome; the only Star Nation that actively creates genetic slaves is the Neo-Prussian Empire but there are several other star nations that import and use them.

Originally the NPE relied upon genetic bar codes in the armpits of their slaves but the Theban Cluster came up with a way to permanently erase those barcodes so now the NPE coats their slaves in a layer of Nanno-tex that is genetically bonded with their skins and is different for each slave.

11.16 - Hacking

The GalactaNET as its name loosely implies is a galactic wide information network; or at least the small portion of our spiral arm of the Milky Way galaxy that it covers; and is home to businesses, games, information, digital money, numerous people with their Avatars and other things; even illegal activities; don't you just love

technology.

The GalactaNET is able to do almost instantaneous data transfer due to the use of QSF transmitters located in each system that is part of the GN although unlike the miniaturized versions used by the Tantalans these transmitter stations are as large as space docks and are dedicated solely to the GalactaNET.

Hacking and Hackers are the terms used to describe individuals that whether for monetary recompense or just for "Fun" hack and break into various computer networks to insert viruses, destroy data, and cause damage on a small to massive scale.

There are numerous types of software from security to anti-hacker and these are listed in Chapter 8 – Hacking.

11.17 - Health, Healing, & Physical Ailments

This section basically explains about hit points, how to heal, the effects of being crippled and your character dying.

We'll also be covering physical ailments such as being blind, deaf, dazed, or stunned.

Hit Points

Hit points are the vitality and life force of your character these determine how much damage your character can take and still survive to fight another day.

Characters at 0th Level start with 50 hit points and can use any unused boost points or disadvantage points to add more and after 0th Level the character uses boost points to purchase hit points on 1 for 1 basis.

Below on Table 11-35 – Hit Points By Creature Size we show how many hit points creatures of varying sizes start with.

Table 11-35 - Hit Points by Creature Size

Size	Hit Points
Fine	10
Diminutive	20
Tiny	30
Small	40
Medium	50
Large	60
Huge	70
Gigantic	80
Gargantuan	90
Colossal	100
Titanic	125

Dying

Characters have a number of hit points that determine how much damage they can take; they also have what might be considered a reserve number of hit Points. These reserve hit points are when a character loses his normal number of hit points and is teetering on the brink of death and laying there bleeding out or unconscious and unable to do anything, all these are for is to keep the character from dying unnecessarily. All characters with 50-109 hit points have a reserve of 10 hit points, characters that have 110+ gain a reserve that is equal to 10% of their maximum normal hit points.

At zero hit points a character is unable to attack and is only able to move 25% of their normal movement rate and only able to perform simple actions. Just remember

if your character is bleeding out they still take a single point of damage each round until these wounds are bound by the character themselves or another character.

Healing

Healing hit points on characters can be accomplished any number of ways. Characters can be healed using mental Esper Abilities, by scientific means such as first aid, hospital stays, surgery, etc. Even plain old rest can heal even the most critical injuries over time.

It should be noted that a character can heal 2 hit points per hour of bed rest or 1 Hit Point per hour of non-strenuous rest.

Crippling Effects

A character may sustain damage that cannot be easily healed or repaired; however with Cyberware, Bioware, and Nanno-ware being available this can be easily negated without too much problem.

If a character becomes crippled such as having a severely damaged leg or arm we suggest you determine the severity and rate it as either 25, 50, 75, or 100% crippled and down grade the ability of the limb accordingly; for example an arm that is 50% crippled would probably lose 50% of its attacks and reduce the amount of weight it can carry by 50% if a person receives damage to a motive limb such as 25% a medium creature would reduce their speed from 40 feet to 30 feet.

Nausea

Nausea is caused by various and sundry things and can be avoided by performing a physical exertion generally at a 15 check.

Physical Ailments

A character can be blinded, deafened, dazed or stunned for any number of reasons and for any length of time depending on the reason for the condition.

Blinded

Character either has blurred vision or total inability to see for a certain number of rounds; this section only covers temporary blindness.

Table 11-36 - Degrees of Blindness

Type	Action/Defense	Rounds
Blurry Vision	-1	1d4+1
Partially Blind	-3	1d8+1
Fully Blind	-5	1d12+1

Deafened

Character either has partial or total inability to hear.

Table 11-37 - Degrees of Deafness

Type	Hearing/Initiative	Rounds
Ringing Ears	-1	1d4+1
Partially Deaf	-3	1d8+1
Fully Deaf	-5	1d12+1

Dazed & Stunned

When a character is dazed; for whatever reason; it basically means that they are not interacting coherently with the world around them and as such they take minuses to everything they do. Being dazed causes a -2 penalty to all rolls.

When a character is stunned they are groggy and barely able to move around or defend themselves let

alone attack or use any of their boosts. Being stunned causes a -6 penalty to all rolls.

Table 11-38 – Dazed & Stunned Length

Type	Minuses	Rounds
Dazed	-2	1d4+1
Stunned	-6	1d6+1

11.18 - Information Gathering & Deception

Information can be critical to how your character reacts to the situation around him or how he is going to plan an upcoming operation many advantages, disadvantages and boosts can add or subtract from this.

Deceiving Others

The mechanics behind deceiving others is pretty simple you basically roll a deception check adding in your deception boost; or if you don't have it your mental exertion; both person's roll and whoever gets the highest wins, if it is the deceiver the one being deceived believes whatever the fiction is; if it is the person who is being deceived they don't believe the person at all. Basically for every success over the person being deceived the more they believe you.

Lying

This is pretty much outright telling a fiction when asked a question even if it is a little white lie to spare someone's feelings.

Obfuscation

Obfuscation is similar to lying but is more in the line of hiding a lie in a half, partial, or even full truth.

Misdirection

Misdirection can be both verbal and physical. A verbal misdirection would be changing the subject from one thing to another and a physical misdirection would be something similar to yelling "look it's Bruce Campbell" and then pointing in said direction to distract the person's attention from something else.

Gossip

Gossip can be completely truthful but unfortunately ends up being only about 10% of the truth by the time it makes its way around and can start out with Bob going to the doctor for a his annual flu shot to Bob flying to Brazil for anal reconstruction after being shot in the butt; or something worse.

Rumor Mongering

Very similar to gossiping; rumor mongering is the spreading of half true tales or outright lies to make someone or something look bad.

Subterfuge

Basically this is the ability to be sneaky as all get out either through verbal or physical means.

News

News isn't always the truth and it's a great way to hide the truth from people by massaging information, editing video and audio to make it say what you want it to and many other things.

11.19 - Initiative

Initiative determines who goes first in the round from highest to lowest number rolled on a d12 anyone who rolls a 12 on die automatically goes first and whoever rolls a 1 on die automatically goes last.

To determine what order PC's and NPC's go in the round each player rolls a d12 and adds their Initiative Boost; if they have one. The person with the highest initiative always goes first, however if a 12 is naturally rolled that person goes first automatically, if a person rolls a 1 they automatically go last; the only time a person who rolls a 1 doesn't go last is if there is a person with the Sunny Disposition Disadvantage.

11.20 - Interacting In The Game

Interaction is a key factor in role-playing games as well as in real life actually but some people are good at it and some people are bad at it and there are several ways to increase and decrease these bonuses and minuses.

Basically when attempting to interact with someone you normally just role-play but you can also take into account the mood or prejudices of an NPC if you'd like; for instance a human who hates Elharnians isn't going to interact very well with an Elharnian PC.

The following section discusses various allies, family, friends, and enemies and how they relate to your character and how they can help or hinder them.

Social Interactions

Unless you are playing a character that is locked in an underground vault that no one knows about there are going to be other player characters and NPCs to interact with, this is where social interaction comes into play.

To make a basic social interaction check you would roll 2d10 and add or subtract whatever bonuses or minuses you may have.

If you are doing some other type of social interaction such as lying, cheating, obfuscation or any number of other things you would add the bonuses for these boosts to your roll also.

Rattle of Dice. Wow this guy really does not like you - Josh

How can I tell - Justin

He has his gun in your face - Josh

Table 11-39 – Social Interaction Chart

Attitude	Appearance	Attitude	Race	Sex
BFF	+4	+4	+4	+4
Ex. Friendly	+2	+2	+2	+2
Friendly	+1	+1	+1	+1
Neutral	0	0	0	0
Wary	-1	-1	-1	-1
Hostile	-2	-2	-2	-2
Ex. Hostile	-4	-4	-4	-4

Family

Family can be a good thing or it can be a bad thing. Several examples follow -

The loving family - with a loving family you gain a +5 bonus to any social interactions with them, however if an enemy finds out that you care so much about your family they may decide to use them as a tool against you.

An enemy could kidnap them to get you to do something or they could just outright kill them to get back at you.

The dysfunctional family - with this type of family everyone is awkward with everyone else in the family and there may even be a feud going on between members of the family; this type of family gives you a -1 to social interactions with them.

An enemy may still try to use this type of family against you but they'll fail miserably usually in this manner since you and your family care little for each other.

Friends

Everyone has friends, whether they are close personal friends or that weird guy you talk to on the internet. You gain a +3 social interaction bonus with friends and once again enemies may try to use them against you.

Allies

Allies are the hardest of people to pin down because one day they may be an ally and the next they may not, usually an ally is someone you have a common goal with but it may also be someone who just wants to stick it to another person you get a +1 interaction bonus with these types.

Enemies

You remember the old axiom keep your friend's close and your enemies closer; it's a pretty good idea and there is also the fact that you can usually trust your enemy to have your worst interests at heart.

There are several types of enemies, first and foremost are those out to get you and do you whatever harm they can against you and you get a -5 social interaction with these types of enemies.

Then there are the honorable enemies that hold a bit of respect for you and you may do the same for them; these enemies you actually get a +1 bonus to social interactions and they will generally be truthful with you and even may help you out as long as it doesn't go against their own plans [of course they may also be honest with you while hanging you by a rope over a pit of lava as well].

Negotiation & Intimidation

Negotiation and intimidation most of the time go hand and hand and are pretty straight forward.

Basically both person's roll whoever gets the higher roll wins the negotiation; generally negotiation is only done between PCs and NPCs but occasionally it may crop up between PCs when this occurs a person can still attempt to negotiate if they lose the die roll but they can only do this a number of times equal to their mental exertion bonus.

Honor

Honor is a hard thing to pin down in both real life and in a gaming system. Actually it's probably easier to hang on to honor in a role-playing game than real life since things are a little less gray and a lot more cut and dry although it's rare to find a player that can fully pull it off.

Generally if a player wants an honorable character sit down with them and determine their code of honor. Even villains can be honorable, and if they drift away from their honor code don't be afraid to penalize them.

Loyalty

Loyalty has its advantages but you also must be loyal to someone in return even if they are the wrong party.

Loyalty can be to family, friends, allies, an organization, loved ones, or even oddly enough to an enemy, there are several boosts in the boost chapter that can get you some bonuses for this.

Notoriety & Reputation

In Sigurd's Notoriety and Reputation go hand in hand. The player characters may pull off a heist to steal back a priceless church artifact from Satan Worshipers and will earn a good reputation with the church but will earn enmity and notoriety with the Satan worshippers and those allied with them.

Basically if you want to mess with a reputation system keep the following things in mind; how far flung is their reputation. If all they've done is beat up the local bully they won't be known nation or worldwide. However if they manage to stop bank robbers or criminals they may earn a nationwide reputation or if they manage to kill an evil overlord bent on conquering the galaxy they would most likely earn a huge reputation. If you want to take player characters reputation into account in the game for everything they would do that would earn them a reputation you can give them a point; now you will probably want to keep track of how far-flung this reputation is and adjust for each situation but these points can be added or subtracted to social interaction checks depending on who they are dealing with.

Table 11-40 - Reputation & Notoriety

Reputation	Reputation	Notoriety
Local Deed	+1	-1
City Deed	+2	-2
State Deed	+3	-3
Country Deed	+4	-4
Planetary Deed	+5	-5
System Deed	+6	-6
Star Nation Deed	+7	-7
Galactic Deed	+8	-8

11.21 - Kill Points

Every time a character gets the killing blow on a creature or enemy they earn a kill point; although if the entire party has been beating up on some massive enemy they should each get a point once that enemy is toasted.

The following chart shows what can be bought with a certain number of kill points.

Table 11-41 - Kill Point Costs

Reward	Points
Hit Point	1
Surge Point	5
Boost Rank	Rank
Level	1000 x Level

11.22 - Languages & Literacy

Generally it is assumed that by 6200 C.E. most people are at least somewhat literate and know how to speak their own language.

In most modern campaign settings it is assumed that a character is fluent and able to read and write in their own base language; although in medieval or even later post-apocalyptic times this may fall by the wayside as survival takes precedence.

In Sigurd's a character can learn additional languages

and with the Language & Literacy boost to learn a new one; each time they start at Rank 1, this gives them the basics and as they level they become more proficient in understanding the spoken language as well as the written.

11.23 - Mechanics Of A Round & Types Of Actions

A round in Sigurd's is twelve seconds long; characters are capable of many things during these twelve seconds.

Mechanics Of A Round

1.] Declaring Actions, All players declare the actions that they intend to take that round.

2.] Roll Initiative, all players roll initiative to determine the order that they go in; GM rolls initiative for any NPCs and enemies. It should be noted that Initiative does not have to be rolled every round, generally it is easier to roll a single initiative for a specific battle and keep that initiative till the current scene is done.

3.] Performing Actions, Going from highest to lowest in the initiative order PCs, NPCs, and enemies perform whatever actions they are taking for that round.

4.] Rinse and Repeat.

Types Of Actions

1.] Movement Action, using humans that would be up to 40 feet which can be broken up or done all at the same time and they get a full movement action unless performing a full round action.

2.] Simple Actions, Include opening unlocked doors, holding a basic conversation or other things that a GM would consider a simple action, generally these actions take up a five foot move action.

3.] Standard Actions, They are able to expend all actions either as attacks, reloading; reloading a magazine, drum, or speed loader fed weapon only takes a single standard action which is either half a person's movement or an attack action – weapons that require being reloaded one round at a time or belt fed weapons take up an entire round or un-holstering a weapon or doing complex things such as holding a complex conversation or Boost checks.

4.] Full Round Actions, Sprinting is one example of a full round action and the character is unable to do anything but sprint that round, this quadruples the characters movement, thus a human can move 160 feet per round. Other full round actions include un-jamming a weapon, auto-fire, reloading complex weapons, waking up, getting up from a prone position, taking off/putting on clothes and armor or more complicated conversations or Boost checks.

Delayed Actions

Actions can be delayed until the end of the current round and then must either be used or lost unless you have the patience is a virtue boost or if a character is doing a called shot and holding their fire to lower their minus to hit.

Aiding Others To Perform An Action

Multiple people can help a character perform an action, the number of people capable of helping the one performing the action is dependent on the action and

should be determined by the GM, for each person helping the original they gain a +1 bonus to their roll; this does not include attack actions; and they must also have at least one rank in the appropriate boost.

11.24 - Money, Wealth, & Starting Funds

Money makes the world go round or the Galaxy in the case of Sigurd's you can use money and valuables to purchase items and services.

The following chart gives you an idea of values of precious metals and stones.

The Sigurd's setting uses credits which are worth more than a standard dollar and also uses precious metals and gemstones.

Precious Stones Include - Ruby, Sapphire, Emerald, Jade, Topaz, Amethyst, Garnet, Tourmaline, Pearl, Cat's Eye, and Diamond; as well as several other types.

I don't think I charged you enough for that stuff - Josh

Why? - Bard

Because you still have money left - Josh

Money in the Sigurd's universe is referred to as Galactic Standard Credits and starting funds are determined by using Table 2-6 – Starting Wealth & Salaries and Table 2-7 – Savings.

Basically the first thing you do is determine how old your character is; generally the older they are the more money you'll have to spend during character creation; then you roll on Table 2-6 and determine what your income level is from Upper Wealthy to Poor and the table also lists your annual income and then your yearly savings which is generally about ten percent of what you make in a year; now comes the fun part with Table 2-7 you determine how good your character was at saving money and runs from Penny Pincher to In Debt with you being able to save anywhere from 100% of your yearly saves to only five percent of your savings. You can also gain extra funds from the Favored Son Advantage.

Table 11-42 - Money and Precious Metal Values

Type	\$	Ç	Copper	Silver	Gold	Platinum
Dollar	1	5	1	0.1	-	-
GSC	5	1	5	0.5	-	-
Copper	1	5	1	0.1	-	-
Silver	10	2	10	1	-	-
Gold	100	50	100	10	1	2.5
Platinum	250	125	250	25	2.5	1

Money - The standard monetary unit used in the 63rd century is the Galactic Standard Credit or GSC denoted by the symbol Ç.

A single GSC is equal to 25 Pre-Space U.S. Dollars [approximately 2010]. With vast distances between banks physically, most money is moved electronically but hard cash can be used if a person desires.

The GSC comes in various denominations denoted by a specific color and comes in coin form; each coin is made of Ceramo-steel with a core of palladium equal to its monetary value. The coins are square and a ½ inch on a side and a tenth of an inch thick, the color of the coin is molecularly bonded to the material. All coins

have a square hole an eighth of an inch in diameter, this hole is used to stack the coins on a spindle or be tied together.

Table 11-43 - Denominations And Colors Of GSC

Money Size	Color
Ç1	Silver-Black
Ç5	Metallic-Blue
Ç10	Silver-Green
Ç25	Silver-Red
Ç50	Silver-Yellow
Ç100	Copper
Ç250	Silver
Ç500	Brass
Ç1,000	Silver-Purple
Ç2,500	Silver-Blue
Ç5,000	Gold
Ç10,000	Platinum
Ç250,000	Palladium

Starting Funds

Okay so this section is going to basically cover how much money your character has when he starts the game; the following chart shows a person would make each year in that bracket and then what their starting funds would be for each year they had in that job bracket.

So if Bill worked in an Upper Middle Class job for ten years and saved up then became a mercenary he would have 73,000 credits to work with.

So pretty simple just have the player roll a percentage or they can choose a back story and pick a wealth class that goes with it.

Table 11-44 – Starting Funds

Roll	Class	Yearly	Starting Funds
1%	Upper Wealthy	220k	22k Per Year
2-5%	Middle Wealthy	180k	18k Per Year
5-10%	Wealthy	78k	7.8k Per Year
11-20%	Upper Middle Class	73k	7.3k Per Year
21-40%	Middle Class	71k	7.1k Per Year
41-60%	Lower Middle Class	26k	2.6k Per Year
61-100%	Poor	1.3k	130 Per Year

11.25 - Morale

Morale generally only comes into effect during combat or pre-combat things such as negotiation but can also be used in conjunction with fear effects listed above and several Boosts can add to your Morale or subtract from your enemies morale.

The following chart gives you basics on being outnumbered and outnumbering someone and the minuses and bonuses that they give you.

Table 11-45 - Morale - Bonuses & Minuses

Outnumbered By	Modifier	Outnumbering
2-1	0	1
3-1	-1	+2
4-1	-2	+3
5-1	-3	+4
6-1	-4	+5
7-1	-5	+6
8-1	-6	+7
9-1	-7	+8
10-1	-8	+0
11-1	-9	+10

11.26 - Movement, Terrain, & Weather Conditions

Movement rates are how fast your character can travel in a certain medium these include walking, running, sprinting, climbing, jumping, swimming, and flying when applicable.

The first of these is walking and is the movement rate that your character moves at when just walking around and in no hurry and can be broken up into whatever segments you would like during your turn.

Flying is one of those things that very few races in Sigurd's can do naturally and is done at a stated base speed.

Table 11-46 – Medium Creature Base Movement gives the movement rates for a medium size creature.

Table 11-46 – Medium Creature Base Movement

Movement Type	Movement Rate
Walking	40
Running	80
Sprinting	160
Climbing	20
Jumping	10
Flying	40 - When Applicable
Swimming	20

Climbing

Climbing of course is the physical act of either ascending or descending something that is at an acute angle or has a vertical surface and is done at half the characters walking speed.

Table 11-47 - Climbing Difficulties

Incline Degree	Difficulty	Speed
Below 45 Degrees	5	½ Base
45 Degrees	10	1/3 Base
45-90 Degrees	20	¼ Base
90+	40	5 Feet

Falling

If a character is falling he normally takes a d10 of damage per ten feet after the initial ten feet fallen; successfully keeping yourself from falling to your death can be increased by having the Gymnastics Boost.

The formula for using Gymnastics to decrease falling damage is as follows - The character rolls a 2d10 they add their Gymnastics they match this against the height fallen if they manage to get higher than the increments of feet fallen they negate a d10 of damage for each point of success.

Jumping

Jumping can be a bit tricky and is done at one quarter

of the characters base speed; rounded to the nearest five; and includes both vertical and horizontal distances that can be covered.

Running

Running doubles your characters walking speed and they are hurrying along at a pretty good clip, they can still break this movement up into segments but they can only run for a number of rounds twice that of their physical exertion after that they must make a physical exertion of fifteen on the first round after the number of rounds equal to twice your physical exertion and then after that they must continue to make an exertion check each round at a minus one until they stop moving or fail; if they fail they must immediately stop running and resume their walking speed.

Sprinting

Sprinting cannot be broken up into segments and must be done in a straight line and doubles the running speed of a person and also takes up the full round.

Swimming

Swimming is also done at half the character's base speed through water and works the same way as running with the amount of time they can swim based off physical exertion checks.

A character without the Swim Boost is able to keep themselves afloat equal to a number of rounds equal to 10x times their Physical Exertion. If attempting to swim or hold their breath they are able to swim/hold their breath for a number of rounds equal to that of 5x their Physical Exertion, this duration can be increased by taking levels in the Swim Boost and adds an additional round per rank.

Drowning

If unable to hold their breath or swim any longer a character is liable to drown, if a character has technically "Drowned" someone with the Medical Boost has up to a number of rounds equal to the drowned person's Physical Exertion x10 to revive them before they die.

Moving In The Dark

You can move as fast as you want in the dark just be careful. Moving at a quarter of your normal speed is generally suggested to keep from injuring oneself in low light but the following chart gives a good idea of what speeds you should be moving at when impaired by darkness the chart also tells you how far your vision is impaired; the below chart is for a medium creature.

Table 11-48 – Safe Movement In Darkness

Impairment	Movement	Vision	Range Increment
10%	35 Feet	225 Feet	Goes To 2-3
20%	30 Feet	200 Feet	Goes To 2-3
30%	30 Feet	175 Feet	Goes To 4-5
40%	25 Feet	150 Feet	Goes To 4-5
50%	20 Feet	125 Feet	Goes To 6-7
60%	15 Feet	100 Feet	Goes To 6-7
70%	15 Feet	75 Feet	Goes To 8-9
80%	10 Feet	50 Feet	Goes To 8-9
90%	5 Feet	25 Feet	Goes To 10
100%	5 Feet	0 Feet	Goes To 10

Movement Through Terrain & Weather Conditions

Each creature has a certain amount of distance it can cross in a single around; 12 seconds; and it varies by creature size with the most common size being medium with a movement rate of 40 feet or eight squares.

Terrain can be another modifier to a creature's movement from clear city streets to the worst bug infested, sticky, muddy swamp. See table 11-49 for movement modifiers in specific terrains.

Table 11-49 - Movement Rates by Creature Size

Size	Movement Rate
Fine	10
Diminutive	15
Tiny	25
Small	30
Medium	40
Large	50
Huge	55
Gigantic	65
Gargantuan	70
Colossal	80
Titanic	100

Terrain can be anything from city streets to broken hilly terrains with mixed in bogs and tall grass, the following chart gives you movement rates on different types of terrain. It should also be noted that poor lighting decreases these rates and the Moving Through The Dark section should be consulted.

Table 11-50 - Movement Rates Through Terrain

Terrain Type	Movement
Urban - Well Maintained	100%
Urban - Poorly Maintained	75%
Forest/Jungle - Light	100%
Forest/Jungle - Dense	75%
Forest/Jungle - Thick Undergrowth	50%
Forest/Jungle - Dense Undergrowth	25%
Mountains/Hills - Rolling	100%
Mountains/Hills - Light Slope	75%
Mountains/Hills - Medium Slope	50%
Mountains/Hills - Steep Slope	25%
Swamp/Marsh/Bog - Standard	75%
Swamp/Marsh/Bog - Moderate	50%
Swamp/Marsh/Bog - Deep	25%
Grassland - Light	100%
Grassland - Thick	75%
Grassland - Dense	50%
Grassland - Thicket	25%
Rubble - Light	75%
Rubble - Thick	50%
Rubble - Dense	25%
Sand/Desert/Scree - Light	75%
Sand/Desert/Scree - Thick	50%
Sand/Desert/Scree - Dense	25%
Snow - Dusting	100%
Snow - Light	75%
Snow - Medium	50%
Snow - Deep	25%
Ice - Rough	25%
Ice - Smooth	10%
Snow Dusting/Ice Rough	65%
Snow Dusting/Ice Smooth	55%
Snow Light/Ice Rough	50%
Snow Light/Ice Smooth	40%
Snow Medium/Ice Rough	40%
Snow Medium/Ice Smooth	30%
Snow Deep/Ice Rough	25%
Snow Deep/Ice Smooth	20%

Weather Conditions

Weather conditions can make movement and survival even harder than you would think and so we'll also be discussing this as well.

There are basically several temperature gradients from extremely cold to extremely hot and there are other factors to take into effect as well as humidity which can make things even harder to survive in and incredibly uncomfortable.

One thing that definitely should be remembered is that terrain, temperature, and weather/humidity conditions can be used to make interesting non-combat encounters for the characters and can be used to motivate or slow down the PCs.

Table 11-51 – Temperature Extremes

Extreme	Modifier
Extremely Cold	-4 To Survival Checks; Multiply Calorie Consumption x2
Moderately Cold	-2 To Survival Checks Multiply Calorie Consumption x1.5
Cool	-1 To Survival Checks
Moderate	No Modifier
Warm	-1 To Survival Checks
Hot	-2 To Survival Checks; Multiply Fluid Consumption x1.5
Extremely Hot	-4 To Survival Checks; Multiply Fluid Consumption x2

Table 11-52 – Humidity Conditions

Humidity	Modifier
Extremely Dry	Multiply Fluid Consumption x2.5
Moderately Dry	Multiply Fluid Consumption x2.0
Dry	Multiply Fluid Consumption x1.5
Normal	No Modifier
Humid	-1 To Physical Exertions
Humid	-2 To Physical Exertions
Sweltering	-3 To Physical Exertions

Table 11-53 – Weather Variations

Weather	Modifier
None	None
Light Wind	-1 To Visual Range
Moderate Wind	-2 To Visual Range; -25% To Movement Rates
Heavy Winds	-4 To Visual Range; -50% To Movement Rates
Light Rain	-1 To Visual Range & -25% To Movement Rates
Moderate Rain	-2 To Visual Range & -50% To Movement Rates
Heavy Rains	-4 To Visual Range & -75% To Movement Rates
Light Snowing	-2 To Visual Range, -25% To Movement Rates, -1 To Survival Checks
Moderate Snowing	-4 To Visual Range, -50% To Movement Rates, -2 To Survival Checks
Heavy Snowing	-8 To Visual Range, -90% To Movement Rates, -4 To Survival Checks

11.27 - Operating Vehicles

Most people in a modern style campaign setting have the rudiments of driving a car, however to do any fancy maneuvers they must take the Operate Vehicle Boost. There are tons of different types of vehicles in the Sigurd's campaign setting and to operate them you must take the Vehicle Operation Boost specific to it otherwise you won't be able to properly handle a different type of vehicle for further information consult Chapter 9 – Transportation.

11.28 - Perform

Perform refers to a performance art such as dance, singing, acting, etc. and even sports can fall into this category as well.

Characters have the ability to choose the Performance

Boost which gives them the ability to do performance arts such as acting, singing, dancing, or anything that would be considered an exhibitionist type activity; yes including erotic/exotic dance and those chefs at the Japanese restaurants.

11.29 - Physical Statuses

The following section details various physical statuses that are not covered in previous sections such as sleeping, dehydration, and starvation as well as immobilization, paralysis, and unconsciousness.

Sleeping

When sleeping a person is pretty oblivious to the world and even the best of us although still able to react quickly still take a few precious seconds to wake and take in the situation.

When a person is sleeping they gain a minus 10 to all notice checks but these can be modified to be better or worse.

Sleeping characters generally have minuses to Hearing checks while sleeping. This check can be worsened; Heavy Sleeper Disadvantage; or bettered; Light Sleeper Advantage. Characters are unable to take any actions during the round that they are woken up.

Starvation & Dehydration

Generally most people eat a sit down meal three times a day with small snacks in between. In the Sigurd's system this is still the case and an average adult of medium size with an active life requires about 2,000 to 2,500 calories per day and a minimum of 64 ounces of fluids to survive.

The Sigurd's System also includes several races that have enhanced metabolisms that require them to eat 4,000 to 5,000 calories per day and over 120 ounces of fluids.

The average human can go about five days without any food at all before they pretty much keel over dead however before this they begin to weaken and a person can go about three days without water; below is a chart on the amount of minuses that are taken when characters are not eating or drinking enough. It should also be noted that these minuses stack so if a character is not getting enough food and water the minuses stack up quite a bit.

Generally if a person lacks food or water for the above number of days they slip into a coma and start dying.

These minuses are taken from all actions; whether mental, physical, weapons, etc.

Note: These numbers are arbitrary depending on the person and the conditions they may last longer without food or water.

We have also included a daily calorie and fluid intake chart in this section as well for various sized characters; just to make the GM's life a little easier.

Table 11-54 – Dehydration/Starvation Chart

Calories/Fluids	Days	Minuses
Fluids	1 Day	-2
	2 Days	-4
	3 Days	-6
Calories	1 Day	-2
	2 Days	-3
	3 Days	-4
	4 Days	-8
	5 Days	-10

Table 11-55 - Daily Calorie & Fluid Intake

Size	Calories	Fluids
Fine	125-150	4 Oz.
Diminutive	250-300	8 Oz.
Tiny	500-625	16 Oz.
Small	1,000-1,250	32 Oz.
Medium	2,000-2,500	64 Oz.
Large	3,750-4,700	120 Oz.
Huge	7,500-9,400	240 Oz.
Gigantic	11,250-14,100	360 Oz.
Gargantuan	15,000-18,800	480 Oz.
Colossal	18,750-23,500	600 Oz.
Titanic	50,000-75,000	1,800 Oz.

Immobilization, Paralysis, & Unconsciousness

In this section we'll describe the above three as thoroughly as we can for game mechanics.

Immobilization

Starting with immobilization, this basically means that the person does not have any locomotive ability whatsoever and loses the inherent 10 to their defense, this person may have been struck by a glue round or a nerve cluster may have been hit, etc.

Paralysis

Paralysis, this means that they are totally unable to move or take any actions, to attack someone that is paralyzed you must make an EC10 attack check as if attacking the area.

Unconsciousness

Unconsciousness, a character that is unconscious is basically in a deeper style of sleep and is unaware of what is going on around them, attackers need only roll a 10 to attack but there is a chance that the person will gain consciousness after any attack or loud noise, EC15 check.

11.30 - Races

Races refers to the various types of character races available and most of those presented in this book in Chapter 3 Races are mostly humanoid although some are more monstrous in physical nature than others and each race has its own distinctive special qualities as we'll list here in this section.

Dwuervan

The Dwuervan gain the following boosts that level up as the character attains new levels; Weapons – Axes, Weapons – Shotguns, and Knowledge/Craft Mining.

Elharnian

The Elharnian gain the following boosts that level up as the character attains new levels; Weapons – Non-Assault Rifles, Weapons – Long Sword, and Appraisal – Jewelry.

Halfarn

The Halfarn gain the following boosts that level up as the character attains new levels; Weapons – Heavy Weapons [Grenade Launcher Only], Climb, Jump, Notice, and Survival Skills – Escape & Evade.

Humans

Since Humans are the most numerous and are a baseline race they gain no extra boosts but do gain an additional five boost points per level if any other races are being played in the game.

Ngorm

The Ngorm gain the following boosts and advantages that level up as the character attains new levels; Photographic Memory and three Knowledge/Craft boosts of their choice.

Orlanc

The Orlanc gain the following boosts and special abilities that level up as the character attains new levels; Weapons – Heavy Weapons and Large Stature.

Yetin

The Yetin gain the following boosts that level up as the character attains new levels; Knowledge/Craft Religion and three science related Knowledge/Craft Boosts.

Tantalans

The Tantalans are a hive minded race that has set up various types of castes that have different abilities and capabilities and Chapter 3 Races should be referred to for these since the differences are too numerous to list in this chapter without taking up too much space.

11.31 - Range Increments & Vision

The following section explains range increments and the penalties when going beyond the first range increment. It should be noted that the ranges for the weapons are listed with the individual weapons themselves however these are extremely long short ranges for the weapons and I've read articles and reports about shoot outs between even professionals; such as cops; that have taken place at under six feet and still missed their shots nine times out of ten.

One must always remember that hitting something is also situational dependent, morale, health of the character, weather, and fear can all affect a person's aim and the GM should be willing to take these into consideration.

Table 11-56 - Range Increment Penalty Chart

Range Increment	Penalty
1	0
2-3	-1
4-5	-2
6-7	-3
8-9	-4
10	-5

Radius & Area Effect

Some Weapons and effects have a specified radius and all objects and characters in this area are affected. The area and radius of these effects are stated with the specific weapon or effect.

Characters do receive a Physical Exertion against these types of things and must equal or exceed the stated Exertion Check of the item.

Radius weapons cover the number of squares listed in a rough circle and are weapons that explode at ground level.

Area effect weapons are weapons that contain a volume of height width and length and can be exploded at any level so as to target a specific area even in the air.

Table 11-57 - Radius & Area Effect Weapons

Size	Radius	Area Effect	EC
5 Foot	4 Squares	10x10x10	10
10 Foot	16 Squares	20x20x20	15
15 Foot	24 Squares	30x30x30	20
20 Foot	44 Squares	40x40x40	25
25 Foot	-	50x50x50	30
50 Foot	-	100x100x100	35

Vision

Vision in Sigurd's is quite simplistic but we'll help with a Vision chart at the end of this section. In Sigurd's a character can see clearly out to 250 feet however for each fifty feet beyond this details become more indistinct and harder to identify, generally at the tenth and final range increment things are so indistinct you can't tell what you are seeing save for maybe an outline, the further away the higher your penalty to Notice checks.

Table 11-58 - Vision Range Increments

Increment	Distance	Penalty
1 st	250 Feet	-0
2 nd	300 Feet	-1
3 rd	350 Feet	-2
4 th	400 Feet	-3
5 th	450 Feet	-4
6 th	500 Feet	-5
7 th	550 Feet	-6
8 th	600 Feet	-7
9 th	650 Feet	-8
10 th	700 Feet	-9

11.32 - Robots & AIs

Artificial Intelligences or AI's are intelligent computer programs created by various star nations to perform any number of tasks the most common of which is that of a Ship's controlling computer as well as larger installations, cities, and space stations. However AI's can be used for any number of things.

Most star nations consider AI's sentient and after a certain number of years they can earn citizenship while others consider AI's nothing but tools.

11.33 - Scavenging & Resources

Sometimes when the situation is tight you may have to scavenge what you need from the battle field or from the area around you.

The following chart gives EC checks on various types of areas that you can salvage from.

Table 11-59 – Scavenging Checks

Locale	EC
Battlefield	15
City	5
Large Town	10
Medium Town	15
Small Town	20
Abandoned Town/City	10 + Size
Desolate Area	30

11.34 - Sex & STDs

This is really a subject I'd rather avoid until we can come out with an expansion book so that we can go into more detail than what I'll be able to do here but here are the basics.

Sex, it functions just the same as in real life your stamina; or length of time you are able to doink; is equal to your Physical Exertion x10 minutes and you must rest one minute for every ten minutes of exertion before resuming it.

All characters have a basic understanding of sex but if you want your character to be more knowledgeable; i.e. how to give your partner more pleasure and either more quickly or more slowly as well as knowing more positions and various types of fetishes; that aren't going to be listed in this book you can take the Knowledge/Craft Sex Boost.

STD's, yes our game has STD's but they don't have to come into play unless the GM is feeling particularly annoyed.

We suggest generally if a character is jumping from sex partner to sex partner you can give them an accumulative 1% to receive an STD they must roll after every sexual encounter, we are not going to list STD's in the book so feel free to be imaginative.

11.35 - Standard & Metric Conversions

Wherever possible we list both standard; U.S.; and Metric; Just About Everyone Else; lengths and weights. Below is a chart for the conversion between the two.

As a note these will be slightly off since we've rounded up or down to the make the math much easier; one other thing that should be known, each square or hex on a battle map is five feet and to make life easier we've converted it to one meter per square or hex as well.

Table 11-60 - Standard to Metric Conversion Chart

Standard	Metric		
	CM	Meter	Kilometers
1 Inch	2.5	0.25	0.025
1 Foot	30	0.31	-
1 Yard	-	0.9	-
1 Mile	-	-	1.6
Weight	Gram	Kilogram	Metric Ton
	1 Ounce	28	-
1 Pound	-	0.45	-
1 Short Ton	-	-	0.9
Liquid Volume	Milliliter	Liter	-
	1 Teaspoon	5	-
1 Tablespoon	15	-	-
1 Ounce	30	-	-
1 Cup	-	0.24	-
1 Pint	-	0.47	-
1 Quart	-	0.95	-
1 Gallon	-	3.8	-

Table 11-61 - Metric to Standard Conversion Chart

Metric	Standard			
	Inch	Feet	Yards	Miles
1 Millimeter	0.04	0.48	1.44	-
1 Centimeter	0.4	4.8	14.4	-
1 Meter	0.275	3.3	1.1	-
1 Kilometer	-	-	-	0.6
Weight	Ounce	Pounds	Short Ton	-
	1 Gram	0.035	0.56	1040
1 Kilogram	-	2.2	-	-
1 Ton	-	-	1.1	-
Liquid Volume	Ounce	Pints	Quarts	Gallons
	1 Milliliter	0.03	-	-
1 Liter	-	2.1	1.06	0.26

11.36 - Surge Points

Surge points are used to boost a person's rolls when they are close to actually pulling off an attack or other type of roll that may pull their bacon out of the fire or just so they can get that extra bit of knowledge or better craft something.

Everyone gets surge points and each level they refresh with the person receiving five plus their current level.

When rolling for a something if you believe that you are close enough to achieve the desired number you can decide to use a surge point and do so before telling the GM what you rolled you then roll the extra die; who's sized is dependent upon what level you are; and then add that roll to what you had rolled before and hope that you now make it.

Table 11-61 - Surge Point Level Chart is a copy of the chart found in Chapter 2 – Character creation but is also placed here to make your life easier.

Table 11-62 – Surge Point Level Chart

Level	Die Size
1 st -5 th	1d6
6 th -10 th	1d8
11 th -15 th	1d10
16 th -20 th	1d12

11.37 - Surprises & Ambushes

Before surprise attacks or ambushes characters get to roll a Mental Exertion, a 2d10 roll and any other

relevant Boosts. The character must get equal to or greater than the surprising parties roll to surprise or ambush [generally 2d10 plus whatever relevant boosts]. The surprising party also gets bonuses from Survival & Camouflage if they have it.

11.38 - Survival Skills

All of the below abilities fall under the Survival Skills Boost and allows you to use camouflage, evade and escape captors, track targets, and survive in harsh environments.

Survival & Camouflage

This ability allows you to blend into whatever type of terrain you are in whether it is snow, forest, or even the urban jungle, or with a sub-type of humanity.

This also allows you to survive with some ease in whatever type of environment you choose.

Escape & Evade

This type of ability allows you to more easily escape from captivity or evade followers or the enemy in your process of escape.

Tracking & Navigation

Tracking allows you to follow the signs of something left behind by whatever you may want to follow.

Table 11-63 – Terrain Types

Terrain Type	Terrain Type
Cold Weather	Desert
Forest	Jungle
Mountains	Space
Swamp	Underground
Urban	

11.39 - Throwing Items

Basically you can throw an item its listed distance without penalty after that you accumulate a -1 penalty for each additional range increment; however weapons or items specifically designed for throwing have their range increments listed with them.

Any items that are not designed to be thrown get a -5 penalty to attacks but still do normal damage; piercing for edged weapons thrown and bludgeoning for all other weapons.

11.40 - Upgrades

Upgrades are great ways to give your character bonuses or keep them alive longer or replace those lost limbs from that job that went bad.

Bioware

Bioware is biological upgrades created from a person's own DNA giving them the ability to increase their performance without setting off metal detectors.

These upgrades are surgically implanted in a person's body. A person can have only a certain number of Bioware upgrades per portion of their bodies.

These are able to do many things such as upgrading a person's eyesight, mental increases, as well as speed and strength boosts.

Bioware the latest and greatest thing that won't set off the metal detectors at the airport - Josh

But what happens if you have a genetic defect - Justin

It's the future the only genetic defect is NRS - Josh

Don't forget stupidity - Justin

Thanks I did almost forget that one - Josh

Cyberware

Cyberware is bodily upgrades created from mechanics and electronics and is able to do many things such as upgrading a person's eyesight, mental increases, and speed and strength.

These upgrades are made to offset a person's shortcomings or boost their abilities however most cybernetics are pretty obvious and can generally be easily detected by sensors.

These upgrades are surgically implanted in a person's body. A person can generally have only a certain number of Cyberware upgrades per portion of their bodies but sometimes there are exceptions.

Nanno-Tech, Nanno-Virii, & Nanno-Rejection Syndrome

Nannites are Nanno-metric microscopic robots that are self-replicating once they enter a person's body.

These Nannites can be used to cause great harm via Nanno-viruses but can also do great good by repairing damage done to a person's body.

Nannites can also be used for things such as Nanno-sheaths and upgrades to a person's body.

Nanno-Technology is built around the design and use of robotic machinery that is built on the atomic level and can be used for any number of things from healing to deadly virus to bodily enhancements and tons of other functions.

Nanno-Virii are very insidious things using microscopic Nanno-technology which can easily invade a body and get through most protection even environmental suit's the most insidious of these Virii being the Quisling and Tantalus Nanno-virus that turn humans and other races into mindless slaves.

Nanno-Rejection Syndrome is a genetic ailment where the sufferer [1% of the known galaxy has this syndrome] rejects all Nanno-technological devices including healing via Nanno-Injector, there is currently no known cure for this but this also protects a person from Nanno-Virii and other harmful Nanno-tech.



EVEN SOMETHING AS INNOCENT AS AN ARCADE GAME CAN BE A DANGEROUS SPREADER OF NANNO-VIRII
11.41 - Weapons & Weapon Sizes

There are several categories of weapon sizes they range from single shot pen-like derringers to huge man-portable weapons such as mini-guns and stinger missile launchers.

It should be noted that the smaller or larger a character is the harder or easier a weapon is to wield depending on the weapon's size category.

Table 11-64 - Creature Vs. Weapon Size

	F	D	T	S	M	L	H	Gi	Ga	C	Ti
F	M	L	H	Gi	Ga	C	T	-	-	-	-
D	S	M	L	H	Gi	Ga	C	T	-	-	-
T	T	S	M	L	H	Gi	Ga	C	T	-	-
S	D	T	S	M	L	H	Gi	Ga	C	T	-
M	F	D	T	S	M	L	H	Gi	Ga	C	T
L	-	F	D	T	S	M	L	H	Gi	Ga	C
H	-	-	F	D	T	S	M	L	H	Gi	Ga
Gi	-	-	-	F	D	T	S	M	L	H	Gi
Ga	-	-	-	-	F	D	T	S	M	L	H
C	-	-	-	-	-	F	D	T	S	M	L
Ti	-	-	-	-	-	-	F	D	T	S	M

Table 11-65 - Weapon Concealability for Medium Size Creature

Size	Length	Concealability Modifier
Tiny	3"	+4
Small	3.1-6"	+2
Medium	6.1-9"	0
Large	9.1-18"	-2
Huge	18-.1-36"	-4
Gigantic	36.1-72"	-6
Gargantuan	72.1-144"	-8
Colossal	144.1-288"	-10
Titanic	288.1-576"	-12

SIGURD'S GUIDE

APPENDIX I
TIMELINE

4200 years from now you'd think we had gotten our act together, yeah right, we're still squabbling and still blowing things up over religion and color. Except now we've dragged other races into the problem [or they've dragged us into their problems] and are trying to keep from getting blown up because of their racists and religious nut bags.

Dozens of Star Nations and races, hundreds of thousands of inhabited systems and worlds and it still comes down to who has the bigger di..... Er gun.

In the Merc.NET campaign setting you can be everything from a human bounty hunter to a shape shifting ambassador, you can be furry you can be cybernetic, you can sling magic and Esper powers around like gunfire your choice, your decision, just hope you don't get what you wish for.

The Emperor Is Dead Long Live the Emperor

The date is January 1st 6200 C.E. the final treaties have been signed between the various factions of the 7th Pan-Galactic; the Independent System's League is shattered and has had large chunks taken out of it by the Silverfield Republic, the Hagerman Empire, the Confederacy Of United Systems, the Tantalum Hive Mind and the Quisling Quarantine Zone as well as several smaller multi-system polities.

Tensions are still high as various parasitic races raid the various borders and ships of Coalition space; the New Emperor of the Neo-Prussian Empire 22 year old Nathan IV rules from his new capitol world New Hamburg [New Bavaria now being part of the Quisling Quarantine Zone] and has industriously gotten back into the business of Genetic Slavery.

The Claremont Confederacy has been busy quashing the resurgence of piracy in its systems as the war pulled most of their guard ships out of their duties, the Elharnian Combine is still reeling from a bloody but unsuccessful coup by the Blue Society that has left at least one planet shattered by the use of Nuclear weaponry; the Hegeran Hegemony is starting to take a more active role in Galactic Politics; the Independent Systems League is down to about 200 systems from its former 500+; the Malkenet Nebula is continuing to turn its single system into a stronghold and the Pirate Guild is still pissed about losing part of its systems to the Gaul Empire an act that was perpetrated by Jean DuFromm a cousin to the royal family.

The Silverfield Republic and Theban Cluster are working to stabilize their various systems with the Thebans lending a hand to the undermanned Silverfield Navy to patrol their now burgeoning 300 system government.

The Tunnel Union has gotten back to what it does best and providing the galaxy with raw materials, the United

Council of New Avalon is as aloof as it ever was although it is licking its wounds after the loss of three systems during the war.

The United Nations Solar Federation is running around trying to tell everyone what to do and failing miserably at it, the Fantan-Tyerian Republic has become a member of the Watch Dog Alliance which is now strained by suspicion.

And everyone is afraid of the rumors of new types of parasites turning people into animals and the Tantalans who's Emperor can infect a person with a touch.

That is the current climate of the known galaxy at this time, fear, greed, distrust, and a whole basketful of other emotions is about to tip over and possibly cause another war.

Will you be the cause of it, the deciding factor against it, or just some poor bastard that gets sucked along on the tide of galactic machinations?

Table 7-1 - Timeline 20 Billion B.C.E. To Present

20 Billion B.C.E. [Approx.]	Big Bang Occurs, this universe and adjoining mirror universe, and the cross dimension are created.
2 Billion B.C.E. [Approx.]	The first signs of sentient life begin to appear on a massive planet at the center of the Milky Way Galaxy.
1 Million B.C.E. [Approx.]	The Black Council appears in the Cross Dimension and starts experimentation on various life forms.
900,000 B.C.E. [Approx.]	The First Sentient Race arises on a huge planet at the center of the Milky Way Galaxy and evolves; this race is known now as the Progenitors.
789,000-787,000 B.C.E. [Approx.]	Progenitors start colonizing space with first their own local system using slower than light travel and then eventually the local cluster using reaction less drive systems and faster than light travel. Production of the automated units known as Gnosis is started to protect the Progenitors assets and systems, these units are part mechanical and part organic.
786,000 B.C.E. [Approx.]	The First Progenitor Star Nation is created.
785,000 B.C.E. [Approx.]	The Star Nation starts to fracture and different sects start war with one another.
784,000 B.C.E. [Approx.]	The development of fierce weapons such as the Void Sphere Projector, Sun Crusher, and ship sized missiles large enough to destroy an entire planet is started.

783,000 B.C.E. [Approx.]	Research shows that with the right shield modulation that ships can enter and explore black holes, several research vessels are lost but one vessel enters and returns with data showing a universe very similar to our own on the other side of the black hole at the center of the Milky Way Galaxy.	775,025 B.C.E. [Approx.]	The Progenitors pull out plans for older weapons and start improving them, all military vessels are armed with Void Sphere Projectors, planets are bombed into rubble and entire systems are destroyed as their suns are caused to go super nova using Sun Crushers.
782,000 B.C.E. [Approx.]	Relations between the various Progenitor factions are fixed and most of the factions are absorbed back into the original Star Nation.	775,00 B.C.E. [Approx.]	As an extra effort the Progenitors start researching Nanno-Virii themselves but the efforts are halted as time starts to run out.
781,000 B.C.E. [Approx.]	Research into artificial intelligence and artificial wormhole generation technology is started.	774,000 B.C.E. [Approx.]	Even with the destruction of thousands of systems and planets the Gnosis are barely stopped in time and it is decided the only way to avoid increasing the Gnosis numbers again is for them to leave the galaxy, a huge fleet holding billions of personnel is assembled at the center of the galaxy with the correct shield modulation and they start to enter the Black Hole and a magnetic lid is closed over the hole by the Coronet's AI Ehvelin who shuts down all wormhole activity and then the Coronet itself.
780,000 B.C.E. [Approx.]	Research into artificial intelligence and wormhole technologies slows until the creation of 4 th Dimensional computer and language scripting is discovered.	778,000 B.C.E. [Approx.]	AI and Wormhole technology is perfected, the Coronet a massive space station is built just above the event horizon of the black hole and the first AI Ehvelin is installed in the Coronet to run it and the wormhole system, installation of wormhole gates is started in most inhabited systems.
779,000 B.C.E. [Approx.]	The Progenitors genetically modify their brain chemistry to be able to understand 4 th Dimensional Scripting without technological means.	777,000 B.C.E. [Approx.]	The Black Council starts to take notice of the technological advances going on in the Prime Universe and start to become concerned.
778,000 B.C.E. [Approx.]	AI and Wormhole technology is perfected, the Coronet a massive space station is built just above the event horizon of the black hole and the first AI Ehvelin is installed in the Coronet to run it and the wormhole system, installation of wormhole gates is started in most inhabited systems.	776,000 B.C.E. [Approx.]	The Progenitor Star Nation prospers but in the Cross Dimension the Black Council becomes more and more concerned about their technological advances.
777,000 B.C.E. [Approx.]	The Black Council starts to take notice of the technological advances going on in the Prime Universe and start to become concerned.	775,250 B.C.E. [Approx.]	The Black Council finally able to make its move infects several Gnosis Automated Fleets with a Nanno-virus that drives them insane and changes their structure, whereas before the Gnosis could only replicate at a shipyard they are now capable of infecting a standard ship and its crew with a biological sample and the Nanno-virus causing the ship to evolve quickly using the crew as parts.
776,000 B.C.E. [Approx.]	The Progenitor Star Nation prospers but in the Cross Dimension the Black Council becomes more and more concerned about their technological advances.	775,075 B.C.E. [Approx.]	All known Gnosis units are infected with the Gnosis Nanno-Virus and have taken over several thousand other vessels killing the crews, the worst among these are the huge colonization and passenger ships.
775,250 B.C.E. [Approx.]	The Black Council finally able to make its move infects several Gnosis Automated Fleets with a Nanno-virus that drives them insane and changes their structure, whereas before the Gnosis could only replicate at a shipyard they are now capable of infecting a standard ship and its crew with a biological sample and the Nanno-virus causing the ship to evolve quickly using the crew as parts.	775,050 B.C.E. [Approx.]	The Gnosis start building their own organic ground and space side stations by infecting Progenitor cities and space stations much like they did with the ships so that they may replicate more easily without having to infect other vessels.
775,075 B.C.E. [Approx.]	All known Gnosis units are infected with the Gnosis Nanno-Virus and have taken over several thousand other vessels killing the crews, the worst among these are the huge colonization and passenger ships.	775,025 B.C.E. [Approx.]	The Progenitors pull out plans for older weapons and start improving them, all military vessels are armed with Void Sphere Projectors, planets are bombed into rubble and entire systems are destroyed as their suns are caused to go super nova using Sun Crushers.
775,050 B.C.E. [Approx.]	The Gnosis start building their own organic ground and space side stations by infecting Progenitor cities and space stations much like they did with the ships so that they may replicate more easily without having to infect other vessels.	775,00 B.C.E. [Approx.]	As an extra effort the Progenitors start researching Nanno-Virii themselves but the efforts are halted as time starts to run out.
		774,000 B.C.E. [Approx.]	Even with the destruction of thousands of systems and planets the Gnosis are barely stopped in time and it is decided the only way to avoid increasing the Gnosis numbers again is for them to leave the galaxy, a huge fleet holding billions of personnel is assembled at the center of the galaxy with the correct shield modulation and they start to enter the Black Hole and a magnetic lid is closed over the hole by the Coronet's AI Ehvelin who shuts down all wormhole activity and then the Coronet itself.
		778,000 B.C.E. [Approx.]	AI and Wormhole technology is perfected, the Coronet a massive space station is built just above the event horizon of the black hole and the first AI Ehvelin is installed in the Coronet to run it and the wormhole system, installation of wormhole gates is started in most inhabited systems.
		777,000 B.C.E. [Approx.]	The Black Council starts to take notice of the technological advances going on in the Prime Universe and start to become concerned.
		776,000 B.C.E. [Approx.]	The Progenitor Star Nation prospers but in the Cross Dimension the Black Council becomes more and more concerned about their technological advances.
		775,250 B.C.E. [Approx.]	The Black Council finally able to make its move infects several Gnosis Automated Fleets with a Nanno-virus that drives them insane and changes their structure, whereas before the Gnosis could only replicate at a shipyard they are now capable of infecting a standard ship and its crew with a biological sample and the Nanno-virus causing the ship to evolve quickly using the crew as parts.
		775,075 B.C.E. [Approx.]	All known Gnosis units are infected with the Gnosis Nanno-Virus and have taken over several thousand other vessels killing the crews, the worst among these are the huge colonization and passenger ships.
		775,050 B.C.E. [Approx.]	The Gnosis start building their own organic ground and space side stations by infecting Progenitor cities and space stations much like they did with the ships so that they may replicate more easily without having to infect other vessels.
		113,000 B.C.E. [Approx.]	First Draganar Council [Council of Dragons] convened via an alliance among the various Draganar clans on their home world of Dracanar, and uneasy truce is created between these factions.
		100,000 B.C.E. [Approx.]	Checking on the Prime Universe the Black Council finds only ruins and dead worlds where the Progenitors had once been and start scouring the galaxy for more test subjects and returns to the Cross Dimension and then back to the Prime Universe to a an area known as the Heldcran Nebula.
		75,000 B.C.E. [Approx.]	The first Psi-Sword is forged on Elharnia by the Master Sword smith Kulika Ka Maderia.
		22,000 B.C.E. [Approx.]	A slow boat colony ship finally reaches its destination and colonizes the fifth planet in the Sol System and naming it Thebes.
		21,000 B.C.E. [Approx.]	Thebes interacts with Elharnia but withdraws after a technology exchange when the planets three factions start warring amongst themselves. A small fleet base is built on their main moon but someone poisons the entire fleet crew killing them and the moon is irradiated by the most moderate faction to keep the advanced technology out of the hands of the other factions.
		20,658 B.C.E. [Approx.]	Thebes builds a space station a few systems away from Elharnia and leaves it under the automated care of a Theban woman named Alvierna who is slowly dying of a terminal disease and is being kept alive indefinitely in cryogenic suspension aboard the station.

10,000 B.C.E. [Approx.]	The Thebans excel in advanced AI research even without the 4 th Dimensional Scripting, as well as genetics and create bio-androids and the War Machines of various types to protect their system.		more, and destroys over 70 races outright and damages the infrastructures of at least ten more to the point that they die out.
9,212 B.C.E. [Approx.]	The Black Council sends out stealth scout ships to see how things are developing in the rest of the Milky Way Galaxy. The ships report that most of the systems encountered were either not technologically advanced or at war with themselves save for one system.	2,369 B.C.E.	During this time period the Scultor and Hegerans are encountered for the first time.
	The Black Council fearful of letting the Thebans become to technologically advanced send in spies disguised as Thebans and start subverting the War Machines programming causing them to rebel and start attacking the Thebans.	2,364 B.C.E.	A Tyerian scout ship discovers Hegera and finds that there are massive amounts of the crystalline mineral required to manufacture Molecular Circuitry, the Empire at first asks for rights to mine the minerals but are rejected by the local king.
9,210-9,135 B.C.E. [Approx.]	The war between the Thebans and the War Machines drags on for 75 years with a final confrontation on Mars where a hidden facility was built, 25% of all war machines at this point were destroyed and the rest fled throughout the Milky Way Galaxy.	2,297 B.C.E.	Tyerians against the wishes of the locals build a floating spaceport/mining facility above the mineral deposit and start mining; they also build a modular shipyard and smelting facility in orbit.
	Before the final military forces evacuate the planet a cloaking/defensive shield is activated to hide the planet from all sensors.		It takes the peaceful Hegerans nearly 70 years to rally enough support to attack the Tyerian's mining facility.
	Thebes sends out a desperate colony mission shortly before the end under the command of Admiral Tyr and a small non-technology colony is started on the third planet which is called Earth.	2,264 B.C.E.	The attack on the facility succeeds but not without cost, they capture the facility and a single small ship and its crew.
9,124 B.C.E.	The Colony mission under the command of Admiral Tyr finally reaches the intended planet and is dubbed Tyr by the colonists after the Admiral that had gotten them there and then had a heart attack and died when she finally found the system.		The Hegerans force the ship's crew to show them how to operate the machinery and they also capture the orbiting shipyard and smelting facility and start manufacturing small, fast, raiding ships.
9,022 B.C.E.	An unknown microbe ravages the Tyerian colonists leaving slightly more than 2,000 people alive and sterile, most of their space travel technology is lost but through genetic means they start a cloning bank, and start a caste based society which becomes the foundation for the Tyerian Empire.		Worldwide crops fail and plant life starts to die, the remaining Tyerians aren't sure what has happened but manage to find some encrypted files stating that If the Hegerans ever drove them off planet remotely activated canisters planted across the world would activate and spread a Nanno-viral defoliant.
2,894 B.C.E.	Tyerians are able to regain space travel and start exploring and colonizing their system and conquered the Fantans on the moon of Fantanar and genetically modified them to be sterile as well and turned them into a race of cloned warriors.	1,278-1,364 B.C.E.	The Tyerians now friendly with the Hegerans help them start a crash course in manufacturing large colony vessels but are only able to manufacture enough to lift slightly more than 100 million of the inhabitants before all crops completely fail.
2,446 B.C.E.	The Tyerians start building massive colonization and war fleets and quickly start colonizing other systems.	1-250 C.E.	The Hegerans leave their home world behind and start a long journey towards a remote inhabitable system, the journey takes them nearly five decades.
2,400-1 B.C.E.	The Tyerians over a period of slightly less than two and a half millennia colonize hundreds of systems, conquers hundreds	943 C.E.	Valpine is discovered, attacked and conquered by the Tyerian Empire.
			The Scultor build a massive fleet and start fighting back against the Tyerian Empire but it is just too large and spread out to be effective, three more sentient races are destroyed in the century's long war and the Scultor are pushed off into deep space.
			The Tyerian Empire introduces the bipedal combat system known as the Sestroid.

1,214-2,714 C.E.	The Hegerans return to the Local Cluster and start waging a war against the Tyerians decimating their forces. At this point the Tyerian Empire has become so bloated and corrupt that the Hegerans are easily able to re-conquer large portions of it.		corporations fund the construction of a humongous slow boat colonization ship over 250 kilometers in length and able to support 1,000,000 colonists in cryogenic suspension.
2000 C.E.	First recorded mentioning of UCNA in a series of books by Johnson Dane about the life and times of King Arthur's Court.	2137 C.E.	Construction of the Colony Ship SS Claremont is complete and boarding of colonists and supplies starts. Most of the colonists are from the North America region known as the Deep South and west.
Optional - 2012-2040 C.E.	A viral infection causes large portions of the world's population to turn into blood thirsty zombies, after the infection is stopped over 75% of the Earth's population is dead.	2142 C.E. 3 rd , March	The SS Claremont completes boarding. The Colony Ship SS Claremont leaves the Sol System on its century's long journey.
2014 C.E.	The Valpine are invaded for a second time and conquered by the Hegerans.	2150 C.E.	Martian Terra-Forming is completed on schedule.
2021 C.E.	An AIDS derivative code-named Vector escapes from a terrorist weapons lab in Africa and quickly kills approximately 92% of Northern and Central Africa's populations; South Africa loses 32% of its population before the military clamps down on the influx of refugees. Vector somehow manages to make its way to the Middle East and kills the majority of its population save for a few wandering Bedouin tribes, Israel is the largest remaining country with only 12% of its initial population left alive and they slowly repopulate the middle east.	2198 C.E.	In an effort to remove the less than savory elements from the planet the UEF constructs the first Abaddon-Class prison station.
2026 C.E.	After the Vector incident the Claremont Astronomical Plotting & Long Term Colonization Institute is built on the outskirts of Macon, Georgia and the plotting of star systems is started for viable colonization.	2213 C.E.	To get rid of political rivals and malcontents the UEF starts a colony under the surface of Venus and on the moons of Ganymede and IO. Communication is lost with the SS Claremont.
2038 C.E.	The first Martian Colony is started at Cidonia; Terra-Forming begins and is estimated to be completed by 2150 C.E.	2219 C.E.	A protest over the UEF's over-taxation of the Martian Colony starts with small demonstrations. During a demonstration in September the same year crowds become unruly outside the Cidonia Capitol Building and UEF troops open fire killing over 50 people.
2053 C.E.	The UN is replaced by the UEF, which is a rather more blood thirsty and heavy handed governmental body that through political manipulation and assassination manages to take over every major and minor world government.	2220 C.E.	After the massacre at the Cidonia Capitol Building, mass uprisings occur and the UEF governor on Mars is overthrown and Mars claims its independence.
2081 C.E.	System known as Claremont 348257 is plotted as the most viable system for colonization.	2255 C.E.	After three and a half decades of negotiations going nowhere the Mars Republic breaks off negotiations and the UEF threatens invasion, the Republic starts gearing up for war.
2101 C.E.	Disney in a bold move buys all of France whose financial situation has been spiraling downwards since the beginning of the 21 st century and kicks out most of the population and turns the entire country into a theme park.	2258 C.E.	The UEF sends an invasion force to Mars which is promptly destroyed by defecting forces and this is the Beginning of the 1 st Solar War.
2105 C.E.	Magnus Colt descendent of Samuel Colt revives the ailing Colt Weapons Company with the introduction of the Black Mamba revolver and the .357 MEAP round.	2273 C.E.	End of the 1 st Solar War.
2112 C.E.	Several nations and multi-national	2275 C.E.	1 st Generation Carmine-Yushima drive is created.
		2470 C.E.	Ganymede, Io, and other colonized Jovian moons declare independence and the UEF sends in a punitive force which has to fight through Martian Naval vessels to land troops and then lose approximately 75% of their troops to Jovian and Mars ground forces.
		2475 C.E.	Beginning of the 2 nd Solar War.
		2495 C.E.	End of the 2 nd Solar War. Jovian Union created.
			Dr. Erskine Sikorsky while running an

	<p>archeological dig at Olympus Mons uncovers advanced technology and an abandoned child, shortly afterwards a low-yield nuke is detonated at Cidonia killing Erskine and his entire dig team. Dr. Angela Di'Eriqua y Sikorsky gives "birth" to Jackson Daine Sikorsky, Erskine Sikorsky's son.</p>	2551 C.E.	<p>Theban Heavy Industries is opened, and Masters Armaments and Theban Research Development Center are started.</p>
2500 C.E.	<p>The UCNA makes itself clandestinely known to various government leaders. Hildebrandt Technologies creates a new fuel source dubbed HBT, ship builders start to implement this fuel source into the production of ships and the new ship power sources are referred to as Reflex Furnaces and the HBT power cell is also developed a few months later for use in vehicles and air and spacecraft, HBT quickly replaces dwindling fossil fuel resources. 2nd Generation Carmine-Yushima drive enters service.</p>	2555 C.E.	<p>After exploring the planet what is left of an Ancient Theban Shipyard is re-opened and the frame of an Ancient Theban Super Dreadnought is used to start construction on the TNS Thermopylae.</p>
2501 C.E.	<p>MarsTECH opens on Mars.</p>	2556 C.E.	<p>The UCNA introduces the Mage Armor.</p>
2502 C.E.	<p>Venus declares its independence and with the aid of the Martian Republic and Jovian Union military forces are able to stave off the token UEF forces and finally blockade Earth, only the threat of KEW bombardment keeps the UEF government from launching nuclear weapons. Start of 3rd Solar War.</p>	2557 C.E.	<p>Theban Heavy Industries board of directors [Hoplites members or their spouses] creates the Theban Cluster Government after the huge influx of workers and settlers.</p>
2505 C.E.	<p>End of 3rd Solar War, Venusian Republic founded.</p>	2558 C.E.	<p>Many new breakthroughs in technology occur.</p>
2518-2523 C.E.	<p>Advances in Cybernetic replacement limbs explode exponentially over a half decade and several companies open, close, and combine in a feeding frenzy rarely seen before.</p>		<p>Molecular circuitry is discovered. The first artificially intelligent robots [other than the Hoplites Main Computer] are created but have limited success, only having the mentality of an attack dog, five of these are built and dubbed Frick, Frack, Winkin, Blinkin, and Nod. Hand held particle beam weaponry is researched and put to practical use. The first bipedal locomotive combat system is tested and dubbed EOD or Engine of Destruction.</p>
2525 C.E.	<p>3rd Generation Carmine-Yushima drive enters service. Dr. Angela Di'Eriqua y Sikorsky and her sister Dr. Areal Di'Eriqua are killed in a strange automobile accident. Jack Sikorsky and his unit are mysteriously attacked the surviving members scatter and go back to normal lives or disappear altogether.</p>	2559-2574 C.E.	<p>4th Through 10th Generation Carmine-Yushima drives enter and leave service with the 10th Generation being able to jump multiple light years rather than hundreds of thousands of kilometers.</p>
2535-2540 C.E.	<p>After receiving important information Jack Sikorsky gathers former team members Samuel Zion, Rick Shepherd, Renfield and Fuji Satokawa, and embarks on a five year adventure that ends with them finding and penetrating the cloaking shield around Thebes. The cloaking shield around Thebes is lowered with the Hell's Hoplites claiming salvage rights on the planet.</p>	2575 C.E.	<p>The Scultor searching for one of their colonies that was seeded in the Sol System Millennia ago finds a system teeming with billions of Humanoids that are a genetic match for the Tyerians and immediately starts attacking and destroying the outer colonies, The Theban Government evacuates most of its populace before it reactivates the cloaking shield around the planet and jumps out of system just as the Scultor finish slugging the outer colonies and reach Thebes destroying several cities and then being repelled. Back in the Sol System the representatives of the UCNA and a never before known entity known as the Espers Guild create a magical and Esper powered shield to protect Earth. The Scultor try to pound the Earth into rubble but are stopped by the shield, they move into the inner most system and destroy the remaining colonies and then stooge around the system taking what resources they find.</p>
2541-2550 C.E.	<p>After an almost decade long court battle with the UEF government the courts rule in the Hoplites favor.</p>		<p>Beginning of the 1st Pan-Galactic War.</p>

2575 C.E.	<p>The TNS Thermopylae jumps to the limits of its C-Y drive and they find themselves in an uninhabited system but as they move slowly inwards start detecting a power source.</p> <p>Orbiting the 1st planet of the system is a large space station of obvious Ancient Theban design.</p> <p>A party is sent in to investigate but is attacked by automated systems but with the aid of the robots Frick and Frack they are able to quickly destroy the systems.</p> <p>They discover the Ancient Theban Survivor Alvierna and she re-activates the station allowing the civilians to evacuate to it from the cramped quarters of the Super Dreadnought.</p> <p>A single aging [even at the time that the station was built] cruiser is found aboard the station and refurbished as much as possible and is renamed the TNS Delos by some wag.</p> <p>Taking just enough crew and troops to man the cruiser the original members of the Hoplites leave the station to check on former allies of the Ancient Thebans.</p>		reboot its central computer and aid the Orlanc and Yetin in reclaiming it.
2576 C.E.	<p>The first stop for the crew of the Delos is the Elharnia system where they find the planet split into three factions and orbited by an irradiated moon.</p> <p>The planets technology level has slipped to that of chemically fueled spacecraft and their first contact with a socialist regime that demands their surrender and that they turn over the vessel to them.</p> <p>In response Jack Sikorsky orders their vessel evacuated, when the socialists refuse he destroys their vessel with a single shot from the Thermopylae's broadside.</p> <p>Taking the socialists prisoner he makes contact with a republic style government on the planet which they quickly become allies and overwhelm the planets other two factions.</p> <p>The Hoplites find out that an Ancient Theban fleet is docked at the moon but no one can get to it due to the irradiated condition of the moon.</p> <p>The design and construction of orbital plants to cleanse the moons atmosphere is started and the Delos moves on to the next coordinates that they have.</p>	<p>2579-2583 C.E.</p> <p>2590 C.E.</p> <p>2597 C.E.</p> <p>2600 C.E.</p> <p>2600 C.E. 31st January</p> <p>2605 C.E.</p> <p>2607 C.E.</p> <p>2610 C.E.</p> <p>2613 C.E.</p> <p>2684, June 18th C.E.</p> <p>2684, December 27th C.E.</p> <p>2689-2722 C.E.</p>	<p>One after the other the Thebans travel to the planets of the Ngorm, Dwuervan, and Halfarn and gain new allies to man the massive fleet that is being prepared on the moon of Elhartria.</p> <p>Cleansing of the Elhartria atmosphere and the preparation of the vessels is complete and the Delos and transports filled with allied crews return to the moon to start manning the vessels.</p> <p>SS Claremont lands on Claremont IV and the colony is started, sadly 1.5% of the colonists never emerge from stasis.</p> <p>The Allied Fleet returns to the Sol System and destroy the Scultor Fleet but the Thermopylae is heavily damaged and the only Monitor in service with the fleet is destroyed and the original members of the Hoplites are killed.</p> <p>The Colonists of the SS Claremont declare their independence and create the Claremont Confederacy.</p> <p>After five years of mop-up operations the Ancient Theban Space Station is towed into orbit around Mars and is dubbed Space Station Aries [the first of its kind] and the New Thebans start colonizing the planet and cleaning it up.</p> <p>First EOD's enter service with the Theban Government.</p> <p>The UEF government is overthrown violently and bloodily, and the UNSF or United Nations Solar Federation is installed as the new government, and the former U.N. Building is turned into low income housing.</p> <p>Brigadier General Eric Masters becomes head of the Theban Cluster Fleet Marine Corps Special Operations Command.</p> <p>Theban Cluster 1st LDC Fleet encounters Tyerians for the first time in the Azshar System.</p> <p>The Theban Monitor TNS Indigo and its escorts are destroyed in the Latigo System.</p> <p>The 2nd Pan-Galactic War starts and the Claremont Confederacy is attacked by 24 of the Tyerian Empires huge Motherships, other Star Nations try to aid them but take severe losses.</p>
2578 C.E.	<p>The Thebans reach the planet Orla and are attacked by a huge space station in orbit that has been keeping the Orlanc and Yetin pinned on their planet for the last few millennia.</p> <p>After a series of running battles the Hoplites deactivate the space station and</p>	2689 C.E.	<p>The Tyerian Empire invades the Claremont system and the majority of the vessels take up an orbit around the outer system.</p> <p>January - Space Station Landau is destroyed, and 9th Fleet is sent to investigate, they are attacked and are reinforced by 8th fleet and then retreat</p>

	after gathering battle data.		remaining Tyerian ships in orbit but not without the loss of 90% of their remaining vessels.
	April - Several Tyerian Motherships enter orbit around Claremont and attack the main spaceport but are repulsed and stay in orbit.		With the loss of their leaders the Tyerian ships blockading the system fold out and are never heard from again.
	May - Confederacy Fleets 3 rd , 5 th , 7 th , and the remnants of the 8 th and 9 th attack the Motherships and their escorts. The attack is unsuccessful and the 5 fleets take massive losses.	2714 C.E.	A Fantan fleet loyal to the Tyerian Empire [and responding to their distress calls and getting their coordinates wrong] attacks the Earth and Thebes and nearly destroys the Theban Flagship Thermopylae.
2690 C.E. June	The 12 th Fleet tries to re-establish contact with the outer system and despite heavy losses is able to make contact with Theban and UNSF fleets blockading the system.	2722 C.E. 2725 C.E.	2 nd Pan-Galactic War Ends. Theban Cluster builds an expeditionary fleet headed by the Monitors TNS Hoplite and TNS Scotia.
2691 C.E. July	The Tyerians attempt to excavate an unknown Progenitor Ruins site on Claremont that is found to contain the plans for a Sun Crusher; the facility is destroyed in the fight.	2735 C.E.	The Theban Expeditionary Fleet leaves the Sol System along with several transports holding millions of repatriated Tyerians.
2692 C.E.	A cease fire occurs between the two forces as neither side can seem to get a leg up on the other. Public morale becomes worse and the political leaders angered and frightened order 1 st and 2 nd fleets to immediately attack the orbiting Motherships, both fleets are completely wiped out. Research on captured Tyerian personnel shows that they are all clones. The 74 th Special Forces Battalion is sent to invade one of the Motherships with the support of 10 th and 12 th fleets, both fleets take massive damage but the Mothership is destroyed although at the complete loss of the 74 th .	2735 C.E. 2746 C.E.	Aquarian Reef created. The TEF finally reaches Tyr and immediately comes under attack from a Hegeran Fleet with heavy losses, the TNS Scotia is destroyed and the TNS Hoplite takes heavy damage. After several weeks of fighting the TEF is victorious in the Tyerian system but not without heavy losses.
2694 C.E. October	A Theban Cluster stealthed survey cruiser makes it as far as Claremont orbit before being detected and destroyed, the Claremont military is informed that no outside help is going to arrive anytime soon due to the fact that over twenty of the Motherships have engaged the blockading fleets.	2746-2750 C.E.	Tyr and Fantanar are rebuilt and the local shipyard repaired and reactivated, making good on their ship losses the TEF starts retaking planets in the Local Cluster and gaining allies and creating the Watch Dog Alliance and the Fantan-Tyerian Republic.
2696 C.E. March	The Claremont military manages to replace some of their ship losses and with joint effort between the remnants of the 1 st -12 th fleets and cut off fleet elements launch a joint attack against the remaining Tyerian ships in orbit, most of these forces are wiped out.	2753 C.E.	The TNS Drake and her escorts are ambushed over the planet Cereties-5 and are almost wiped out by Hegeran Forces before they can rally and destroy the Hegerans.
2698 C.E. April	The Theban Cluster manages to sneak a small relief force into the system but is ambushed; they however counterattack with the remnants of the last attack and manage to break back through to Claremont.	2783 C.E.	The Galactic CyberNetwork system crashes for almost three days wiping out historical and financial records.
2700 C.E. June	The Claremont Confederacy launches its final attack scraping together every ship they can manage and destroy the	3040 C.E. 3041 C.E. 3045 C.E. 3047 C.E. 3129 C.E.	The Hegerans capture a merchant ships computer before it can be fully purged and discover the partial coordinates for two human held systems. To recoup their losses and allow them to continue their invasion plans of the surrounding systems Hegeran scientists start down the path of Genetic Manipulation. Hegeran Scientists are able to re-write their genetic code turning them into Egg-Layers. An age of spiritual enlightenment revolving around genetic manipulation begins in the Hegeran held territories and Hegeran Scientists go on a quest to find the perfect form. The Fulcturm Hyperspace Scope is

3503 C.E.	created by scientists at the TCRD headed by Dr. Elias Fulcturm. OzSoft working in conjunction with the Halamaran Conjunction is able to create a stable Galactic Wide CyberNetwork called GalactaNET, although still hindered by distance and the inability for faster than light speed communications this is remedied by a series of re-usable automated drones capable of up to a 25 parsec jump, and one of these is assigned to each known system on the GalactaNET, these drones are updated every hour and sent out and back; this is later upgraded with Quantum Space Flux technology allowing for real time data networking between systems.	4002-4010 C.E.	numbers. The Theban Cluster continues to send fleets into the Forestall first 4 th , 5 th , & 6 th , and then the 8 th , 9 th , 10 th , 11 th , and finally the 12 th , 13 th , 14 th , 15 th , & 16 th , all fleets suffer near to 100% casualties.
3784 C.E.	The Hegerans invade the Forestall and the Sultan systems in the Claremont Confederacy, both systems are heavily fortified, Sultan because it is a sector capitol and Forestall due to its research and development centers, both systems fall within a week but still manage to do enough damage to the Hegerans to keep them from invading surrounding systems. 4 th Pan-Galactic War.	4018-4020 C.E.	The Hegerans finally decide on the perfect form, they decide on a humanoid one and start transforming their people.
3987 C.E.	The Claremont Confederacy with support from the Theban Cluster, Elharnian Combine, and the UNSF retake the Sultan system, the Confederacy builds an Aries-Class space station in the Sultan System and fortifies the entire system intending to use it as a spring board for the retaking of the Forestall system.	4022 C.E.	The Theban Cluster Fleet sends in 17 th , 18 th , 19 th , 20 th , & 21 st Fleets, the Confederacy sends 18 th To 29 th Fleets and the UNSF acts as support. The Theban Cluster also brings a dozen planet busters to the system as a last ditch offensive. The combined forces take almost 50% losses before the release for the missiles is approved. The missiles are launched but are swarmed under by the Hegeran forces before they can reach the planet, the Hegeran leave the Forestall System to return to the Austral Boreal sector and Hegera in particular and the Hegeran Hegemony is created. End of the 4 th Pan-Galactic War.
3988 C.E.	The Confederacy sends in 10 th fleet to gauge the strength of the Hegeran presence. 10 th Fleet Takes 96% casualties.	4448-4512 C.E.	Alliance Civil War, tensions in the Watch Dog Alliance rise until several systems break out in civil war; Several systems are destroyed.
3992 C.E.	The Confederacy sends in 8 th and 21 st Fleets; Both fleets take approximately 97% casualty rates.	4500 C.E.	New style escape pods enter service.
3993 C.E. 17 th , March	The Confederacy signs an agreement to allow the Theban Cluster to exploit the Forestall systems mineral resources once it is recaptured in exchange for military aid.	4515 C.E.	Tattoo parasite encountered for the first time.
3994 C.E.	Hegerans genetic crusade comes to the Sultan System. The TC Sends in 1 st fleet to try and get supplies to the Resistance on Forestall 8, the fleet takes 94% casualties and only a few Orca-Class cargo corvettes and a half dozen Remora-Class destroyers manage to make it through, most of these either crash or go to ground.	4525 C.E.	Planet Rahtahl is discovered, and peaceful negotiations occur between them and the Theban Cluster.
3997 C.E.	The TC sends in 2 nd & 3 rd fleets to try and winnow down the number of Hegeran ships but meet the same fate as the previous fleets and lose 97% of their	4527 C.E.	Planet Rahtahl joins the Theban Cluster.
		4534 C.E.	A rogue force of Fantans are found to be building a planet buster missile on an abandoned planet, the 72 nd Fleet is sent in but takes heavy losses, the Fantan fleet is wiped out, the Planet Buster is disarmed and slagged on the spot.
		4539 C.E.	28 th Fleet Destroys Tantras III with a Planet Buster after an unknown Xenomorphic is encountered and overruns the prison there. Mini-HBT Cell is created. Galactic Patrol created.
		4566 C.E.	Planet Gandrayda is found by the Theban Cluster.
		4571 C.E.	Red Eye Parasite encountered for the first time.
		4609 C.E.	A Fantan mining vessel rescues people from a free floating bridge module; the module is identified as the original bridge of the Thermopylae. Masters Armaments introduces the BABES Series.

4610 C.E.	Sargasso Deeps is attacked by an unknown Hegeran force.	5471-5475 C.E.	The Prax-Krullian Royal Kingdom sends task forces to a dozen different colony worlds when they rise up against the government. The attack is a disaster with a large majority of the fleets destroyed or heavily damaged.
4612 C.E.	S&D Heavy Industries is founded by the Thermopylae crew.		Teras III is destroyed when a bio-engineered plague is released and less than 1% of the population escapes the planet. Low-Level bombardment is performed by a combined Theban, Prax-Krullian, and Fantan-Tyerian fleet to keep the plague from escaping the planet.
4617 C.E. 4 th , January	Admiral James Abernathy ambushes the Ghosts of War and destroys the SS Ayers Rock.		
4617 C.E. 18 th , January	17% of the Theban Cluster Military forces defect with Admiral Abernathy, and disappear.		
4619 C.E.	The Snowflake parasite is encountered for the first time.		
4683 C.E.	The Gandraydans become a member of the Theban Cluster.	5540 C.E. 10 th January	The entire population of the Caldrea system disappears. While investigating a lead pertaining to the S.T.O.D. or Space Time Oscillation Device, an experimental Progenitor weapon, the Howling Spirits Mercenary group investigates a building at Duke University and discovers evidence that leads them to the Mars Scientific and Technology Institute. At the MSTI they find out that a supposed Progenitor probe was discovered at the Cidonia site and transferred to Duke University for study, they return to Duke to find the remains of the probe which seem to have been cannibalized. Returning to Mars they investigate Cidonia site and find a hidden chamber under the one where the probe was found. Entering the chamber they find a stasis cylinder and an unknown Ancient Theban console, they accidentally activate the console which starts a countdown, while unsure of the actual purpose of the countdown they deactivate the stasis chamber and find a Tactical Assault Kombat Initiative Unit [TAKI]. Escaping from the planet they watch as a large black spire shoots up from the Cidonia site and a huge dish forms opening a humongous portal on the edge of Darkspace just outside the Sol System, they dump their full load of DTD's and recon probes and start heading back to Kalabasa III. Reaching Kalabasa III they find that the ship was heavily damaged and they recover the Data from the drones and watch as the Black Councils Massive [Jupiter Size] flagship leaves the portal and starts launching smaller vessels and start attacking the Sol System defensive fleets, the flagship does enormous amounts of damage to Mars and steals the moon Phobos as it tears a massive hole in hyperspace and disappears leaving 75% of the SSDF in shattered hulls.
4698-4761 C.E.	The 5 th Pan-Galactic War, Abernathy starts attacking various systems in the Theban Cluster. The Ghosts of War confront Abernathy and kill him and then disappear.		Start of the 6 th Pan-Galactic War.
4789 C.E.	The Aquarians join the Watch Dog Alliance.		Ship production is increased to maximum
5040 C.E.	Holographic cockpit becomes standard.		
5108 C.E.	Chitin parasite is encountered for the first time.		
5212 C.E.	Crystal parasite is encountered for the first time.		
5238 C.E.	Church Of The Dragon Ascendant is started.		
5315 C.E.	Ferril parasite is encountered for the first time.		
5359 C.E.	The UNSF, Theban Cluster, and Claremont Confederacy do their first human cloning at a facility on Earth. Even though the Tyerians and Fantans have been cloning for centuries they have never released any of that information. Various governments are sent into a panic over this and a short war breaks out dubbed the Anti-Clone War between factions in the UNSF and Confederacy, the war is over after six months. Further cloning is halted except in the Neo-Prussian Empire that creates a genetic slavery market and the various governments start negotiations that last for almost a century.		
5450 C.E.	The Acheron Accord is ratified no further cloning of full human's is allowed save for a single legal clone that can only be activated upon a person's death; the UNSF, CC, TC, Hegeran Hegemony, Watch Dog Alliance, and Tunnel Union sign the accord. The Fantan-Tyerian republic refuses to sign since it is how they procreate and the Neo-Prussian Empire refuses as well since they have a large market for genetic slaves. Only the TC and CC add ratifications stating that importation of genetic slaves is illegal.		

	rates to combat the huge number of Black Council vessels.
5549 C.E.	The CDIPA is first encountered.
5561 C.E.	As an emergency precaution a huge immigration fleet is created and leaves the Sargasso System via a single use Wormhole gate.
5673 C.E.	The 6 th Pan-Galactic War ends and the shattered remnants of the Black Council Races under the control of a council of 12 Oracles head for the Malkenet System in the Malkenet Rift Nebula where they start a colony.
5977 C.E.	Better understanding of genetic structures is obtained and replacement organs and parts termed "BIOWARE" are introduced with special abilities.
6100 C.E.	Black Ice Parasite encountered for the first time. Studies show that current space fold technology is damaging hyperspace and that research is started to rectify this. TCRD is the leader in research.
6105 C.E.	Blade Parasite first encountered. GalactaNET infected with a fiendish virus and crashes, secondary systems immediately come online. A Theban Heavy Industries exploration vessel stumbles across the Malkenet System and makes contact with the Malkenet Nebula Government.
6125 C.E.	Malkenet Shipyard is built.
6126 C.E.	Ancient Elharnian Cruiser Squadron base found, 117 th Cruiser Squadron.
6178-6198 C.E.	7 th Pan-Galactic War.
6198 C.E.	Shortly after the end of the 7 th PGW the ISL is disorganized and various factions start absorbing other systems and a new governmental body is created called the Confederacy of United Systems, the requirement for entry into the CUS is that any member must have at least 2 systems or more as part of its governmental body.
6200 C.E.	Current Year.

SIGURD'S GUIDE APPENDIX II FACTIONS

Even after more than four thousand years and the ability to travel the galaxy at high rates of speed factions vie for power and not just Star Nations but religions & cults, Halo-Corps [slang term for businesses that have wide spanning assets], as well as private and public organizations. This chapter gives you a list of the most dominant factions in the Merc.NET Universe. What follows is a brief description of each faction and follow on books will give a better and more in-

depth look at these factions.

Table A-II-1 – Complete List Of Factions

Star Nations

Aquarian Reef	Caterhan Pride	Claremont Confederacy
CUS	Crystan Geode	Draganar Council
Dwuervan Hold	Elharnian Combine	Evaran Empire
Fantan-Tyerian Republic	Galactic Coalition	Gaul Empire
Hagerman Empire	Halamaran Conjunction	Halfarn Republic
Hegeran Hegemony	ISL	Mordecaian Empire
Neo-Prussian Empire	Ngorm Republic	Niburu Kingdom
Orlanc Republic	Pefteran Sultanate	People's Republic Of Skurmvald
Pirate Guild	Prax-Krullian Royal Kingdom	Quisling Quarantine Zone
Rahtahlan Republic	Rooin Republic	Sargasso Deeps
Sharkallan Pod	Silverfield Republic	Sssissvarin Empire
Tantalas Hive Mind	Theban Cluster	Tunnel Union
United Council Of New Avalon	United Nations Solar Federation	Ursanite Free Union
Valpine Wild	Watch Dog Alliance	Woflen Den

Zanalán Republic

Organizations & Businesses

Esper Guild	Galactic Medical Association	Galactic Patrol
Manticore Military Academy	Martel Security Services	Masters Armaments
Olander Industries	Theban Heavy Industries	

Cults & Religions

Blue Society	Church Of The Dragon Ascendant	Church Of The Fallen Star
Church Of The Multi-Spatial God		

Secret Societies

Black Rose Society	Crimson Rose Society
--------------------	----------------------

Section I - Star Nations

Aquarian Reef

The Aquarian Reef has only colonized their own and another system with approximately 14 billion inhabitants and the Aquarians are mostly a peaceful laid back race that inhabits mostly water worlds and exports fish, and other water based foods, they also have taken possession of a former Tyerian Empire shipyard in a third system.

Caterhan Pride

The Caterhan Pride has only colonized their own and another system with approximately 10 billion inhabitants and the Caterhan are a rather fickle but loyal race, and

they mostly inhabit generally warmer climate planets with jungles and deserts.

Claremont Confederacy

The Claremont Confederacy controls over 256 systems and their inhabitants are mostly Terragen of Earth Human stock, they generally keep to themselves and are hard to anger but when they are they come out with the full might of their military, as most human colonized governments they inhabit a variety of planet types.

Confederacy Of United Systems

The CUS controls a large chunk of what used to be the ISL; approximately 20 systems and their inhabitants are a mixed bag of Terragen and Non-Terragen races, every member of the CUS has at least two or more

systems per government and they inhabit a variety of planet types.

Crystan Geode

The Crystan Geode controls over 200 systems and their inhabitants the Crystans spend most of their time mining and doing mineral research or excavating caverns to turn into beautiful homes and places of business, the Crystan generally colonize rocky and mountainous worlds.

Draganar Council

The Draganar Council is a council that consists of all the various Dragon or Dragon like races that inhabit the known portions of the galaxy, while the Dragons are very rare and spread out these days they do take a part in Galactic politics when it concerns the galaxy at large.

Dwuervan Hold

The Dwuervan Hold controls over 600 systems and their inhabitants the Dwuervan spend most of their time mining or looking for new mineral resources to exploit and are probably some of the greatest craftsmen of metallic and gem items.

Elharnian Combine

The Elharnian Combine controls over 300 systems and their inhabitants the Elharnians are some of the most aloof of all the races, they generally inhabit heavily forested planets.

Evaran Empire

The Evaran Empire controls over 1500 systems and their inhabitants the Evaran's and their symbiotes generally inhabit planets that have been taken over by high tech cities. Recently during the 7th Pan-Galactic War the Evaran invaded and assimilated 8 of the ISL systems.

Fantan-Tyerian Republic

The Fantan-Tyerian Republic controls over 300 systems and the Fantan and Tyerian the two races that inhabit the majority of their systems generally focus on combat skills and genetic research.

Galactic Coalition

The Galactic Coalition is similar to the United Nations of Old Earth save very much more useful, just about every Star Nation in the known galaxy is a member.

Gaul Empire

The Gaul Empire is a cross between the NPE and the Pirate Guild when it comes to most things; if it's illegal in either Star Nation it is legal in the Gaul Empire.

Hagerman Empire

The Hagerman Empire was created from several systems in the Independent Systems League in 5998.

Halamaran Conjunction

The Halamaran Conjunction controls 400 systems and the Halamar spend most of their time researching new non-organic technologies.

Halfarn Republic

The Halfarn Republic is filled with good natured individuals that spend most of their time collating information and telling jokes, but the Halfarn also have the second largest mob after the Haliburton System in the ISL.

Hegeran Hegemony

The Hegeran Hegemony controls over 20 systems and their inhabitants the Hegerans keep pretty much to themselves and prefer to colonize planets with large grasslands and forests.

ISL

The ISL controls only a little more than 200 systems and their inhabitants are a mixed bag of various races.

Mordecaian Empire

The Mordecaian Empire was at one time a portion of the Tyerian Empire but has since joined the Imperial Union and gained autonomy, they were at one time clones just like the Tyerians still are but have since fixed their sterility.

Neo-Prussian Empire

The NPE controls slightly over 230 systems which is only about 75% of what it once did the other 25% is now part of the Quisling Quarantine Zone and Tantalum Hive Mind including the former capitol of Neo-Bavaria.

Ngorm Republic

The Ngorm Republic is filled with a bunch of absentminded researchers and lab assistants that tend to blow up more stuff than they manage to invent.

Niburu Kingdom

Once thought to be totally destroyed the Scultor have emerged once again and have re-inhabited their home system of Niburu as well as 2,000 other systems and have done so since 1,205 C.E.

Orlanc Republic

The Orlanc Republic controls over 60 systems and their inhabitants the Orlanc and Yetin while rather fierce fighters do prefer more pastoral hobbies such as farming and herding; the Republic was officially established in 2750 C.E.

Prax-Krullian Royal Kingdom

The PKRK controls over 50 systems and their inhabitants the Prax-Krullian while gorgeous as all get out seem to have more testosterone than most men as they are constantly competing in physical games, they also hire themselves out as mercenaries; the Kingdom was established in 1220 C.E.

Pefteran Sultanate

The Pefteran Sultanate controls over 19 systems and their inhabitants the Pefteran are a mostly peaceful race that spends most of their time as negotiators and ambassadors; the sultanate was established in 4229 C.E.

People's Republic Of Skurmvald

The PRS controls over 15 systems and their inhabitants the Skurmvald are an annoying irritatingly warlike race that generally doesn't have the firepower to back up its threats. After its initial encounter with the Ghosts Of War their government fell apart for several decades until someone found an E-PADD that a member of the GOW had left behind unfortunately the reader had been a believer in communism and especially that espoused by the Soviet Union on Old Earth, the Skurmvald restructured their government after this; they re-established their government in 4625 C.E.

Pirate Guild

The Pirate Guild controls over 90 systems and their

inhabitants are mostly human but are some of the most disreputable mix of every race that can be found in the known galaxy.

Quisling Quarantine Zone

The Quisling Quarantine Zone consists of over 200 former ISL systems and over 100 of the NPE's former systems.

Rahtahlan Republic

While still a member of the Theban Cluster the Rahtahlan Republic is still a self-governing entity.

Rooin Republic

The Rooin Republic controls 9 systems and their inhabitants are mostly Rooin but with a large mix of other Watch Dog Alliance races.

Sargasso Deeps

Sargasso Deeps owns and operates a single system that acts as the galaxies largest black market and trading post.

Sharkallan Pod

The Sharkallan Pod controls 20 systems and their inhabitants are mostly Sharkallan but with a large mix of other Watch Dog Alliance races.

Silverfield Republic

The Silverfield Republic controls over 300 systems and their inhabitants are a mixture of Earth Human, Neko, and Rorscha. The racial mixture is as follows mostly 50% Earth Human, 25% Rorscha & Neko with the other 25% being a mix of other races.

Sssissvariss Empire

The Sssissvariss Empire controls over 900 systems and their inhabitants are mainly of Sssissvariss stock as rulers and trillions of slaves of various races.

Tantalas Hive Mind

The THM is only inhabited by Tantalans; anyone entering the THM is immediately warned away and if they continue to enter are stopped and infected with the Tantalus Nanno-Virus. The Tantalus Hive Mind controls 100 systems.

Theban Cluster

The Theban Cluster controls 360 systems and is one of the most technologically advanced of all the Star Nations.

Tunnel Union

The Tunnel Union consists of the Dwuervan Hold, Ngorm, Halfarn, and Orlanc Republics.

UCNA

The UCNA controls 22 systems and their inhabitants are the largest concentration of Magus in the known galaxy.

UNSF

The UNSF controls over 375 systems and their inhabitants are mostly human and while not an expert in anything does have a quite rounded system of import and export.

Ursanite Free Union

The Ursanite Free Union controls over 20 systems and their inhabitants are mostly Ursine but with a large mix of other Watch Dog Alliance races.

Valpine Wild

The Valpine Wild controls over 30 systems and their

inhabitants are mostly Valpine but with a large mix of other Watch Dog Alliance races.

Watch Dog Alliance

The Watch Dog Alliance consists of the Pefteran, Ursanite, Halamar, Crystan, Valpine, Aquarian, Prax-Krullian, Caterhan, Zanalán, Sharkallan, Woflen, and Rooin Star Nations.

Woflen Den

The Woflen Den controls 5 systems and their inhabitants are mostly Woflen but with a large mix of other Watch Dog Alliance races.

Zanalán Republic

The Zanalán Republic controls 60 systems and their inhabitants are mostly Zanalán but with a large mix of other Watch Dog Alliance races.

Star Nations	Government	Affiliation	Systems	Citizens
Aquarian Reef	Democracy	WDA	3	14 Billion
Caterhan Pride	Matriarchal	WDA	2	10 Billion
Claremont Confederacy	Republic	GC	256	512 Trillion
Crystan Geode	Council	WDA	263	256 Trillion
Draganar Council	Council	GC	5,000	Unknown
Dwuervan Hold	Clan Oriented	TU	640	64 Trillion
Elharnian Combine	Republic	GC	300	3 Quadrillion
Evaran Empire	Monarchy	IU	1,500	1 Decillion
Fantan-Tyerian Republic	Republic	WDA	320	32 Trillion
Galactic Coalition	N/A	N/A	N/A	N/A
Gaul Empire	Monarchy	IU	15	15 Trillion
Hagerman Empire	Monarchy	IU	21	2.15 Trillion
Halamaran Conjunction	Computer	WDA	400	400 Billion
Halfarn Republic	Republic	TU	100	10 Trillion
Hegeran Hegemony	Monarchy	None	22	220 Trillion
ISL	Loose Council	None	200	200 Trillion
Mordecaian Empire	Monarchy	IU	700	7 Trillion
Neo Prussian Empire	Monarchy	IU	232	23 Trillion
Ngorm Republic	Republic	TU	30	16 Trillion
Niburu Kingdom	Monarchy	None	2,001	50 Trillion
Orlanc Republic	Republic	TU	60	35 Trillion
Prax-Krullian Royal Kingdom	Monarchy	WDA	50	50 Trillion
Pefteran Sultanate	Satrapy	WDA	19	20 Trillion
People's Republic Of Skurmvald	Communitistic Republic	None	15	16 Trillion
Pirate Guild	Monarchy	IU	90	90 Trillion
Quisling Quarantine Zone	Hive Mind	None	300	Unknown
Rahtahlan Republic	Council Rule	GC	21	2.12 Trillion
Rooin Republic	Republic	WDA	9	900 Billion
Sargasso Deeps	Corporate	None	1	70 Billion
Sharkallan Pod	Republic	WDA	20	2 Trillion
Silverfield Republic	Corporate Republic	GC	300	30 Trillion
Sssissvariss Empire	Monarchy	IU	900	9 Trillion
Tantalas Hive Mind	Hive Mind	None	100	Unknown
Theban Cluster	Corporate Republic	GC	360	37 Trillion
Tunnel Union	Council	GC	N/A	N/A
UCNA	Council	None	22	220 Billion
UNSF	Democracy	GC	375	37 Trillion
Ursanite Free Union	Union	WDA	20	2 Trillion
Valpine Wild	Elder Council	WDA	30	3 Trillion
Watch Dog Alliance	Council	GC	N/A	N/A
Woffen Den	Den Elders Council	WDA	5	500 Billion
Zanalan Republic	Republic	WDA	60	6 Trillion
Totals			14,762	1+ Decillion*

*This number does not include slaves and transient populations.

Section II – Private Organizations & Businesses

Esper Guild
The Esper Guild is an organization that trains and employs over 500 Billion Espers Galaxy Wide. The Esper guild also operates 1200 vessels for transport and defense.

Galactic Medical Association
The GMA is a galactic wide organization that helps with disasters and offers medical aid during wars. The GMA also operates 250,000+ vessels for transport and defense.

Galactic Patrol
The Galactic Patrol is a galaxy wide police force employed by dozens of star nations.

Manticore Military Academy

The MMA is the premier military academy in the galaxy. The MMA also operates 300 vessels for transport and defense.

Martel Security Services

Martel Security Services is the second largest private security firm in the galaxy, what little is known is that all their agents are female and all of them are infected with the blade parasite which turns them into blank slates for Martel.

Masters Armaments

Masters Armaments a former sub-division of Theban Heavy Industries and now actually owns the majority of THI, and is now the largest manufacturer of arms and armor as well as the largest private security provider.

Masters Armaments also owns Williams Firearms LTD., Orla Arms, and Covenant Arms, and S&D Heavy Industries, and OzSoft. They currently also operate a single full strength fleet.

Olander Industries

Olander Industries is a relative newcomer to the Industrial scene but has introduced innovations such as the Orbital Elevator, Planetary Ring, Quad-Cell, Gravity Cage, and Reflector Bands, Nanno-Sheath as well as several other innovations and dabbles in just about every industry including music and movies.

Theban Heavy Industries

Theban Heavy Industries is the original company founded by the Hell's Hoplites, and is now owned by Masters Armaments. They also operate a single full strength fleet.

Organizations	Type/Ruling Body	Affiliation	Systems	Members
Esper Guild	Guild	GC	N/A	500 Billion
Galactic Medical Association	CMO/BOD	GC	N/A	15 Trillion
Galactic Patrol	Commissioner	GC	N/A	Unknown
Manticore Military Academy	Headmaster	None	1	6 Million Staff
Martel Security Services	CEO	None	1	Unknown
Masters Armaments	CEO	Theban Cluster	1	Unknown
Olander Industries	CEO	Silverfield Republic	1	Unknown
Theban Heavy Industries	CEO	Theban Cluster	1	Unknown
Totals			5	15.5+ Trillion

Section III – Cults, Religions, & Secret Societies

Black Rose Society

The Black Rose Society is an ally of the Silverfield Republic and acts as assassins of less than desirable parties.

Blue Society

The Blue Society is an anarchist, Armageddon minded cult that thinks Elharnians should either ignore or destroy other races and then focus on the end times.

Church Of The Dragon Ascendent

The Church Of The Dragon Ascendant is a militaristic but fairly peaceful religion based around the Celestial Dragon and the Galactic Ley Line; they currently operate over 400 vessels and travel the galaxy bringing the word of the Celestial Dragon to their followers.

Church Of The Fallen Star

The Church Of The Fallen Star is a religion of astronomers and mathematicians who use math and

astronomy to understand and visualize a supreme being.

Church Of The Multi-Spatial God

Originally more of a con than a religion after the Puck's lost the rights to the religion it was taken over by an androgynous individual who is supposedly the avatar of the Multi-Spatial God. MSG worshippers can be spotted by their all black skin, silver hair, and silver lips. Most other religions believe that the COTMSG is some nefarious plot to take over the galaxy; they also operate over 200 pyramidal shaped vessels of various sizes.

Crimson Rose Society

The Crimson Rose Society is an ally of the Neo-Prussian Empire and acts as assassins for anyone they want wiped out.

Organizations	Type/Ruling Body	Affiliation	Systems	Members
Black Rose Society	Assassin Society/Mistress	Silverfield Republic	None	500,000+
Blue Society	Terrorists/Cult	None	None	Unknown
Church Of The Dragon Ascendant	Religion/Priestess	None	None	500 Billion
Church Of The Fallen Star	Religion/High Astronomer	None	None	500 Million
Church Of The Multi-Spatial God	Religion/Avatar	None	None	40 Trillion
Crimson Rose Society	Assassin Society/Mistress	Neo-Prussian Empire	None	500,000+
Totals			None	4.5 Trillion+

SIGURD'S GUIDE

APPENDIX III
TREASURE

Treasure is a good way to reward your characters for a job well done or just to screw with them for having done something really stupid.

The following chapter is full of charts for treasure to give to your players whether from an encounter or finding a stash of gear.

Although remember that if a rolled item makes no sense either pick something or re-roll the item.

Table A-III-1 - Treasure Grades

Grade	No. Of Rolls
A - Small Encounter	Roll 1 Time
B - Medium Encounter	Roll 2 Times
C - Large Encounter	Roll 5 Times
D - Huge Encounter	Roll 10 Times
E - Small Stash	Roll 15 Times
F - Medium Stash	Roll 20 Times
G - Large Stash	Roll 30 Times
H - Huge Stash	Roll 45 Times

Table A-III-2 - What Chart To Roll On -

Roll %	What Chart
1-5	A-III-3
6-10	A-III-4
11-15	A-III-5
16-20	A-III-6
21-25	A-III-7
26-30	A-III-8
31-35	A-III-9
36-40	A-III-10
41-45	A-III-11
46-50	A-III-12
51-55	A-III-13
56-60	A-III-14
61-65	A-III-15
66-70	A-III-16
71-75	A-III-17
76-79	A-III-18
80-83	A-III-19
84-87	A-III-20
88-92	A-III-21
93-96	A-III-22
97-100	A-III-23

Equipment Treasure Charts

Below are 20 charts for Equipment like treasure, to determine which chart to roll on roll a percentile on the chart above.

Table A-III-3 – Treasure Chart 1 - Armor

Roll %	Armor
1-4	ACC-01
5-8	ACC-02
9-12	ACC-03
13-16	ACC-04
17-20	ACC-05
21-24	ACC-06
25-28	ASS-01
29-32	CA-05
33-36	CA-06
39-40	CA-09
41-44	CAS-02
45-48	CAS-03
49-52	CBA-04
53-55	CSA-02
56-58	CSS-11
59-61	CV-03
62-64	Duty Suit
65-67	EES-01
68-70	EES-02
71-73	EOD-02
74-76	EPS-01
77-79	GBSS
80-82	HEJ-01
83-85	Luna/Aries
86-88	PCA-015
89-91	PCA-016
92-94	Stahl
95-97	Terminus
98-100	Vixen/Canine

Table A-III-4 – Treasure Chart 2 – Anti-Material/Sniper

Roll %	Weapon
1-10	AMR-33
11-20	AMR-40
21-30	ARM-49
31-40	APR-10
41-50	G15 Model 102
51-60	H46
61-70	M5299
71-80	MPC14
81-90	Type-SR2
91-100	P127

Table A-III-5 – Treasure Chart 3 – Assault Rifle

Roll %	Weapon
1-10	AR-107
11-20	G50
21-30	M9
31-40	MAR-50
41-50	MAR-55A1
51-60	Model 60
61-70	Model 74
71-80	Model 2518
81-90	PS250
91-100	SSG145

Table A-III-6 – Treasure Chart 4 – Heavy Weapons

Roll %	Weapon
1-25	MPFT
26-50	M220
51-75	M129
76-100	MG-84

Table A-III-7 – Treasure Chart 5 – Handguns

Roll %	Weapon
1-20	Automag VIII
21-40	Model 101
41-60	CZ105
61-80	P1016
81-100	124

Table A-III-8 – Treasure Chart 6 – Shotguns

Roll %	Weapon
1-34	Model 1200
35-67	Mk.415
68-100	MSSG-800

Table A-III-9 – Treasure Chart 7 – Submachine Guns

Roll %	Weapon
1-20	Aardvark
21-40	MP6
41-60	MP-5K Mk.II
61-80	HV95SMG
81-100	Fenris

Table A-III-10 – Treasure Chart 8 – Explosives

Roll %	Weapon
1-10	AAM5
11-20	AECG33
21-30	AFM6
31-40	AMM-12
41-50	AMM-14
51-60	AMM-25
61-70	APC9
71-80	APFG5
81-90	APFGM16
91-100	APG15

Table A-III-11 – Treasure Chart 9 – Ammunition I

Roll %	Ammunition	Roll %	Ammunition
1	.22 Long Rifle	51	10x64mm Rifle
2	.22 Long Rifle AP	52	10x67mm Browning Mag.
3	.25 ACP	53	11x20mm Auto
4	.300 Winchester Magnum	54	11x25mm MAGE
5	.30-06 Springfield	55	11x30mm Magnum
6	.30-30 Winchester	56	11x60mm Rifle
7	.338 LAPUA Magnum	57	11mm Wildey Magnum
8	.357 Magnum	58	11.5x40mm Bayonet
9	.357 MEAP	59	12x25mm Magnum
10	.38 Special	60	12.5x50mm HV Rifle
11	.380 ACP	61	12.7x40mm HV Pistol
12	.40 HEP	62	12.7x99mm Russian
13	.40S&W	63	13x32mm DUAP-QST
14	.41 Magnum	64	13.7x110mm
15	.44 Magnum	65	14x38mm Magnum
16	.44 Special	66	14.5x115mm Russian AT
17	.45 ACP	67	18x92mm SABOT
18	.45 Colt	68	20x55mm
19	.454 Casull	69	30x45mm
20	.454 DUAP-QST	70	30x90mm
21	.470 Pistol	71	30x113mm
22	.50AE	72	4.25x2.25mm
23	.50BMG	73	5x2.5mm
24	.500 S&W Magnum	74	6x3mm
25	.500 Winchester Magnum	75	7x3.5mm
26	.525 Magnum Express	76	7.4x3.7mm
27	.577 Nitro Express	77	8.94x4.5mm
28	5x23mm	78	9x4.5mm
29	5.45x39mm Russian	79	10x5mm
30	5.56x45mm NATO	80	11x5.5mm
31	5.7x28mm	81	12x6mm
32	6x19mm Auto	82	18x9mm
33	6mm BR Remington	83	2.5x0.5mm
34	6.5mm Remington Mag.	84	3x0.75mm
35	6.2mm Neuro	85	4x1mm
36	6.8x43mm	86	5x1.25mm
37	7x44mm Auto	87	6x1.5mm
38	7mm Remington Magnum	88	6.4x1.6mm
39	7.3x54mm	89	7.5x2.5mm
40	7.5x55mm	90	9x2.5mm
41	7.62x39mm Russian	91	10x2.5mm
42	7.62x51mm NATO	92	12x2.5mm
43	7.8x50mm HV Pistol	93	14x2.5mm
44	9x18mm Luger	94	6mm Bead
45	9x19mm Chemical	95	11mm Bead
46	9x19mm Parabellum	96	4x8cm Rail Round
47	9x19mm Taser	97	½, 1, 2, 4 Minutes
48	9.5x40mm Rifle	98	25x59mm ANP-HEAB*
49	9.5x20mm HV	99	25x59mm AP*
50	10x32mm Auto	100	25x59mm HEAT*

Table A-III-12 – Treasure Chart 10 – Ammunition II

Roll %	Ammunition	Roll %	Ammunition
1-2	25x59mm M60 WP	63-64	40mm M713 Smk. Canopy
3-4	25x59mm M51 APF	65-66	40mm M576 Multi-Proj.
5-6	25x59mm M40 HE	67-68	40mm M651 CS
7-8	25x59mm M38 APHE	69-70	40mm Beehive APERS-F
9-10	25x59mm M108 HEBF	71-72	25x11mm Rocket
11-12	25x59mm M72A1 FRAG	73-74	53x25mm Rocket
13-14	25x59mm M39 Signal	75-76	85x40mm HEAT*
15-16	25x59mm M37 Rubber Ball	77-78	102x25mm
17-18	25x59mm M41 CS/Red	79	.410/28-Gauge
19-20	25x59mm M42 HEAPERS	80	18-Gauge
21-22	25x59mm M43 Smk. Canopy	81	16-Gauge
23-24	25x59mm M44 Smk. Mrk.	82	12-Gauge
25-26	25x59mm M45 APERS-F	83	10-Gauge
27-28	40x46mm Buckshot	84	8-Gauge
29-30	40x46mm HE*	85	8-Gauge Spell Shot
31-32	40x46mm HEDP*	86	8-Gauge 000-Buckshot
33-34	40x46mm HE-FRAG*	87	8-Gauge Slug
35-36	40x46mm Incendiary*	88	8-Gauge B&F Slug
37-38	40x46mm Smoke*	89	8-Gauge Flechette
39-40	40x46mm Tear Gas*	90	8-Gauge FRAG-8 HE
41-42	40x46mm Rubber Baton*	91	8-Gauge FRAG-8 FRAG
43-44	40x53mm HE*	92	8-Gauge FRAG-8 HEAP
45-46	40x53mm HEDP*	93	8-Gauge Bean Bag
47-48	40mm M664 Signal Flare	94	8-Gauge CS Gas
49-50	40mm M684 HE	95	8-Gauge Rubber Shot
51-52	40mm M444 Rubber Ball	96	8-Gauge Breaching Round
53-54	40mm M675 CS/Red	97	8-Gauge Bolo
55-56	40mm M441 HEAPERS	98	8-Gauge Dragon's Breath
57-58	40mm M677 APERS	99	8-Gauge Flare
59-60	40mm M678 Canister	100	4-Gauge/23mm
61-62	40mm M682 Smk. Canopy		

Table A-III-13 – Treasure Chart 11 – Archaic Ranged

Roll %	Weapon
1-4	Bow, Long
5-8	Bow, Composite
9-12	Bow, Compound
13-16	Bow, Horse
17-20	Crossbow
21-24	Crossbow, Hand
25-28	Dart Gun
29-32	Javelin
33-36	Kunai
37-40	Slingshot
41-44	Throwing Axe
45-48	Throwing Knife
49-52	Throwing Star
53-56	Arrow, X-Head
57-60	Arrow, Blunt
61-64	Arrow, Evisceration
65-68	Arrow, Broadhead
69-72	Large Bolt, X-Head
73-76	Large Bolt, Blunt
77-80	Large Bolt, Evisceration
81-84	Large Bolt, Broadhead
85-88	Small Bolt, X-Head
89-91	Small Bolt, Blunt
92-94	Small Bolt, Evisceration
95-97	Small Bolt, Broadhead
98-100	Sling Stone

Table A-III-14 – Treasure Chart 12 – Archaic Melee

Roll %	Weapon
1-4	Axe
5-8	Bastard Sword
9-12	Bo Staff
13-16	Broad Sword
17-20	Claymore
21-24	Combat Knife
25-28	Cutlass
29-32	Dagger
33-36	Flail
37-40	Hatchet/Tomahawk
41-44	Katana
45-48	Kukri
49-52	Long Sword
53-56	Mace
57-60	Machete - Small
61-64	Machete - Large
65-68	Manriki Chain
69-72	Nodachi
73-76	Nunchuck
77-79	Rapier
80-82	Saber
83-85	Sai
86-88	Scimitar
89-91	Short Sword
92-94	Trench Knife
95-97	War Hammer
98-100	Whip

Table A-III-15 – Treasure Chart 13 – Weapon Acc.

Roll %	Accessory
1-4	ACOG Sight
5-8	Barrel Weight
9-12	Compensated
13-16	Flash Suppressor
17-20	Folding Bipod
21-24	Gun Camera
25-28	Holographic Sight
29-32	Hybrid Sight
33-36	Laser Sight
37-40	Magazine
41-44	Magazine Coupler
45-48	Magazine Reloader
49-52	Mastercraft
53-56	Picatinny Rail
57-60	Red Dot Sight
61-64	Revolver Speed Loader
65-68	Scope x1.5
69-72	Scope x2
73-76	Scope x3
77-80	Scope x4
81-84	Scope x5
85-88	Silencer
89-91	Suppressor
92-94	Tactical Light
95-97	Undermount Shotgun
98-100	Vertical Foregrip

Table A-III-16 – Treasure Chart 14 – Equipment I

Roll %	Equipment	Roll %	Equipment
1	Auto-Chef	51	Magazine Holder/Reloader
2	Auto-Kitchen	52	Magazine Pouch - Pistol - 2/1
3	Automated Vending Machine	53	Magazine Pouch - Rifle - 2/1
4	Beverages	54	Pistol Holster - Ambidextrous
5	Food Synthesizer - High End	55	Pistol Holster - Ankle
6	Food Synthesizer - Ind. High	56	Pistol Holster - Belly Band
7	Food Synthesizer - Ind. Low	57	Pistol Holster - Belt Slide
8	Food Synthesizer - Low End	58	Inside Pants
9	Food Synthesizer - Military	59	Pistol Holster - Leg
10	Food Synthesizer - Vending	60	Pistol Holster - Pocket
11	Nanno-Capsules	61	Pistol Holster - Shoulder
12	Portable Grill	62	Pistol Holster – Tanker Style
13	Trail Rations/MRE	63	Pistol Lanyard
14	Water Purification System	64	Pistol Magazine Pouch - Single
15	Backpack Type 1	65	Pistol Magazine Pouch - Double
16	Backpack Type 2	66	Pistol Magazine Pouch - Triple
17	Backpack Type 3	67	Pistol Magazine Pouch – Milt Sparks Six Pack
18	Backpack Type 4	68	Pouch [Dual] Flashlight
19	Hardsuit Case	69	Pouch GPS/Cell/Comm
20	Hardsuit Sarcophagus	70	Revolver Speed Loader Case
21	Military Messenger Bag 1	71	Rifle Mag. Pouch - 5.56 2/1
22	Military Messenger Bag 2	72	Rifle Mag. Pouch - 5.56 2/2
23	Patrol Bag	73	Rifle Mag. Pouch - 5.56 3/2
24	Pistol Case - Hard Shell 1	74	Rifle Mag. Pouch - 5.56 1-2
25	Pistol Case Hard Shell 2	75	Rifle Mag. Pouch - 5.56 3-1
26	Pistol Case - Hard Shell 3	76	Rifle Mag. Pouch - .308 2/1
27	Pistol Case – Soft Shell 1	77	Rifle Mag. Pouch - Butt Stock
28	Pistol Case - Soft Shell 2	78	Rifle Mag. Pouch - Drop Leg Shingle
29	Range Bag - Type 1	79	Rifle/Pistol Mag. Pouch - 2/1
30	Range Bag - Type 2	80	Rifle/Pistol Mag. Pouch - 3/1
31	Rifle Case - Hard Shell 1	81	Rifle/Shotgun Scabbard
32	Rifle Case - Hard Shell 2	82	SAW magazine Pouch
33	Rifle Case - Hard Shell 3	83	Shotgun Ammo Sling
34	Rifle Case – Soft Shell 1	84	Shotgun Butt Cuff
35	Rifle Case – Soft Shell 2	85	Shotgun Shell Bandolier
36	Rifle Case – Soft Shell 3	86	Shotgun Side Saddle
37	Rifle Case - Soft Shell 4	87	Shotshell Pouch [10]
38	Rifle Case - Soft Shell 5	88	SMG Mag. Pouch - Single
39	Rifle Case - Soft Shell 6	89	SMG Mag. Pouch - Double
40	Soft Sided Bag - Assault	90	SMG Mag. Pouch - Triple
41	Soft Sided Bag - Bug Out	91	Tool Pouch [Dual]
42	Soft Sided Bag - Deployment	92	Utility Pouch
43	Soft Sided Bag - Field	93	Binoculars 1x
44	Ammo Dump Pouch	94	Binoculars 2x
45	Baton Case	95	Binoculars 3x
46	Beta-C Magazine Pouch	96	Binoculars 4x
47	Drop Leg Dump Pouch	97	Binoculars 5x
48	Drop Leg Platform	98	Binoculars Digital
49	LBE Vest	99	Binoculars Flash Suppression
50	LBE Vest Armor Carrier	100	Binoculars IR

Table A-III-17 – Treasure Chart 15 – Equipment II

Roll %	Equipment	Roll %	Ammunition
1	Binoculars LL	51	Ham Radio
2	Binoculars NVG	52	Roving Comm Unit
3	Binoculars Range Finding	53	Walkie Talkie
4	Binoculars Thermal	54	Capture Belt
5	Camera - Basic/Digital	55	Cyber/Nanno Cut-Off Cuff
6	Camera - Basic/Film	56	Handcuffs
7	Camera - Professional/Digital	57	Prisoner Adjustment Collar
8	Camera - Professional/Film	58	Prisoner Rehabilitation Suit
9	Camera - Disposable	59	Zip Cuffs
10	Camera Ball	60	Camo Netting - 12x12
11	Combat Goggles	61	Climbing Equipment
12	Digital Camcorder	62	Compass
13	Digital Glasses	63	Diving Gear
14	Helmet Cam	64	Diving Gear, Stealth
15	Periscope	65	Diving Helmet, Armored
16	Snake Camera	66	Flare
17	Bench Rest - Portable	67	Flare Gun
18	Bench Rest - Stationary	68	Flare Gun Shell
19	Bolt Cutters	69	Ghillie Suit
20	Corded Saw	70	GPS
21	Demolitions Kit	71	Grappling Gun - Large
22	Drill Saw	72	Grappling Gun - Small
23	Duct Tape	73	Magnesium Fire Starter
24	Entrenching Tool	74	Magnetic-Hydrodynamic Pack
25	Epoxy	75	Magnetic Wire Gun
26	Extendable Mirror	76	Map – Local
27	Field Dressing Kit	77	Map - Military Grade
28	Gun Cleaning Chemicals [3]	78	Map - Road Atlas
29	Gun Cleaning Kit	79	Map – State
30	Gunsmith Tool Kit	80	Rappelling Winch
31	Multi-Tool	81	Rope - Light 100Ft. 150/66.7
32	Plasma Torch	82	Rope - Medium 100Ft. 500
33	Retrieving Magnet	83	Rope - Heavy 100Ft. 1k
34	Sewing Kit	84	Sleeping Bag - All Weather
35	Sharpening Stone	85	Sleeping Bag - Summer
36	Shooting Range Box	86	Sleeping Bag - Winter
37	Slim Jim	87	Snowshoes
38	Super Glue	88	Solar Shower
39	Tire Repair Kit	89	Survival Blanket [3]
40	Tool Kit	90	Survival Bottle
41	Field HBT Furnace	91	Tent – 1 Man
42	HBT Cells - Mini	92	Tent - 2 man
43	HBT Cells - Standard	93	Tent - 4 Man
44	Portable HBT Generator	94	Tent - 8 Man
45	Solar Panel Charger	95	Tent - 12 Man
46	CB Radio	96	Thermos
47	Comm Array	97	Computer - Hand-Comp
48	Comm Hand-Held	98	Computer – Laptop
49	Comm Terminal, Portable	99	Computer - Life Force Matrix
50	Comm Visor	100	E-PADD

Table A-III-18 – Treasure Chart 16 – Equipment III

Roll %	Equipment	Roll %	Ammunition
1	GalactaNET Immersion Chair	51	Nanno-Injector - Standard
2	GalactaNET Immersion Visor	52	Nanno-Injector Refill Station
3	Hard-Holography Interface	53	Nanno-Regeneration Field Generator
4	Master Ops. & Com. Terminal	54	Regeneration Chamber
5	Moly-Chip [1MU]	55	Regenerator
6	Nanno-Brain Hack System	56	Regenerator Module
7	Denim Jeans	57	Stasis Pod
8	Denim Shirt	58	Surgery Chamber
9	Designer Clothing	59	TET - Telomere Enhancement Treatment
10	Fatigues	60	Holo-Game
11	Gloves - Cotton	61	Holo-Tank
12	Gloves - Kevlar	62	Holo-Vid
13	Gloves - Leather	63	Holo-Vids
14	Gloves - Stainless Steel Fillet	64	Media Visor
15	Gloves - Welding	65	VR Entertainment System
16	Riding Leathers	66	Glow Sticks
17	Bounty Hunter Badge	67	Handheld Spotlight
18	Dog Tag - Smart Tag	68	Lantern
19	Dog Tag - Stamped Tin	69	Aerosol Gun
20	Dog Tag - Steel w/Thumb	70	Android Interaction Visor
21	Identi-Chip [IDC]	71	Caltrops
22	Identi-Chip/Pass Card Reader	72	Chemical Sniffer
23	IFF Pin	73	Counter Gravity Lift
24	Decontamination Kit	74	Digi-Key
25	Ear Protection Muffs - Basic	75	Furniture
26	Ear Protection Muffs - Better	76	Holographic Firing Range
27	Ear Protection Muffs - Best	77	House Cleaning Drones
28	Ear Protection Plugs - Basic	78	Jet Pack - Light Duty
29	Ear Protection Plugs - Better	79	Jet Pack - SERPA Light
30	Ear Protection Plugs - Best	80	Jet Pack - SERPA Heavy
31	Eye Protection – Basic	81	Lock Picks & Lock Aid Gun
32	Eye Protection – Better	82	Make-Up - Auto-Make-Up
33	Eye Protection – Best	83	Make-Up - Nanno-Brush
34	Fire Extinguisher	84	Metal Detector - Cheap
35	Firefighting Suit	85	Metal Detector - Good
36	Flash Goggles/Welding Mask	86	Metal Detector - Excellent
37	Gas Mask/Respirator	87	Mimetic Key
38	Latex Gloves	88	Motion Detector
39	Motorcycle Helmet	89	Portable Shield Generator
40	Nomex Suit	90	Security System
41	Emergency Medical Kit	91	Solar Powered Radio
42	First-Aid Kit – Basic	92	Spike Strip
43	First-Aid Kit - Moderate	93	Spike Strip - Floating/Explode
44	First-Aid Kit - Complete	94	Spy Chrono
45	First-Aid Kit - Para-Medic	95-96	Steel Flip Targets [5]
46	Full Field Medical Kit	97-98	Targets - Paper [50]
47	Med-Scanner Mk-I-IX	99-100	Voice Recorder
48	Medical Diagnostic Bed		
49	Microscope		
50	Nanno-Injector - Mini		

Table A-III-19 – Treasure Chart 17 – Robots	
Roll %	Robot
1-7	AIAL-01
8-14	Bandelero
15-21	Basic Model 1
22-28	Basic Model 2
29-35	Cincoren
36-42	CPD
43-49	MAIAL-02
50-56	MAIAL-03
57-63	MITE
64-70	NAIELL-04
71-76	PAIAL-05
77-82	SAID
83-88	SWoRD
89-94	TAIAL-06
95-100	Trilobite

Table A-III-20 – Treasure Chart 18 – Memory	
Roll %	Memory
1-5	10k
5-10	20k
11-15	30k
16-20	40k
21-25	50k
26-30	60k
31-35	70k
36-40	80k
41-45	90k
46-50	100k
51-55	110k
56-60	120k
61-65	130k
66-70	140k
71-75	150k
76-80	160k
81-85	170k
86-90	180k
91-95	190k
96-100	200k

Table A-III-21 – Treasure Chart 19 – Software	
Roll %	Software
1-2	Frag Grenade
3-4	Mathematician
5-6	Hack & Slash
7-8	Sir Spam A lot
9-10	You Can't Get Away
11-12	Cell
13-14	Eraser
15-16	Lightning
17-18	Overwrite
19-20	Trackdown
21-22	Coma
23-24	Hypno
25-26	Lock Down
27-28	TASER
29-30	VR
31-32	Chunky Cookie
33-34	Counter Measures
35-36	Confusion
37-38	Stealth

39-40	Fake Disconnect
41-42	Stealth Plus
43-44	Assault & Battery
45-46	Rock Breaker
47-48	Replication
49-50	Take Over
51-52	Cameras
53-54	Phones
55-56	Portals Plus
57-58	Vehicles
59-60	Everything
61-62	Portals
63-64	Robots
65-66	What You See
67-68	Hide & Seek
69-70	Reading Your Diary Plus
71-72	Reading Your Diary
73-74	You Thought It Was Secret
75-76	Youth Thought It Was Secret Plus
77-78	Defense Fog
79-80	Defensive Line Plus
81-82	Defensive Line
83	Disconnect
84	Huntsman
85	Invisible Man
86	Fast Pace
87	Hometown
88	Mimic
89	OCD
90	Overview
91	Re-Assemble
92	Secret Gate
93	Splash Over
94	Gluttony
95	Lost City
96	Not For Your Eyes
97	Oh Look At That
98	Pack Mule
99	Rejected
100	SOS

Roll %	Transport
1-5	Coupe
6-10	Compact Sedan
11-15	Compact SUV
16-20	Compact Wagon
21-25	Dump Truck
26-30	Forklift
31-35	Large Sedan
36-40	Large SUV
41-45	Large Truck
46-50	Large Wagon
51-55	Midsize SUV
56-60	Midsize Van
61-64	Minivan
65-68	Monster Truck
69-72	Moped
73-76	Motorcycle
77-80	Moving Truck
81-84	Riding Mower
85-88	Sports Car
89-92	Tractor
93	Argonaut
94	Tarpon
95	Thunder
96	Fly
97	Denali
98	Talon
99	Deneb
100	Calypso

Table A-III-23 – Treasure Chart 21 – Money

Roll %	Money	Roll %	Money
1	1d4 Ç1	51	2d6 Ç500
2	2d6 Ç1	52	3d8 Ç500
3	3d8 Ç1	53	4d10 Ç500
4	4d10 Ç1	54	5d12 Ç500
5	5d12 Ç1	55	6d20 Ç500
6	6d20 Ç1	56	8d20 Ç500
7	8d20 Ç1	57	1d4 Ç1,000
8	1d4 Ç5	58	2d6 Ç1,000
9	2d6 Ç5	59	3d8 Ç1,000
10	3d8 Ç5	60	4d10 Ç1,000
11	4d10 Ç5	61	5d12 Ç1,000
12	5d12 Ç5	62	6d20 Ç1,000
13	6d20 Ç5	63	8d20 Ç1,000
14	8d20 Ç5	64	1d4 Ç2,500
15	1d4 Ç10	65	2d6 Ç2,500
16	2d6 Ç10	66	3d8 Ç2,500
17	3d8 Ç10	67	4d10 Ç2,500
18	4d10 Ç10	68	5d12 Ç2,500
19	5d12 Ç10	69	6d20 Ç2,500
20	6d20 Ç10	70	8d20 Ç2,500
21	8d20 Ç10	71	1d4 Ç5,000
22	1d4 Ç25	72	2d6 Ç5,000
23	2d6 Ç25	73	3d8 Ç5,000
24	3d8 Ç25	74	4d10 Ç5,000
25	4d10 Ç25	75	5d12 Ç5,000
26	5d12 Ç25	76	6d20 Ç5,000
27	6d20 Ç25	77	8d20 Ç5,000
28	8d20 Ç25	78	1d4 Ç10,000
29	1d4 Ç50	79	2d6 Ç10,000
30	2d6 Ç50	80	3d8 Ç10,000
31	3d8 Ç50	81	4d10 Ç10,000
32	4d10 Ç50	82	5d12 Ç10,000
33	5d12 Ç50	83	6d20 Ç10,000
34	6d20 Ç50	84	8d20 Ç10,000
35	8d20 Ç50	85	1d4 Ç250,000
36	1d4 Ç100	86	2d6 Ç250,000
37	2d6 Ç100	87	3d8 Ç250,000
38	3d8 Ç100	88	4d10 Ç250,000
39	4d10 Ç100	89	5d12 Ç250,000
40	5d12 Ç100	90	6d20 Ç250,000
41	6d20 Ç100	91	8d20 Ç250,000
42	8d20 Ç100	92	Re-Roll – x2
43	1d4 Ç250	93	Re-Roll – x3
44	2d6 Ç250	94	Re-Roll – x4
45	3d8 Ç250	95	Re-Roll – x5
46	4d10 Ç250	96	Re-Roll – x6
47	5d12 Ç250	97	Re-Roll – x7
48	6d20 Ç250	98	Re-Roll – x8
49	8d20 Ç250	99	Re-Roll – x9
50	1d4 Ç500	100	Re-Roll – x10

SIGURD'S GUIDE

APPENDIX IV
TABLE CHART

Table	Table Title	Page		Page	
2-1	Level Rewards	10	7-6	Neural Enhancements	149
2-2	Boost Rank Costs	10	7-7	Misc. Bioware	150
2-3	Surge Point Level Chart	11	7-8	Armor Upgrades & Skinning	151
2-4	Medium Creature Base Movement	11	7-9	Replacement Limbs & Bodies	153
2-5	Base Lifting/Carrying Capacity	11	7-10	Hands & Fingers	154
2-6	Starting Wealth & Salaries	11	7-11	Aural & Vocal Upgrades	156
2-7	Savings	11	7-12	Optical Upgrades	158
3-1	List Of Races	12	7-13	Bodily Enhancements & Upgrades	160
4-1	List Of Advantages	24	7-14	Chips & Jacks	163
4-2	List Of Disadvantages	30	7-15	Weapons II	165
5-1	Boost Rank Point Cost	41	7-16	Sensors & Monitors	167
5-2	Boost Categories	41	7-17	Misc. Upgrades	169
5-3	Esper Discipline Boosts	42	7-18	List Of Nanno-Ware	171
5-4	Esper Boosts	44	8-1	Interfaces	176
5-5	Esper Powers	45	8-2	Avatar Bonuses	177
5-6	Knowledge/Craft Boosts	66	8-3	Portal Lock Grades & Bonuses	178
5-7	Mental Boosts	71	8-4	Computer Memory Costs	178
5-8	Physical Boosts	74	8-5	Software Types	179
5-9	Weapon Boosts	81	9-1	Generic Vehicles	186
6-1	Areas Protected By Armor	85	9-2	Vehicle Sizes, Maneuverability, & Defense Ratings	186
6-2	Armor Types	85	9-3	Quality Rating	187
6-3	Armor Materials	86	9-4	Maneuverability Checks	187
6-4	Armor Users & Availability	87	9-5	Turn Speed Checks	187
6-5	Armor Donning Times	87	9-6	Traffic Density	188
6-6	Costs Of Armor	87	9-7	Traffic & Road Conditions Modifiers	188
6-7	List Of Armor	88	9-8	Encountered Vehicles	189
6-8	Weapon Conditions	98	9-9	Speed Related Encounters	189
6-9	Abbreviations & Terms	98	9-10	Side Street & Ramp Occurrences	189
6-10	Anti-Material/Sniper/Match Rifles	100	9-11	Stop Light & Sign Occurrences	189
6-11	Assault Rifles	100	9-12	Driver Reaction	190
6-12	Heavy Weapons	101	9-13	Random Occurrences	190
6-13	Handguns	101	9-14	Mecha Munitions	195
6-14	Machine Guns	101	9-15	Mecha Size Categories	195
6-15	Shotguns	101	9-16	Weapons & Defensive Systems	196
6-16	Submachine Guns		9-17	Ship Defense Ratings	206
6-17	Explosives, Grenades, Mines	102	9-18	Ship Defense Vs. Other Ship Sizes	206
6-18	Munitions Sizes	102	9-19	Ship Maneuverability Ratings	206
6-19	Impromptu Weapons	108	9-20	Sensor Ratings	208
6-20	Archaic Ranged Weapons	110	9-21	Ship Armor Grades	209
6-20a	Archaic Ranged Weapons Ammunition	110	9-22	Shield Rating	209
6-21	Melee Weapons	112	9-23	Point Defense Turret Ratings	209
6-22	Weapon Accessories & Add-Ons	114	9-24	Point Defense Missile Launcher Rating	210
6-23	Food & Food Preparation	116	9-25	Point Defense Missiles	210
6-24	Bags, Cases, & Luggage	118	9-26	Missile Sizes & Damages	211
6-25	Magazine, Gear, & Accessory Pouches	121	9-27	Particle Beam Projectors	211
6-26	Vision Enhancement Equipment & Cameras	123	9-28	Deck Sizes	212
6-27	Tools	124	9-29	Ship Classes	213
6-28	Energy Generation Equipment	125	10-1	Races Encountered	219
6-29	Communications Equipment	125	10-2	Group Sizes	219
6-30	Restraint Devices	126	10-3	Human Weapons	219
6-31	Survival, Camping, & Outdoor Equipment	128	10-4	Human Attack Bonuses	220
6-32	Computers	129	10-5	Dwuervan Weapons	220
6-33	Clothing	130	10-6	Dwuervan Attack Bonuses	221
6-34	Identification	131	10-7	Elharnian Weapons	221
6-35	Protective Equipment	132	10-8	Elharnian Attack Bonuses	222
6-36	Medical Equipment	134	10-9	Halfarn Weapons	222
6-37	Entertainment	134	10-10	Halfarn Attack Bonuses	223
6-38	Light Sources	135	10-11	Ngorm Weapons	223
6-39	Misc. Equipment	137	10-12	Ngorm Attack Bonuses	224
6-40	AI's, Androids, & Robots	137	10-13	Orlanc Weapons	224
6-41	Services	141	10-14	Orlanc Attack Bonuses	225
7-1	Glands, Muscles, & Organs	142	10-15	Yetin Weapons	225
7-2	Dermal Upgrades	145	10-16	Yetin Attack Bonuses	226
7-3	Internal Upgrades	147	11-1	Reactions/Side Effects	252
7-4	Alterations	148	11-2	Drug Usage & Durations	252
7-5	Weapons I	149	11-3	Determining Drunkenness	253
			11-4	Attacks Per Level	253

11-5	Object Size Modifier Chart	254	A-III-16 Treasure Chart 14 – Equipment I	303
11-6	Object Size Categories	254	A-III-17 Treasure Chart 15 – Equipment II	304
11-7	Basic Object Damage Deflection Chart	254	A-III-18 Treasure Chart 16 – Equipment III	305
11-8	Off-Hand Attacks Per Level	255	A-III-19 Treasure Chart 17 – Robots	306
11-9	Multiple Attackers Vs. Size Category	256	A-III-20 Treasure Chart 18 – Memory	306
11-10	Disarming Direction & Distance	256	A-III-21 Treasure Chart 19 – Software	306
11-11	Unarmed Combat Attacks Chart	257	A-III-22 Treasure Chart 20 – Transport	307
11-12	Level Rewards	259	A-III-23 Treasure Chart 21 – Money	308
11-13	Boost Rank Costs	259		
11-14	Craft/Repair/Disable Exertions	259		
11-15	Critical Hit Chart Vs. Creatures	260		
11-16	Critical Miss Chart Vs. Creatures	260		
11-17	Disarming Direction & Distance	261		
11-18	Hit Self/Ally	261		
11-19	Critical Hit Chart Vs. Mecha	261		
11-20	Critical Miss Chart Vs. Mecha	262		
11-21	Hit Self/Ally	262		
11-22	Critical Hit Chart Vs. Ships	262		
11-23	Critical Miss Chart Vs. Ships	263		
11-24	Damage Deflection Types	264		
11-25	Creature Sizes	264		
11-26	Creature Size Modifiers To Attack And Defense	264		
11-27	Cover Bonus Chart	264		
11-28	Encounter Check Chart	264		
11-29	Race, Group, Size, & Level Encounter	265		
11-30	Random Job Roll Chart	266		
11-31	Base Lifting/Carrying Capacity	267		
11-32	Encumbrance Burdens	267		
11-33	Esper Ability Progress Chart	269		
11-34	Basic Fear Inducing Encounters Chart	270		
11-35	Hit Points By Creature Size	271		
11-36	Degrees Of Blindness	271		
11-37	Degrees Of Deafness	271		
11-38	Dazed & Stunned Length	272		
11-39	Social Interaction Chart	272		
11-40	Reputation & Notoriety	273		
11-41	Kill Point Costs	273		
11-42	Money & Precious Metal Values	274		
11-43	Denominations & Colors Of GSC	275		
11-44	Starting Funds	275		
11-45	Morale – Bonuses & Minuses	275		
11-46	Medium Creature Base Movement	275		
11-47	Climbing Difficulties	275		
11-48	Safe Movement In Darkness	276		
11-49	Movement Rates By Creature Size	276		
11-50	Movement Rates Through Terrain	277		
11-51	Temperature Extremes	277		
11-52	Humidity Conditions	277		
11-53	Weather Variations	277		
11-54	Dehydration/Starvation Chart	278		
11-55	Daily Calories & Fluid Intake	278		
11-56	Range Increment Penalty Chart	279		
11-57	Radius & Area Effect Weapons	279		
11-58	Vision Range Increments	279		
11-59	Scavenging Checks	280		
11-60	Standard To Metric Conversion Chart	280		
11-61	Metric To Standard Conversion Chart	280		
11-62	Surge Point Level Chart	280		
11-63	Terrain Types	281		
11-64	Creature Vs. Weapon Size Modifiers	282		
11-65	Weapon Concealability For Medium Size Creatures	282		
A-III-1	Treasure Grades	298		
A-III-2	What Chart To Roll On	298		
A-III-3	Treasure Chart 1 – Armor	298		
A-III-4	Treasure Chart 2 – Anti-Material/Sniper	298		
A-III-5	Treasure Chart 3 – Assault Rifle	299		
A-III-6	Treasure Chart 4 – Heavy Weapons	299		
A-III-7	Treasure Chart 5 – Handguns	299		
A-III-8	Treasure Chart 6 – Shotguns	299		
A-III-9	Treasure Chart 7 – Submachine Guns	299		
A-III-10	Treasure Chart 8 – Explosives	299		
A-III-11	Treasure Chart 9 – Ammunition I	300		
A-III-12	Treasure Chart 10 – Ammunition II	301		
A-III-13	Treasure Chart 11 – Archaic Ranged	302		
A-III-14	Treasure Chart 12 – Archaic Melee	302		
A-III-15	Treasure Chart 13 – Weapon Acc.	302		

