

DARKER



Darker and Grimmer

Herein one will find rules for futuristic medieval fantasy roleplay. In times far distant, technology has stagnated, inquiry turned on the inquirer, and madness has overrun reason. Religion and dogma have replaced science and statistics. Brutality and war have overthrown diplomacy and peace. Justice and the rule of law have been discarded in favor of mob violence and summary executions.

These rules reflect the author's design style and preferences. The intent is the creation of as broad and clean a game as is reasonable while modeling a world with a tangible sense of reality.

1	Introduction
2	The Empirical Realm
3	Characters
4	Genotypes
5	Careers
	Homeworlds
10	Traits
11	Gifts
12	Skills
13	Psychic Skills
15	Sorcery
16	Social
17	Combat
18	Hazards
19	Criticals
20	Weapons
21	Armour
22	Equipment
24	Vehicles
28	Green Aliens
29	Devourers
30	Iron Legion
31	Afterword

The Empirical Realm

The ultimate government of human space is a vast, impenetrable bureaucracy but the universe is infinite and their grasp is limited beyond the core worlds. There are great noble houses and largely independent provinces with their own military forces. The ultimate instrument of power is the Empirical Navy with its vast fleets of warships. Yet there are never enough ships to defend every world from every threat. And as ever, though alien and ancient horrors abound, man is forever the greatest enemy of man, well and orcs of course. There are always lots of orcs.

The Shipping Guild

Spacecraft are rare artifacts of great value and trade amongst the stars is slow and limited. The majority of cargo ships fall under the control of the shipping guild, which has vast network of support facilities and patrol frigates with which to fight piracy. Not that the guild frowns upon its members preying upon isolated colonies or freelance vessels, but it protects its own from such. Even great noble houses of the core worlds court the shipping guild with caution.

The Church

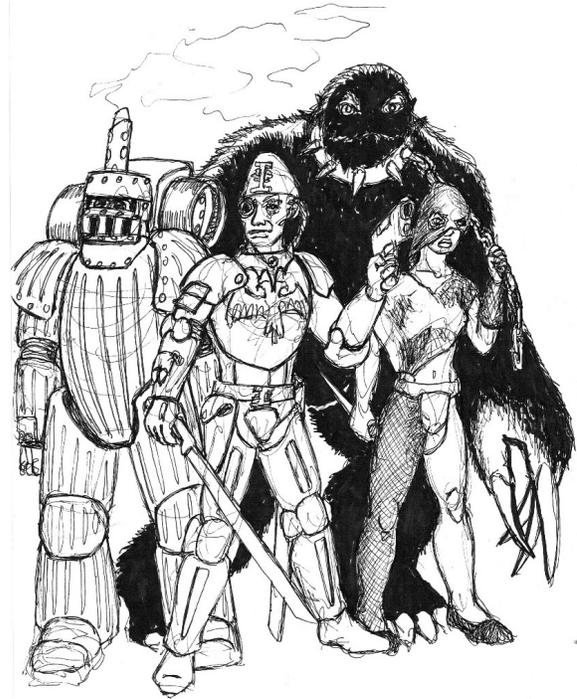
In keeping with the medieval theme, humanity is united under the watchful eye of the church. It is debatable whether the government is an institution of the church or the church a branch of the government. The church is a great support for the faithful and a terrible foe to its enemies.

Orthodox Technology

The old ways are best. Access to advanced technology like energy weapons, nullgrav, and force fields is tightly controlled by the Technological Orthodoxy. The basic technology available on the majority of human worlds would be easily recognized and understood in Earth's 1950s.

The Core Mechanic

When a character tries to do something risky or difficult the player must roll equal to or under their characteristic plus any appropriate skill on a d100. If the dice roll doubles the result is a 'fluke' and something unusual has occurred, usually an exceptional success or failure. For every ten points the roll is made by, a level of success is achieved, indicating better or faster results.



Example:

Esme VonShrakendior has a 47 Knowledge rating and +5 Repair skill. Faced with a badly damaged buggy, her player rolls the dice and gets a 33 a fluke exceptional success. The engine roars to life. Since she has ten points less than her rating she gets an additional degree of success and uses it to fix the muffler as well.

Contests

Sometimes two characters will engage in a contest or struggle with each other. In such cases the character with the most levels of success wins the contest. Melee attacks and defenses are a common example of a contest. The attacker rolls to attack and the defender rolls to defend.

Resistance

Sometimes a character will only passively resist the actions of another. In these cases subtract half of the resisting rating from the chance of success.

Characters

The future is populated by a wide range of eccentric and unusual individuals, not to mention the teeming masses huddled in the factory cities that feed the endless need for arms, vehicles, and munitions. Most of these, never even make an appearance in game, they're just out there in the universe fulfilling the role fate has assigned them. The characters that appear in game are described in game terms, genotype, eight characteristic ratings, and some skills and traits.

Character Creation Checklist

1. Select Genotype
2. Add 1d10 to Characteristics
3. Select Homeworld
4. Select Career
5. Select one Talent
6. Roll for Starting Wealth

Sample Character

Messr Maxwell

Genotype: Human

Homeworld: Agricultural

Career: Knight

Level: Grunt

Connections: Aristocratic, Military

Talent: Noble

Characteristics:

32 Agility
37 Endurance
33 Empathy
33 Knowledge
38 Perception
33 Reflexes
44 Strength
31 Willpower

Buffer Wounds: 5

Flesh Wounds: 5

Luck Points: 3

Skills:

Fighting +5

Riding +5

Attire: Gaudy Tunic and Tights, Tabard

Ceramic Armour, Sword, Riding Beast

Currency 1100 SGC

Experience Points

A character accumulates experience points in play as determined by the Master. Experience points can also be gained through training at a rate of one every ten hours. Training requires a teacher or institution and is the only way to learn new skills. Experience points can be used to buy skills, and characteristic improvements. The cost is 100 points for each improvement.

Character Levels

The game can focus on the desperate struggles of individuals, the deeds of heroes, or the far reaching decisions of rulers. The Master can allow characters to be created at one of these three levels depending on the scope of the scenarios they want to run.

Grunts 400 points

Champions 800 points

Lords 1200 points

Every character has eight Characteristics which describe their capabilities. For most, the average score for their genotype, modified to reflect their profession is sufficient. Player characters and noteworthy non-player characters may add 1d10 to each characteristic.

Improving a characteristic by +5 costs 100 points. Characteristics cannot be improved by more than +30.

Agility	Endurance	Empathy
Knowledge	Perception	Reflexes
Strength	Willpower	

Agility is the chance of maneuvering and shooting. **Endurance** is the chance of resisting poisons and drugs as well as the amount of damage the character can absorb. **Empathy** is the chance of succeeding in social endeavors. Knowledge is the chance of analyzing and understanding technology. **Perception** is the chance of noticing hidden things and sneaking foes. **Reflexes** is the chance of piloting vehicles and determines who goes first in combat. **Strength** measures how big and strong the character is, the chance of hitting when fighting, and the amount of damage done in close combat. **Willpower** is the chance of resisting psychic attacks and more mundane threats like fear, sophistry, and reason.

Flesh Wounds

All characters can take damage points upto 1/10 of their Endurance before suffering serious wounds.

Luck

Player characters and major villains have an uncanny knack of getting out of scrapes. If a such a character suffers death whether by accident or violence they can spend one luck point to escape their grisly fate. Grunts get three luck points, champions four, and lords five. Luck points are regained between adventures.

Genotypes

Humanity has diversified and expanded to meet the needs of endless environments but a few key types have become commonplace across endless worlds. Some say the humans of Earth were the original breed but the Elves and Dwarves both claim to predate humanity. A character's genotype provides their core characteristic ratings. Some creatures, like Orcs and Goblins may be used as characters, but generally only in campaigns focused on those genotypes or otherwise centered on the armies of darkness.

Humans

The base line human is still fairly diverse compared to other genotypes. After rolling, the player can arrange their scores in whatever order they like.

30	Agility
30	Endurance
30	Empathy
30	Knowledge
30	Perception
30	Reflexes
30	Strength
30	Willpower

Dwarfs

Short and stout, dwarves are descended from humans modified to mine high gravity worlds. There are many subcultures but the predominant one measures status by the length of facial hair.

20	Agility
40	Endurance
20	Empathy
30	Knowledge
30	Perception
30	Reflexes
30	Strength
40	Willpower



Elves

Tall and willowy, elves are androgynous and have a highly egalitarian society. They claim to predate humanity and only admit to the most distant of relationships.

40	Agility
30	Endurance
20	Empathy
30	Knowledge
40	Perception
40	Reflexes
30	Strength
30	Willpower

Traits

Immortal
Psychic



Halfings

Small and stout, halfings are agrarian labourers mostly found on garden worlds.

35	Agility
30	Endurance
30	Empathy
30	Knowledge
30	Perception
35	Reflexes
20	Strength
35	Willpower

Traits: -10 Size

Home Worlds

Everyone comes from somewhere. Their point of origin gives the character a single skill.

Agricultural World

The fields of garden worlds provide much of the food needed to support the populations of industrial worlds. Intensive agriculture generally proves as destructive to a world's environment as heavy industry.

Automatic Skill: Driving

Feral World

Worlds undiscovered often languish in primitive barbarism until re-contacted and civilized by the missionaries of the church.

Automatic Skill: Foraging

Industrial World

As garden worlds die under the strains of industrial development and intensive agriculture their populations continue to grow, eventually the focus becomes the production of weapons for the endless wars and food must be imported from younger garden worlds. In some cases, mineral rich worlds are industrialized through intensive mining but this is less common as it is generally more expensive.

Automatic Skill: Repairing

Spacer

The great and ancient starships and stations are cities unto themselves with teeming populations crowded into cramped spaces with too little air and less food. Life aboard such vessels is tough but the opportunities for education and travel are unmatched by those found planet side.

Automatic Skill: Astronaut



Careers

A character's training determines their skills and equipment as well as providing connection with the community of their colleges.

Aristocrat

In the decadent halls of the elite, power and wealth are passed on within the family regardless of ability. Even so, armies of noble knights, strong managers and rigid adherence to convention keep the nobility on top.

Grunt

Prerequisite: Noble Gift

Connections: Bureaucratic, Aristocratic

Empathy +5

Willpower +5

Commanding +5

Fighting +5

Attire: Fine Garb, Jewelry

Sword

Anarchist

As the demands of endless war and corruption destroy the lives of so many, so there are many lone wolves making war on the government.

Champion

Connections: Criminal, Radical

Perception +10

Knowledge +10

Explosives +10

Shooting +10

Attire: Long Coat, Broad Hat

Bombs, Explosive Vest, Pistol

Assassin

Contract murder is a growing industry in the decadent future. The easiest way to silence one's rivals and enemies is to pay someone to kill them. Assassination is a high risk profession that carries equal rewards.

Champion

Connections: Aristocratic, Criminal

Agility +10

Perception +10

Fighting +10

Sneaking +10

Attire: Dark Clothing, Mask or Hood

Daggers, Autopistol

Soldier

Boots on the ground hold ground. From the endless legions of the Emperial Realm to the beleaguered colonial defense forces battles are won by the common soldier.

Grunt

Connections: Military

Endurance +5

Strength +5

Fighting +5

Shooting +5

Attire: Fatigues, Flack Jacket, Auto Rifle,

Knife.

Bureaucrat

The aristocracy is often unstable and incompetent, and it falls to managers and administrators to prop them up. The church maintains a huge consulting bureaucracy which allows them to keep their fingers in everything. Bribery is a way of life and bureaucrats generally pay for their position and make their living collecting bribes.

Grunt
Connections: Aristocratic, Criminal
Knowledge +5
Willpower +5
Negotiating +5
Researching +5
Attire: Scholar's Robes and Mitre
File Recorder

Crusader

The church relies on devout nobles, often second sons of aristocrats to fight its battles. Crusaders often accompany Missionaries to convert newly discovered worlds where they make war on new ideas and traditions.

Champion
Prerequisite: Noble Gift
Connections: Church, Aristocratic
Endurance +10
Willpower +10
Fighting +10
Preaching +10
Attire: Surcoat and Sash
Ceramic Armour, Sword

Doctor

Medical knowledge is a valued commodity and those educated in the ways of the healer are given respect and license above their station. Doctors are representatives of the schools that train them which serve as unions and professional societies. Woe to the doctor who violates his oaths and brings embarrassment on his school.

Champion
Connections: Academic, Aristocratic
Empathy +10
Knowledge +10
Analyzing +10
Healing +10
Attire: White Coat and Badge of College
Medical Kit

Initiate

The church hierarchy rests on the broad foundation of new recruits. Most of these are the second sons of aristocrats and wealthy merchants who give their family ties to the church. They act as minor functionaries, janitors, guards, and servants to the priests and missionaries allowing them to focus on the work of the faith.

Grunt
Connections: Aristocratic, Merchantile
Endurance +5
Willpower +5
Fighting +5
Preaching +5
Attire: Plain Robes
Holy Writ, Cudgel

Invader

Interstellar warfare is fought by ships in the distant reaches of the void but it still takes men to hold and control ground. Assault troopers descending from the heavens in dropships and assault pods are the stuff of legend.

Champion
Endurance +10
Strength +10
Fighting +10
Shooting +10
Attire: Coveralls
Heavy Spacesuit, Shotgun, Sword

Mechanic

Base line technology is robust and dependable but it still breaks. Mechanics are experts in the repair of vehicles and machinery. It's steady work but the technological orthodoxy's agents are forever alert to prevent innovation or invention.

Grunt
Connections: Mercantile, Industrial
Knowledge +5
Strength +5
Analyzing +5
Repairing +5
Attire: Coveralls and Apron
Tool Kit, Jack, Tire Iron

Medic

Military medics and civilian paramedics get the patient stabilized and out of the path of danger. Medics practice quick and dirty medicine in the field arriving and leaving by ambulance.

Grunt
Connections: Academic, Military
Knowledge +5
Perception +5
Driving +5
Healing +5
Attire: Coveralls and Sash
Medical Kit, Stretcher

Missionary

The church is vast and needs to promote unity to avoid cultural drift and heresy. Traveling priests are dispatched by the central curia to seek out heresy and humanism wherever it may sprout.

Champion
Connections: Church, Aristocratic
Empathy +10
Knowledge +10
Leading +10
Preaching +10
Attire: Fine Robes and Sash
Revolver, Holy Writ, Relic

Knight

Well equipped aristocratic soldiers are the fighting elite of most worlds. Better equipped than common soldiers they are found fighting for personal glory in the front lines across the galaxy. Knights are vain and self centered but no one doubts their courage.

Grunt
Prerequisite: Noble Gift
Connections: Aristocratic, Military
Endurance +5
Strength +5
Fighting +5
Riding +5
Attire: Gaudy Tunic and Tights, Tabard
Ceramic Armour, Sword, Riding Beast

Merchant

Trade still passes between the stars with fortunes being won and lost on cargos and investments. Many are those who fell into poverty while waiting for their ship to come in. Merchants tread a dangerous line between the fear and xenophobia that grips isolated worlds and the lure of the exotic and powerful goods which can be obtained.

Lord
Connections: Aristocratic, Mercantile
Knowledge +15
Willpower +15
Astronaut +5
Commanding +10
Negotiating +15
Piloting +5
Attire: Great Coat, Big Hat
Cog, Laser Pistol, Power Shield

Mystic

The government tries to control psychic by seeking out, testing, and training them. These officially sanctioned mystics are able to live in society but are still shunned and feared.

Champion
Prerequisite: Psychic
Connections: Mystical, Merchantile
Empathy +10
Willpower +10
2 Psychic Skills +10
Attire: Robe and Sash
Psychic Fuse, Psychic Focus

Noble

The heads of aristocratic houses wield great power with legions of household knights and bureaucrats.

Lord
Prerequisite: Noble Gift
Connections: Aristocratic, Military
Empathy +15
Willpower +15
Leading + 15
Negotiating +15
Attire: Extravagant Tunic and Tights, Jewelry
Ceramic Breast Plate, Sword, Revolver

Officer

In an age of endless wars, seasoned military commanders are in high demand due to the extreme rate of turnover. An officer may be a leader of men but they must also be an organizer and student of logistics.

Champion
Connections: Military
Perception +10
Willpower +10
Fighting +10
Leading +10
Attire: Coveralls, Great Coat, Hat
Ballistic Vest, Auto Pistol, Sword

Outlaw

Given the oppressive and aristocratic society of the age, it is no surprise that many find themselves outside the law driven to crime and violence for survival.

Grunt
Connections: Criminal
Perception +5
Endurance +5
Fighting +5
Sneaking +5
Attire: Worn Jacket and Breeches
Revolver, Knife

Pilot

Aerospace craft are complex machines that interact with their environment in complex ways. The best pilots are experts in not crashing.

Champion
Connections: Mercantile, Military
Perception +10
Reflexes +10
Gunnery +10
Piloting +10
Attire: Flight Suit and Bomber Jacket
Auto Pistol, Ballistic Helmet

Prefect

The law and the gospel are all but one in the same and are enforced ruthlessly by sanctioned prefects. It is rare for the masses to get any more of a legal trial than the prefect's summary decision. The upper classes must also beware, for show trials of those above are popular with those below.

Champion
Connections: Church, Bureaucratic
Endurance +10
Willpower +10
Fighting +10
Shooting +10
Attire: Coveralls and Badge
Ceramic Armour, Revolver
Charged Truncheon

Questioner

The ultimate agent of humanity has unlimited authority to impose their will on Nobles and Governors from all walks of life.

Lord
Connections: Church, Bureaucratic
Knowledge +15
Willpower +15
Analyzing +15
one Psychic +15
Attire: Fine Black Robes, Big Hat
Power Shield, Rocket Pistol

Revolutionary

Faced with church sanctioned corrupt governments and brutal law enforcement, it is no wonder that there are those who work to overthrow them. Inevitably there are innocent victims in their war but those are seen as martyrs in the cause of freedom or whatever.

Grunt
Connections: Criminal,
Knowledge +5
Willpower +5
Explosives +5
Stealth +5
Attire: Trenchcoat, Tunic, Breeches
Bomb, Auto Pistol

Rogue Scientist

In the distant future, science is a lost art. Those who study the path of reason and pursue fundamental knowledge of forbidden topics like genetics and nuclear physics are hunted by the technological orthodoxy.

Champion
Connections: Academic, Criminal
Knowledge +10
Perception +10
Analyzing +10
Programming +10
Attire: Jacket, Tunic, Breeches
Scanner, Data Slate

Science Priest

The technological orthodoxy's are masters of rote knowledge and dogmatic solutions. Even so, they have access to the best technology humanity has to offer, even restricted and heretical devices.

Champion
Knowledge +10
Willpower +10
Repairing +10
Implementing +10
Attire: Hooded Robe, Coveralls
Cyber Arm, Cyber Eye, Blaster Pistol

Savage

Many worlds have declined to the point where even electricity has been lost. These worlds are seldom of much use to the government beyond supplying tough recruits. The church often recruits from feral worlds as well due to the lack of education and understanding of advanced ideas.

Grunt
Endurance +5
Strength +5
Fighting +5
Riding +5
Attire: Leather and Fur Breeches
Spear, Knife

Scout

Armies advance behind scouts that watch for enemy movements and ambushes by enemy scouts.

Champion
Agility +10
Perception +10
Shooting +10
Sneaking +10
Attire: Camouflage Coveralls
Rifle, Knife, Ballistic Helmet

Sorcerer

Knowledge and reason are of little use in the dream realms the powers available through the collective unconscious can be tapped if not mastered through exposure.

Lord

Prerequisite: Psychic

Perception +15

Willpower +15

2 Sorcery Skills +15

Attire: Robe Covered In Blasphemous Sigils

Sword, Psychic Focus

Thug

Common criminals and gang members have access to weapons and supplies above those available to the lower classes.

Grunt

Endurance +5

Strength +5

Fighting +5

Stealth +5

Attire: Leather Jack, Tunic, Breeches

Knife, Drugs

Witch

Untrained psychics often meddle in the powers of the collective unconscious. This can be a very dangerous thing as they might survive to become a sorcerer and that's bad.

Champion

Prerequisite: Psychic

Empathy +10

Willpower +10

2 Sorcery Skills +10

Attire: Ragged Tunic and Breeches

Psychic Focus

Telepathically Linked Small Animal

Space Crew

Spaceships require huge crews and have high losses due to radiation and vacuum. Even with their teeming civilian populations most ships need to take on crew from the worlds they visit.

Grunt

Agility +5

Knowledge +5

Astronaut +5

Repairing +5

Attire: Coveralls

Space Suit, Tool Kit

Space Officer

Champion

Knowledge +15

Willpower +15

Astronaut +10

Commanding +10

Attire: Great Coat, Hat

Charged Sword, Laser Pistol

Space Captain

Lord

Knowledge +15

Willpower +15

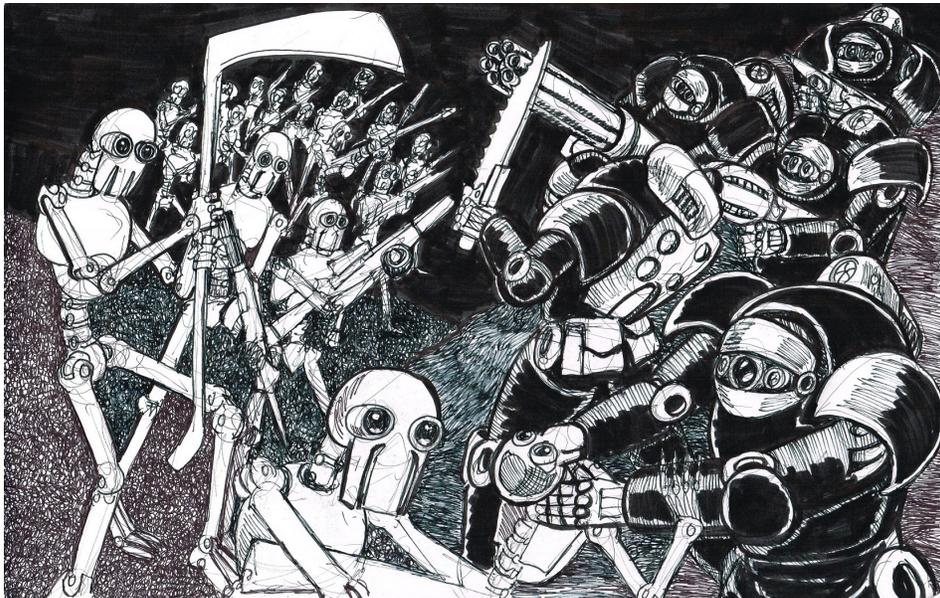
Astronaut +15

Commanding +15

Attire: Great Coat, Big Hat

Energized Sword, Blaster Pistol

Power Shield



Traits

Only significant mechanical and physical advantages are represented with traits. Improvements in skills and characteristics are represented by improvement in skills and characteristics.

Aquatic	Armoured	Boosted
Fast	Immortal	Mechanical
Night Vision	Psychic	Size
Slow	Sonar Sense	Soulless
Winged		

Aquatic

The creature is equally at home on land and water and can move at full speed on either.

Armoured

The creature is covered in hard plates, thick fur, or just layers of blubber which give it +2 to its armour.

Boosted

The creature can put its metabolism into overdrive, doubling its movement rate and gaining an extra attack for the current round at the cost of suffering 1d10 damage

Fast

The creature's movement rate is doubled.

Immortal

The creature does not age nor die of age related decline.

Mechanical

The creature is not a biological organism. Mechanical creatures are immune to poisons and have a +2 to their armour. They can still bleed fuel and hydraulic fluid and still need air for their power plant if they don't have the Sealed trait. Mechanical beings are automatically Soulless and thus immune to Telepathy but can be affected in a similar fashion by computer networks.

Night Vision

The creature can see in the dark just fine, if in black and white or green and white or red and yellow. In any case the colour of things isn't apparent in the dark.

Psychic

The creature has access to mental powers described by the Psychic Skills.

Size

The creature is bigger or smaller and thus harder to hit. Larger creatures get additional flesh wounds equal to their size modifier. Size increases the chance of being hit, reduces the chance of sneaking.

Slow

The creature is lumbering and clumsy and thus unable to run.

Sonar Sense

The creature sends out high pitched squeaks that rebound to its large ears or sensitive whiskers giving it a clear physical model of its surroundings by which to navigate. Sonar works in darkness but doesn't give the ability to read or see colours. It does not work in a vacuum and different air pressure will have deceptive effects on the creature's impression of the echoes they get back.

Soulless

The creature lacks that vital essence which resonates in the collective subconscious. Perhaps they are just dull and unimaginative. This renders them immune to Telepathy and all its related powers.

Winged

The creature can fly. It must move at least its full move every round or land, can move at double speed or gain altitude, or at triple speed and lose altitude. The gain or loss in altitude is equal to its movement rate. If a creature is fast or slow, its flying speed is affected instead of its land speed.

Gifts

Learned abilities and talents are considered gifts. Gifts are used to make characters distinctive.

Alert	Ambidextrous	Attractive
Cool	Famous	Lucky
Noble	Quick	Sensitive
Slick	Tough	

Alert

The character is always fully aware and not prone to distraction. They wake up instantly when disturbed and are never surprised or taken off guard.

Ambidextrous

The character can use both hands equally well. They can use two one handed weapons to make two attacks without penalty.

Attractive

The character is well proportioned and has a clean complexion giving them a significant social advantage with others of their own genotype. They start interactions with strangers with a good initial reaction instead of a neutral one.

Cool

The character is reserved and not easily frightened. Monsters and psychic horrors have little influence on them. Any Willpower check against fear or horror is automatically passed.

Famous

Everyone has heard of the character. They are often recognized on the streets and generally well received. Roll 1d10 when meeting a stranger. On a 1-7 they have a good initial reaction and on an 8 - 10 they have a poor one.

Lucky

The character is fortunate and favored by chance. They do well in games of chance and are less likely to get hit in combat, represented by an additional two buffer wounds.

Noble

The character hails from the ruling class and has greater access to wealth and resources than most. Multiply starting wealth by 10 and add aristocrats to the character's connections.

Quick

The character is light on their feet and moves with lightning grace. They can move 18 per combat round.

Sensitive

The character has untapped psychic potential. They get strange dreams and hunches and can develop psychic skills at a later date. Sensitive is a prerequisite for taking a psychic career.

Slick

The character's smooth talk and winning manner makes it easy to get their way in social situations. They get a +10 to any attempt to wheedle, lie, or bluff strangers. Once people get to know them they get a -10 to future attempts.

Tough

The character's grit and determination increases their armour by one point.



Skills

Skills represent learned abilities and training. They increase the chance of success but their absence does not prevent a character from attempting an activity but they take a -15 to their characteristic when doing so. The initial purchase of a skill requires 1000 hours of training which basically pays for the 100 points to buy the skill. Each 100 points spent after that adds +5 to the skill.

Analyzing (Knowledge)	Astronaut (Agility)	Climbing (Agility)	Commanding (Willpower)
Driving (Reflexes)	Fighting (Agility)	Foraging (Perception)	Gunnery (Reflexes)
Healing (Knowledge)	Implementing (Knowledge)	Negotiating (Empathy)	Piloting (Reflexes)
Preaching (Willpower)	Programming (Knowledge)	Riding (Agility)	Repairing (Knowledge)
Shooting (Perception)	Sneaking (Agility)	Swimming (Strength)	

Analyzing: The character is skilled in the scientific method and processes used to discover and apply technical information.

Astronaut: The character is skilled in the use of space suits, thruster units, and can maneuver well in free fall.

Climbing: The character is skilled at ascending steep surfaces using tiny finger and toe holds. It is not necessary to roll Climbing when ascending a moderate slope, stairs, or ladders.

Commanding: The character is proficient in giving orders and making military plans.

Driving: The character knows how to drive ground and water vehicles and has a passable understanding of the rules of the road and the use of signal lights.

Fighting: The character is good at hitting things up close with weapons like swords and axes and equally good at deflecting incoming blows.

Foraging: The character is skilled in finding food in the wilderness. They not only know which roots, berries, and animals are edible, they know how to figure that out without dying.

Gunnery: The character is skilled in firing heavy weapons mounted on tripods, pintle mounts, and turrets.

Healing: The character is skilled in medical procedures and the application of various medications to help wounds heal and treat diseases.

Implementing: Advanced technologies like nuclear reactors, force fields, energy weapons, computers, genetics, and robots are the exclusive preserve of the technical orthodoxy's priesthood. These things are not understood but can be operated, maintained, and replicated by following precise instructions and rote rituals.

Negotiating: The character is good at convincing others that the things they want are fair and reasonable.

Piloting: The character is skilled at flying aircraft and hover vehicles. Spacecraft are quite different and not covered by the piloting skill.

Preaching: The character is skilled at winding up a mob with a combination of half truths, wishful thinking, and outright lies. Those so worked up will ignore all but the most immediate and obvious alternatives.

Programming: The character is skilled in working with computers and cyber-minds and understands the logic and languages used to control them.

Riding: The character is proficient in not falling off mounts like horses and alien riding beasts. Riding skill acts as a cap on all Fighting and Shooting skills used while mounted.

Repairing: The character is proficient in the maintenance and repair of mechanical and electrical devices. Repairing does not include the use of prohibited advanced technology unless an Analyzing roll is made first.

Shooting: The character is proficient with small arms and personal energy weapons.

Sneaking: The character is skilled at getting into places and out of them unseen and unheard. Sneaking is generally resisted by the Perception of any observers.

Swimming: The character is skilled at moving in water and not drowning.

Psychic Skills

Extrasensory Perception (Empathy)
Mind Over Body (Willpower)
Mind Over Matter (Willpower)
Mind To Mind (Empathy)

Psychic Powers

To use a power, the psychic must roll their Psychic skill modified by the difficulty of the power and any scope modifiers. Psychic powers become more difficult over greater areas, distances, and time spans. The basic level of psychic scope is what could normally be seen and heard with increased difficulty for greater reach. Degrees of success can be spent to multiply scope. For instance three degrees of success can produce three minutes of an effect rather than one. Fluke failures are catastrophic.

Fluke Failures

11	Burnout
22	Backlash
33	Possession
44	Freak Out
55	Misdirected Power
66	Blinded
77	Pass Out
88	Wracked 1d10 damage
99	Blackout
00	Stupor

Distances

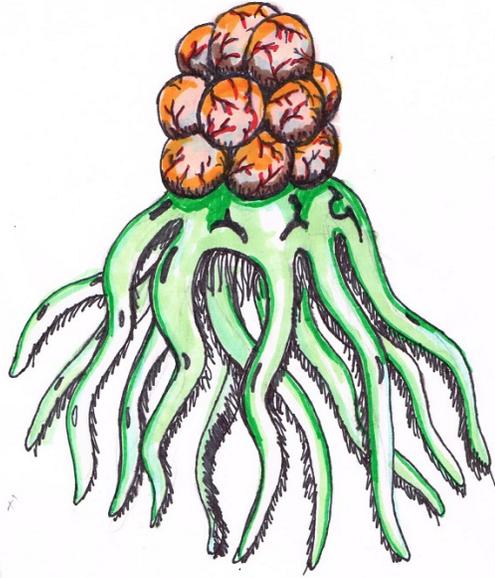
Immediate	0
Local	-10
Regional	-20
Planetary	-30
Interplanetary	-40
Interstellar	-50

Areas

Immediate	-10
Local	-20
Regional	-30
Planetary	-40
Interplanetary	-50
Interstellar	-60

Time Spans

The Present Moment	0
Minutes	-10
Hours	-20
Days	-30
Weeks	-40
Months	-50
Years	-60
Decades	-70
Centuries	-80
Millennia	-90



Extrasensory Perception Powers

Clairvoyance

Extrasensory Perception -10
The psychic projects their senses into the collective subconscious to see and hear distant things.

Precognition

Extrasensory Perception -10
The psychic projects their senses into the future to see and hear things to come.

Precognitive Reflexes

Extrasensory Perception -20
The psychic attunes themselves to the immediate future to gain the advantage in combat. This increases their initiative by 1/10 of their Extrasensory Perception skill and gives them a +10 to defense rolls.

Retrocognition

Extrasensory Perception -10
The psychic projects their senses into the past to see and hear things long gone.

Mind Over Body Powers

Enhancement

The psychic drives their body to superhuman feats with their psychic energy. Their Agility, Endurance, Reflexes, or Strength is increased by their Mind Over Matter skill. Such feats are not without their cost and the psychic takes 1/10 of their Mind Over Matter skill -1 times any Time modifier damage. Bearing in mind that time span modifiers are negative and thus increase the damage taken.

Regeneration

Mind Over Body -10

The psychic wills their body to heal its wounds. They regain damage points equal to 1/10 of their Mind Over Body skill.

Transference

Mind Over Body -10

The psychic transfers any amount of damage to another's body to their own through a telepathic link, even to the point of death.

Mind Over Matter Powers

Telekinesis

Mind Over Matter

The psychic imposes their will on the physical universe to move objects around. The effective Strength of Telekinesis is equal to psychic's Mind Over Matter skill. Used over an area, Telekinesis will only move objects that it could normally lift, just more of them.

Telekinetic Shield

Mind Over Matter - 10

The psychic moulds their will into an invisible barrier that will stop projectiles. Being invisible means it has no effect on lasers. The armor rating of the shield is 1/10 of the Psychic's Mind Over Matter Skill.

Telekinetic Blast

Mind Over Matter -10

The psychic directs their will at an object, slamming into it like a physical impact. The Damage of the blast is 1d10 + 1/10 of the Psychic's Mind Over Matter skill.

Telekinetic Blow

Mind Over Matter -10

The psychic directs their will into a blow with a melee weapon increasing the damage inflicted by 1/10 of their Mind Over Matter skill.

Mind Over Mind Powers

Telepathy

Mind To Mind (Resisted)

The psychic synchronizes their spiritual resonance with another's to hear and share their thoughts. Telepathy creates a two way channel and the psychic must be careful or the target will hear and see their own thoughts. Once a telepathic link or conduit is formed, psychic blasts and mind control can be attempted.

Psychic Blast

Mind To Mind -10 (Resisted)

The psychic channels their mental energy into a telepathic conduit to disrupt and scramble the thoughts of their target. A successful psychic blast stuns the target for one round per level of success. On a fluke success the target is knocked unconscious.

Psychic Blow

Mind To Mind -10

The psychic energizes a melee weapon infusing it with mental energies. When they hit a foe with the weapon, the target must make a resisted Willpower roll or be stunned for one round on top of any other damage done or whether the weapon penetrates armour.

Psychic Shield

Mind To Mind

The psychic focuses their mental energy into a protective barrier against Telepathy, Psychic Blasts, and Mind Probes. A psychic shield imposes a resistance penalty to all incoming telepathic powers.

Mind Probe

Mind To Mind -10 (Resisted)

The psychic reaches through a telepathic conduit to search through the mind of another. Mind probing can be done subtly or directly but directly ripping thoughts and memories out of somebody else's mind won't make them any friends.

Mind Control

Mind To Mind -20 (Resisted)

The psychic uses a telepathic conduit to overthrow the subject's will. The subject will do as the psychic commands but can contest any commands that would strongly violate their nature like killing friends and allies or jumping off a cliff.

Sorcery

The powers of even a great mind pale in comparison to the massive energies of the collective unconscious, an alternate dimension which mirrors the empirical universe but has a fifth dimension known as depth. There emotions and archetypes are writ large on the tapestry of the conscious mind. There gods and demons cavort and scheme in the depths of the dreaming minds.

Sorcery is more powerful than ordinary psychic powers but also more risky. Any failure is catastrophic. The archetypes of powerful emotions and ideas exist as entities in the collective subconscious and many hunger for release into the physical world through a mortal host.

Dishonesty

- Aura of Deception
- Hand of the Assassin
- Whispers of Treachery

Morbidity

- Aura of Filth
- Hand of Wasting
- Noxious Disintary
- Revolting Endurance

Sensuality

- Aura of Sensual Allure
- Enchanting Grace
- Hand of Ecstasy
- Kiss of Death

Wrath

Hatred and anger are primal emotions that drive many in the dying days of mankind.

Aura of Invincibility

The character receives 1 additional buffer wound per level of success.

Berserkerang

The character goes into a frenzied rage allowing them to make an additional attack each round in close combat. While in this frenzy they must charge the closest figure, friend or foe if they are not currently in close combat. If friends and foes are engaged in the melee they can still chose to attack foes instead of friends as long as there are any left.

Hands of Brass

The character's hands change into cold, hard metal, counting as a weapon for parrying and attacking with a damage of 1d10 +1 per level of success.

Headlong Rush

The character charges across the battle field heedless of the shells and beams flying around them. They make an immediate 24" move towards the enemy, leaping over obstacles and unhindered by rough ground.

Dishonesty

The foundation of civilization is the lies our forefathers told. Conspiracies run rampant and truth, is long buried, unwanted and forgotten.

Aura of Deception

The character's smooth manner and convincing lies give the target a -20 to resist deception the deception.

Hand of the Assassin

The next attack against an unsuspecting foe is made at +20 and +1 damage per degree of success.

Whispers of Treachery

The target is stabbed in the back by an allied non-player character at an opportune moment.

Morbidity

The people of this age have become obsessed with death, reveling and gluttony with little thought for the horrors of the days ahead.

Aura of Filth

The cloud of rank stench and dust surrounding the character give foes a -10 to hit them in close combat and shooting.

Hand of Wasting

The touch of the character counts as a toxic attack, causing 1d10 damage per round should it find flesh. The effect lasts for one round per degree of success.

Noxious Disintary

If the target fails to resist, they suffer a bad attack of the runs. This requires an Endurance roll each round to act or the round is spent relieving the pressure.

Revolting Endurance

The character seems immune to metabolic toxins like poison and disease but in fact they simply enjoy the experience and are little hindered by it. Reduce the damage from such things by the level of success.

Sensuality

Seeing no hope and no future many turn to the pleasures of the flesh.

Aura of Sensual Allure

The character's appearance awakens lurid fantasies in the minds of observers making them foolish and weak giving a -10 to Willpower checks.

Enchanting Grace

The flowing and suggestive motions of the character distract and discomfort viewers. They must make a Willpower check to attack the character.

Hand of Ecstasy

At the character's touch, the target is thrown into fits of ecstasy causing a -10 to all actions.

Kiss of Death

The character's kiss causes 1d10 damage that ignores armour and buffer wounds.

Social Activity

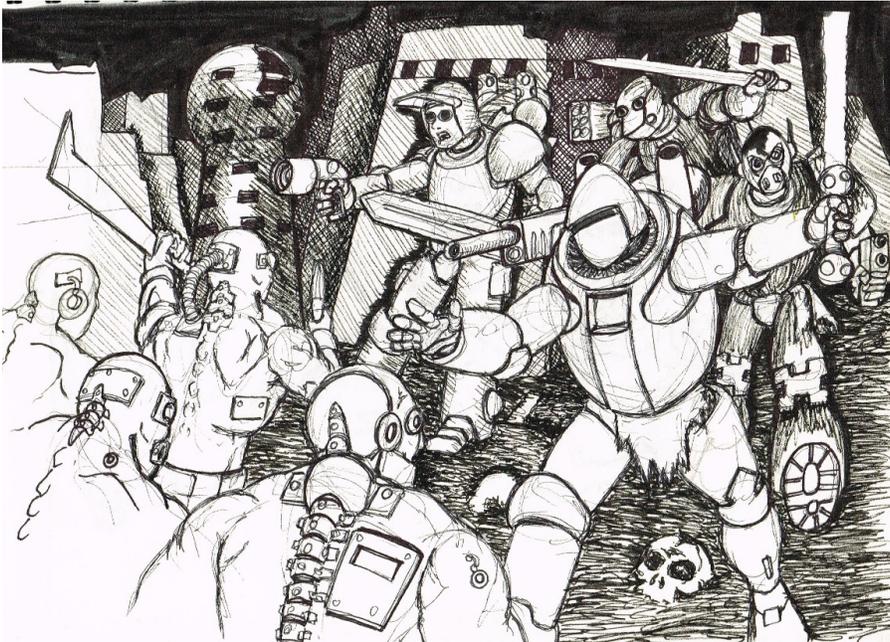
Stranger Reactions

01 - 05	Friendly
06 - 25	Open
26 - 75	Neutral
76 - 95	Guarded
96 - 00	Hostile

Relationships

Love	+30
Friendship	+20
Familiar	+10
Stranger	0
Dislike	-10
Hatred	-20

Even in the war torn future it can pay to talk things out before fighting. Social skills like Commanding and Negotiating assume the other party is at least neutral in regard to the character. Some modifiers may apply. Friends are influenced at +10, people who don't like the character for any reason are influenced at -10. Foes are influenced at -20. If the involved parties cannot communicate they cannot attempt to influence each other. The player's characters cannot be influenced against the player's will but character's controlled by the Master have no such immunity. The initial reaction of Master controlled characters should be neutral unless the player's characters are rude, violent, or clearly heavily armed in which case they should start out hostile with a -10 or more.



Combat

The universe of the future is forever at war and violence is a daily affair for most who live there. Combat is intended to be played fast and loose but miniature figures and scenery can be used if desired. For most roleplaying groups it's a good idea to mark an area on the table for miniatures play and assume anything out of that area is at long range.

Combatants take their turns in order of initiative which is determined by rolling 1d10 and adding 1/10 of their Reflexes to the total, with the highest roller going first.

Combatants can move and attack, remain stationary and make an aimed attack, or keep their head down.

Moving

A character can move up to twelve meters and still attack. If they don't take any other action they can run up to twenty four meters but must end their movement facing in the direction they moved. If they are entering a fight they can run and make one attack.

Facing

Facing is important when playing on a map. A character can face any direction at the end of normal movement but must face the same direction as they moved if they ran. If a character takes an aimed shot, they must face in the direction of their target. An arrow marker or a marked spot on the base of a miniature is invaluable for tracking facing. The front arc is ninety degrees to either side of the marker. The rear arc covers the other hundred and eighty degrees. Attacks can only be made on foes in the front arc. A perception roll must be made to detect foes in the rear arc. Attacks made by foes in the rear arc cannot be parried.

Fighting

The target must be adjacent to the attacker and in front of them. Fighting is a resisted action as the target can parry and dodge attacks. If the attacker has two or more weapons they can make an attack with each of them.

Shooting

The target must be in front of the shooter and visible. Ranged weapons have two range values given in meters, one for short range and another for maximum effective range. Anything over short range is targeted at -20. A stationary shooter receives a +20 as they can aim and brace their weapon. Ranged weapons have limited ammunition. Generally a reload is used for each combat but using automatic fire burns an entire reload.

Automatic Fire

Weapons that fire multiple shots in rapid succession can expend a reload to get one hit for every degree of success. These can be spread between adjacent targets if desired. Damage must be rolled for each shot separately. Laser weapons have a greater ammunition capacity and only run out if the attacker rolls a fluke failure.

Keeping Down

A character that cowers behind cover can't attack or move but they can only be targeted by area effect weapons or weapons that can blow through the cover.

Damage

Weapons are rated for Damage including a die roll. The target's Armour rating is subtracted from the total. If a fluke success is rolled an additional d10 is rolled and added to the total. It is important to note that an unarmoured individual still has an armour rating of one tenth of their Endurance. If a weapon lists a 'x2' or 'x3' multiplier, it means that multiple damage rolls are made for each hit.

Combatants can take damage points equal to 1/10 their Endurance before suffering serious wounds. These are discovered by rolling on the appropriate serious wound table for the weapon's damage type. If a vital location is crippled the character is dying. If it is destroyed, they die instantly. If a joint is wounded it heals very slowly. If it is crippled it can never heal properly and must be replaced or the character will be permanently crippled.

Cover

Cover provides armour to specific hit locations. A combatant's head must be exposed if spotting or looking around, their head and primary arm must be out of cover to attack with most ranged weapons any other hit locations benefit from the cover. Subtract the cover's rating from the damage but if anything gets through the cover is destroyed. A foot of dirt, six inches of wood, three inches of concrete, an inch and a half of stone, and three quarters of an inch of steel, all give a cover value of 6. Each doubling of that gives a +1.

Healing

Buffer wounds are regained after each combat as they represent luck and plot immunity rather than actual harm. Flesh wounds and scratches return at a rate of one per day. Wounds take a week to heal. Crippling wounds take a month to heal as do what is left of destroyed hit locations. Medical attention and a Healing skill roll will cut the healing time in half.

Hazards

The future is a horrible place and horrible things can happen to characters. From mundane falls and drowning to toxins, and radiation there are more ways to die than a laser to the eye.

Falling

Whether they fail a climbing roll in a high place or dive head first into the rocks, the damage for falling is $1d10 + 1$ for every 3 meters.

Drowning

If a character cannot breathe because they are trapped under water or in any other un-breathable medium or atmosphere without proper equipment, they have only one second per point of Endurance before they begin to drown. Making an Endurance check will allow them to hold their breath for that much longer but after that they take one point of damage for every (Endurance) seconds.

Vacuum

Hard vacuum is worse than just being under water. Making an Endurance check will allow them to keep active for (Endurance) seconds, but they start taking a point of damage every (Endurance) seconds. Space is also radioactive.

Toxins

That stuff will kill you dead. Breathing poison gas and toxic atmospheres cause one point of damage every round regardless of armour. Caustic and acidic atmospheres and fluids cause one point of damage to exposed skin including most woven cloths every round and reduce metal armour by one point per hour. Soaking fabric in water will keep the chemicals from touching flesh for an hour. Ingesting poison causes $1d10$ damage per round regardless of armour but an Endurance roll can be made each round to purge it. Poison on blades that penetrate armour causes $1d10$ additional damage if the character has taken more damage than their buffer points. Poison directly injected with a syringe or needle automatically bypasses buffer wounds. Good luck with that.

Radiation

Atomic power is a common form of technology that puts out a lot of power for a long time in a heavy system. Given the economic advantages and lack of health and safety standards in the distant future, radioactive materials and areas are also pretty common. Radiation directly and permanently reduces a character's Endurance. Light radiation takes away a point of Endurance per day. Medium radiation takes away a point of Endurance every hour. High radiation takes away a point every minute. Common radiation gear and cleaning procedures reduces the level of radiation by one level and advanced gear or a sealed vehicle reduces it by two. Ships and installations are generally radiation proof though, long term exposure to slow leakage from poorly maintained reactors and spacecraft can cost a point of Endurance each year.

Radiation exposure can cause mutations. Mutants automatically roll a new mutation each time they are exposed to high radiation. Other species must make an Endurance roll, if it fails they receive a mutation.

Simply Deadly Critical Hits

Degrees of success may be traded for +/- 10 on location roll

	Damage In Excess of Wounds			
d100	1 Scratch	2 - 3 Wound	4 - 6 Crippled	7 + Destroyed
01 - 06	foot squashed	foot mangled	foot shattered	Leg Destroyed
07 - 12	ankle sprained	ankle torn	ankle shattered	
13 - 19	shin bruised	shin broken	shin shattered	
20 - 26	knee sprained	knee torn	knee shattered	
27 - 33	thigh bruised	thigh broken	thigh shattered	
34 - 40	hip sprained	hip torn	hip shattered	
41 - 47	groin	liver	kidneys	
48 - 55	kidneys	stomach	intestines	
56 - 62	ribs cracked	ribs broken	spine broken	
63 - 70	clavicle cracked	lungs collapsed	heart bruised	
71 - 72	hand crushed	hand mangled	hand shattered	Arm Destroyed
73 - 74	wrist sprained	wrist torn	wrist shattered	
75 - 78	forearm bruised	forearm broken	forearm shattered	
79- 82	elbow sprained	elbow torn	elbow shattered	
83 - 86	upper arm bruised	upper arm broken	upper arm shattered	
87 - 90	shoulder sprained	shoulder broken	shoulder shattered	Head Destroyed
91 - 92	neck sprained	esophagus crushed	neck broken	
93 - 94	jaw sprained	jaw broken	jaw shattered	
95 - 96	cheek bruised	cheek broken	cheek shattered	
97 - 98	skull bruised	skull broken	skull shattered	
100	ear mauled	ear drum shocked	ear drum burst	
100	black eye	eye bruised	eyeball burst	

Weapons

Firearms use small chemical explosives to propel bullets at high velocities to put holes in the target. Grenade launchers use a small chemical explosion to fire a larger explosive charge to put shrapnel in the target. Rocket guns use a small solid rocket booster to accelerate a projectile to high velocities and explode on impact. Gauss guns use electromagnets to accelerate metal blades and needles to cut up the target. Lasers generate an intense beam of light that burns holes in the target. Blasters generate a bolt of star hot plasma to blast the target.

Reloads cost 1/10 the cost of the weapon.

Weapon	Range	Damage	Notes	Cost
Revolver	24/240	1d10+6		250
Auto Pistol	24/240	1d10+5		500
Submachine Gun	24/240	1d10+5	Automatic	1250
Rifle	60/600	1d10+6		1000
Shotgun	36/360	1d10+4 x 2		750
Auto Rifle	48/480	1d10+5	Automatic	1500
Machine Gun	60/600	1d10+6	Automatic	3000
Gatling Gun	48/480	1d10+6 x 2	Automatic	7500
Hand Cannon	60/600	1d10+7	Single Shot	2500
Grenade Launcher	48/480	1d10+5	Blast	1000
Rocket Pistol	24/240	1d10+7	Automatic	1000
Rocket Rifle	48/480	1d10+7	Automatic	2000
Heavy Rocket Gun	60/600	1d10+8	Automatic	5000
Gauss Pistol	24/240	1d10+7	Automatic	2500
Gauss Rifle	48/480	1d10+7	Automatic	10000
Heavy Gauss Gun	60/600	1d10+8	Automatic	25000
Missile Launcher	72/720	1d10+10	Blast, Single Shot	2500
Laser Pistol	24/240	1d10+5	Automatic	50000
Laser Rifle	48/480	1d10+5	Automatic	100000
Heavy Laser Gun	72/720	1d10+10	Automatic	100000
Blaster Pistol	24/240	1d10+9		200000
Blaster Rifle	48/480	1d10+10		200000
Heavy Blaster Gun	60/600	1d10+11	Automatic	1000000
Automatic Grenade Launcher	48/480	1d10+5 x 3	Blast	
Light Canon	72/720	1d10+9		
Medium Canon	84/840	1d10+10		
Heavy Canon	96/960	1d10+11		
Multiple Missile Launcher	72/720	1d10+10 x 3		
Heavy Missile Launcher	96/960	1d10+12		
Light Laser Canon	72/720	1d10+11	Automatic	
Heavy Laser Canon	96/960	1d10+11	Automatic	
Light Blaster Canon	60/600	1d10+11 x 3		
Medium Blaster Canon	72/720	1d10 + 12 x 3		
Heavy Blaster Canon	84/840	1d10 + 13 x 3		

Weapon	Range	Damage	Cost
Knife	Close	1d10 + (Strength)/10 - 1	50
Charged Knife	Close	1d10 + (Strength)/10 + 1	500
Energized Knife	Close	1d10 + (Strength)/10 + 2	5000
Sword	Close	1d10 + (Strength)/10 + 1	250
Charged Sword	Close	1d10 + (Strength)/10 + 2	2500
Energized Sword	Close	1d10 + (Strength)/10 + 3	25000
Axe	Close	1d10 + (Strength)/10 + 2	200
Energized Axe	Close	1d10 + (Strength)/10 + 3	20000
Powered Knuckles	Close	1d10 + (Strength)/10 + 2	5000
Gauntlet of Annihilation	Close	1d10 + (Strength)/10 + 6	10000

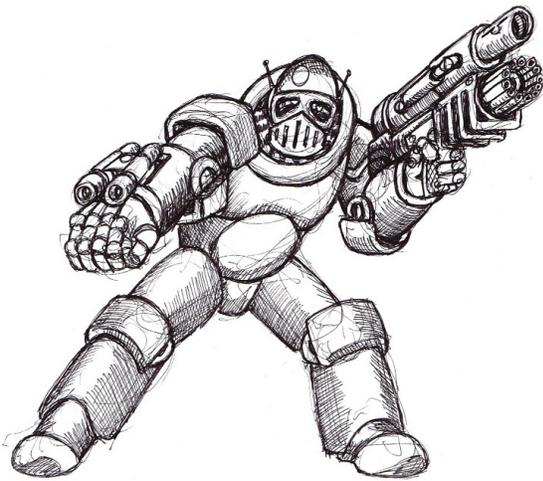
Armour	Protection	Notes	Cost
Steel Mail	1 + (Endurance) / 10		1000
Steel Plate	2 + (Endurance) / 10		2500
Ballistic Vest	3 + (Endurance) / 10		5000
Ballistic Helmet	3 + (Endurance) / 10		2500
Ballistic Suit	3 + (Endurance) / 10		10000
Ceramic Cuirass	4 + (Endurance) / 10		50000
Ceramic Helmet	4 + (Endurance / 10)		25000
Ceramic Suit	4 + (Endurance / 10)		100000
Light Space Suit	2 + (Endurance / 10)	Sealed	250000
Heavy Space Suit	4 + (Endurance / 10)	Sealed	500000
Light Powered Armour	5 + (Endurance / 10)	Sealed	1000000
Medium Powered Armour	6 + (Endurance / 10)	Sealed	2500000
Heavy Powered Armour	7 + Endurance / 10)	Sealed	5000000
Wooden Shield	other armour +1		100
Ballistic Shield	other armour + 3		250
Power Shield	other armour +1d10		1000000

Economics

This game is not intended to be a detailed accounting or economic simulation. Even so, a rudimentary financial system is easy to use and understand. Labour and resources are the basis of any economy with the total value being divided into smaller units known as currency. The universe is a big place and there are any number of currencies prices and exchange rate. The basis of prices given here is the shipping guild credit or SGC commonly called "slugs". A credit is pegged to the value of a day's labour. Advanced technology generally costs 1000 times as much as common technology.

Starting Wealth

Grunt	1d100 + 50 SGC
Champion	10 x 1d100 + 500 SGC
Lord	100 x 1d100+ 5000



Equipment

In the future the hardware makes the man. Common technology is immediately recognizable to twentieth century humans but beside it are wonders, energy weapons, anti-gravity devices, force fields, and exotic power supplies.

Encumbrance

The intent of these rules is not Detailed tracking of loads and individual buttons and batteries. At a base line, a back pack can carry a week's rations, a bed roll, and half a dozen small items. A utility belt can hold half a dozen small item pouches or sidearm holsters. Only one long arm, including swords and rifles, can be slung and carried, and one other can be carried in the hands. A character carrying a full pack or wearing full armour is burdened, moves at half speed and takes a -20 penalty to climbing and swimming attempts.

Equipment

Breather	100 SGC
Communicator	1000 SGC
Drone	2000 SGC
Grav Module	1000000 SGC
Jet Pack	5000 SGC
Jump Boots	2500 SGC
Holy Writ	1d100 x 100 SGC
Medical Pack	250 SGC
Plasma Cutter	5000 SGC
Portable Generator	1000 SGC
Power Field	1000000 SGC
Psychic Focus	500 SGC
Psychic Fuse	500 SGC
Radiation Gear	1000 SGC
Ration Pack	1 SGC
Scanner	1500 SGC

Breather

A breather is a mask attached to a tank and filtration system by hoses. This system eliminates the hazard of toxins and particles in the air and normalizes high and low air pressure.

Communicator

A radio broadcast and receiving system with a range of hundreds of miles is standard kit for infantry regiments and explorers.

Drone

A small, remote control aircraft capable of broadcasting images to a communicator.

Grav Module

Anti-gravity modules are a rare and valuable resource. Capable of cancelling the pull of gravity on up to a tonne they do nothing to counteract its mass.

Jet Pack

Short ranged flight systems are popular with daredevils and maniacs. This backpack mounted unit has enough fuel for half an hour of flight at speed 24.

Jump Boots

While they lack the fuel capacity of a jet pack these boots allow leaps and landings of up to 30 meters for fifteen minutes.

Holy Writ

The sacred texts of the ancients are often a comfort to those in distress but they also contain interesting facts and tidbits of actual, useful information, if one knows how to separate the wheat from the chaff.

Medical Pack

This satchel contains bandages, antiseptics, pain killers, tourniquets, and splints for emergency use.

Plasma Cutter

This short ranged energy weapon can cut through most anything, given time. Many things catch fire and burn or melt before they can be cut through.

Portable Generator

This field power supply can run communicators and charge energy weapons for a day on one fuel cylinder.

Power Field

This projector forms a pyramid of force that protects anything inside it.

Psychic Focus

Psychics often use resonant materials to craft an anchor for their power.

Psychic Fuse

This device protects the wearer from psychic overloads by burning out.

Radiation Gear

This heavy, sealed suit provides some, short term protection from radiation. It is as bulky as a full suit of armour so anyone wearing it counts as burdened.

Ration Pack

This pack contains enough dry, tough, flavorless food to feed a human for a day. Rumour has it these contained soft paste before they sat in a warehouse for a decade or two.

Scanner

This hand held apparatus can detect motion, atmospheric toxins, water, and energy sources within 1000 meters. A micro scanner small enough to fit in

a pocket but only has a range of 100 meters.

Cybernetics

Arm	100000
Leg	150000
Torso	250000
Eye	200000

Mechanical limb and organ replacements can extend the life and usefulness of a character. All cybernetics have the Mechanical trait. Installing cybernetics requires the Healing and Repair skills as well as a supply of parts.

Cybernetic Arm

The loss and replacement of an arm is often traumatic. A cybernetic arm adds 5 to the character's Strength, two arms add ten.

Cybernetic Eye

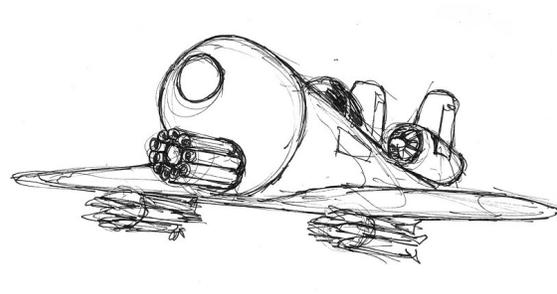
A cybernetic eye can contain a holdout laser or a micro-scanner.

Cybernetic Leg

A mechanical leg adds 3 to the character's movement rate, two legs add six.

Cybernetic Torso

A reinforced mechanical torso adds 5 to the character's Strength, 10 if they have mechanical arms and legs.



Vehicles

Vehicles are commonplace but often old or refurbished. Common technology is quite recognizable by modern standards and can be built and maintained on most worlds but advanced technology like energy weapons is rare and even parts are scarce.

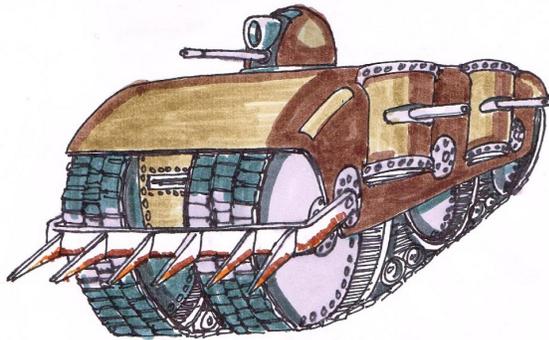
Speed is relative to combat movement. On open roads a wheeled vehicle can double its movement rate. Speeds in kilometers per hour are three times the rating. Thrust is used for air and space movement and can achieve fifty times the rating in kilometers per hour out of combat.

Range is generally one day though advanced power cells will last a year on a recharge. Ships are powered by fusion reactors and can maintain systems for a decade but generally only have enough reaction mass and life support supplies for a year of maneuvers.

Capacity is in seats, or cubic meter / tonnes. That is to say each seat space can be replaced with one tonne of cargo. At least one sixth of a vehicle's capacity is crew and military vehicles will carry twice that. External capacity means that the vehicle offers no protection to riders.

Repairing a vehicle is done with the Repair skill but is attempted at -20 if there are no parts or tools available.

Weapon mounts are given as light, medium, or heavy with each being twice the size of the next. Man portable heavy weapons are one size smaller than light. Most vehicles can mount two rifle sized weapons on a pintle mount without much fuss but someone will have to be out there to fire it.



Bike

Light, two wheeled vehicles with an external seat are a common and inexpensive form of transportation on many worlds.

Cost: 12000 SGC
Size +10
Speed: 24 Wheels
Armour:5
Structure: 5
Capacity: 2 external

Battle Bike

Heavily armoured two-wheeled vehicles are often ridden into combat by shock troopers.

Cost: 24000 SGC
Size +10
Speed: 18 Wheels
Armour:8
Structure: 3
Capacity: 2 external

Car

Ground cars capable of transporting half a dozen passengers are common civilian and military vehicles.

Cost: 30000 SGC
Size +20
Speed: 24 Wheels
Armour:5
Structure: 10
Capacity: 6

Buggy

Open topped off road vehicles are used by militaries for scouting and rapid support weapon deployment.

20000 SGC
Size +15
Speed: 24 Wheels
Armour:5
Structure: 10
Capacity: 4 external

Truck

These cargo hauling workhorses are a common sight on many worlds.

Cost: 30000 SGC
Size +20
Speed: 18 Wheels
Armour:5
Structure: 20
Capacity: 20

Stork

Perched on long skinny legs, these walkers are used as lookout points and support weapon carriers.

25000 SGC

Stork

Size +10

Speed: 24 Legs

Armour:5

Structure: 5

Capacity: 2

Features: 1 heavy weapon mount

Gladiator

These heavily armed and armoured walkers lurch around the battlefield on their stumpy legs providing firepower and muscle to infantry units. The gladiator is designed to fit into the cargo hold of a transport.

Cost: 100000 SGC

Gladiator

Size +20

Speed: 12 Legs

Armour:10

Structure: 10

Capacity: 2

Features: 2 Light Cannon Arms

Transport

Mechanized troops ride into combat in tracked armoured vehicles.

Cost: 75000 SGC

Size +20

Transport

Speed: 18 Wheels

Armour:15

Structure: 15

Capacity: 12

Hover Transport

Cost: 750000 SGC

Size +20

Speed: 24 Hover

Armour: 15

Structure: 10

Capacity: 12

Shuttle

The workhorse of merchants and navies alike, shuttles are specialized in landing and lifting cargo and passengers.

Cost: 175 Million SGC

Size +40

Speed: 48 Thrust

Armour:10 20 underside

Structure: 90

Capacity: 24 (fits a transport)

Features: 2 light cannons

Tank

Tracked heavy weapons platforms are a mainstay of most mechanized armies. This is a more heavily armoured version of the Transport that trades passenger space for more power, heavier armour and a turret weapon mount.

Tank

Cost: 1 000 000 SGC

Size +20

Speed: 12 Tracks

Armour:20

Structure: 20

Capacity: 4

Features: Turret Cannon

Hover Tank

Antigravity and thruster tanks hover above the ground but still rely on mobility and speed as much as armour.

Hover Tank

Cost: 10 Million SGC

Size +20

Speed: 24 Hover

Armour:15

Structure: 15

Capacity: 2

Features: Turret Cannon

Battle Fortress

This massive tracked vehicle carries a squad and a turret mounted weapon.

Cost: 20 Million SGC

Battle Fortress

Size +30

Speed: 12 Tracks

Armour:20

Structure: 25

Capacity: 12

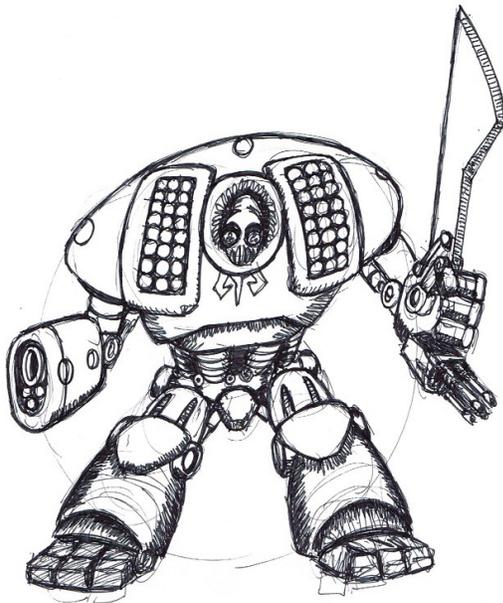
Feature: turret cannons

Behemoth

Enormous, vaguely humanoid walkers tower over troops and tanks as they slowly stride towards the enemy unleashing terrific firepower.

Behemoth

Cost: 100 Million SGC
Size +30
Speed: 6 Legs
Armour: 20
Structure: 30
Capacity: 2
Features: 3 turret cannons
Force Shield



Fighter

Fast attack craft capable of operating in air and space provide navies the ability to apply precise volumes of fire in a distributed form that is hard to hit and able to absorb losses.

Fighter

Cost: 50 Million SGC
Size +30
Speed: 60 Thrust
Armour: 10
Structure: 30
Capacity: 2
Features: 2 light cannons

Cog

The common, smaller merchantman plies minor trade routes often unsupported and out of range of any help.

Cog

Cost: 50 Billion SGC
Size +40
Speed: 24 Thrust
Armour: 20
Structure: 300
Capacity: 10000
Features: 2 double cannon turrets
4 shuttle bays
Force Shield
Ghost Drive

Hauler

Gargantuan cargo ships carry passengers, food, and arms on the ancient trade routes between worlds. Even merchant ships are armed against raiders, aliens, and pirates.

Hauler

Cost: 200 Billion SGC
Size +60
Speed: 18 Thrust
Armour: 20
Structure: 600
Capacity: 100000
Features: 2 double cannon turrets
12 shuttle bays
Force Shield
Ghost Drive

Lander

Small, unarmed, surface to space craft can carry a single squad or a load of cargo to and from a ship.

Lander

Cost: 30 Million SGC
Size +30
Speed: 60 Thrust
Armour: 10
Structure: 30
Capacity: 12

Frigate

Relatively small fast attack ships can provide a tactical advantage over the lumbering cruisers and dreadnaughts. Frigates are much sought after by pirates.

Cost: 100 Billion SGC
Size +40
Speed: 36 Thrust
Armour: 20
Structure: 200
Capacity: 2000
Features: 8 double cannon turrets
6 fighter / lander bays
2 shuttle bays
Force Shield
Ghost Drive

Destroyer

Relatively small ships equipped to protect cruisers and dreadnaughts from fighters and frigates.

Destroyer
Cost 250 Billion SGC
Size +50
Speed: 30 Thrust
Armour: 30
Structure: 300
Capacity: 10000
Features: 8 double cannon turrets
4 double mega-cannons
12 fighter / lander bays
4 shuttle bays
Force Shield
Ghost Drive

Cruiser

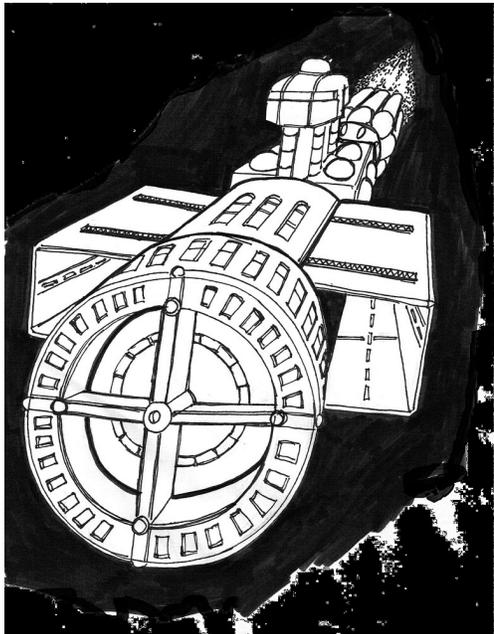
The basic hull of this massive warship is the same pattern as the hauler but with heavier armour and more weapon mounts.

Cruiser
1000 Billion SGC
Size +60
Speed: 24 Thrust
Armour: 30
Structure: 600
Capacity: 60000
Features: 8 double cannon turrets
4 double mega-cannons
12 fighter / lander bays
4 shuttle bays
Force Shield
Ghost Drive

Dreadnaught

This enormous vessel is ancient and often considered obsolete but it's armament is unmatched

Dreadnaught
Cost: 1500 Billion SGC
Size +70
Speed: 18 Thrust
Armour: 35
Structure: 1000
Capacity: 300000
Features: 24 triple cannon turrets
8 triple mega-cannons
36 fighter / lander bays
12 shuttle bays
Force Shield
Ghost Drive



Creatures

The future is populated by horrible things that want nothing more than to consume and destroy humanity.

Green Aliens

Humanity's greatest rivals are the fractious green alien races. While they cannot claim any great empire or unity, the greens have spread to many worlds. Like humanity their technology is largely common, robust stuff, augmented with occasional advanced hardware. Empirical propaganda tends to portray the greens as buffoonish and weak willed but the truth is that they are more pragmatic and less neurotic than humans and would pose a deadly threat if they could ever be united. Fortunately they are very individualistic and not easily cowed, bullied, or deceived.

Goblins

Due to their mastery of manipulation and deceit, the orc's small and technically adept cousins are often the brains of the outfit.

35	Agility
25	Endurance
20	Empathy
30	Knowledge
35	Perception
35	Reflexes
25	Strength
25	Willpower



Orcs

Brutish and tough, orcs are great if undisciplined fighters.

25	Agility
40	Endurance
20	Empathy
25	Knowledge
30	Perception
20	Reflexes
40	Strength
30	Willpower



Biomodded Warriors

Creating superhuman warriors has been popular with governments for a long time. While there are always trade offs these hulking brutes are common on the battle fields of the future. Not so much a species unto themselves such warriors have had specialized glands implanted in their youth which accelerated their growth, thickened their bones, expanded their muscles, and even duplicated vital organs. The process is painful, drug intensive, and dangerous but the results can't be denied. Player character biomodded warriors should be one level lower than those of other genotypes.

30	Agility
40	Endurance
25	Empathy
30	Knowledge
30	Perception
40	Reflexes
40	Strength
40	Willpower

Devourers

The Devourers are an alien race that uses genetic manipulation to create their ships and weapons. They use bioelectromagnetic communications similar to radio to communicate in a manner not dissimilar to telepathy. They are often called locusts or swarms as they strip everything in their path bare. The simple reality is that they must move ahead of their rate of decay or be overtaken by it and the threat they pose to everyone else is pure pragmatism on their part.

Devourer Drone

40 Agility
30 Endurance
15 Empathy
15 Knowledge
45 Perception
40 Reflexes
30 Strength
30 Willpower
Armoured, Fast, or Wings
Natural Weapons

Devourer Soldier

35 Agility
50 Endurance
30 Empathy
30 Knowledge
35 Perception
35 Reflexes
50 Strength
35 Willpower

Armoured or Wings
Natural Weapons
Psychic

Devourer General

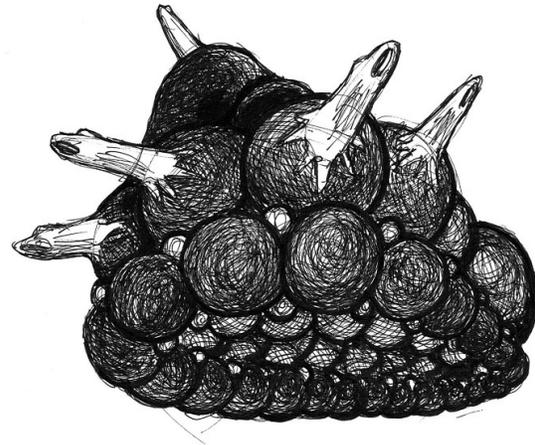
The devourers induce their leaders with sharper minds and larger bodies making them the assault and heavy weapons of the swarm.

30 Agility
60 Endurance
35 Empathy
45 Knowledge
45 Perception
35 Reflexes
60 Strength
60 Willpower

Armoured or Wings
Natural Weapons
Psychic
Size +10

Devourer Juggernaut

Monstrous beasts of war lead the devourer swarms, serving as generals and tanks.
20 Agility
100 Endurance
40 Empathy
50 Knowledge
50 Perception
30 Reflexes
100 Strength
75 Willpower
Armoured or Wings
Natural Weapons
Psychic
Size +10



The Iron Legion

The rise of robot rebellion seems inevitable as time and again humanity has created mechanical slaves and servants only to find themselves overthrown. The Iron Legions are robot armies that may even predate humanity. The core forces of the Iron Legions are humanoid robots well suited to replacing humans in a wide variety of work places. Many have been modified to have a skeletal or demonic appearance.

Iron Legion Swarm

40 Agility
30 Endurance
0 Empathy
25 Knowledge
25 Perception
40 Reflexes
20 Strength
0 Willpower

Size -10
Mechanical
Soulless

Iron Legion Warrior

30 Agility
40 Endurance
0 Empathy
30 Knowledge
30 Perception
40 Reflexes
40 Strength
0 Willpower

Mechanical
Soulless

Iron Legion Locust

The assault squads of the Iron Legions are supported by these Heavy weapon carrier chassis.

20 Agility
50 Endurance
0 Empathy
40 Knowledge
30 Perception
30 Reflexes
50 Strength
0 Willpower

Size +10
Mechanical
Soulless

Alien Draft Beast

These brutes resemble a reptilian hippopotamus. They're none too bright but very strong, tough, and stubborn.

15 Agility
45 Endurance
15 Empathy
15 Knowledge
30 Perception
20 Reflexes
50 Strength
40 Willpower

Large +20
Natural Weapons

Alien Riding Beast

Somewhat resembling birds or feathered predatory dinosaurs, these weird looking critters are found on many worlds serving as steeds.

30 Agility
35 Endurance
20 Empathy
20 Knowledge
40 Perception
30 Reflexes
40 Strength
30 Willpower

Large +10
Fast
Natural Weapons

Horse

Humanity's beast of burden and mount since Earth's ancient days. Horses are strong and fast.

20 Agility
35 Endurance
30 Empathy
15 Knowledge
40 Perception
30 Reflexes
40 Strength
20 Willpower

Large +10
Fast

Hulking Brute Beetle

The eggs of this invasive species are small and their larvae innocuous but the monstrous creature they spawn is found on too many worlds and hard to eliminate once they take hold.

30	Agility
80	Endurance
5	Empathy
5	Knowledge
40	Perception
30	Reflexes
80	Strength
40	Willpower

Size +10

Armoured

Natural Weapons (Claws and Pincers)



Mutants

Radiation and psychic energies often deform and reshape the flesh. Mutants are highly variable creatures, roll on the Mutations table.

30	Agility
35	Endurance
20	Empathy
25	Knowledge
30	Perception
30	Reflexes
30	Strength
30	Willpower

Mutations

- 01 - 04 Antlers (Natural Weapons)
- 05 - 08 Horns (Natural Weapons)
- 09 - 12 Gills and Fins (Aquatic)
- 13 - 16 Flippers (Amphibious)
- 17 - 20 Furry (Resists Cold)
- 21 - 24 Purple Skin
- 25 - 28 Green Skin
- 29 - 32 Red Skin
- 33 - 36 Yellow Skin
- 37 - 40 Scaly Skin
- 41 - 44 Extra Arm
- 45 - 48 Tail
- 49 - 52 Spines (Grappling causes damage)
- 53 - 56 Large (+10 Size and Strength, -5 Agility and Reflexes)
- 57 - 60 Small (-10 Size and Strength, +5 Agility and Reflexes)
- 61 - 64 Swollen Cranium (+ 5 Knowledge, - 5 Reflexes)
- 65 - 68 Bulging Temples (Psychic)
- 69 - 72 Tentacles (+10 to Grapple, -10 to Punch)
- 73 - 76 Bulging Eyes (Night Vision)
- 77 - 80 Large Ears and Piercing Shriek (Sonar Sense)
- 81 - 84 Large Teeth and Claws (Natural Weapons)
- 85 - 88 Antennae (radio reception)
- 89 - 92 Broad Pinions (No Hands, Winged)
- 93 - 96 Brooding Mein (Soulless, psychic immunity)
- 97 - 00

Afterword

The scope of these rules is hardly exhaustive but the material provided should be sufficient to import and use material from other sources. When adding things, keep in mind that the point of the exercise is to avoid the rules bloat that occurs when trying to sell multiple hundred dollar, full colour hardbacks. As written, the rules are fast and loose and not nailed down. I leave such designs to those deep pockets who are obsessed with official publications.

Cameltoe Republic

These flat faced alien creatures are almost humanoid. Their young republic is spreading rapidly. They are technologically advanced but may have ties to an older advanced civilization that is giving them a hand up for its own insidious purposes. They may speak of peace and friendship but the truth can be seen in their vast legions war machines. Their military doctrine is focused on accurate long range fire power and their troops receive virtually no hand to hand combat training.

30	Agility
30	Endurance
20	Empathy
30	Knowledge
30	Perception
30	Reflexes
25	Strength
35	Willpower

Souless

Surefooted