

Section #1

Introduction to The Galactic Frontier Universe

Forward

Welcome to the Galactic Frontier basic game set. The Galactic Frontier universe is a vision of humankind in the 33rd century. In this rulebook you will be introduced to this vision of humanities future.

The Galactic Frontier Basic Game Set

The basic game set for the galactic frontier universe is intended to be an introduction to the Galactic Frontier role playing game. In the basic rule set you will find information on Earth in the 33rd century the capital of the Unified Human Republic. The Unified Human Republic is an empire that is sprawled across seventeen star systems. Some background information for the interstellar communities sharing the galaxy with the Unified Human Republic is also given. In the basic rule set, players will have the opportunity to begin gaming in a futuristic world fraught with danger and excitement.

A Brief Introduction to the Galactic Frontier Universe

In the year 2172 humankind unlocked the gateway to the galaxy when the secret of star drive was discovered. In the centuries that followed, nations spanning light years formed. By the year 3200, man had extended his presence over an expanse of twenty thousand light years. Despite these achievements, the current state of the universe is one of turmoil and mistrust. Vast empires and nations spanning light years coexist on the brink of war while independent worlds struggle for survival.

The Human Nations

The Unified Human Republic

The most powerful of the human nations is the Unified Human Republic. The capitol of the republic is Earth. The Unified Human Republic controls seventeen star systems consisting of thirty-one worlds and boasts a population of 300 billion. The Unified Human Republic is the most populous of the human controlled empires and the most technologically advanced.

United Rigel Federation of Sates

The second most powerful of the interstellar nations is the United Rigel Federation of States. This nation was once part of the Unified Human Republic however separatist policies and political disagreements led to eventual succession in 2467. Full independence was declared in 2472. Independence was achieved bloodlessly due to the involvement of the Unified Human Republic in the second Deynocim War.

The United Rigel Federation of States consists of eighteen systems containing twenty worlds with a total population of 180 billion. Technology in the United Rigel Federation of States is behind that of the Unified Human Republic. Militarily the United Rigel Federation of States is on par with the Unified Human Republic. At present, the United Rigel Federation of States is on good terms with the Unified Human Republic.

Procyon Empire

The Procyon Empire controls fifteen systems that contain nineteen worlds and boasts a population of 90 billion. The Procyon Empire is the only human interstellar nation that is not a breakaway province of the Unified Human Republic. The Procyon Empire originally started out as a low population world in the Procyon system. It grew in size over the centuries through military conquest, deception, and political maneuvering. The expansion of the Procyon Empire began in 2845 and would have continued unabated until present if not for the intervention of the Unified Human Republic in behalf of several independent worlds. Militarily the Procyon Empire is no match for the Unified Human Republic, however its technology is almost as advanced. Relations between the Procyon Empire and other human controlled systems and interstellar nations are strained at best.

Regalus Confederation

The Regalus Confederation is the smallest of the human interstellar nations. It controls a mere eight systems containing twelve worlds. The total population of the Regalus Confederation is 20 billion. Originally the Regalus Confederation was part of the Unified Human Republic and is currently considered a rouge state. A formal resolution was drafted by the governors of the independent worlds of the Regalus Confederation renouncing the authority of the Unified Human Republic in 3268. Relations between the Regalus Confederation and the Unified Human Republic are strained at best however neither side wants war. Civilian and military technology in the Regalus confederation is the same as that of the Unified Human Republic.

Alien Nations

The Deynocim Empire

The Deynocim are a warlike race that evolved from raptor like dinosaurs. Their home world, Centaura, orbits Centauris A in the Alpha Centauri system. The Deynocim control an Empire that stretches across eighteen star systems containing twenty-three habitable worlds. Relations between the Deynocim and the human controlled nations are hostile. The Deynocim Empire has engaged in five major wars with the human nations since first contact was made. Civilian and military technology in the Deynocim Empire is slightly less advanced than that found in the Unified Human Republic.

The Veragin Consulate

The Rat like Veragin are by far the most numerous race in the known galaxy. Their home world, Veraga, orbits a star that is roughly 95% the mass of Earth's sun in the LT-111 system. The Veragin have no empire but have settled more worlds than all of the human nations combined. Total population estimates place the Veragin at over 900 billion. Veragin society is somewhat chaotic and is loosely ruled by a corporate council of merchants. The Veragin are not a warlike race, this combined with their corporate societal structure results in mutually beneficial trade relationships with the other races in the galaxy. General technology found in the Veragin nations is on par with the other advanced societies however military technology lags well behind that found in the other interstellar nations.

The Grey

The Grey are the most ancient and advanced of the races. They are also a dying race. Their total population consists of only a few thousand individuals. Grey technology is well beyond that of the other interstellar nations and cannot be reverse engineered by the best minds that the other races have to offer. They are a peaceful people and seldom make contact with the other star fairing races. When they do make contact, it is for reasons known only to them. The Grey's home world is located outside of known space.

Although the Grey are peaceful, the Grey are scientific meddlers. They are responsible for setting the stage for the evolution of the Deynocim and also are responsible for the Githerak Threat. The Grey's original home world was destroyed because of a genetic experiment with Githerak gone haywire. Despite the fact that the Grey once plied the galaxy unchecked, they never settled distant worlds, instead choosing to observe and experiment on these worlds without ever setting up permanent installations.

Vuldeem

Little is known of the Vuldeem or where they come from. What is known is that colonies on the fringes of both Deynocim and Human controlled space have been completely destroyed. Every attempt to contact the Vuldeem has resulted in tragedy. It is theorized that they inhabit several worlds near the core of the galaxy. Intelligence indicates that their technology slightly surpasses that of the Unified Human Republic. What is known of their physiology is that they are a cold-blooded race of reptilian creatures that are nearly the same height as a human but less massive. All attempts to communicate with captured Vuldeem have resulted in the suicide of the Vuldeem prisoner. Vuldeem fighter craft are equipped with cloaking devices that render them invisible to standard ship sensors. Vuldeem ships can be tracked by neutrino emissions. It is rumored that their larger craft are also equipped with this type of stealth technology. All attempts to reverse engineer Vuldeem propulsion systems have met with failure. Although officially war has not been declared against the Vuldeem, both the Unified Human Republic and the Deynocim Empire have been slowly shifting military vessels into the vicinities of distant mining colonies and areas of space that border Vuldeem space.

Githerak

A million years before man began his eventual ascendance to intelligence the Peaceful Grey were assaulted by an ancient star fairing race of which only traces remain. The Grey were not adept at war and found themselves being defeated at every turn. In order to avoid extinction, the Grey genetically altered a creature native to one of the many worlds in the core of the galaxy. The creature was called a Githerak. At the time it was little more than an intelligent squid like creature. The Githerak however were able to digest any material, live in nearly any environment, and reproduced rapidly. The Grey captured a hive queen and genetically altered the creature. The end result was a Githerak that was highly intelligent, was hardier then the creature it was developed from, and highly destructive. The Grey then seeded the worlds of their enemy with these altered hive queens where they reproduced and eventually overran the worlds on which they were placed. The Grey had succeeded in destroying their enemies in totality. What the Grey did not suspect was that the Githerak queen on their own planet would escape and recede into one of the oceans on their home world. By the time the Grey discovered their error, their world, and their race was doomed.

A Githerak queen produces nearly a thousand eggs monthly. A new queen is born every three days. Maturity is reached in little over a month. Each of these queens then

begins to reproduce. The offspring of the Githerak include almost mindless workers and warriors as well as larger and more intelligent warriors called "Commanders". Once on a world, the Githerak continue to reproduce until their numbers are great enough to completely overrun any native inhabitants. Once a world is overrun, and all the resources have been digested, a small number of Githerak hive queens and commanders construct a spacecraft that is a combination of biological and mechanical components in order to continue the process in the next habitable system.

Githerak communicate through pheromones much as ants do. Workers on average are two meters in length and have eight appendages that end in a single steel like claw. Warriors are twice the size of workers and commanders are five meters long. A queen is a bloated disgusting mass of eight appendages and a bloated body whose sole purpose is to reproduce and control the colony. Queens on average are eight meters in length. Commanders and queens have some limited form of telepathic communication. The only technology that Githerak employ is their biological-mechanical colonization ships.

Whole worlds have been laid to waste to halt the spread of these creatures. The nearest known world inhabited by these creatures is one hundred and seventy light years away from the farthest human settlement. The Githerak on this world have been the test subjects of a genetic weapon that renders them sterile. It is rumored that the Unified Human Republic developed this weapon with the help of the Grey.

Introduction to the Unified Human Republic

The Basic Game Set and the Human Republic

In the basic game set all characters and technology are from the Human Republic. The Game Master is encouraged to create scenarios where the alien and other human nations interact. The allowed races in the basic game set are human, Deynocim, Veragin, AI Cybernetic Machines, Grey, and Invetro Fertilized humans.

The Unified Human Republic and the Earth System

The governing body of the Unified Human Republic is known as the Republic Senate. The Unified Human Republic consists of seventeen star systems, including the Earth System. The Capital of the Unified Human Republic is Earth. The various star systems and independent worlds of each system in the Unified Human Republic may have their own form of government, however republic law always supersedes system and world law. Either an appointed or elected senator, depending on the governmental body of the world represented, represents each independent world in the Unified Human Republic. The Earth system is the most prominent and influential system in the Unified Human Republic. Earth is seen as the home world for human inhabitants throughout the galaxy.

The Earth system boasts a population of 128 billion beings. The largest populations in the Earth system exist not only on Earth but also on the terra formed planets of Mars and Venus. Mars was made habitable by the introduction of super massive particles into the core of the planet, increasing its gravity to 99.993% that of Earth's. Additional terra forming included redirecting small comets from the Kuiper Belt into the planet. This had the effect of introducing the chemicals needed to build an atmosphere as well as an abundant supply of water. Today the atmosphere of Mars is 5% thicker than that of Earth and 45% of the planets surface is covered by water. Before terra-forming projects began, the carbon dioxide atmosphere of Venus baked its surface to a temperate higher than that of Mercury. To make Venus habitable, drop ships carried and seeded its carbon dioxide atmosphere with algae. As the Algae floated downward it converted the carbon dioxide upper atmosphere into oxygen. After a century of seeding the clouds of Venus cooled and rain began to fall on the planets surface. After two decades of rain Venus became a world of shallow seas and low continents. The temperature of Venus averages six degrees Celsius hotter than Earth. Currently Venus is a humid world of intermittent rain and no polar ice. Shallow seas cover Ninety percent of the planet. The first inhabitants of Venus landed on the planets surface in the year 2235.

Huge orbital cities circle the three main worlds in the Earth System. The orbital stations are large spinning structures that rely on centrifugal force to provide a gravity environment for the humans who live in them. They are built from materials mined in the asteroid belt. These massive structures can host hundreds of thousands of beings. Several of these massive structures can be viewed from the surface of Earth, Mars, and Venus during full daylight. At night they appear as large islands of light drifting across the sky.

Additional outposts and population centers exist throughout the Earth System. Four billion people live on Earth's moon. Major population centers beyond Mars orbit include the moons of Jupiter and Saturn. Orbital cities placed in and around the Asteroid belt together host a population of over nine billion.

Far post is a military installation on the planet Pluto. A community of nearly one million civilian scientist and military personnel are stationed there. No permanent population centers in the Earth system exist beyond the orbit of Pluto.

Earth in the 33rd Century

The Capital City of Earth is New London on the former British Isles. New London boasts a population of over 2 Billion beings. Earth's Government is a single entity known as the Unified World Republic. The Government of Earth consists of the Senate, the High Court, and the Joint Chiefs of the Military Council.

The Unified World Republic Senate is composed of representatives elected from the five most prominent political factions, the Socialist, Republican, Democratic, Religious, and Communist. The Unified World Republic Constitution is written so that no faction may have an advantage. The Unified World Republic constitution allows for 10 representatives from each party.

The Judicial Branch of Earth's government is composed of 7 Select Justices who can strike down laws and have final approval of bills introduced by the Unified World Republic Senate. There is no Executive Branch. The executive Branch has been replaced by the Joint Chiefs of the Military Council who's duty it is to protect the Constitution. Only the Republic Senate has the authority to declare war. The Joint Chiefs have 20 Day's in the event of a national emergency to command the military until the Republic can convene in an emergency session and declare war.

From the Unified World Republic, One Member from each faction is chosen to represent Earth in the Unified Human Republic Senate. The Human Republic is a Government Consisting of Seventeen primarily Human star systems. Each world in the Human Republic may have a different form of government but Each World has representation in the Human Republic. Earth, being considered the home world has the highest number of representatives. Venus, Mars, Earth's Moon, and Europa each follow with three representatives. All of the worlds orbiting Earth's Sun or in Orbit around planets in Earth's Solar System are considered lesser representatives and have voting rights in electing the Unified World Republic Representatives of Earth. Venus, Mars, Earth's Moon, and Europa are considered commonwealth states of Earth for political purposes. Orbital Cities are considered part of the world they orbit or the world they orbit closest to. Pluto is more of a military installation of Earth than a world so has no political representation. All of the moons of Saturn are considered a commonwealth state in totality but have no representation except through Earth in the Human Republic.

Due to Earth's close proximity to the Deynocim Empire, A large Force of Military Grade Star Vessels is stationed within and around Earth's Solar System. The Core of the Unified Human Republic's space fleet is composed several hundred 2,100 Meter Long Ships Known as Unification Dreadnoughts. Several Thousand Cruiser Class Support Vessels and thousands of smaller patrol and Destroyer Class Vessels are also stationed within a light-year of Earth. Spacecraft over a thousand years old have been upgraded and refitted to make up part of the Human Republic Space Fleet. There is always an overhanging paranoia that the peace that exists with the Deynocim will break

down. Travel towards the Centauris Cluster from Earth's Solar System is Strictly Forbade. Ships attempting passage into that system are dealt with swiftly and harshly.

The Capital of Earth, New London, is a city of Skyscrapers and intertwining highways that reach over a kilometer in height. Public Transportation includes Monorail, Standard Flight Busses, and an army of Taxi Cabs and Ground Busses. Buildings are organic in structure and many contain domes with large parks contained within for relaxation. Power is provided by cold fusion plants situated off of the English Coast as well as Ocean Current Generators that produce power by taking advantage of the strong ocean currents. Although Small Arms are allowed in the city a tax of \$10.00 per month must be paid for the right to carry a firearm. An electronic license is updated monthly when payment is received. Crime is almost zero due to the abundance of security monitors and Cameras. Eight Star ports and one Military Port are located within the city. All seventeen embassies for the seventeen systems in the Unified Human Republic are situated on a strip known as diplomatic Street. The Unified World Republic Building is located at the center of diplomatic street. The High Court of Earth as well as an arbitration hall for the members of the Human Republic are located just off of Diplomatic Street. A single star port called Capital Port services the embassy and Governmental Sector of the City.

The concept of the automobile has not been lost to the human race as the freedom and the love affair with the automobile was not something people wanted to part with. Cars are powered by Methanol, a cheaply produced organic alcohol that gives off almost no pollution. Although there are also fuel cell cars in production the cost of the internal combustion engine is less than efficient fuel cells. Fossil Fuels are no longer used having been banned in the late 21st century. An efficient Methanol Vehicle that gets between 35 and 40 miles to the gallon will cost around \$12,000.00. A comparable fuel cell car costs about twice that. Although the technology exists for air cars, with the exception of Air Busses individual air cars have been banned due to the danger presented when a city full of commuters attempts to drive to work. Air Cars and Busses are allowed in Urban Areas of the world however and are generally powered by Fuel Cells Driven by a magnetic drive unit that repels the natural magnetic field of the Earth. An air car can reach an altitude of 20,000 feet and costs \$95,000.00 for a stripped down model.

Several Powerful Corporations are headquartered in New London. The Most Prominent are, Lockheed Boeing Group, the largest manufacturer of spacecraft in the Human Republic, General Car Craft Inc. a manufacturer of Air Cars and Ground Transport, and New World Bank, the largest Banking Corporation in the Unified Human Republic. Several Hundred Smaller Corporations are also situated in New London however the top three employ nearly 10% of the population in the city.

The Unified World Republic Senate

Various interests back the elected representatives of the senate in the Earth system. Legislative bills are often passed in the senate at the urging of the interests the senators represent. Senators serve four-year terms and are elected the first month of every fourth year. A senator may serve consecutively for as many terms as they are reelected. Once a senator loses an election they are placed into mandatory retirement with a full pension and government paid housing. The minimum age requirement for the Unified World Republic Senate is forty.

The socialist party believes that natural resources, businesses, and the economy should be state run. They are responsible for the current welfare system and many state owned agencies. The socialist party always pushes for legislation that redistributes wealth evenly among all members of society. Socialists favor laws that require wealth to be distributed to the unemployed, aged, disabled, and poor. Unlike the communist party, the socialist party does not believe in the hostile takeover of other societies, nor does it believe that all of the wealth should be taken out of the hands of the populace. The socialist party is strongly opposed by the Republican Party and most often backed by the communist party.

Corporate interests and free enterprise back the Republican Party. It is also strongly supported by the wealthiest and most influential people in the Unified World Republic. The Republican Party strongly opposes all social programs and any redistribution of wealth. Its core belief is that government should only perform the duties of protecting the populace and defending the nation. It has a strict hands off policy in regards to regulation of industry and economic meddling. The Republican Party is strongly opposed by the socialist and communist parties. Support for republican legislation most often comes from the Democratic Party.

The Democratic Party believes in a free market but is more moderate in regards to social programs. The Democratic Party does believe in a welfare system, but also believes in private industry and privately held wealth. The goal of the Democratic Party is to balance private enterprise with social programs. The Democratic Party is backed by labor unions and many privately owned businesses. The Democratic Party often sides with the Republican Party but also votes with the socialist party on several key issues. The Democratic Party is often the swing vote for legislative action in the senate.

The religious party is composed of senators elected from all of the world's religions. The religious party votes on what it sees as human issues. It strongly opposes the communist party, yet often agrees with the socialist party on human rights issues. The religious party is hard to read in terms of its vote, as there are senators who are very liberal as well as conservative in this party.

The communist party believes that there should be no free enterprise or individual wealth, that government should control all businesses, resources, and individuals. It has consistently pushed legislation that would require all members of society to be tested and placed into the jobs they would excel at, regardless of their own personal desires. The Republican and Democratic parties most often oppose the communist party.

Beginning Play

Dice Required For The Game

Galactic Frontier requires two four sided dice, three six sided dice, three eight sided dice and three 10 sided dice. Most ability rolls, target rolls, and skill check rolls will be made using 10 sided dice with a 3D10 being most common. Additional dice are used for calculation of damage, skill points, and damage rolls.

The Players

Each player wanting to participate will have to roll up a character and choose from the initial skills list. As characters advance they can improve their proficiency in skills they already have or take on additional skills. Skills not associated with skills already known by the player characters will have to be learned. However skills already known may be advanced when warranted. Advancing a skill already known is to be considered a natural progression in character development.

Player Characters will have to choose a career path when created. This career path may be changed later in the game if the player chooses. Your initial career may determine your starting age as well as the initial skills you may choose from.

Characters must also choose their education level at the time of character creation. For each additional education level above ten a character may take an additional civilian skill but must also add an additional year to their starting age. The maximum Education Level allowed is 20. Additional skills must be learned during the life of the character.

Creating A Character

Allowed Character Races

The first step in creating a character is choosing the character's race. The allowed character races are Human, Deynocim, Veragin, Grey, and special character types such as Artificially intelligent robots and cloned humans. It is important to note on the generation sheet the advantages and disadvantages if applicable of the race on the character generation sheet.

Humans

Humans generally average about six feet in height for males and five and one half feet for females although this can vary from less than three feet to over seven in extreme and rare cases. Hair color is most often dark but can be blond, red, or any shade of brown. Skin color varies in shade being white, brown or black. Eye color is most often brown but can also be blue or green. Eye color can vary in the intensity of its color. Human women will generally give birth to one child, however up to five children can be born in rare cases. Humans do not benefit or suffer from modifiers on their ability roles.

In the Human Republic rank is not based on sex or race. Any individual, through hard work, can move up in society. Prejudice towards fellow human beings is a thing of the past in the Human Republic. Prejudice, unfortunately, does exist towards non-humans, artificially intelligent robots, and cloned humans. Human clones, non-humans, and artificially intelligent machines are often viewed with bias, fear, and outright hate.

The Deynocim

The Deynocim evolved from raptor like dinosaurs far from their home world. The Typical Deynocim ranges in height from six and one half feet to seven feet for males and six feet to six and one half feet for females. They are more massive than humans and as a result stronger. Deynocim have a tail that extends outward approximately three and one half feet. The Deynocim tail acts as a counterbalance and as a result the Deynocim are more dexterous than humans. Deynocim eye color is usually yellow with a black pupil or white with a red pupil. Their skin color ranges from ash gray to obsidian black. The Female Deynocim will generally lay a clutch of three to six eggs at a time with an average gestation period of seven months. Deynocim reach physical maturity by the age of seventeen. Deynocim have three fingers and four toes ending in claws that can cause 1-2 points of real damage in addition to strength bonuses. The third Digit on the Deynocim hand is an opposable thumb. Deynocim add 2 to their strength role and 1 to their dexterity role. The Deynocim face resembles that of a raptor. The Deynocim diet consists strictly of meat. Deynocim can bite in hand-to-hand combat doing 1-4 points of damage. A Deynocim is imperfectly warm blooded, meaning that although not truly cold blooded their body temperature is affected by climate. In temperatures below 15 C a Deynocim loses 1 point of dexterity and an additional point of dexterity for every five degrees below 15 C. Additional clothing will do nothing to alleviate the effects of climate. A Deynocim can purchase heated clothing when in cold climates. In climates

where the temperature exceeds 41 C a Deynocim will lose 1 point of Strength and an additional point of strength for every five degrees above 41 C.

The Deynocim do not perceive art nor feel appreciation for the finer things in life that humans do. Deynocim find pleasure in order. To a Deynocim, an efficient structure would be as striking as an artistic masterpiece would be to a human. At the core of the Deynocim psyche is the desire to organize, multiply, conquer, and control. Every Deynocim advance is generally brought about by their core desires. Having evolved from predators, the Deynocim have a strong pack instinct and predatory drive. However, despite their aggressive tendencies, they do not challenge authority in their society as each knows his place. The Deynocim are extremely proud of their kind and view other creatures as lesser beings. The Deynocim language is one of low growls, hisses, clicks, screeches and guttural sounds.

Deynocim Background

In the distant past, a race known as the Grey explored and studied the natural state of evolution on distant worlds. Their experimentations brought them to a blue planet called Earth approximately 65 million years ago to study the dinosaurs. When it became evident that an asteroid would impact the Earth and cause a global extinction they transported a group of over a thousand Raptor like dinosaurs to the nearest habitable world and continued their studies for nearly two thousand years.

The Deynocim currently live in the Multiple Star System of Centauris. Their Home World orbits Around The Star Centauris A. Centauris is a three star system. The Binary pair, Centauris A and B Are held close together, One of which is near in brightness to the sun. A third Star, Proxima Centauri Orbits the other two.

The Deynocim are reptilian in appearance and walk upright. They stand about a foot taller than humans and are much more massive. Although they are stronger and slightly faster they are imperfectly warm-blooded and need heat in order to maintain high energy levels. They have three fingers and three toes. They do have an opposable thumb. These beings evolved in isolation from their ancestors on a world where asteroid impacts were virtually unknown. The Gravity of the three stars in the Centauris cluster either pulled in these fragments of rock or forced them into stable orbits.

When they left their home world they were only slightly more intelligent than their reptilian and bird-like kin. Millions of years of evolution on a world not prone to extinctions guaranteed their eventual progression to intelligence. Centaura is a world teeming with life and similar biologically to the Earth. The Climate of Centaura, their home world, is warm and humid, it is a world covered 80% by water. These similarities to the ancient Earth provided for an abundance of food and room for them to grow as a race.

The Deynocim began to exhibit intelligence twenty two million years ago. Two million years after they first exhibited sentience they had developed into a society more advanced than Earth of the twentieth century.

The Deynocim were the first new race to develop star drive, however their natural aggressiveness developed into a nuclear war that reduced their population to less than ten thousand individuals before they could colonize the stars. The Great War as it is now

known took place twenty million years ago. After the Great War the Deynocim civilization stagnated into a Bronze Age culture that lasted until the human year 120 AD.

By the time humans had developed Star Drive the Deynocim were again beginning to explore their own solar system and had established colonies on the two moons of Centaura. It is rumored that a human scientist sold them blue prints containing star drive technology in the human year 2175. As a result the Deynocim began an expansionary campaign taking three worlds and inhabiting several others.

The Earth System has gone to war with the Deynocim five times in the past thousand years. Each war strained the populations of both races and ended in stalemate. Currently the Earth System is at an uneasy peace with the Deynocim home world. The Deynocim currently control eighteen star systems. Two Deynocim Worlds are part of the Human Republic. Player Characters of this race are from these worlds. Both of the Deynocim Worlds that are part of the Human Republic orbit the star 55 Cancri. Five sparsely populated human Worlds are currently part of the Deynocim Empire. The Deynocim Empire, in the last war ending 50 years ago, annexed these five human worlds.

Centaura, the Deynocim home world is nearly 2% more massive than Earth. Its atmosphere is about 4% thicker than the Earth's and is slightly richer in oxygen. Water covers 80% of the planets surface. It averages about 2 degrees Celsius hotter than Earth. Two moons orbit centaura. The first moon is One and one half times the size of Earth's moon and orbits approximately 30% closer to Centaura than Earth's moon does to Earth. Centaura's second moon is only twelve miles in diameter by seventeen miles long and orbits approximately 60% closer to Centaura than Earth's moon does to Earth. Centaura Orbits approximately .93 AU from Centauris A. Only two planets orbit Centauris A besides Centaura. The Gas Giant Luminix, a brown dwarf star, or large planet, depending on the classification orbits Centaurus A at approximately the distance from the sun to the asteroid belt. Although conventional wisdom should not allow for a stable orbit at that distance the gravitational resonance between Centari A and B allows for it much in the same way that Pluto's orbit crosses than of Neptune in the Earth System. Luminix is eleven times the mass of Jupiter. Three Earth sized moons orbit Luminix, Drian, Kliar, and Voltrith. Each moon hosts a population of 23 Billion Deynocim. Although the moons are far from Centauris A Luminix gives off enough energy to keep them from freezing. It is theorized that a limited fusion like process takes place deep within its core. A similar but lesser process can be measured in Jupiter as it too gives off more energy than it receives from the sun. The last planet, Saar, is a rock like planet that nearly hugs Centaurus A in its orbit. It is completely uninhabitable. No planets orbit Centauris B or Proxima Centauri. Centauris B does however have a large asteroid field surrounding it that is twice as rich in mineral resources as the asteroid belt between Mars and Jupiter in the Earth System.

The total population of the Centauris cluster is 145 billion. Like the Earth system huge orbital cities with populations in the hundreds of thousands circle both Centaura and Luminix. Buildings are drab when compared to those of Human populations, as the Deynocim prefer Earthen tones and care little for decoration. On world transportation is mostly public with only government officials having private transportation.

An Emperor rules the Deynocim. The authority of the Emperor is absolute and it is a hereditary post. The emperor appoints lesser officials and world lords. Deynocim citizens are all tested for aptitude at a young age and then assigned to the jobs they are

most likely to excel at. All Deynocim citizens are required to serve in the military whether male or female for a period of one year. The mandatory military service teaches discipline and helps to focus the natural aggressive tendencies of the race. It is a Deynocim belief that discipline and order are required for success in any endeavor.

The Deynocim keep a large force of military vessels in and around the Centaurus cluster, this is do to its close proximity to Earth. The largest vessels in the Deynocim fleet are 2500-meter long battle ships called Therek Cruisers. Several hundred of these craft are stationed in and around the population centers in the Deynocim home system. Although these vessels are larger and more powerful than human warships in a head to head fight they are less advanced.

In the last war with the Human Republic over 14 Billion Deynocim were lost. The Deynocim prefer brute force in war and were unprepared for the subversion, advanced tactics, and sneak attacks that the Human Republic executed with precision. The Deynocim launched a surprise attack on Earth that would have been successful if they had not underestimated the natural paranoia that humans have towards their enemies. Several unmanned and manned spy craft had been placed in hidden orbit around uninhabited asteroids and comets in the Centaurus cluster. When the Deynocim fleet pushed towards Earth they were routed. Every ship the Human Republic could muster defended the human home world with a ferocity that was unexpected by the Deynocim. Up until that deep space battle, known to the humans as The Battle of Homes Door, the Deynocim overpowered human fleets and watched in satisfaction as they retreated one system at a time. The Deynocim had taken ten human worlds before man was able to stop their advances. However, when they attacked Earth, the humans did not retreat. Doomed human ships instead took suicidal plunges into the Deynocim fleet. It became evident to the Deynocim that it would be a pyric victory at best and they broke off the engagement. Over three quarters of the total Deynocim fleet was destroyed in that single battle, those ships that did survive were badly damaged. More ships than they had lost in an entire three-year war were wiped out in one day. Soon after the Battle of Homes Door the humans began seeding Deynocim worlds with genetic, biological, and chemical weapons the likes of which had never been seen. Whole worlds were left dead in the wake of the human retaliation. The Deynocim were allowed to surrender with conditions. They would keep five of the worlds they had taken, however fourteen uninhabited but claimed systems were to be turned over to the Human Republic for future colonization.

The Veragin

The typical Veragin ranges in height from three to three and one half feet in height. There is no differentiation in height and weight between males and females. A Veragin is covered in hair from head to foot. Their faces are rat like. Hair color can be white, brown, black, or a combination of the three colors. Veragin Eye color is either red with a black pupil or completely black. Veragin must wear darkened goggles in conditions other than twilight. Although they can see well in dark conditions they are completely blind in full daylight. Veragin have no tail. The female Veragin can give birth three times each year having a litter of twelve to fifteen children at a time. A Veragin subtracts 3 from its initial strength roll and adds 2 to its dexterity roll. Strength may never be less then 2 or more than 17. Veragin are extremely resistant to poisons, disease, and

radiation. When rolling against constitution for poison, radiation, and disease the Veragin add a bonus modifier of 5.

Veragin do not perceive ownership the same way that most of the other races in the galaxy do. Most Veragin will tend to hoard items but will not steal or gain through unfair dealing. Veragin are generally outgoing and care little for war. They are inquisitive and cautious as a race. Their homes and cities are a conglomeration of tunnels and above ground structures that appear chaotic to the other intelligent races.

Veragin Background

The Veragin are a small race that are half as tall as humans. They evolved from Rodent like creatures on their home world of Alvarin. Although weaker than humans these small beings have a high resistance to disease, poison, and radiation. They are generally a peaceful race that inhabits the region of space known as the cluster. Their home world Orbits a star 3,000 light years from the Earth designated by the human name LT-111. Their star is 95% the mass of the Earth's sun but is brighter. Their home world is a dry planet with only 30% of its surface covered by water. They are a nocturnal species and must wear darkened goggles in any condition lighter than twilight.

The Veragin's, or "Rats" as humans like to call them have populations on many worlds throughout known space. They generally are good bargainers and are somewhat miserly when it comes to possessions. Veragin however will honor all contracts and generally do not seek loopholes once an agreement is reached. Despite their apparent greed, the Veragin do all they can to satisfy a customer, and generally go beyond honoring a basic contract. Due to the fact that the Veragin can be counted on as merchants that will fulfill their end of the bargain they can demand a premium for their services.

On the Veragin home world the Corporate Republic makes laws and issues edicts regarding conduct. When a trade dispute occurs and is taken to Veragin court the bias is always in favor of the customer. Veragin despise dishonest dealings and will generally embargo whole worlds and systems that attempt to dishonor a contract or twist the wording of any form of treatise or agreement.

The Grey

The Grey have little genetic diversity and as a result do not vary in appearance. Skin color is a dull gray. They have large heads and are the size of a human child of about nine years old. Their eyes are large, contain no pupil and are always jet-black. Only a few thousand of these beings exist, of these, only a few hundred are young enough to reproduce. Due to their lack of genetic diversity they are a doomed race. Half of their current population consists of clones of cloned beings with each successive clone losing some of the genetic material contained in the last. A female Grey can only become pregnant twice in a lifetime with a gestation period of two thousand years before a child is born. Although twins are not uncommon, most Grey die within a few weeks of birth due to severe genetic deficiencies. Healthy Grey have remarkable mental abilities and receive one skill level in E.S.P. for free. The Grey subtract three from their strength role when created.

The Grey as a society see themselves as the foster parents of the other intelligent races. Although they have a non-violent philosophy they do manipulate and try to persuade other cultures to move in directions consistent with their own ends. The Grey culture was destroyed several million years ago when one of their scientist accidentally unleashed intelligent Githerak on their home world. As a result most of their knowledge of technology and culture has been lost. The Grey forbid the release of their technology to other races despite the fact it cannot be reverse engineered. The Grey work towards the extinction of the Githerak and help other races to foster the technology necessary to do so.

The Grey Background

The Grey are an ancient race and the first to travel to the stars. They are humanoid in appearance with very thin appendages and long fingers. These creatures first visited the Earth around 65 Million BC. They generally stayed away from the sentient races however and were not discovered by the Human Republic until the Year 3185. The Grey were not discovered for many millennia for several reasons, the foremost reason being that they did not wish to be discovered.

The Githerak destroyed the Grey's home world over a million years ago when one of their geneticist introduced sentience to a hive queen recovered during a scientific expedition. When the hive queen broke loose it retreated deep into one of the many oceans on their home world and began reproducing.

The Grey are a doomed race as only a few survived the self caused Githerak invasion of their home world. The limited Gene pool that resulted provided for their extinction. Despite their advanced technology, the Grey will become extinct in five generations. Even their cloning technology has limitations, allowing for five to six copies of any individual before too much genetic information is lost.

Because of the limited genetic diversity left in their society most Grey suffer from irreparable genetic defects and die within the first few years of life. Those Grey that survive live nearly twelve thousand years, however their slow reproductive rate prevents them from reproducing in significant numbers. A Female Grey remains pregnant for two thousand years. Currently the Grey's total population of 12,000 beings lives on a moon around a planet orbiting a white dwarf star beyond the inhabited frontier. From their self imposed exile they work to foster and advance the other intelligent races, believing that they may continue on through them.

Although rare, the Grey have attained a technological state that cannot be reverse engineered by the best scientist of other races. Their ships and drives are powered by unidentified sources that are closely guarded by the governing body on the Grey's home moon. The Grey do not generally develop weapons and avoid combat at all costs. Early on in their development their limited reproductive abilities forced them to come to peace with each other as they would never fully recover from a war. A Grey's belief system prevents one from using a deadly weapon in all but the most desperate of situations.

The Grey do have remarkable mental abilities. ESP, remote viewing, and telekinesis are abilities inborn in all healthy Grey's.

Although the Grey are a non-violent race they do have a goal. They desire to eliminate the Githerak, and will do so through subversion of the other races. It is rumored

that the genetic weapon used by the Human Republic was developed with the help of these doomed creatures.

If a player chooses a Grey as a player character they will be required to constantly steer the non-Grey characters towards an unknown goal known only to the Grey. A game master should sit down with the player before every session and advise that person as to which direction he or she is to push the party. Agendas such as profit and wars are of no concern to the Grey. Under no circumstance will a Grey player character be provided with any Grey technology. The High Council of the Grey does not allow such technology as it is viewed as interrupting a race's normal development. Violence is only to be used against enemies of the Grey and then sparingly.

Special Character Types

In the Unified Human Republic players may choose a special character type and enjoy certain benefits and restrictions. Special character types include humans with cybernetic implants, artificially intelligent machines, and Invetros (Cloned Humans). Cybernetics are viewed with extreme prejudice and artificially intelligent machines are considered a slave class of beings. Cybernetics violate the laws on many worlds in the human republic as cloning technology has advanced to the point that limbs can be grown and replaced.

Cyborg Characters

Cyborgs can either be humans with cybernetic implants or cybernetic organisms with biological and mechanical parts. A cybernetic organism can be a biological being with an AI brain and metal endoskeleton (The Terminator would be a Cybernetic Organism). Any Cyborg that relies on 10% or more electronic components for brain function is legally considered a robot and has no rights under the law.

AI Cybernetic Organisms

Biological mechanical AI machines were created by the human republic in the last war with the Deynocim Empire. Production has since halted on them. On the surface they appear completely human, however their skeletal system is made of tritanium. Surrounding their endoskeleton is a biological cover that is composed of human flesh and blood that heals at the normal rate. Stripped of this cover their true robotic nature becomes apparent. They are learning machines and as such they may advance. If their CPU and neural net is destroyed they are themselves destroyed. Their personalities may be downloaded into a hard drive however and reloaded into a new neural net when made available. Once turned on, these machines run for 97 years. Their central battery is located within their chest cavity. A back up battery located in their skull can provide power for four additional days so a replacement battery can be installed.

In the current age, AI machines are used for assassination missions on human worlds. Since production has been halted their use is minimal.

Advantages

An artificial organism is stronger and faster than a human being. For penetration purposes their natural endoskeleton is as good as powered tritanium armor. They all have a standard strength of 25 and dexterity of 22. They are also far tougher than a human for purposes of taking damage so their constitution is 40. All of a Cybernetic Organisms other skills are set at 10 when they begin their career. When they are hit by enemy fire knockdown rolls should be penalized by 3. Artificial organisms are completely unaffected by poison, sickness, and the effects of aging.

Disadvantages

AI Cyborgs are all limited to a beginning skill set chosen from the four-listed bellow. AI organisms are also property of the Unified Human Republic and enjoy no rights under the law. An electro magnetic pulse of sufficient power such as that created by a nuclear explosion or high-powered electro-magnet will completely disable them as well as destroy their memory. When exposed to an Electro magnetic pulse the AI brain must be reprogrammed from scratch, all skills learned are completely wiped along with its personality. Having no emotion these beings will make decisions based on logic even if it means killing a party member who is endangering the party or hindering the completion of a mission. AI Cyborgs will not attempt to perform a skill they have not been programmed for. Players with this type of character must also show a logical reason for any skill their character wishes to learn.

List of AI Cyborg Beginning Skills

<u>List 1</u>	<u>List 2</u>	<u>List 3</u>	<u>List 4</u>
Martial Arts	Martial Arts	Martial Arts	Martial Arts
Melee Weapons	Melee Weapons	Melee Weapons	Melee Weapons
Climbing	Climbing	Climbing	Climbing
Pilot General	Demolition's	Vehicle Operation general	Pilot Space Craft
Small Arms	Small Arms	Small Arms	Small Arms
Beam Weapons	Heavy Weapons	Beam Weapons	Beam Weapons

Human Cyborgs

The only advantage to a human with a cybernetic implant is possible increased strength and a natural armor equal to un-powered tritanium armor for the cybernetic part.

Disadvantages

Cyborg's are treated as second-class citizens. On most worlds they are required to wear a tracking bracelet that reports their location at all times. Additionally they may only take manual labor jobs. In a world where a lost body part can be cloned and

attached, mechanical additions to a human are considered an abomination. A Cyborg character should not expect accepting treatment anywhere they go. If a Cyborg is involved in any type of situation where the law becomes involved they are usually given the maximum sentence. The general prejudice that a Cyborg experiences will also spill over to include the rest of the Cyborg's friends.

Invetros

Invetros are humans who have been cloned and grown specifically for the purpose of creating a soldier. Invetros were made in response to the threat posed by the Deynocim Empire. Currently they are considered a protected class of citizen as society feels that they owe something to these parent-less humans who help defend Republic ideals.

An invetro is grown at an accelerated rate in a vat until age 16 when their education in military tactics begins. Invetros moving into the civilian sector often have trouble adjusting, however laws have been put in place to allow leniency in job acquisition for Invetros.

Advantages

Invetros add a bonus of 2 to their die rolls up to the human maximums for strength and constitution. Invetros also receive free medical attention anywhere in the Human Republic and are given a preference for positions in law enforcement and security jobs.

Disadvantages

Because Invetros never grew up with family ties or the nurturing natural humans have they suffer a -2 on their Fortitude and intelligence rolls. There is also some prejudice towards Invetros. Beginning Invetro characters may only choose career paths from the military or police career path.

Vital Statistics

After a player character chooses his or her race the character will then need to roll his or her character's vital statistics. Vital statistics are a combination of a character's physical and mental traits. Statistics are rolled on a 4D10. The highest and lowest roll must then be discarded. Skill checks are always rolled against these statistics. Statistics may never exceed 20 for humans. The statistics that all characters have are Strength, Manual Dexterity, Physical Dexterity, Constitution, Intelligence, and Fortitude.

There is also a final statistic called education level. Education level is the culmination of all of a character's learning prior to adventuring or beginning a career. Education level is not rolled but chosen. At character creation a player decides how much education that a character has. Education level has an effect on skill slots and skill points available to characters. It also effects the minimum age that a character can begin adventuring.

Racial Modifiers

All of the races, with the exception of pure humans modify their die rolls at character creation. The following table must be used at character creation in order to properly modify a character's vital statistics.

Vital Statistics Modification Table

Race	Strength	Man Dex	Phys Dex	Con	Int	Fort
Human	0	0	0	0	0	0
Deynocim	+2	0	+1	+4	0	0
Veragin	-3	+2	+2	0	0	0
Grey	-3	-1	-3	-2	+2	0
Invetro	+2	0	0	+2	-2	-2

Vital Statistics Minimum/Maximum Table

Race	Strength	Man Dex	Phys Dex	Con	Int	Fort
Human	2/20	2/20	2/20	2/20	2/20	2/20
Deynocim	4/22	2/20	3/21	8/24	2/20	2/20
Veragin	2/17	2/22	2/22	2/20	2/20	2/20
Grey	2/17	2/19	2/17	2/18	4/22	2/20
Invetro	4/20	2/20	2/20	4/20	2/18	2/18

Strength

Strength is a measure of a character's muscle. Strength determines how much a character can lift and also the amount of additional damage a character can do in unarmed combat. The strength chart is broken down into three areas. The first is the damage bonus or penalty a character has in unarmed combat, the second is the maximum weight a character can carry, and the third is the maximum weight a character can lift over his head. Weight is measured in kilograms. A character may choose to improve his or her strength through training. In order to improve strength a character must spend one skill point for each strength point increase the character wishes to have. The spending of skill points reflects the time spent in strength training. Improving statistics, in addition to costing skill points takes time. The first increase takes one year, the second takes two, and the third takes four years. Strength may be improved up to a maximum of three points but not beyond the racial maximums. Carry and lift weight are figured in kilograms.

<u>Strength</u>	<u>Damage Bonus/Penalty</u>	<u>Max Carry Weight</u>	<u>Max Lift</u>
2	-2	9	18
3-5	-1	14	28
6-8	0	22	44
9-11	0	31	58
12-14	0	36	72
15-16	1	44	88
17-19	1	60	120
20	2	86	208
21	3	110	280
22	4	175	350

** For cybernetic implants strength will increase 10% for every point above 22. The game master is strongly encouraged to limit this to strength of 28.

Manual Dexterity

Manual dexterity determines hand eye coordination. This statistic determines a character's natural ability to fire a weapon, play an instrument, pick a lock, or any other task requiring a steady hand such as spot welding. Combat tasks such as firing a weapon or throwing a knife would be checked against manual dexterity. Manual dexterity may be improved in the same manner as strength up to the racial maximums.

A high manual dexterity roll will allow a character to modify his or her hit location in combat with ranged weapons. For example, a character fires a weapon and rolls a D-8 for hit location. If that character has a manual dexterity of 17 and rolls a 3, the character may modify the roll up or down up to 2. This has the effect of creating a range of hit probabilities between 1 and 5.

Dexterity modifier chart.

<u>Manual Dexterity</u>	<u>Combat Roll Modifier</u>
2-14	0
15-16	1
17-19	2
20	3
21-22	4

Physical Dexterity

Physical dexterity includes how well a character can dodge, balance on a tight rope, evade, and perform sudden physical maneuvers. Physical dexterity also counts as a characters movement score. A character may move a number of meters equal to half his or her physical dexterity in a combat round. Knockdown is always rolled against physical dexterity. Physical dexterity may be improved in the same manner as strength. Physical dexterity also increases a characters natural armor factor. Physical dexterity modifiers are listed on the chart below.

Due to the fact that Deynocim have a tail that can act as a counterbalance they add 1 to their dexterity up to a maximum of 21. Veragin add a bonus of 2 to physical dexterity up to a maximum of 22.

<u>Phys. Dex.</u>	<u>Armor Modifier</u>
2	-2
3-5	-1
6-8	0
9-11	0
12-14	0
15-16	1
17-19	2
20	3
21	4
22	4

Constitution

Constitution is a measure of how much damage a character can take before dying. Survival rolls for poisons and disease must also be made against constitution. If a character is hit by a weapon that characters constitution must be lowered by the amount of the damage suffered. For combat purposes, constitution is divided up among specific areas of the body. The maximum damage a character can suffer to a limb before that limb becomes useless is $\frac{1}{4}$ of the characters total score rounded up to the nearest whole number. The way damage is assigned and applied is explained in detail in the combat

section of the rule book. Constitution may be increased up to a maximum of three points in the same manner as strength and dexterity. When damage is sustained a character will recover constitution at the rate of 1 point every day.

The Deynocim add a Bonus of four to their constitution scores. This is due to their mass and natural physical strength.

Intelligence

Intelligence is a determination of the characters ability to succeed at non-combat and nonphysical tasks. A roll against intelligence must be made to learn new skills. A high intelligence allows for additional skills at character creation. No roll against intelligence must be made to learn initial skills. Characters with a high intelligence start with additional skill points that may be carried over to be used at any time during the character creation process or after. Bonus skills are in addition to career path skills. A low intelligence can however take away from the initial skills that a character may know.

The Grey receives a bonus of 2 to intelligence up to a maximum of 22.

<u>Intelligence Score</u>	<u>Bonus Skills/Skill Penalty</u>
2	-4
3-5	-3
6-8	-2
9	-1
10	0
11	1
12-14	2
15-16	3
17-19	4
20	5
21	6
22	7

Fortitude

Fortitude is a measure of a characters will power and tenacity. A Fortitude roll is made any time a character takes damage for ½ or more of their total constitution. Failure to make Fortitude roll in the event of physical trauma means a character has been knocked unconscious. A fortitude roll can also be made to resist the effects of mind-altering drugs or mental intrusion such as ESP. The Game master is encouraged to make decisions as to when a Fortitude roll is warranted. Fortitude is rolled on a 2D10. When rolling against Fortitude a character will roll a 3D10 with the target number being the characters Fortitude or less.

A high fortitude also allows a character to make additional attempts at failed intelligence based skill checks due to the fact that tenacity increases the chances for success. This is not to say that a person with a high fortitude is actually trying a task additional times but that the amount of time spent allows the additional rolls if the initial roll is failed. The exception to this bonus is when using a strength related skill or firing a

weapon that does damage. Although Fortitude may increase the chance of climbing a mountain the laws of physics would still limit the amount of muscle damage a character can do and dexterity still determines how skillfully a gun can be handled. For example, a person with a great deal of fortitude would study harder and longer for a test. A person with a lot of Fortitude would also take more time and make more attempts at tasks than a person with less when performing a complex repair or surgery etc.

Fortitude	Additional Task Attempts
1 - 15	0
16 - 17	1
18 - 19	2
20	3

Education Level and Skill Points

Education Level is a statistic used to help determine any additional skills that a character may have. A character starts with an education level of 12, or the equivalent of high school. Each level of education is equal to 1 grade level. An additional civilian skill may be added for each level of education a character has above 12 but an additional year must be spent in school in order to receive a skill slot. A Character can choose to raise his education level to a maximum of 22. This however ages the character a year for every level in education they choose to have. Education gained skills may only be applied towards civilian skills unless they are specific about going to school to work towards a career path, then the skill points for those years of school can be used for career path skills.

Education Level and Skill Bonuses

In addition to increasing the number of skills that a character may have, a high education level will modify rolls for specialist in a chosen career path. For every four years of school a character attends past an education level of 12, a bonus of 1 is added to skill checks in the specialist chosen career path. The bonus modifier only applies to the specialist field. For example, a character that specializes as a doctor would receive a bonus modifier of one for every four years of education beyond twelve when using medical profession skills. If a character changes career paths this bonus is forever lost. Civilian generalist do not enjoy the bonus modifiers for additional education but would still receive additional starting skill points.

Aging

Once a character has determined his or her vital statistics and education level a character must then determine his or her starting age. Starting age is always a minimum of the age required to reach that characters education level but may be greater if so chosen by the player. A character is always 18 years of age at an education level of 12.

Age and its effects on an individual are unavoidable without cybernetic implants or genetic modification. Either option to cheat aging is very expensive and characters beginning their careers cannot afford these modifications. The chart below shows the effect of aging for the character allowed races. At old age, a constitution roll must be made at the old constitution level to determine if the character survives into old age. Another roll must be made at Venerable with an additional roll at the new constitution every two years. When a roll is failed, a character dies unless they receive immediate medical attention.

<u>Race</u>	<u>Middle Age</u>	<u>Old Age</u>	<u>Venerable</u>
Human	40 -1 Str, Dex, Con.	60 -2 str, dex, con	70 -4 str, dex, con,
Deynocim	37	58	65
Grey	5,000	7,000	10,000
Veragin	60	85	105

Choosing Skills

Choosing Skills

After a character's vital statistics are determined the character must then choose his beginning skills and a career path. A character's skills and career path determine the techniques available to a character that can be used to accomplish the goals of an adventure.

Beginning skill points/Character Generation Points

Each character begins at the age of 18 with 12 Skill Points to Spend. If a character begins his or her career out of high school at the age of 18 he or she must spend ten of these skill points on level one skills, the remaining two skill points may be used to enhance one of these skills to level 2. These skills may only be spent on civilian skills.

Before Adventuring Begins, and after high school, a character may choose to go to college or embark on a career. Skill points gained in college may be used to increase existing civilian skills, learn new civilian skills, or be applied to career path skills. Skill points are gained at the rate of one per year in college. A character may also either embark on a career and then go to college to change or enhance a career or may go to college and then enter a career. A character could also choose a career and return to college any number of times up to a maximum of an educational level of 22. As in college, a character gains one skill point per year spent in a career before adventuring begins. An educational level of 20 is 12 years of high school plus an additional 8 years of higher education. College is attended in two year blocks of education where tools to apply towards a career are learned. It is therefore conceivable that a character after high school enters a military academy and learns skills he or she can apply towards his or her military career.

A character may also spend time doing strength training and conditioning to increase his or her attributes up to a maximum of 3 additional points. Strength, dexterity, agility, and constitution may be increased up to a maximum of three points with additional training. When increasing natural attributes it will take one year to improve the attribute by one, two years for the second increase, and four years for the third increase. For example a character wishing to increase strength by 1 point will have to spend a full year in strength training. To then increase strength by an additional point it will take two years and the third will take four years. The same applies to dexterity or constitution training. Characters may not in the same 1-year period raise multiple attributes; the increase is 1 point per year per attribute to be raised so an increase of 1 in both strength and dexterity will take two years. It is also important to be mindful of the fact that each increase in a vital statistic costs a skill point in addition to the time spent.

When a character embarks on a Career he or She may not learn skills that apply to other careers. A soldier for example would not be allowed to learn skills from the medical profession. Characters may only take skills in their chosen career path or from the General Skills table.

In order to raise a skill level to the next level, a character must spend the cost of the skill point for the skill multiplied by the skill level. For example; a skill that cost one point would cost three points to raise to level three. The equation is figured as follows; Skill cost = 1 X skill level desired = 3, so 3 X 1 = a cost of three. For skills that cost more

than one point to attain the equation is the same. So if a skill level of 3 is desired for a skill that costs three points, the equation is figured by taking 3 (the cost) times 3 (the desired level) for a total cost of nine skill points.

Skill Maximums

The maximum level of achievement for any given skill is a skill level of eight. Skills may never be raised above a level of eight. There are no exceptions to this rule.

Learning New Skills

When a character chooses to enhance an existing skill or enhance an old unmodified roll of 3D10 must be rolled with the target number being equal to or less than the attribute required. For example a character wishing to learn robotics with an intelligence of 15 must make an unmodified roll of 15 or less to succeed. In another example, a character wishing to learn small arms must make an unmodified roll against dexterity.

How Skills Are Used

Skills allow a character to complete tasks. At least a skill level of one must be attained in order to complete a task that requires a learned skill without penalty. A character with a skill level of 1 in computers, attempting to program a computer, would roll against intelligence modified by the skill level.

For example, the above-mentioned character has an intelligence of 14 and a skill level of 1 in computers. In order to successfully program the computer the character would need to roll a 15 or less on 3D10. The character's intelligence of 14 plus 1 level in computer skill is equal to 15. Keep in mind that a roll of 3 always succeeds and a roll of 30 always fails.

Using Skills Not Known

A character may attempt to use a skill they do not know by attempting "to figure it out." The character suffers a -10 to their success roll however and it is unmodified regardless of personal character attributes.

The only exception is when a character is punching or wrestling. A character without either punching or wrestling skill may still make an attempt if unskilled without any negative modifiers. Dexterity and strength bonuses will still apply as if the character were skilled. Every individual can wrestle and punch without training, as it is a natural defense. Naturally training in hand to hand combat modifies these natural attacks. A character may use a related skill in order to accomplish a task at a penalty of -2. For example an individual who has Maintenance Machinery may attempt to repair machinery with a -2 modifier. Keep in mind that Machinery General would allow an unmodified roll on any machinery related skill. The Game Master is encouraged to decide when a penalty would be -2 rather than a -10 in a "figuring it" out roll.

How Skill Points Are Gained

General Skill Points

General Skill points may be applied towards any skill known or unknown to a character. 1-4 General skill points are gained at the end of every gaming session unless the referee feels it is unwarranted due to lack of action or game time. Once a character gains these points they may be applied towards raising the skill level of a known skill or used to acquire a new skill. General Skill points are gained by rolling a D-4.

If a character is attempting to learn a new skill, an unmodified roll against intelligence or the appropriate attribute must be made. If the roll fails the character loses those skill points and does not gain the skill. When learning a new skill the character must state to the game master that he or she is studying to learn a new skill in their off time. If no formal announcement is made the game master should disallow the skill until the following session. The game master is also justified in disallowing a character to learn a skill for which no study materials are available. (A character stranded on a desert world could not pick up engineering and build a ship without some sort of educational material.)

When learning an existing skill, the character must also make an intelligence check. However when attempting to improve an existing skill a failed roll does not cause skill points to be lost. When a required attribute check fails on an attempt to improve an existing skill the character may attempt to apply those points to another existing skill, learn a new skill, or roll the points into the next session. A maximum of 60 points may be rolled into additional sessions. Any points above 60 are lost. A Skill may only be improved by one level each session.

Skill Specific Skill Points

Skill points are also gained by using existing skills. Whenever an existing skill is used a check mark should be placed next to that skill. When a total of ten checks are acquired the character may use that to apply one additional skill point to that skill only. A total of ten skill specific skill points may be saved for each attribute. Skill points gained in this way should be placed in a special skill specific skill point section of the character sheet.

Increasing Skill Levels and Cost in Skill Points

Although this is repetitive regarding skill costs it is important that the characters understand this so it has been placed in the rules a second time. Every time a character wishes to increase a skill level that character spends the level of the skill multiplied by the skill point cost. A character may not increase an individual skill level more than 1 per session. The characters may however increase different skills by 1 point each session.

Career Paths

The following are career paths that a character may choose at the time of character creation. Changing careers is also possible. A civilian may only choose skills from the general skills category unless they change their career. Characters who do not choose a career path are considered civilians.

The Skill paths available are, Military, Civilian, Civilian Specialized, Police, Star Fleet, Medical, Mercenary, Espionage, Illegal, and political.

Civilian/General: This career path includes most of the populace. They generally learn skills and change jobs at least three times in a lifetime. They may not take skills associated with specialized careers.

Civilian/Specialized: These are career engineers, technicians, mechanics, etc. They may choose the General skill in any field and pay 1 less skill point for the General skill such as "Computers General." They pay no skill points for skills listed as a subset of a general skill. However they must pay twice the amount of skill points for any other general civilian skill. In this example a computer specialist would receive "Computers General" at the cost of one skill point and receive all related computer skills at a cost of zero. When raising the related skills the specialist must pay only 1 skill point to raise it to level two and 2 to raise to level three. This bonus applies to the maximum aptitude of 8 in any skill. The disadvantage to specializing is that the computer specialist would have to pay 2 skill points for the climbing skill.

Civilian Specialist Career Paths

Business
Computers
Engineering
Law
Pilot
Repair
Robotics
Security Systems
Science

Maximum Skill Levels

Characters may never attain skill levels in excess of skill level 8 in any given skill.

Changing Careers

If a character chooses to change careers, he or she will begin losing skills from their former career at a rate of one skill point per year. For example an engineer with

engineering general 3 would drop that to engineering 2 after one year in another career. This decrease will continue until the skill level drops to one. Skills once learned never drop below a skill level of 1.

Before a character may choose to specialize in another civilian career they must attend two years of school. In this example the computer specialist would learn all he/she wanted about computers, attend two years of school, and then take engineering with the same benefits and limitations as the previous career. Keep in mind that characters lose old career skills as they learn new ones.

Required Education

Specialized careers often require a certain number of years of schooling before a character can choose to be a specialist in that field. See the table below to see a listing of the required schooling needed to specialize in certain career paths. Schooling must be used towards the career path the specialist is choosing.

Specialized Career Paths	Required Schooling
Police	0
Illegal	0
Military	0
Espionage	2
Medical	8
Star Fleet	2
Political	4
Business	2
Computers	2
Engineering	4
Law	6
Repair	2
Robotics	4
Security	
Systems	2
Science	4
Pilot	0

**Players choosing a civilian specializing in a career that does not list a required number of years of schooling and not appearing on the above chart must consult with the game master in order to determine the number of years of school required or if no additional schooling is required.

Skill List

<u>General Civilian Skills</u>	<u>Cost</u>
Acrobatics	1
Agriculture	1
Ambidexterity	1
Artificial Intelligence	3
Boxing	1
Business General	3
Business Accounting	1
Business Banking	1
Business Financial Markets	1
Business Marketing	1
Business Management	1
Climbing	1
Communication	2
Computer General	3
Computer Hardware	1
Computer Interfacing	1
Computer Operating Systems	1
Computer Programming	1
Computer Virus Writing	2
Cooking	1
Dancing	1
Engineering General	3
Engineering Atomic	1
Engineering Design	1
Etiquette	1
First Aid	1
Fishing	1
Hunting	1
Law General	3
Law Criminal	1
Law Political	1
Law Trade	1
Law Interstellar	1
Linguistics General	2
Linguistics Ancient	1
Linguistics Alien	1
Martial Arts	3
Musical Instrument	1
Maintenance General	3
Maintenance Atomic	1
Maintenance Machinery	1
Melee Weapons	2
Non Lethal Weapons	2
Politics	1

Pilot General	3
Pilot Aircraft	1
Pilot Sea craft	1
Pilot Spacecraft	2
Persuasion	2
Religion	1
Theology	1
Repair General	4
Repair Heavy Machinery	1
Repair Combustion Engines	1
Repair Light Machinery	1
Repair Ground Vehicles	1
Repair Aircraft	1
Repair Star craft	1
Repair Water Craft	1
Robotics General	3
Robotics Maintenance	1
Robotics Design	1
Robotics Mission Profile	1
Security Systems General	3
Security Systems Bypassing	2
Security Systems Defeating	2
Science General	4
Science Biology	1
Science Chemistry	1
Science Physics	1
Science Social	1
Stealth	2
Survival	2
Singing	1
Small Arms	2
Swimming	1
Thrown Weapons	1
Teaching General	1
Teaching Hypnotic Training	5
Vehicle Operations General	2
Vehicle Operations Ground	1
Vehicle Operations Water	1
Wrestling	1

Specialist Career Path Skills

Police

Communications	1
Vehicle Operations	
General	1
Non Lethal Weapons	1
Security Systems	
General	1
Small Arms	1
Interrogation	1
Law General	1
Law Criminal	1
Martial Arts	2
Melee Weapons	1
Persuasion	1

Medical

Skill	Cost
Alien Biology	1
Diagnosis	1
First Aid	1
Surgery Minor	1
Surgery Major	2
Controlling infections	1
Curing Diseases	1
Neutralize Toxins	1
Cryogenics	1
Pharmaceuticals	2
Psychology	1
Hypnosis	1
Genetics	1

Star Fleet

Pilot General	1
Stellar Navigation	1
Engineering General	1
Computer General	1
Maintenance General	1
Star Craft Weapons	1
Beam Weapons	1
Small Arms	1
Robotics General	1
Repair General	1
Melee Weapons	1
Heavy Weapons	2
Weapon Repair	1
Nuclear Weapons	2
Biological Weapons	2
Chemical Weapons	2

Criminal Illegal

Skill	Cost
Alibi	1
Counterfeiting	2
Criminal Networking	3
Money Laundering	1
Extortion	1
Breaking and Entering	1
Security Systems	
General	1
Intimidation	1
Bribery	2
Underworld Contact	1
Fencing	1
Legal Subversion	3
Blackmail	1
Stealth	1

Military/Mercenary

Martial Arts	1
Boxing	1
Wrestling	1
Small Arms	1
Demolitions	1
Heavy Weapons	1
Artillery	1
Swimming	1
Vehicle Operations	
General	1
Beam Weapons	1
Melee Weapons	1
Thrown Weapons	1
Survival	1
Interrogation	2
Weapon Maintenance	1
Nuclear Weapons	2
Biological Weapons	2
Chemical Weapons	2
Stealth	2

Espionage

Skill	Cost
Disguise	1
Politics	1
Computer General	1
Falsifying Documents	1
Security Systems	
General	1
Security Systems	
Bypassing	1
Security Systems	
Defeating	1
Vehicle Operations	
General	1
Pilot General	1
Small Arms	1
Martial Arts	1
Melee Weapons	1
Thrown Weapons	1
Demolitions	1
Beam Weapons	1
Interrogation	1
Stealth	1

Political

Government	1
Politics	1
Law General	1
Bureaucracy	1
Business General	1
Communications	1
Teaching	1
Persuasion	1
Legal Subversion	1
Etiquette	1
Linguistics General	1
Underworld Contact	1

Skill Definitions

Intelligence Based Skills

Alien Biology: The study and knowledge of the biology of creatures of alien races. Allows a doctor to successfully use medical skills on aliens.

Agriculture: This provides knowledge of farming, food production, livestock management, resource conservation, genetic modifications of livestock and food plants.

Ambidexterity: Decreases the penalty for using a weapon in each hand by 1 for every level of ambidexterity skill a character has. Also negates the penalty by 1 for each skill level in ambidexterity a character has when using a weapon in his or her off hand.

Artificial Intelligence: Separate and distinct from computer programming AI allows the character with this skill to create sentient programs in computers and robots up to a maximum equivalent of a human intelligence of 9.

Alibi: Successful role will throw off authorities for 1-4 days while they verify information. In the event of prosecution this skill will eliminate the case against the prosecutor who must make a successful "Law Criminal" role to counter the alibi.

Black Male: A successful blackmail roll gives a bonus of 1 to all extortion rolls.

Bribery: A successful role allows the character to successfully persuade another individual to perform an action or task. A successful unmodified intelligence roll is needed to negate a successful bribery roll.

Biological Weapons: This skill must be known to safely handle biological weapons. A successful skill check allows for the identification and avoidance of biological weapons. In the event a character is using a biological weapon without the benefit of a vacuum suit or sealed armor a character must make a skill check to avoid infection and avoid infecting any his or her companions.

Bureaucracy: This skill allows a politician to speed up the bureaucratic process. For example; if certain permits/paperwork are required to complete a task a politician successfully rolling against this skill would speed up the process by 75%. This also includes expediting trial, licensing vehicles/star-craft, and obtaining funds.

Business General: Allows a roll on all specialized business skills with a 0 modifier.

Business Banking: Familiarization with banking and related businesses such as mortgages and finance.

Business Financial Markets: Knowledge in commodity and stock markets. A successful skill check results in a 20% return over 12 months. Failure is a 20% Loss.

Business Marketing: Knowledge of successful target marketing and advertising.

Business Management: Ability to lead other business specialist and grant a modifier of 1 to all other business skill checks.

Breaking and Entering: The ability to bypass simple locks and mechanisms such as a mechanical safe or bolt lock to gain entry.

Chemical Weapons: Allows for the identification of chemical weapons and the specific countermeasures to avoid chemical weapons if a successful skill check is made.

Communication: Ability to effectively communicate ideas and or principals. Modifies all law skills and business skills by 1 for every skill level of communication.

Computer General: Allows unmodified roll for all computer related skills. Modifies computer skills by additional 1 point if skill is known.

Computer Hardware: Facilitates for the repair of physical drives/units for computers, also allows an unmodified roll for robotics repair related skills.

Computer Interfacing: facilitates for the interfacing of communications systems and integration of computers and computer networks.

Computer Operating Systems: Knowledge of the standard and basic operations of computers and computer systems.

Computer Programming: Allows for the successful programming of computers to perform logic-based tasks, decoding, and operations.

Computer Virus Writing: Allows for the writing of computer viruses and for the identification and disabling of computer viruses.

Controlling infection: The ability to stop infectious diseases.

Cooking: The expert preparation of meals and other dishes.

Counterfeiting: The ability to counterfeit money, documents, and items of value such as artwork or collectables.

Criminal Networking: This skill means that the character can utilize a network of criminals and non-criminals who owe them or have been blackmailed/bribed etc. to utilize in connection with other criminal skills. A successful role will also allow a criminal to contact other criminals on world by using overt suggestions and language that only another criminal would understand. This skill also grants a bonus of one to fencing, alibi, money laundering, and legal subversion.

Cryogenics: The ability to put into cold stasis biological beings. A successful roll must be made when placing characters into stasis as well as reviving them from stasis.

Curing diseases: Curing diseases such as genetic defects as well as cancers and other genetic conditions.

Disguise: A successful disguise roll allows the character to pose as another person or member of any organization or nonexistent organization.

Diagnosis: A successful roll indicates the cause of a medical problem.

Engineering general: Allows for an unmodified roll on all specialized engineering skills or modifies by 1 all known engineering skills. Allows for the maintenance of complex systems for reactors and star ship power cores.

Engineering Atomic: Allows for the design of reactors and nuclear/fusion power plants.

Engineering Design: Allows for the design of non-atomic machines and for the efficient design of items such as aircraft wings, weapons systems etc.

Engineering standard: Engineering of basic craft such as ground cars and basic machinery such as in a steel mill.

Etiquette: A successful etiquette roll can be made to communicate effectively without insulting different cultures social mores.

Extortion: The ability to obtain money, a promise, item, or other commitment through the use of a threat or force. If a successful extortion role is made the victim can make a fortitude roll modified negatively for the number of skill points the extorter has to negate a successful extortion roll.

Falsifying Documents: Allows for the falsification of passports, licenses and identification. When used in conjunction with disguise, a bonus of 3 is granted to the disguise role.

Fencing: The character is able to find a market for stolen items or illegal goods.

First Aid: Allows for the successful bandaging of wounds and treatment of minor cuts, infections, poisons. Will instantly heal 2 points of constitution.

Fishing: Grants a bonus of 1 on survival rolls of the survival skill is known.

Genetics: The ability to administer and treat genetic diseases directly by manipulation of the Genetic and DNA codes of individual cells.

Government: The ability to circumvent red tape and deal with bureaucracy. A character with this skill has the ability to circumvent time-consuming paperwork etc.

Hypnosis: The ability to use hypnotism in place of anesthetics or to treat psychological conditions. May not be used for interrogation.

Hunting: Grants a bonus of one on survival rolls if the survival skill is known.

Interrogation: Allows for the extraction of information through threat and subversion. The character being intimidated must make a fortitude check modified negatively by the skill level of the interrogator if an interrogation role is successful.

Intimidation: A successful intimidation roll gives a bonus of one to either an interrogation, extortion, or blackmail roll if that roll immediately follows the intimidation roll.

Law General: Allows an unmodified roll on any law skill and modifies by 1 all known law skills.

Law Corporate: Knowledge of corporate laws and the rules governing business.

Law Criminal: Allows for the successful defense or prosecution of offenders of the law.

Law Political: Knowledge of political laws and interstellar agreements between worlds.

Law Trade: Law governing transportation of product and trade of goods as well as the legality of items being shipped between systems.

Law Interstellar: Knowledge of the laws of other republics, cultures, and worlds within the boundaries of known space.

Legal Subversion: The ability to circumvent the law through loopholes. A failed roll means no loophole was found. In a criminal trial a successful "Criminal Law" Roll will negate the legal subversion roll.

Linguistics General: The study and understanding of languages both alien and ancient. Grants a bonus of one to Linguistics Ancient and Linguistics Alien skill checks. Also allows an unmodified role for Linguistics Ancient and Linguistics Alien.

Linguistics Ancient: Allows for the deciphering of ancient languages and dead forms of communications.

Linguistics Alien: Allows for the understanding and communication with alien races. The alien language that is understood must be specified and an additional point must be pent for each additional language.

Musical Instrument: The ability to play a musical instrument.

Maintenance General: Allows for the maintaining of general equipment and vehicles. Also allows a bonus of 1 to all sub abilities in the maintenance field.

Maintenance atomic: Allows for the maintaining of nuclear and fusion devices. Also allows for an unmodified roll to repair such equipment.

Maintenance Machinery: allows for the maintaining of non-nuclear machinery. Also allows for the repair of machines with an unmodified roll.

Money Laundering: Allows the successful laundering of monetary transactions of illegal goods or the laundering of stolen money.

Neutralizing Toxins: The ability to stop poisons and other toxins either biological or chemical.

Nuclear Weapons: Allows for the safe arming and engaging of nuclear weapons. Note that demolitions skill can be used to arm or defuse a nuclear weapon however the nuclear weapons skill check must be made in order to avoid radiation exposure. Also allows a bonus of +1 when using demolitions skill.

Pharmaceuticals: The ability to create and administer drugs effectively in treating disease and infection.

Psychology: The ability to diagnose and treat mental conditions and non-physical neural ailments.

Politics: General knowledge of trade agreements and political beliefs in the known areas of the galaxy. Successful role can also get legal representation off of home world.

Persuasion: The ability to persuade others to do favors. Cannot be used to force an individual to perform an action counter to beliefs or against their will. A character may make an unmodified intelligence roll to avoid being persuaded.

Religion: Basic Knowledge of the religions in known space as well as basic knowledge regarding their customs and rituals. Religion does not give knowledge regarding special initiation rights or dead languages involved with the religion, such knowledge requires skill in Theology.

Repair General: Allows for the repair and maintenance of all machinery except those relying on nuclear/fusion power. Also allows a bonus of 1 for any skill role in the sub skill categories of repair.

Repair Heavy Machinery: Allows for the repair of heavy machinery such as oil rigs and large hydraulic pumps etc.

Repair combustion engine: Repair of internal combustion engines.

Repair light machinery: Repair of delicate machinery such as robotic arms and chip engravers.

Repair Ground vehicles: Repair of ground vehicles powered by common power plants such as electric and fuel cells as well as the repair of related systems on ground vehicles.

Repair Aircraft: Repair of all systems on aircraft and lighter than air craft not including Spacecraft.

Repair Star craft: The repair of spacecraft and the systems of spacecraft with the exception of computers and nuclear/fusion devices.

Repair Water Craft: Same as ground vehicles except with water related transport.

Robotics General: General knowledge of robotic systems. Allows for a bonus of one on all sub skills associated with robotics. Also allows for an unmodified roll against general computer skills with the exception of virus writing.

Robotics Maintenance: The repair and maintaining of robotic systems.

Robotics Design: The engineering and design of robots.

Robotics Mission Profile: Programming of robots to carry out specific tasks.

Security Systems General: Allows for an unmodified roll on any security systems skill. Grants a bonus of 1 on any sub skill related to security systems. Also allows for the maintenance repair and design of security systems.

Security Systems bypassing: Ability to bypass security systems.

Security Systems Defeating: ability to disable security systems.

Science General: Allows for an unmodified roll on all of the science sub skills. Allows for a bonus of 1 on any sub skill of science known.

Science Biology: Knowledge of the biological make up of organisms. Grants a bonus of one on any medical related task.

Science Chemistry: Analyze and creation or destruction natural non-biological compounds.

Science Physics: Knowledge of the physical laws of the universe. Grants a bonus of 1 for atomic engineering. Also grants a bonus of 1 to Pharmaceuticals..

Science Social: Knowledge of the social aspects of intelligent races and organizations.

Stellar Navigation: Needed to plot interstellar courses for star ships and space transports.

Survival: The ability to survive in hostile environments by finding food and water. A survival role could be made to find ice on an airless world but not for food.

Surgery Minor: the repair of all wounds equal or less than $\frac{1}{2}$ of a characters total constitution. Recovery is 1-4 days.

Surgery Major: The repair of all wounds greater than $\frac{1}{2}$ the total constitution of a character. This includes neural and cardiac repair, genetic and cloned implants, and cybernetic implants. Recovery is 2D10 Days.

Singing: The ability to sing in pleasant tones.

Teaching General: Ability to teach task or skill and instruct others in a task. An individual with teaching proficiency could guide a non-skilled character through a repair in a skill the teacher has with a -1 modifier for success.

Teaching/Hypnotic Training: The ability to teach a skill quickly through hypnotic training. Such skills take a full day to impart on a subject.

Theology: Theology is intimate knowledge of religion and customs associated with the religions. As opposed to religion theology allows a character to read ancient and secret writings associated with religions. It also will allow the deciphering of ancient writings and current writings of unknown religions.

Underworld Contact: A successful underworld contact roll improves a Money Laundering, Fencing, or legal subversion roll by 1. Unlike criminal network this skill means that a criminal character has one contact in one specific place that he or she does business with.

Vehicle Operations General: Knowledge of operations of vehicles except air and star craft. Allows a bonus of one on any skill role for sub skills known by a character.

Vehicle Operations Ground: Operation of ground transport.

Vehicle Operations Water: Operation of watercraft up to the size of a houseboat.

Weapon Repair: The ability to repair weapons that the character has skill in.

Weapon Maintenance: The ability to maintain and repair small arms and combat arms.

Strength Related Skills

Climbing: The ability to climb over obstacles with or without rope and harness. The use of climbing gear grants a bonus of 1 to the target number for every turn spent preparing. A high dexterity also modifies the success number.

Melee Weapons: Grants a bonus of 1 for every skill level to attacks with items used as bludgeoning or stabbing instruments.

Swimming: The ability to swim.

Wrestling: A successful role allows the character with this skill to subdue an opponent for 1-4 turns indicating a hold. Characters suffer hand-to-hand damage for each combat round they are held.

Manual Dexterity Related Skills

Pilot General: Allows for an unmodified roll for any of the piloting sub-skills. Also Grants a bonus of 1 to the target number of all the related pilot skills.

Pilot Aircraft: Allows for the operations of aircraft such as planes, helicopters, hovercraft and sub-orbital craft.

Pilot Sea Craft: Allows for the operations of all large ocean going vessels larger than a houseboat.

Pilot Space Craft: Allows for the operation of all spacecraft.

Small Arms: Allows for the operation of weapons such as assault rifles, handguns, shotguns, Bows, crossbows, and hunting weapons. Characters not taking this skill could still reasonable fire a handgun or rifle without penalty.

Demolitions: The setting and disarming of explosive devices.

Heavy Weapons: Weapons larger than assault rifles such as heavy machine guns, rocket launchers, and grenade launchers.

Artillery: The firing of artillery such as canons, tank warfare, missile launchers including heavy energy weapons such as plasma canons and laser canons. Also allows for an unmodified roll when firing star ship weapons.

Beam Weapons: Allows for the firing of lasers and other hand held energy devices.

Star Craft Weapons: Allows for operations and maintenance of star ship weapons including minor repairs.

Thrown Weapons: Grants the ability to throw balanced or unbalanced objects in combat such as a knife or a bottle in combat. Grants a bonus of 1 to the target number.

Weapons Non-Lethal: Expertise in weapons such as mace and stun guns or other weapons that do not cause death.

Physical Dexterity Related Skills

Acrobatics: Allows a bonus of 1 to evading for every level in acrobatics a character has. Also allows a character to recover from knockdown and regain his or her feet in 1 combat round. The character may not fire in the round he or she regains his or her feet.

Boxing: Grants a bonus of 1 in hand-to-hand combat. Target Number to hit is modified by dexterity as well. The combat bonus of 1 for boxing is not cumulative with the martial arts fighting bonus. A character is either using martial arts or is boxing.

Martial Arts: Grants a bonus of 2 when fighting hand to hand. Also grants a bonus of 1 to Thrown Weapons skill if the skill is known. Will also allow a character to recover from knockdown in one combat round if a successful martial arts role is made. Character may not fire the round he or she regains his or her feet. The hand-to-hand combat bonus for martial arts is not cumulative with a bonus for boxing.

Stealth: The ability to stalk unnoticed. A successful stealth roll will allow a character to increase a hunting roll by 1. For military, criminal, and espionage characters this skill would be used to sneak past guards or through a crowded room unnoticed.

Special Skills/Mental Skills

The Grey have superior minds as compared to that of other races. As a result of their advanced stage of evolution they have mental abilities that far surpass that of the other races. A Grey can reach into the material world with his or her mind. In order to gain these skills the Grey must spend skill points. An intelligence check modified by the skill level is required to use these skills.

Occasionally a member of the other races can develop an inborn mental skill. The cost for developing a mental skill for non-Grey is double the cost for the skill and the skill level may never exceed 2.

<u>Skill</u>	<u>Skill Point Cost</u>
ESP	3
Telekinesis	3
Remote Viewing	3
Healing	3
Mental Impression	3
Matter Manipulation	5
Mind Control	5
Energy Manipulation	10

Definitions

ESP- The ability to read the surface thoughts of others. Does not allow the Grey to force their way into a mind that is intentionally blocking the ability if a successful fortitude roll is made.

Telekinesis: For every skill level a Grey has in this ability the Grey may lift up to 100 pounds a distance of 5 meters at a speed as fast as a normal human can walk. They may use the ability to pry things from a targets hand but a successful strength check will allow the subject to retain control of the item. A strength check for control is modified down by 1 point for every skill level the Grey has in this ability.

Remote Viewing: The ability to see locations at a distance equal to 100 miles for every skill level the Grey has in this area. Impressions are vague at best.

Healing: The ability to heal 1 point of Constitution for every level of skill a Grey has in this skill.

Mental Impression: The ability to hold an item belonging to another intelligent being and see a few moments in that beings life. Impressions are very vague.

Matter Manipulation: This powerful ability allows the Grey to manipulate matter with his or her mind. Although this ability will not allow a Grey to change one material to another such as changing lead to gold it will allow a Grey to bend steel with his or her mind or change the basic shape of an item. A Grey could for example turn a metal bar into a puddle of metal. This effect does not heat up or cool down the material affected but does rearrange its individual atoms. A Grey may not create a complex object from a bar of

metal but could shape it into a knife or other simple item with no moving parts. Up to one Kilogram of material can be affected for each level of skill a Grey has in this ability. Elder Grey, or Grey that have reached old age or greater can affect three kilograms of material for each level of ability they have in this skill.

Mind Control: This ability allows a Grey to control the mind of another sentient being. This control includes all voluntary bodily functions but does not affect involuntary functions such as breathing. In order to attain control the subject must fail a fortitude check at a negative modifier of one for every level of skill a Grey has in this ability. A Grey may also control one creature for every level of skill he or she has in this ability. A Grey can maintain control over a subject for two turns for every level he or she has in this ability.

Energy Manipulation: A Grey with the ability to manipulate energy can manipulate the environment around him or her out to a distance equal to twenty meters for every level in skill the Grey has in this ability. A total of one meter square can be affected for each level of skill a Grey has in this ability. Elder Grey that have reached old age or greater can effect three square meters for every level they have in this ability at a distance of thirty meters for every level they have in this ability. With this ability a Grey can create a plasma in the area of effect that can do a straight D10 damage to a creature or creatures in the area. The Grey could also create a magnetic field that repels small arms fire and projectiles that do up to a D10 in damage or create an energy field that can absorb energy bolts or laser blasts that do up to a D10 in damage, elder Grey can use this ability to absorb up to three times that amount of damage. A Grey must make a fortitude check each round that this ability is maintained. A failed fortitude check forces the Grey into unconsciousness.

Starting Money

Once characters have chosen their race, vital statistics, and skills, the players must determine the amount of money the character will start with. This money is used to equip characters for their adventuring careers.

In the human republic the standard is republic dollars. Characters start play with 8D10 X 500 republic dollars. Republic Dollars are Aluminum Coated Paper Bills that are both flexible and almost indestructible. An identifying holographic serial number is implanted on each bill that is computer identifiable making them very difficult to counterfeit.

Money is Generally deposited into a bank and characters carry a money chip that automatically communicates with their bank. A Money chip is a three-inch by one-inch plastic strip that contains a re-writeable holographic communicator. Total money can be stored both on the money chip and in the bank to allow for exchanges far from a home world as well as instant deductions. Money Chips also automatically convert Human Republic Dollars to Pressed Gold Filament Currency.

The Galactic Standard for currency however is pressed gold filament. Pressed gold filament is as thin as a paper dollar and weights little more. It is augmented with titanium alloys for durability combined with carbon fibers for flexibility. A small microfilament coded computer chip is implanted on all pressed gold bills. A pressed gold bill is next to impossible to counterfeit. One Gold Bill is equal to 10 Republic Dollars.

Additional Starting Money

Players may attain additional starting money by choosing to work in a their career path field prior to adventuring. Savings is calculated by taking 10% of income multiplied by the number of years a character works in a field after graduating school. Yearly income for each career path is listed below. Dollar figures are in Unified Human Republic Dollars

<u>Career Path</u>	<u>Yearly Income</u>
Medical	\$120,000
Military	\$30,000
Law	\$110,000
Political	\$35,000
Police	\$35,000
Science	\$40,000
Mechanical	\$35,000
Engineering	\$75,000
All Business Related	\$55,000
Illegal	5D10 X \$1000/Year
All others	\$40,000

Equipping The Character

Equipping a Character

Once a character's vital statistics, skills, age, and starting money have been determined the players must equip their characters. It is assumed that a character already has civilian and business clothing. It is also important for the GM to keep in mind that most civilized worlds do not allow people to own military hardware unless they are in law enforcement or the military. Certain weapons can be purchased in the black market and certain weapons can be stowed away on a starship. A character that attempts to walk down the street with an auto laser and tritanium body armor however would probably be arrested unless they had the proper authority to do so.

Equipment/Weapons and Armor

Personal Weapons	Cost
Weapon	
Laser Pistol	\$1,500
Laser Rifle	\$3,500
Auto Laser	\$5,500
Assault Laser Rifle	\$8,000
Pulse Pistol	\$2,000
Pulse Rifle	\$4,500
Auto Pulse Rifle	\$12,000
Sonic Disintegrator	\$8,500
Stream Rifle	\$25,000
Stream Pistol	\$18,000
Particle Rifle	\$4,500
Cryo Rifle	\$3,500
Maser Pistol	\$1,800
Maser Rifle	\$3,750
Auto Maser Rifle	\$5,900
Adv Assault Rifle 5mm	\$4,000
Rail Pistol 6 mm	\$2,000
Rail Rifle 6 mm	\$3,000
Slug Gun	\$1,500
Auto Slug Gun	\$2,500
10mm Assault Rail Gun	\$45,000
20mm Assault Rail Gun	\$75,000
Automatic Pistol	\$500
Revolver	\$450
Auto Pistol Magnum	\$600
Magnum Revolver	\$550
Hunting Rifle	\$650
Crossbow	\$250
Shotgun	\$400
Heavy Machine Gun	\$2,500
Light Machine Gun	\$1,500

Portable Heavy Laser	\$50,000
Portable Plasma Canon	\$65,000
Port. Missile Launcher	\$25,000
Musket	\$250
Compound Bow	\$150
Bazooka	\$800
Grenade Launcher	\$550

Ammunition

<u>Weapon</u>	<u>Clip/Shots</u>	<u>Pack/Shots</u>	<u>Cost</u>
Laser Pistol	10	n/a	10
Laser Rifle	10	n/a	10
Auto Laser	30	n/a	30
Assault Laser Rifle	30	n/a	45
Pulse Pistol	10	n/a	15
Pulse Rifle	10	n/a	15
Auto Pulse Rifle	30	n/a	45
Sonic Disintegrator	10	n/a	25
Stream Rifle	n/a	50	75
Stream Pistol	n/a	25	50
Particle Rifle	n/a	100	250
Cryo Rifle	n/a	100	250
Maser Pistol	10	n/a	12
Maser Rifle	10	n/a	12
Auto Maser Rifle	30	n/a	36
Adv Assault Rifle 5mm	30	n/a	30
Rail Pistol 6 mm	10	n/a	10
Rail Rifle 6 mm	10	n/a	10
Slug Gun	5	n/a	10
Auto Slug Gun	30	n/a	30
Slug Gun/Buckshot	5	n/a	10
10mm Assault Rail Gun	n/a	1,000	350
20mm Assault Rail Gun	n/a	1,000	425
Automatic Pistol	10	n/a	5
Revolver	6	n/a	1 per round
Auto Pistol Magnum	10	n/a	7
Magnum Revolver	6	n/a	2 per round
Hunting Rifle	5	n/a	7
Crossbow	1	n/a	1 per bolt
Shotgun Slug	3	n/a	1per round
Shotgun (Buckshot)	3	n/a	1 per round
Heavy Machine Gun	n/a	1,000	150
Light Machine Gun	2	1,000	125
Portable Heavy :Laser	n/a	50	450
Portable Plasma Canon	n/a	25	500
Port. Missile Launcher	4	n/a	200/missile
Musket	1	n/a	1 per round

Compound Bow	1	n/a	1per arrow
Bazooka	1	n/a	25 per round
<u>Grenade Launcher</u>			
Incendiary	4	n/a	150 X 4
Concussion	4	n/a	100 X 4
Shrapnel	4	n/a	200 X 4
Armor Piercing	4	n/a	350 X 4
Plasma	4	n/a	150 X 4
Fusion	4	n/a	1,500 X 4
Smoke/Gas	4	n/a	50 X 4

Personal Weapons Definitions

Laser Pistol: An energy pistol that fires concentrated packets of light.

Laser Rifle: An energy rifle that fires concentrated packets of light. Can more tightly focus a beam than a laser pistol and therefore does more damage.

Auto Laser: A police grade laser rifle that can fire three times in a combat round.

Assault Laser Rifle: Military grade version of the auto-laser.

Pulse Pistol: Fires a pulse of plasma. Is loaded with a Hydrogen clip that contains enough hydrogen for ten shots. The inside of the barrel of a pulse pistol is lined with superconductors that guide and heat the hydrogen into a plasma state before firing.

Pulse Rifle: A rifle version of the pulse pistol. Contains plasma for a greater period of time and is therefore a more powerful weapon.

Auto Pulse Rifle: Military grade version of the pulse rifle.

Sonic Disintegrator: A rifle that fires concentrated inaudible sound waves that cause damage. Its range is doubled underwater and is ineffective in a vacuum. This weapon has the effect of shaking apart matter that its sound-beam comes into contact with.

Stream Rifle: Designed for military police. A stream rifle fires a concentrated yellow orange stream of neutrinos at a target. A stream rifle contains a neutrino packet that must be recharged after use. A fully charged neutrino packet has fifty charges and has fifty firings at setting one with each successive setting increase using an additional charge. A stream rifle has ten settings. Damage is increased by one die for each setting above one. A stream rifle must be recharged in a neutrino packet charger that must be hooked up to a power source. A stream rifle may also be set to overload which takes ten seconds. When overloaded a stream rifle will explode in a one meter area for each charge it has remaining and do 1D6 damage for each charge remaining.

Stream Pistol: the hand-held version of the stream rifle. A stream pistol does less damage, contains only twenty-five charges, and has a maximum setting of five. A stream pistol may also be set to overload. An overloaded stream pistol will explode in a 1 meter area for every charge remaining doing 1D4 damage per charge remaining. A stream pistol must be recharged in the same way as a stream rifle.

Particle Rifle: Is a rifle with a self-contained battery pack that has 100 charges. A particle rifle can be recharged or reloaded with a back up battery. A particle rifle fires packets of sub-atomic particles. Particles fired from this weapon weaken any mater they come into contact with.

Cryo Rifle: A weapon that fires a stream of particles at a temperature just above three degrees above absolute zero. A Cryo Rifle can either be hooked up to a back pack filled with cryo particles that allows the weapon to fire 100 times or can be loaded with a cryo clip that allows the weapon to be fired ten times.

Maser Pistol: A pistol that fires an invisible microwave laser. It is slightly more powerful than a standard laser pistol.

Maser Rifle: An energy rifle that fires a microwave laser.

Auto Maser Rifle: Military automatic version of the microwave laser weapon.

Advanced Assault Rifle 5 mm: Assault rifle that fires magnetically driven metal bullets. The inner barrel is a built from super-conductive magnetic strips that accelerate bullets up to speeds five times faster than gunpowder based rounds. This weapon is based on rail gun technology. Clips are attached to the bottom and contain a power supply along with thirty rounds of ammunition.

Rail pistol 6 mm: A semi-automatic handgun based on magnetic rail gun technology. Clips contain a power supply and 10 rounds of 6 mm projectiles.

Rail Rifle 6 mm: A standard semi automatic rifle based on rail gun technology. Clips hold 10 rounds of ammunition and contain a power supply.

Slug Gun: Shotgun based on rail gun technology. This weapon accelerates either a 10 mm slug through the barrel or packets of steel buckshot. Clips contain a power supply to charge the magnetic barrel and contain five rounds of either buckshot or slugs.

Auto-Slug Gun: Automatic version of the slug gun. Can fire both buckshot and slugs that are contained in a drum of thirty rounds.

10 mm assault rail gun: Modern version of the mini-gun. Must be linked to a power backpack. The power supply holds enough charge to accelerate 10,000 rounds of ammunition. Is belt fed by a 1,000 round ammunition container that is worn bellow the

powered backpack. Characters not using this weapon in conjunction with powered armor will suffer a negative modifier of four to their agility and dexterity.

20 mm assault rail gun: Tripod mounted version of the 10 mm assault rail gun.

Automatic Pistol: A handgun based on ancient technology that uses gunpowder to accelerate ammunition. Rounds are loaded into a clip that is fed into the base of the handle.

Revolver: A handgun based on ancient technology that uses gunpowder to accelerate ammunition. Rounds are loaded individually into six chambers.

Auto-Pistol Magnum: A more powerful version of the automatic pistol.

Magnum Revolver: A more powerful version of the revolver.

Hunting rifle: Can be either clip or bolt fed ammunition. Is based on ancient technology that accelerated ammunition by using gunpowder.

Crossbow: An ancient weapon that fires arrows but is aimed like a rifle.

Shotgun: Ancient version of the slug gun. Uses gunpowder to accelerate either buckshot or slugs.

Heavy Machine Gun: Ancient fully automatic weapon. Fires 20 mm rounds and is tripod mounted. This weapon is fed by a 1000 round belt of ammunition that is accelerated by gunpowder.

Light machine gun: Lighter version of the heavy machine gun. May be either mounted or carried and fired.

Portable Heavy Laser: A heavy laser weapon that must be used in conjunction with powered tritanium armor. A powered backpack contains enough charge to fire the weapon fifty times. If not used with powered armor a character will suffer a negative modifier of four to dexterity and agility.

Portable Plasma Canon: A heavy version of the pulse rifle. A portable plasma canon must be used in conjunction with powered armor or a character suffers a negative modifier of four for both dexterity and agility. Is linked to a power pack that contains enough charge to fire the weapon twenty five times.

Portable Missile Launcher: Based on ancient technology this weapon carries a packet of four missiles with solid based propellants. Missiles are tipped with modern explosives.

Musket: An ancient weapon that fires a single round of ammunition that is accelerated by black powder. Muskets are produced in limited quantities as collector's items and hunting weapons.

Bazooka: Based on ancient technology this weapon is a simple hollow tube that fires a single rocket towards a target. These rockets are smaller than those in a portable missile launcher and contain less propellant. Bazooka's, like the musket, are a collector's item and not a practical weapon.

Compound Bow: Weapon based on ancient technology that mechanically propels arrows towards a target.

Grenade Launcher: Contains a clip of three grenades and is designed to attach to the bottom of an advanced assault rifle.

Melee Weapons	Cost
Weapon	
Combat Knife	\$105
Knife	\$25
Machete	\$30
Volt Club	\$250
Club	\$10
Laser Knife	\$450

Combat Knife: A tritanium alloy blade approximately 18 cm long that can be fitted as a bayonet on the end of assault rifles. Total length of a combat knife is 30 cm.

Knife: A bladed weapon made of steel alloys that are between 5 cm and 15 cm long.

Machete: A bladed weapon used to cut through vegetation. It can also be used as a weapon. The weapon is generally around 60 cm in length.

Volt Club: A padded club that contains a power cell that discharges an electric current when it strikes an object. The power cell has 1,000 charges. A charge is expended each time it strikes a target combat.

Laser Knife: A knife that replaces a steel blade with two 15 cm long laser beams that meet in the center. The power source contains ten charges. A charge is expended whenever the weapon strikes an object.

Grenades	Cost
Incendiary	\$150
Concussion	\$100
Shrapnel	\$200
Armor Piercing	\$350
Plasma	\$450
Fusion	\$1,500
Smoke/Gas	\$50

Incendiary Grenade: A grenade designed to explode in a ball of intense heat incinerating everything in the area of effect.

Concussion Grenade: A grenade that releases a shockwave when it explodes.

Shrapnel Grenade: a grenade that send sharp bits of metal at high speeds across the area of effect.

Armor Piercing Grenade: A shaped charge designed to punch through armor.

Plasma Grenade: A grenade that releases an explosion of super hot plasma in the area of effect.

Fusion Grenade: similar to a plasma grenade but the contents explode in a contained fusion reaction. .

Smoke/Gas Grenade: A grenade that releases smoke or gas to either hinder detection or to release poison gas in an area of effect.

Personal Body Armor	Cost
Armor	
Kevlar Vest	\$500
Riot Helmet	\$250
Flack Jacket	\$820
Dura Plast Riot Shield	\$550
Full Ballistic Cloth	\$2,500
Full Kevlar Body Suit	\$3,500
Kevlar Helmet	\$480
Dura Plast Body Armor	\$28,500
Advanced Dura Plast	\$45,000
Sealed Adv. Dura Plast	\$55,000
Tritanium Body Armor	\$85,000
Adv. Tritanium Armor	\$100,000
Powered Tritanium	\$155,000
Vacuum Suit	\$10,000

Kevlar Vest: A ballistic cloth vest that is designed to absorb impact from projectiles. Is backed by a steel shock plate.

Riot Helmet: A hard plastic helmet used for crowd control.

Flack Jacket: A protective jacket made of ballistic cloth.

Dura Plast Riot Shield: A super hardened lightweight shield designed to absorb impacts from high-speed projectiles and energy weapons.

Full Ballistic Cloth: Infrared masked full body armor. Incorporates a sterilization mask and armored helmet.

Full Kevlar Body Suit: Similar to ballistic cloth armor but incorporates a dura-plast mesh into the armor. Like Full Ballistic Cloth it also incorporates a sterilization mask and armored helmet.

Kevlar Helmet: A Kevlar coated steel helmet.

Dura Plast Body Armor: A super hardened ballistic plastic body armor and helmet. Incorporates a sterilization mask into the helmet. Is also infrared masked.

Advanced Dura Plast Armor: A super hardened ballistic plastic body armor that incorporates a tritanium mesh beneath the armor. The helmet also incorporates an encryption communicator.

Sealed Advanced Dura Plast Armor: A fully sealed dura-plast armored suit. Contains a 1-hour oxygen supply and a battery pack that is incorporated into the armor for recharging energy weapons. The battery pack contains enough charge to recharge up to fifteen assault auto-laser clips. The helmet incorporates Infrared vision and magnification lenses that can magnify up to 15X. The left arm piece contains a computer linkage that controls the sealing system, encryption communicator, and magnification system for the telescopic and infrared sights built into the armor.

Tritanium Body Armor: A titanium alloyed metal body armor. The helmet contains and encryption communicator and incorporates a sterilization mask.

Advanced Tritanium Armor: Tritanium body armor that is magnetic bonded for added strength.

Powered Tritanium Body Armor: Magnetic bonded tritanium armor that incorporates strength enhancing hydraulics and a built in power pack designed for either a 10 mm assault rail gun, portable heavy laser, portable plasma canon, or portable missile launcher. Strength is enhanced to a 24. The helmet incorporates an encryption communicator and magnification lenses for 20X magnification as well as infrared and ultraviolet vision enhancements with a two kilometers range. The left arm contains a built in computer that has 10 memory units and is also a global positioning device. Powered tritanium body armor is fully sealed and has an oxygen supply that lasts four hours. A magnetic sling is built into the left rear shoulder and houses a secondary weapon and four ammunition clips, generally an assault laser rifle or auto maser rifle. The most popular version of the armor houses the 10 mm assault rail gun and 1000 rounds of 10 mm ammunition. A human dressed in this armor is essentially the equivalent of a 20th century Sherman tank.

Vacuum Suit: A vacuum suit is a sealed environment built for space walks. It is as strong as a full Kevlar body suit but can take more structural damage since it is designed to take impacts from micrometeorites in a vacuum environment while still preserving the life of the suits occupant. A vacuum suit carries a twelve-hour oxygen supply. A vacuum suit is also designed to protect against corrosive environments. A secondary oxygen supply can be attached to the suit for an additional four hours of life support. A standard communicator is built into the suit with a range of 150 kilometers.

Non Lethal Weapons

Weapon	Cost
Stun Stick	\$150
Sonic Stunner	\$350
Taser Pistol	\$200
Taser Rifle	\$150
Immobilization Spray	\$25
Immobilization Gas	\$50

Stun Stick: A rubber coated steel rod approximately 40 cm long that releases an electric charge when it strikes a target that interferes with neurological function. A successful hit will stun a target for 5 combat rounds. The target may make a fortitude check on the third round and each successive round to shake off the effects of this weapon. The battery in this weapon allows 500 uses.

Sonic Stunner: A medium sized rifle like weapon that stuns through the use of sound waves. A target successfully struck by this weapon received no fortitude check and is stunned for the full five combat rounds. A fortitude save is allowed for armored targets.

Taser Pistol: A hand held devise that fires a stream of electricity that immobilizes a target for five combat rounds. A successful hit renders the subject completely unconscious for the duration after which the target must spend a round getting to his or her feet unless they choose to attack from a prone position. Sealed armor negates a taser.

Taser Rifle. A version of the taser pistol with greater range. See taser pistol for other.

Immobilization Spray: A target struck by spray is immobilized for eight rounds. No fortitude check is allowed for the target however a gas mask or sterilization mask will negate the effects of the spray. This spray is also ineffective against sealed suits/systems.

Immobilization Gas: A gas filled grenade that covers a 20-meter area. Has the same effects as immobilization spray.

Explosives Cost Per gram

Plastic	\$25
Adv. Plastic	\$45
Kryolite	\$85
Liquid	\$15
Solid	\$20

Plastic Explosive: Standard explosive charge. It can be shaped and will adhere to surfaces. It is detonated by an electrical discharge.

Advanced Plastic: A more advanced version of plastic explosive.

Kryolite: Powdered explosive that can only be set off by a microwave detonator. Kryolite may also be mixed in clay or liquid before being discharged.

Liquid explosive: Is an extremely unstable explosive that can be set off by the slightest movement, energy discharge or magnetic field. A successful demolitions check must be made every round when handling liquid explosive. A failed check means the explosive has become unstable and exploded.

Solid Explosive: An explosive that cannot be shaped before discharge. Detonation occurs when either a magnetic pulse or electrical discharge comes into contact with the explosive. The discharge must come from a detonator.

General Equipment	Cost
2 way radio	\$10
Wireless Digital Communicator	\$180
Hand Held Computer	\$150
Hand Held Global Positioning Device	\$120
Battery Pack	\$5
Back Pack	\$5
Thermal Jacket	\$45
Magnetic 10 Memory Unit Computer Disk	\$1
Holographic 50 Memory Unit Disk	\$2
Mobile 50 Memory Unit Hard Drive	\$25
Wireless Modem	\$55
First Aid Kit	\$150
IR Goggles	\$15
Small Mirror	\$1
Wrist Communicator	\$55
Hygienic Kit	\$2
MRE (meal Ready) 1 week	\$5
Knife	\$5
Belt	\$5
Ammo Pack	\$5
Standard Clothing	\$25
Expensive Clothing	\$500
Mobile Satellite Disk	\$100
Digital Camera	\$10
Basic Tool Kit	\$50
Engineering Tool Kit	\$300
Flashlight	\$2
Motion Sensor	\$25
Sterilization Mask	\$75
Gas Mask	\$5
Binoculars	\$5
Water Container 1 liter	\$1
200 foot rope	\$1
Grappling Hook	\$2
UV sunglasses	\$3
Welding Torch	\$25
Propane Tank	\$25
Portable Fuel Cell	\$25
Mobile Communications Array	\$500
Survival Bubble	\$200
Cryogenic Chamber	\$10,000
Oxygen Container 2 hours	\$20
Diving Gear	\$50

2 Way Radio: Low tech communications device with a range of eleven kilometers.

Wireless Digital Communicator: The modern version of the cell phone. A wireless communicator can either be carried like a phone or worn on the wrist like a watch. Each communicator has its own address, which is a combination of three letters and ten numbers. A wireless digital communicator has a slot for a memory chip and can access public computer networks. Transactions may be conducted over the communicator. It is activated by either voice or manual input by the user. The power source for the communicator has a three-month life span.

Hand Held Computer: A small computer that is a text only communicator but also incorporates a 30-memory unit hard drive and a wireless modem. A hand held computer can access computer networks either through wireless or wired access. A hand held computers power source is three months.

Battery Pack: A battery pack contains eight batteries for hand held devices. The batteries are disposable and have a three-month life span.

Back Pack: A carrying case worn on the back. Up to 19 Kilograms of equipment can be carried in a backpack. The items may not exceed 45 cm in length or width.

Thermal Jacket: An insulated jacket made of lightweight materials. Will protect in temperatures to -30°C .

Magnetic 10 Memory Unit Computer Disk: A magnetic computer disk that can be inserted into a mobile computer. A memory unit is equal to ten terabytes of information.

Holographic 50 Memory Unit Computer Disk: A 1 cm square crystalline computer disk that can hold 50 memory units of information.

Mobile 50 Memory Unit Hard Drive: A mobile hard drive that can be plugged into a handheld computer.

Wireless Modem: A wireless modem for handheld computers.

First aid Kit: An emergency medical kit that contains one dose each of super biotic, anti venom, a laser scalpel, and a laser cauterizer.

IR Goggles: Goggles that allow for vision in the infrared spectrum up to 100 meters.

Small Mirror: Highly reflective stainless steel mirror.

Wrist communicator: A wireless digital communicator that is worn on the wrist.

Hygienic Kit: A kit that contains dental care and shaving products as well as soap.

MRE: Military meal packets that are ready to eat.

Knife: Standard steel pocketknife.

Belt: Leather belt. May contain pouches for mobile computers/communicators and battery packs.

Ammo Pack: Can attach to a belt. Can hold up to three ammo clips or battery packs for energy weapons.

Standard Clothing: Low cost every day clothing.

Expensive clothing: Formal attire for business or formal affairs.

Mobile Satellite Dish: A 20 CM Dish that attaches to a battery pack and handheld computers. Can be used to increase signal strength. Signal strength is increased one hundred fold.

Digital Camera: Small camera that stores digital and moving images on a 1 Memory unit hard drive.

Basic Tool Kit: Kit with basic non-powered tools. Can be used to repair machinery.

Engineering Tool Kit: Tool kit that contains tools for repairing sensitive equipment.

Flashlight: Mobile light source that contains a battery with a life of three years.

Motion Sensor: Mobile sensor that can detect movement in a 50 meter radius.

Sterilization Mask: The modern version of the gas mask. Can screen out biological as well as chemical agents from the air.

Gas Mask: Based on ancient technology a gas mask screens out chemical agents from the air.

Binoculars: Mobile magnification lenses that can adjust to magnify up to 100X.

Water Container 1 liter: Metal container used to store liquids.

200 Foot Rope: Carbon reinforced rope.

Grappling Hook: Three pronged titanium tool used to assist in climbing.

UV Sunglasses: Glasses that screen out ultra violet light.

Welding Torch: Used to weld metals. Can be powered by either a hydrogen cell or a propane tank.

Propane Tank: 1-liter container of propane gas. Can power a welding torch for 1 hour.

Portable Fuel Cell: Can be used to recharge energy weapons. Can also be used to power fuel cell vehicles. It can recharge an energy weapon up to four times. When used in a vehicle has a range of ten kilometers.

Mobile Communications Array: Combines the properties of the digital communicator a 1000 channel radio and an encryption communicator.

Survival Bubble: An inflatable bubble with a three-hour oxygen supply.

Cryogenic Chamber: A chamber that stores items at near absolute zero. Living tissue stored in a standard Cryogenic chamber will suffer damage at the cellular level that cannot be repaired. Living tissue is always dead when stored in a standard cryogenic chamber.

Oxygen Container /2 Hours: A two-hour mobile supply of oxygen generally used for diving.

Diving Gear: A wet suit designed for diving in waters that range from temperate to -20 Celsius.

Medical Equipment	Cost
Anti Tox 10 Doses	\$200
Stimulant Dose 10 Doses	\$500
Neural Dose 10 Doses	\$500
Med Kit	\$600
Super Biotic 10 Doses	\$400
Nanite Immune Response Probes	\$5,000
Handheld Ultrasound Scanner	\$500
Field Surgical Kit	\$2,000
Medical Cryogenic Chamber	\$15,000
Laser Cauterizer	\$500
Handheld Testing Kit	\$750

Anti Tox: A general medication used to detoxify the bloodstream. Can remove drugs, chemicals, poisons, and environmental pollutants from the body within an hour of use.

Stimulant Dose: A powerful drug that can preserve life. When injected directly into a stopped heart it will restore heart function for one hour. Must be used within ten combat rounds of death or it is ineffective. If used on a healthy person death will immediately follow if a constitution check is failed. A passed constitution check will result in the loss of half of the characters constitution.

Super Biotic: A drug that can defeat both bacterial and viral infections.

Neural Dose: When injected into the brain of a dead character it will stop the degradation of brain tissue. A character must be revived within two hours of use or is permanently dead. Neural Dose must be used within 2 minutes of death in order to preserve brain function. If injected into a healthy person it will cause only a euphoric feeling. Must be injected into the base of the skull in order to preserve brain function.

Med Kit: Contains medical tools necessary for minor surgeries and wound repair in the field. Also contains ten doses of stimulant, neural, super biotic, and anti-tox.

Handheld Ultrasound Scanner: A handheld device used to take internal pictures of the body for medical diagnosis.

Field Surgical Kit: Contains a med kit as well as a laser cauterizer , handheld ultrasound scanner, a testing kit, three liters of manufactured plasma, and the tools necessary to perform an emergency major surgery.

Handheld Testing Kit: A handheld computer that can scan blood samples for foreign agents either biological or otherwise in the bloodstream of a subject. A small amount of blood is placed on a 1 cm plate and inserted into the bottom of the device.

Nanite Immune Response Probe: A microscopic programmable robot that is injected into the bloodstream. Can be programmed to attack infectious agents or repair genetic damage. A handheld computer must be used to activate these devices.

Medical Cryogenic Chamber: Used to store living tissue at almost absolute zero. Tissue stored in a medical cryogenic chamber is not damaged but is perfectly preserved. All decay and cellular degradation is stopped in such a chamber.

Laser Cauterizer: A small surgical instrument that cauterizes wounds closed.

Technical, Security and Communications Equipment

Item	Cost
Mobile Communications Device (MCD)	\$95
1000 Channel Digital Radio	\$105
Universal Serial Bus Port	\$10
Mobile Radar	\$200
Encryption Communicator	\$350
Wireless Serial Port	\$400
Motion Detector	\$10
IR Detection Device	\$10
Stationary Targeting Device	\$25
Mobile Camera	\$50
IR Camera	\$85
Stealth Camera	\$105
Stealth IR Camera	\$250
Detection Field Generator	\$5,000
Robotic Scent Detecting Device	\$1,000
Sound Detector	\$500
EMP Device	\$750
Grounding Wire	\$100

Mobile Communications Device: A mobile communications device is more than a standard communicator. This device contains wireless uplinks for access to computer and security systems and contains an inbuilt digital encryption coding device. As a stand alone unit it contains 30 memory units and space for a holographic disk. The device itself is can be worn on the wrist or carried as a hand-held item. It's primary use is mobile monitoring of stationary security systems.

1000 Channel Digital Radio: A 1000 channel digital radio carried signals on digital encrypted wavelengths that are coded to be readable only by the registered receiver of the signal. It carries signals on alternating bands and frequencies that are random to any receiver except the one it is communicating with. This makes it nearly impossible to intercept and decipher an entire message.

Universal Serial Bus Port: Is a physical device that allows hand held computers and communicators to physically attach to other computers.

Mobile Radar: A mobile radar system with a range of 1000 kilometers that allows for the detection of flying objects as small as one meter in size.

Encryption Communicator: A communicator that sends standardized encrypted messages.

Wireless Serial Port: A wireless device that allows for the communication with other computers through a wireless connection. For closed systems a Universal Serial Bus Port is required.

Motion Detector: A motion detector can come in nearly any size and can be either wireless or hardwired into a security system. Motion sensors can be set to detect movement from any object larger than a common house fly. They have an effective range out to thirty meters.

IR Detection Device: An IR detection device is an infra red heat sensor. It is designed to pick up differentiations in temperature in the environment. IR detection devices have an effective range out to fifty meters. Unlike a camera they do not transmit a picture but merely send temperature data to a central computer for analysis.

Stationary Targeting Device: A stationary targeting device pinpoints targets in an area of fifty meters. They are generally tied into remote weapons systems designed to eliminate or immobilize an intruder.

Mobile Camera: A mobile camera is a mounted device designed to transmit images to a central computer. Their range is line of sight.

IR Camera: An IR camera sees in the infra-red spectrum. It has a range that is equal to line of sight.

Stealth Camera: A stealth camera is a small camera that is either standard or IR. It is generally a wireless device that is no larger than a toothpick. It has a range that is equal to line of sight.

Detection Field Generator: A detection field generator creates a stationary energy field in an area of one hundred meters that detects all movement and objects in the area. It transmits a radar image of all objects in the area to a central computer which generates a three dimensional image of all objects in the area.

Robotic Scent Detecting Device: A robotic scent detecting device has a range of thirty meters. It detects all scents in the area and transmits them to a central location. It can discriminate between different scents.

Sound Detector: A sound detector has an effective range of twenty meters and can detect and differentiate between the different noises in a given area. It is sensitive enough to pick up human breathing from natural background noises.

EMP Device: An EMP device is a handheld device that is wired to a mobile battery pack. It is capable of sending an electromagnetic pulse out to a range of thirty meters by ten meters. The electro magnetic pulse is capable of erasing computers, demagnetizing devices, and disrupting electrical currents in the area of effect.

Grounding Wire: A grounding wire is a device that can be attached to items that rely on electrical current for operations. Once attached it drains power from the items and directs it into the ground.

Equipment Not Listed

Players may wish to purchase equipment not listed. If they do they should discuss the item they wish to purchase with the game master and the game master should decide on the cost of the item.

Weapons, Armor & Equipment Weight/Range and Damage Tables

<u>Weapon</u>	<u>Armor Negation Factor</u>	<u>Rate of Fire</u>	<u>Damage</u>	<u>Knockdown</u>	<u>Structural</u>
Laser Pistol	4	1	D-6	-5	0
Laser Rifle	5	1	D-8	-5	0
Auto Laser	5	3	D-8	-5	0
Assault Laser Rifle	6	3	D-8+1	-5	0
Pulse Pistol	3	1	2D6	2	0
Pulse Rifle	4	1	2D10	2	1
Auto Pulse Rifle	4	2	2D10	2	1
Sonic Disintegrator	0	1	3D10	8	10
Stream Rifle	6	1	D-6/setting	2	5/setting
Stream Pistol	5	1	D-4/setting	2	4/setting
Particle Rifle	3	1	2D10	5	5
Cryo Rifle	0	1	2D10	1	3
Maser Pistol	4	1	D6+1	-5	0
Maser Rifle	5	1	D8+1	-5	0
Auto Maser Rifle	5	3	D8+1	-5	0
Advanced Assault Rifle	4	5	D-6	2	0
Rail Pistol 6 mm	2	1	D-8	4	0
Rail Rifle 6mm	3	1	D-8+1	5	0
Slug Gun	0	1	2D8	6	0
Auto Slug Gun	0	3	2D8	6	0
Slug Gun (Buckshot)	-2	1	2D8	6	0
(Damage & Knockdown -1 per 10 meters)					
10 mm assault rail gun	8	5	2D10	6	5/hit
20 mm assault rail gun	10	5	4D10	8	10/hit
automatic pistol	-1	1	D6	3	0
revolver	-1	1	D6	3	0
Auto Pistol Magnum	0	1	D8	5	0
Magnum Revolver	0	1	D8	5	0
Hunting Rifle	1	1	D8+1	5	0
Crossbow	-6	¼	D-6	0	0
Shotgun Slug	-2	1	2D6	6	0
Shotgun Buckshot	-4	1	2D6	6	0
(Damage & Knockdown -1 per 10 meters)					
Heavy Machine Gun	3	4	D10	5	1/hit
Light Machine Gun	2	4	D8	4	0
Portable Heavy Laser	11	1	4D10	0	25/hit
Portable Plasma Canon	8	1	5D10	10	50/hit
Portable Missile Launcher	12	1	8D10	15	factor 1
Musket	-4	1/10	D-10	5	0
Compound Bow	-8	½	D-6	-2	0
Bazooka	2	½	4D10	10	25/hit

Grenades

<u>Weapon</u>	<u>Armor Negation Factor</u>	<u>Rate of Fire</u>	<u>Damage</u>	<u>Knockdown</u>	<u>Structural</u>
Incendiary	-5	1	3D10	5	0
Concussion	-4	1	2D10	15	0
Shrapnel	0	1	4D10	10	10/hit
Armor Piercing	10	1	4D10	10	50/hit
Plasma	10	1	4D10	10	25/hit
Fusion	10	1	6D10	10	factor 1

Grenades/ Area of Effect

Type	Area
Incendiary	25 meters
Concussion	20 meters
Shrapnel	20 meters
Armor Piercing	5 meters
Plasma	30 meters
Fusion	30 meters
Smoke/Gas	50 cubic meters

Explosive Scatter Chart for Grenades

Die Roll	Result/meters from target
1	10 meters in front
2	10 meters behind
3	10 meters front left
4	10 meters front right
5	10 meters left
6	10 meters right
7	10 meters behind left
8	10 meters behind right
9	Short 20 meters
10	Overshot 20 meters

Melee Weapons

Weapon	Armor Negation Factor	Rate of Fire	Damage	Knockdown	Structural
Combat Knife	-5	1	D4+1	0	0
Knife	-6	1	D-4	0	0
Machete	-5	1	D-6	0	0
Volt Club	-4	1	D6+2	0	0
Club	-8	1	D-4	0	0
Laser Knife	5	1	D-4	0	0

Non Lethal Weapons

Weapon	Armor Negation Factor	Rate of fire	Damage	range
Stun Stick	-8	1	Stun 5 rounds	melee
Sonic Stunner	-5	1	Stun 5 rounds	40 meters
Taser Pistol	-6	1	Stun 5 rounds	15 meters
Taser Rifle	-5	1	Stun 5 rounds	25 meters
Immobilization Spray	N/A Sealed Armor	1	Stun 8 rounds	10 meters
Immobilization Gas	N/A Sealed Armor	1	Stun 8 rounds	20 m area

Explosives

Explosive	Damage/Gram	Knockdown	Structural	Area/Gram
Plastic	D6	2	1	1/2 meter
Adv. Plastic	D6	3	2	1 meter
Kryolite	D8	3	4	2 meters
Liquid	D6	2	2	1 meter
Solid	D6	2	3	1 meter

Personal Body Armor

Armor	Armor Factor	Structural Points
Kevlar Vest	5	5
Riot Helmet	6	10
Flack Jacket	6	10
Dura Plast Riot Shield	7	10
Full Ballistic Cloth	8	15
Full Kevlar Body Suit	9	20
Kevlar Helmet	9	20
Dura Plast Body Armor	10	25
Advanced Dura Plast	11	30
Sealed Adv. Dura Plast	12	30
Tritanium Body Armor	13	40
Adv. Tritanium Armor	14	45
Powered Tritanium	15	50
Vacuum Suit	9	25

Armor Damage Absorption Table

Penetrated By	Damage Absorbed
1	90%
2	80%
3	70%
4	60%
5	50%
6	40%
7	30%
8	20%
9	10%
10	0%

Range Tables**Distance and hit bonus/penalty**

Weapon	25 meters / 50 meters/ 100 meters/ 200meters/ 300meters/ 400meters					
Laser Pistol	1	0	0	0	0	0
Laser Rifle	1	0	0	0	0	0
Auto Laser	1	0	0	0	0	0
Assault Laser Rifle	2	0	0	0	0	0
Pulse Pistol	1	0	0	-1	-2	-4
Pulse Rifle	1	0	0	0	-1	-2
Auto Pulse Rifle	1	0	0	0	-1	-2
Sonic Disintegrator	2	5		max range 50 meters		
Stream Rifle	1	0	0	-1	-2	-3
Stream Pistol	1	0	-1	-2	-3	-4
Particle Rifle	1	0	0	0	0	-1
Cryo Rifle	1	2	3	Max range 100 meters		
Maser Pistol	1	0	0	0	0	0
Maser Rifle	1	0	0	0	0	0
Auto Maser Rifle 1	0	0	0	0	0	0
Adv Assault Rifle 5mm	3	2	1	0	-1	-2
Rail Pistol 6 mm 1	0	-1	-2	-4	-6	
Rail Rifle 6 mm	2	1	0	-1	-2	-3
Slug Gun	1	0	-1	-2	-3	-4
Auto Slug Gun	1	0	-1	-2	-3	-4
Slug Gun (Buckshot)	1	-5		max range 50 meters		
10mm Assault Rail Gun	4	3	2	1	0	-1
20mm Assault Rail Gun	4	3	2	1	0	-1
Automatic Pistol 1	-1	-2	-6	-10		n/a
Revolver	1	-1	-2	-6	-10	n/a
Auto Pistol Magnum	1	-1	-2	-6	-10	n/a
Magnum Revolver	1	-1	-2	-6	-10	n/a
Hunting Rifle	1	0	0	-1	-2	-3
Crossbow	0	-5	-10	Max range 100 meters		
Shotgun Slug	1	0	-2	-4	-8	n/a
Shotgun (Buckshot)	1	5		max range 50 meters		
Heavy Machine Gun	2	1	0	0	-1	-2
Light Machine Gun	2	1	0	0	-1	-2
Portable Heavy :Laser	3	2	1	0	0	0
Portable Plasma Canon	3	2	1	0	-1	-2
Port. Missile Launcher	0	0	0	0	0	0
Musket	1	0	-1	-3	-7	-15
Compound Bow	1	0		max range 50 meters		
Bazooka	1	0	0	0	-1	-2
Grenade Launcher	1	0	-1	Max range 100 meters		
Combat Knife	-1	max range 25 meters				
Knife	-1	max range 25 meters				
Thrown Grenades	0	max range 40 meters				
Sonic Stunner	4	max range 40 meters				
Taser Pistol	1	max range 15 meters				
Taser Rifle	2	max range 25 meters				
Immobilization Spray	1	max range 10 meters				

Length and Weight Tables

<u>Personal Weapons</u>	<u>Length</u>	<u>Weight</u>
Weapon		
Laser Pistol	20 cm	.30 kg
Laser Rifle	75 cm	2.7 kg
Auto Laser	70 cm	2.6 Kg
Assault Laser Rifle	74 cm	2.65 Kg
Pulse Pistol	20 cm	.30 kg
Pulse Rifle	75 cm	3.6 kg
Auto Pulse Rifle	75 cm	3.6 kg
Sonic Disintegrator	60 cm	2.5 kg
Stream Rifle	70 cm	3 kg
Stream Pistol	22 cm	.35 kg
Particle Rifle	75 cm	3.6 kg
Cryo Rifle	80 cm	3.25 kg
Maser Pistol	20 cm	.30 kg
Maser Rifle	70 cm	2.7 kg
Auto Maser Rifle	70 cm	2.6 kg
Adv Assault Rifle 5mm	65 cm	3.4 kg
Rail Pistol 6 mm	25 cm	.37 kg
Rail Rifle 6 mm	80 cm	3.5 kg
Slug Gun	80 cm	3.6 kg
Auto Slug Gun	60 cm	3.2 kg
10mm Assault Rail Gun	85 cm	54.4 kg
20mm Assault Rail Gun	90 cm	95.7 kg
Automatic Pistol	20 cm	.35 kg
Revolver	20 cm	.35 kg
Auto Pistol Magnum	20 cm	.36 kg
Magnum Revolver	20 cm	.36 kg
Hunting Rifle	80 cm	3.7 kg
Crossbow	60 cm	.50 kg
Shotgun Slug	80 cm	3.6 kg
Heavy Machine Gun	90 cm	13.6 kg
Light Machine Gun	80 cm	5.65 kg
Portable Heavy :Laser	90 cm	21 kg
Portable Plasma Canon	90 cm	23.5 kg
Port. Missile Launcher	85 cm	11 kg
Musket	1 meter	4 kg
Compound Bow	80 cm	.35 kg
Bazooka	95 cm	2 kg
Grenade Launcher	40 cm	.55 kg
Incendiary	12 cm	.11 kg
Concussion	12 cm	.11 kg
Shrapnel	12 cm	.11 kg
Armor Piercing	12 cm	.11 kg
Plasma	12 cm	.11 kg
Fusion	12 cm	.11 kg
Smoke/Gas	12 cm	.11 kg

Melee Weapons**Length Weight****Weapon**

Combat Knife	5-15 cm	.10 -.12 kg
Machete	60 cm	.68 kg
Volt Club	38 cm	.50 kg
Club	38-50 cm	.65 kg
Laser Knife	15 cm	.12 kg

Non Lethal Weapons**Weapon**

Stun Stick	38 cm	.50 kg
Sonic Stunner	50 cm	1 kg
Taser Pistol	20 cm	.35 kg
Taser Rifle	55 cm	1 kg
Immobilization Spray	4 cm	.05 kg
Immobilization Gas	12 cm	.11 kg

Personal Body Armor**Armor****Weight**

Kevlar Vest	7.7 kg
Riot Helmet	.20 kg
Flack Jacket	8 kg
Dura Plast Riot Shield	4.5 kg
Full Ballistic Cloth	23.3 kg
Full Kevlar Body Suit	24 kg
Kevlar Helmet	.45 kg
Dura Plast Body Armor	9.1 kg
Advanced Dura Plast	9.1 kg
Sealed Adv. Dura Plast	9.5 kg
Tritanium Body Armor	18.2 kg
Adv. Tritanium Armor	19 kg
Powered Tritanium	34.19 kg
Vacuum Suit	32 kg

Medical Equipment**Weight**

Anti Tox 10 Doses	N/A
Stimulant Dose 10 Doses	N/A
Neural Dose 10 Doses	N/A
Med Kit	.50 kg
Super Biotic 10 Doses	N/A
Nanite Immune Response Probes	N/A
Handheld Ultrasound Scanner	.20 Kg
Field Surgical Kit	.50 kg
Medical Cryogenic Chamber	226 Kg
Laser Cauterizer	.08 kg
Handheld Testing Kit	.10 kg

<u>General Equipment</u>	<u>Weight</u>
2 way radio	.04 Kg
Wireless Digital Communicator	.08 kg
Hand Held Computer	.08 kg
Hand Held Global Positioning Device	.08 kg
Battery Pack	.08 kg
Back Pack	.12 kg
Thermal Jacket	.45 kg
Magnetic 10 Memory Unit Computer Disk	n/a
Holographic 50 Memory Unit Disk	n/a
Mobile 50 Memory Unit Hard Drive	.11 kg
Wireless Modem	.10 kg
First Aid Kit	.5 kg
IR Goggles	n/a
Small Mirror	n/a
Wrist Communicator	.07 kg
Hygienic Kit	.10 kg
MRE (meal Ready) 1 week	.20 kg
Knife	.10 kg
Belt	.05 kg
Ammo Pack	.07 kg
Standard Clothing	1 kg
Expensive Clothing	1 kg
Mobile Satellite Disk	.65 kg
Digital Camera	n/a
Basic Tool Kit	1 kg
Engineering Tool Kit	1 kg
Flashlight	.20 kg
Motion Sensor	.05 kg
Sterilization Mask	.45 kg
Gas Mask	.45 kg
Binoculars	.55 kg
Water Container 1 liter	.50 kg
200 foot rope	4 kg
Grapppling Hook	1.5 kg
UV sunglasses	n/a
Welding Torch	.50 kg
Propane Tank	4 kg
Portable Fuel Cell	.12 kg
Mobile Communications Array	1 kg
Survival Bubble	1.5 kg
Cryogenic Chamber	226 kg
Oxygen Container 2 hours	4.5 kg
Diving Gear	1.8 kg

Technical, Security and Communications Equipment

Item	<u>Weight</u>
Mobile Communications Device (MCD)	N/A
1000 Channel Digital Radio	N/A
Universal Serial Bus Port	N/A
Mobile Radar	2 kg
Encryption Communicator	N/A
Wireless Serial Port	N/A
Motion Detector	.25 kg
IR Detection Device	.25 kg
Stationary Targeting Device	1 Kg
Mobile Camera	.25 kg
IR Camera	.25 kg
Stealth Camera	N/A
Stealth IR Camera	N/A
Detection Field Generator	5 kg
Robotic Scent Detecting Device	N/A
Sound Detector	N/A
EMP Device	2.2 kg
Grounding Wire	N/A