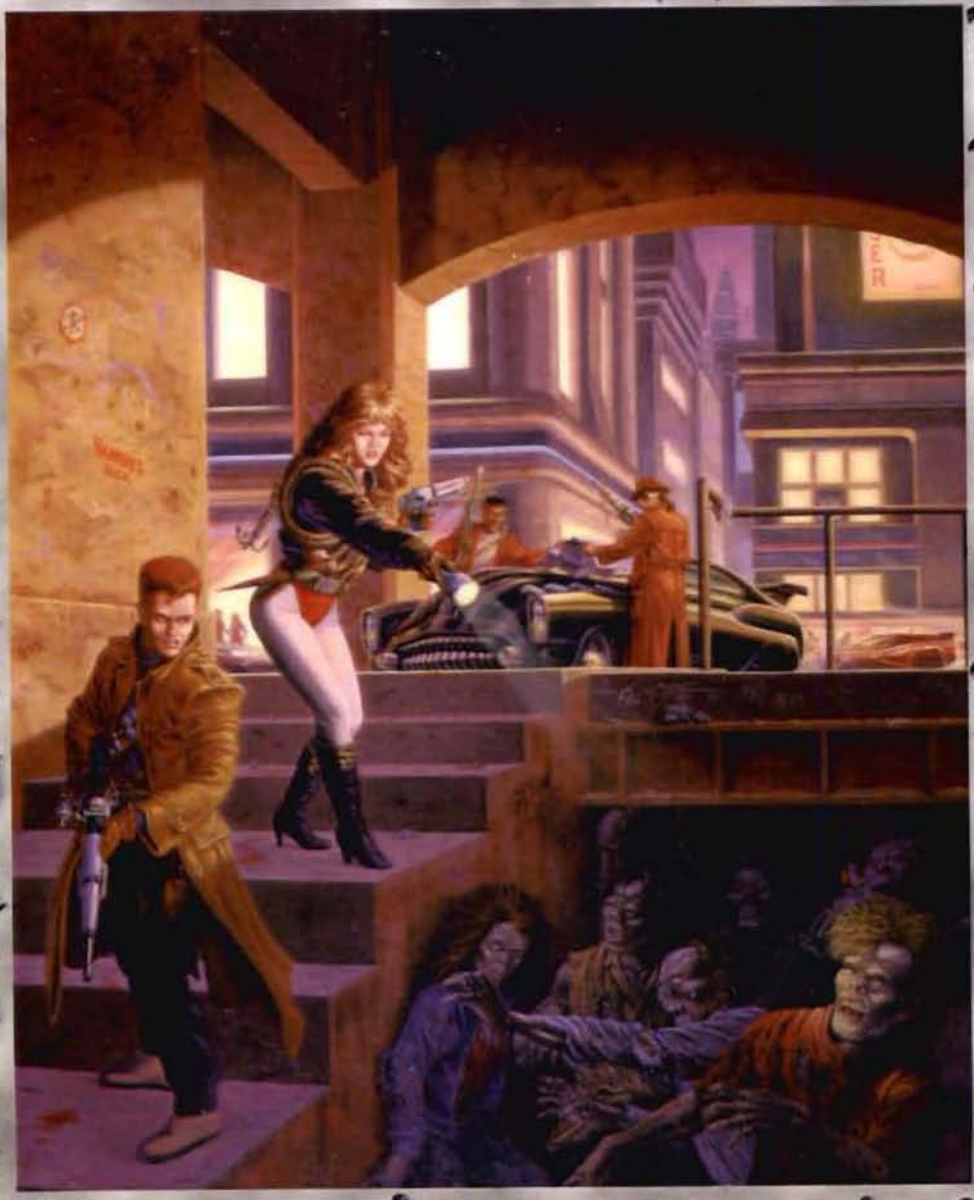
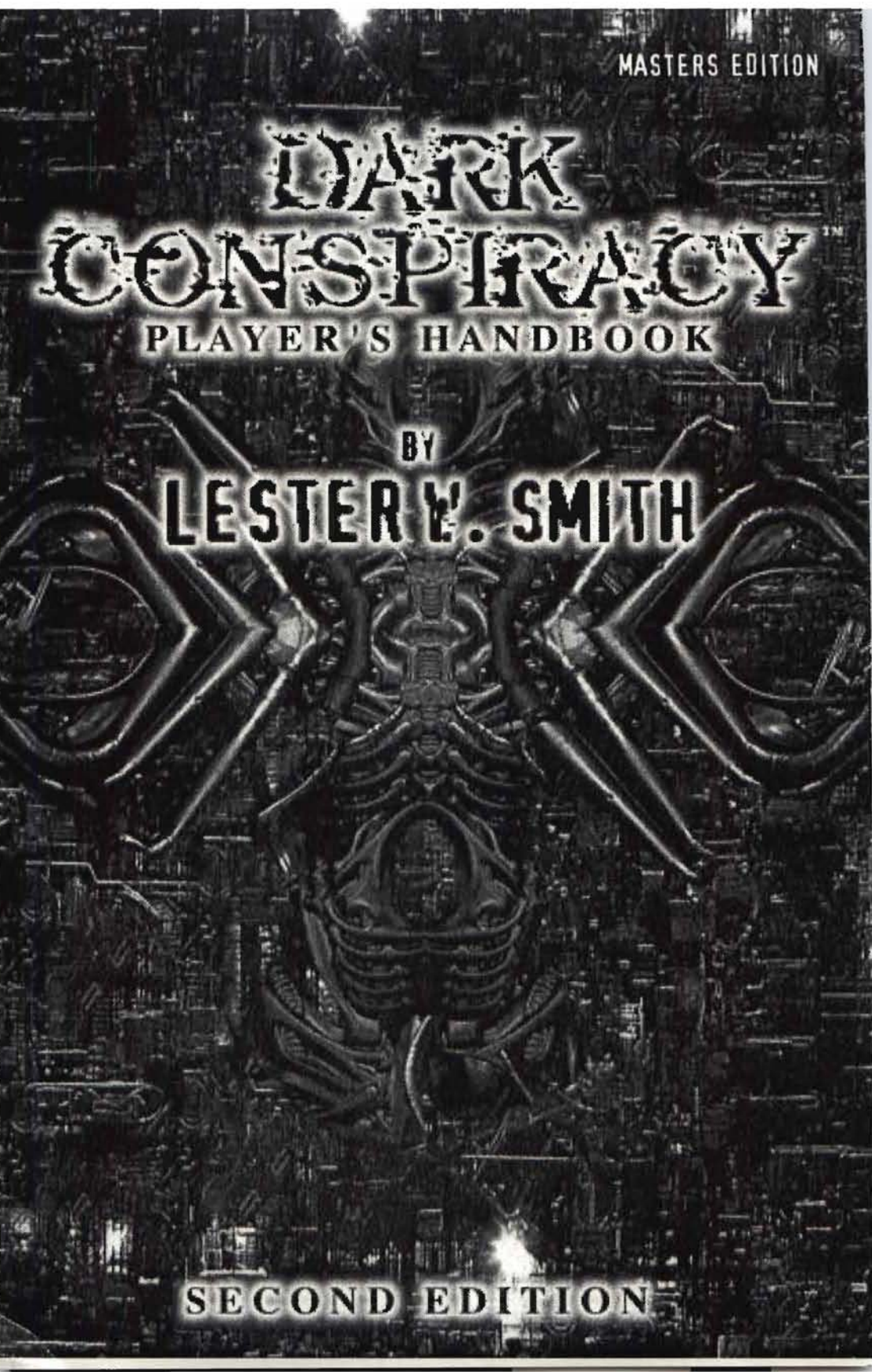
DARK CONSPIRACY™

PLAYER'S HANDBOOK



SECOND EDITION


MASTERS EDITION
DARK CONSPIRACY™
PLAYER'S HANDBOOK
BY
LESTER W. SMITH
SECOND EDITION

CREDITS

Design: Lester W. Smith

Development and Additional Design: : Frank Chadwick, Loren K. Wiseman, Craig Sheeley, Geoff Sass & Alex Bund, Winston Hamilton, Phil Tobin, and Julia Martin.

Graphic Design and Typesetting: Ken Whitman

Cover and Interior Graphic: Steve Stone

Cover Illustration: Larry Elmore

Copy Editing and Additional Input: Stephen Olle, Eric W. Haddock, Loren Wiseman, Dave Nelson, Anne Bedard, and Tony Lee

Interior Illustrations: Janet Aulisio, Steve Bryant, Paul Daly, Elizabeth T. Danforth, Amy Doubet, Larry Elmore, LaMount Fullerton, Earl Geier, Dell Harris, April Lee, David Martin, Rick Harris, Rob Lazzaretti, Ellisa Martin, Timothy Truman, and Kirk Wescom

Publisher: Dynasty Presentations, Inc.
P.O. BOX 221
Lake Geneva, WI 53147

www.dynastypresentation.com

Dark Conspiracy
Copyright©1998 Dark Conspiracy Enterprises
All rights reserved. Published by DPI under license. Printed in the U.S.A.
ISBN: 1-892886-00-6
Version 1.1

No part of this book may be reproduced without the written permission of the publisher. Any purchaser of this book may photocopy or reproduce for personal use the forms and data cards in this book in order to play Dark Conspiracy.

Table of Contents

INTRODUCTION **5**
The Horror Begins 6
How to Use This Book 7
If You're New to Role-Playing 8
Some Definitions 9

CHARACTER GENERATION **11**
Character Generation Overview 11
Background 12
Attributes 15
Initial Experience 16
Skills 17
Secondary Activities 19
Military Ranks 19
Contacts 20
Initiative 26
Age 27
Mustering Out 27
Skill- and Attribute-Derived Values 28
Starting Money and Initial Equipment 30
Skill Improvement 31
Background Skills Table 33
Secondary Activities Chart 33
Nationality/Native Language Chart 34
Character Generation Examples 38

CAREERS **45**
Education 45
Civilian Occupations 48
Military Occupations 80
Career List 87
US Enlisted and NCO Ranks 88
US Commissioned Officer Ranks 88

TASK RESOLUTION & SKILLS **89**
Task Difficulty 90
Empathic Success 91
Empathic Difficulty Levels 92
Skill Descriptions 93
Skill List 102

EMPATHY **103**
Empathic Study 103
Acquiring New Disciplines During Play 104
Improving Empathic Discipline Skills 104
Extra Benefit 104
Stages of Success 104
Dimension Walk 104
Empathy Tasks Table 105
Neuropathy 105
The Neuropath and the World 106
Awakening 107
Awakening Bonus 108
Using Neuropathic Powers 108
Pushing 109
Neuropathic Powers 112
Neuropathic Skills Charts 116
Psionics 118
An Unsolved Mystery 118
Different Strokes 118
The Psionic Community 119
Using Psionic Powers 119
Psionic Powers 120
Psionic Skills Charts 126
Sorcery 129
The Origins of Sorcery 129
The Source of Power 130
The Sorcerer's Life 130
Sorcery and the Dark Masters 130
The Dangers of Sorcery 131
Dimension Walk Detection Table 132
Sorcery and Other Empathic Disciplines 133
Charons 134
Sorcerous Powers 134
Sorcery Powers Chart 139
Mysticism 141
History 141
Mystic Training 141
Mystic Powers 142
Trances 142
Animal Empathy 144
Computer Empathy 144
Dimension Walk 144
Empathic Healing 147
Foreboding 148
Human and Darkling Empathy 149
Project Emotion 152
Project Thought 152
The Astral Proto-Dimension 158
What Does It Look Like? 159
Time and Distance 159
Other Dimensions 162
What Are the Dangers? 162
Finding Others in the Astral Proto-Dimension 163
Mysticism Skill Charts 164
Astral Combat 168

COMBAT & DAMAGE **169**
Combat Movement 169
The Grid System 169
The Combat Turn 170
Actions 170

TABLE OF CONTENTS

Initiative 171
Turn Sequence 171
Panic 173
Fear 173
Unarmed Melee Combat 174
Armed Melee Combat 175
Melee Weapons Chart 177
Fire Combat 178
Indirect Fire Hit Procedure 180
Automatic Fires 183
Small Arms Specialization Table 184
Movement and Fire 184
Ammunition 185
Special Cases 185
Direct Fire Deviation 185
Indirect Fire 185
Scatter Diagram 186
Hand Grenades 188
Chemical Grenades and Rounds 188
Shotguns 189
Explosives and Demolitions 190
Frequently Used Burst Diagrams 191
Demolition Table 193
Armor Equivalent 193
Damage 193
Gunshot Wounds 193
Falling Damage 198
Burns 196
Thrown Weapons 187
Explosions 197
Posion 200

WOUNDS & HEALING 201
Knockdown 201
Stun 201
Wound Severity 201
Healing 202
First Aid 202
Stabilizing Critical Wounds 203
Basic Healing Rate 203
Recovery From Scratch Wounds 203
Medical Care 203
Treating Poison Wounds 204
Adequate Diet and Shelter 205
Surgery 205

EQUIPMENT 207
Consumer Goods 207
Documents 210
Electomics 210
Fuel 225
Medical Supplies 225
NBC Equipment 227
Personal Gear 227
Tools 229
Vision Devices 231
Miscellaneous Equipment 232
Weapon Accessories 243
Ammunition 244
Heavy Weapons 247
Grenade Launcher Rounds 247
Rockets 247
Rifle Grenades 248
Antitank Missiles 248
Surface-to-Air Missiles 248
Mortar Rounds 248
Hand Grenades 249
Types of Rounds 249
Explosives 250
Body Armor 252
Cyber Hands 255
Weapons 257
Melee Weapons 260
Bows 262
Firearms 263
Vehicles and Robots 301

VEHICLE TRAVEL & COMBAT 363
Travel and Encounters 363
Vehicle Movement Rates 363
Terrain and Travel 363
Operating Aircraft 364
Vehicle Combat 364
Combat Movement 364
Firing at Aircraft 368
Vehicle Damage 369
Hit Locations 370
Damage Resolution 371
Damage Implementation 372
Collison Damage 373
Vehicle Hit Locations 375
Vehicle Damage Resolution Chart 375
Standard Vehicle Damage 375
Turreted Vehicle Damage 375
Crew-in Hull Vehicle Damage 376
Boat Damage 376
Aerospace Craft Damage 378

SPACE TRAVEL 379
Spacecraft Characteristics 379
Space Missions 380
Launches 380
Landing 381
Maneuvering in Space: Avoidance and Intercepts 382
Intercept and Avoidance Times 382
Launch Vehicles in Orbit 383
Attaining Higher Orbits 383
Spacecraft Size 383
Launch Characteristics 383
Difficulty of Intercept 384
Spacecraft 385

CHARACTER GENERATION WORKSHEET.. 388
CHARACTER RECORD SHEET 391
INDEX 393

CHAPTER ONE

Introduction

With panic tightening his throat, the man stopped and turned. He was certain he was being followed, but the moon-streaked street stretched emptily behind, its sidewalks bare. Across the way, a clock tolled the hour from the tower of a marble-fronted building. Moonlight gleamed silver on the words above its door: "Dayton Federal Savings and Loan." Moon-shadows from its columned portico lay still against its stone face.

But on his side of the street, the shadows moved. They twitched and slid from alley to doorway, hollow to hollow. He sensed the movement and spun to confront it, backing warily into the door of a shuttered shop. The shadows froze. A chill settled in his guts.

A mere dozen feet away, the shadow of a trash can seemed to widen as a crouching figure leaned out and raised its head. A pallid face revealed itself to moonlight, eyes glistening feverishly, thin lips stretched in a feral grin. Its teeth seemed unnaturally long. Slowly, the figure crept forward. A score of other shadows did the same.

The man tried to run, but the air seemed suddenly as thick as water. He felt as if he were running in slow motion and the chase seemed to take hours. Behind him, the stalkers closed the distance in long, graceful strides. The pool of yellow light under the streetlamp as the end of the block seemed to promise safety. If only he could reach the light, the man told himself, perhaps he would be safe. His tortured lungs strained, and his sluggish legs pumped to drive him closer to the light.

The first dark figure caught him and bore him to the ground, the rest close behind. Dozens of rough, long-nailed hands seized his limbs and tore at his clothing. He tried to remain face down, tried to curl up and protect himself, but the hands rolled him over to face his captors, and stretched his limbs in four directions. A fist locked in his hair and pulled his head back painfully, baring his throat. Cold, hard fingers clenched his neck, choking off his breath. He could feel his veins distend with the blocked circulation.

Then sharp teeth tore his throat, splashing blood across the sidewalk. In horror, he listened to the creatures lap it up as his vision faded.

Hadyn sat up in bed with a cry. Reflexively, he felt his throat: It was whole. Just a dream, then, but so real. he stumbled to the bathroom, switching on the TV along the way. He splashed water on his face, then under his arms and across his chest to wash away his sweat's stink. Then he sat on the edge of the tub until a wave of weakness and nausea passed.

Padding slowly into the kitchen, he opened the refrigerator and got a can of cold beer. He drank half of it in one long pull, with the refrigerator door open, enjoying the cool air and the glow of the light. Returning to bed, he sipped the rest of his beer and let the TV's chatter wash over him, soothing his nerves.

He had just begun to doze off when an announcement caught his attention:

This is Mike McDowell for WKXN News, Chicago. Tonight's top stories: Governor Jenkins threatens the CLU from his hospital bed. Chrysler sells downtown St. Louis to Tojicorp, and a Dayton reporter claims blood-drinking cannibals stalk his city. All this, and more, after these messages.

Hadyn stared blankly at the TV for a minute, then picked up his phone and dialed.

"Hunter, this is Hadyn. Yeah, I know what time it is. Listen, if you haven't unpacked yet, don't bother. We've got to go to Ohio. Dayton, Ohio. Something big's happening there, maybe worse than Iowa City. I'll be over in half an hour to explain." Numbly, he set the receiver down.

He remained motionless for a moment, and then sighed deeply. "No rest for the weary," he mumbled. He sat on the edge of the rumpled bed and hefted the stainless steel Colt Python, wondering for the hundredth time how much of an edge the six silver .357 magnum wadcutters in its cylinder really gave him.

THE HORROR BEGINS

Imagine an Earth where chaos reigns, an Earth of the very near future. Runaway population growth, diminishing resources, and human greed have all taken their toll on the planet. Megacorporations have slipped the reigns of national regulation, and now they wage a continual economic war on political governments. A global economic collapse has plunged all but the most privileged into poverty.

The superpowers have collapsed from inertia and economic stress. In some places those federal republics still exist in name, but their individual states have stepped forward to fill the vacuum of power, and where those states fall short, local governments take up the slack. The result is a political crazy quilt of bizarre and contradictory laws and practices. What is the custom in one locale may well get you shot in another.

But economic and political chaos are only the symptoms of the disease. Its cause lies in the roots of humanity's deepest, darkest nightmares. Somehow, an ancient, unspeakable evil has been unleashed on the Earth, an evil which thrives on the anguish of a billion tortured souls. This malevolent power now twists the minds of men and women, using their base instincts to serve its purposes. Parts of the world have fallen completely under its control, and from them emerge its Dark Minions, creatures of another time and space that feed not only on human flesh, but also on the human spirit.

But there are still people fighting to drive back the Darkness. Sometimes they're agents of organizations that retain some small residue of their former power and independence. Sometimes they're members of what remains of the free press. Most often they're just victims who've escaped the horror and are now fighting back. But always, they have to walk softly, because thousands of people disappear every day, people who simply know too much. People who know what Darkness has returned.

In **Dark Conspiracy**, the players play the role of normal, or perhaps not-so-normal, human beings who are fighting a global menace of unprecedented proportions. An alien, malevolent intelligence, imprisoned for eons, has been released to wreak havoc on the world. It is doing a pretty good job.

Your character has become aware of this menace, and, along with a small band of like-minded companions, has set out to uncover and destroy the menace.

The difficulty is that this in no simple back-room conspiracy. The driving force behind it is an other-worldly presence of profound power and evil. Its minions that roam



the Earth are hauntingly similar to creatures of dark legend from around the world. Similar, but never quite identical.

But regardless of the power of the enemy, there have been victories. Some were small victories. Some were costly. But enough small victories can turn the tide.

HOW TO USE THIS BOOK

This book provides you with all the information you will need to play adventures in which a handful of courageous characters work to uncover hidden nests of Dark Minions and eradicate them, thereby battling a dark conspiracy to conquer their world. Because **Dark Conspiracy** is a role-playing game, it requires a number of people to play (at least two). In each group, one person will be referee, and the rest will be players.

This book contains material for players. It tells how to create characters, how to test skills, how to conduct combat (an important element in adventure fiction), along with hints about the world dropped in here and there. (The world is described in full detail in the *Referee's Guide*.) Players should read through this book, paying particular attention to the "Character Generation," "Careers," and "Task Resolution & Skills" chapters. Once you have a feel for the game, generate several sample characters. When you feel ready, generate the character you will use in the game or, if you prefer, pick one of the sample characters that you have already generated.



If you are to be a referee, you will want to read through this book, as well, for the basic rules, in addition to the *Referee's Guide*. One of the referee's jobs is to be the local expert of the rules. Familiarity with the basic rules will also make refereeing adventures easier. After you have read through them, you are ready to proceed to the deeper secrets contained in the *Referee's Guide*.

IF YOU'RE NEW TO ROLE-PLAYING

If you have never played a role-playing game before, there are a few basic things you should be informed of before going any further.

Role-playing combines some of the best elements of a number of other activities into a special whole. For one thing, it is a form of shared storytelling. Like any other story, role-playing concerns the experiences of a select group of characters as it moves through a plot. One person, whom we'll call the referee, prepares the basics of this plot and acts out the parts of secondary characters the protagonists encounter. Each of the other players makes all of the decisions for a particular character that he or she has designed. Like the audience of a movie or novel, role-players become swept up in the experiences of the protagonists. But unlike an audience, which can only observe the events, role-players actually decide the outcome of the plot by the decisions they make for their characters. And unlike an audience, in which each person experiences the story individually, role-players experience their stories in a shared social setting that fosters friendship and personal growth.

Another thing people enjoy about role-playing is watching a character improve in abilities over the course of time (from adventure to adventure, that is). Designing a character is something like bringing a child to life: You want to watch that character grow.

For that reason, many people enjoy the sense of accomplishment they feel as their characters collect items and experiences. And some people just like the chance to act a part.

We've mentioned players, referee (in other games sometimes called game master, GM, dungeon master, DM, director, or other such terms), and adventures (plot situations that may be based upon a locale, a special character, a momentous event, or a number of other things). We've also mentioned characters: those run by players—player characters, or PCs—and those run by the referee—nonplayer characters, or NPC. Next we should mention rules.

Role-playing rules, such as those in **Dark Conspiracy**, help to determine the outcome of character actions and to take some of the burden of deciding the outcome of events off of the referee. If a PC and an NPC are wrestling over a gun, for example, how does a role-playing group decide who gets it? The answer is by checking the rules and rolling dice. The rules explain what the chances are for each character, and the dice determine the exact outcome. Another function of the referee, then, is to be familiar with the rules in order to decide how they apply to specific circumstances. It helps if the players are also familiar with the rules, but it should always be remembered that the referee has the final say in how those rules are applied.

As you read through the pages that follow, you will learn more about how the rules work and what a player's and a referee's responsibilities are. The most important thing to remember, though, is that the purpose of role-playing is to have fun. Let that thought guide you as you explore the world of **Dark Conspiracy**.

SOME DEFINITIONS

Here are some commonly used terms in the **Dark Conspiracy** world:

Dark Master, a.k.a. Dark One: A noncorporeal entity from another dimension and realm of existence which seems to gain sustenance from human suffering and similar emotional discharges. While capable of assuming physical form, this state produces a large, weak, and vulnerable corporeal shell, because physical existence is alien and uncomfortable to a Dark Master. Furthermore, Dark Masters are immortal in their native form; physical form makes them vulnerable to destruction. There are no examples of Dark Masters mentioned in Dark Conspiracy literature, for none have been or ever will be seen, unless they wish to die.

Dark Lord: A corporeal entity created by one or more Dark Masters or by another Dark Lord. A sort of superminion, with powers far beyond that of mere mortals, granted immortality, strength and/or great physical defenses, and set to do its master's bidding. These entities can die, too, but are much harder to kill than a Dark Master. Yes, despite their power levels and sizes, all Dark Lords are subservient to Dark Masters. As can be seen, Dark Lords are not all created equal, but their purpose is the same: agents and generals for the Masters (even though they believe they act under their own volition).

Dark One: A term used interchangeably for Dark Masters and Dark Lords. Once, it referred only to Dark Masters, but with the introduction of Dark Lords who wield even more earthly power than their masters, the term came to include them both.

Darkling: A creature or entity of otherworldly origin working for or at least siding with the Dark Masters.

Igors: A term referring to the humans who serve the Dark Minions.

Minion, Dark Minion: An intelligent entity, either human or not, working for the Dark Masters.

Minion Hunter: An intelligent entity, usually human but not necessarily so, which has devoted its existence to thwarting the plans of the Dark Masters and their servants.



CHAPTER TWO

Character Generation

I guess you'd say Dale's the leader of our group, or as much of a leader as we've got. He's an honest cop, which makes him kind of a group conscience, and he's got this sort of sixth sense that lands us in the middle of the weirdest messes. That's our hobby, by the way—cleaning up the weirdest messes.

After Dale, there's Kirin. She was the major element in getting us all connected. But she's too introspective—too lone a wolf—to be a leader.

As for Big Daddy G, he isn't stupid, but his muscle is so obvious that it's hard to imagine him as a thinker. Besides, his Jamaican accent is so thick I have to listen to him twice on a good day to be sure of what he's saying.

Then there's Manfred, the spooky German. He's pretty bright, but I'd bet there's been insanity in his family.

And finally there's me. I'm Cas, and I don't want to be the leader. I could just see me making a wrong call in a tight situation and getting us all killed, or worse.

So I guess if you have to think of one of us as leader, Dale's it. Lucky Dale.

Dark Conspiracy characters are described in terms of innate attributes, skills, and a number of other characteristics. During character creation the initial values for all of these are derived by a combination of die rolls and player choices. Over the course of a series of adventures, many of these will increase to reflect skill improvement, advancing age, and the like. The rules in this chapter explain the process of character generation.

Players should read the rules as they generate their characters, filling in the appropriate blanks on a character sheet as they go. Always remember to save at least one blank copy of each record sheet provided in this book to photocopy for future characters.

CHARACTER GENERATION OVERVIEW

The abilities and limitations of a character are determined by three general areas of information: background, attributes, and experience. Therefore the character generation procedure follows these three general steps.

Background: Players decide on name and sex for their characters, as well as on such things as nationality. (Alternatively, these things can be decided upon after attributes and skills have been determined.)

Attributes: Players determine the seven basic attributes of their characters, either by rolling dice or by using a point-based system described later. These seven basic attributes are Strength, Constitution, Agility, Intelligence, Education, Charisma, and Empathy.

Experience: Characters begin to accumulate experience at the age of 17, upon completing secondary education. At that time, players start making career choices for

their characters. Each career choice represents four years of training and/or experience (four years being an arbitrary number that helps regulate character generation.) Each time a player makes a four-year career choice, a hobby may also be selected for the character. Careers and hobbies provide the character with all-important skills.

Each career period—henceforth called a term—ages the character by four years. At the end of each term, a roll is made to see if character generation ends. If so, the character's pregame experience is complete. (In other words, the character is this old when the adventure campaign begins.) If not, the player makes another four-year career choice. In this way, some characters will begin the game relatively young and unskilled, but with attributes undiminished by age, while others will be older and more experienced, but possibly less resilient than their younger counterparts.

If the referee allows, players who prefer to choose an age for their characters (i.e., a number of terms) may do so, rather than rely upon random die rolls. At the end of each term, then, such players simply decide whether or not their characters will pursue another term.

Derived Values: Now that all changes to skills and attributes are completed, certain values are calculated that are based on them. These are things like accuracy with different weapons at various ranges, damage done by bare-handed attacks, and so forth.

Equipment: Finally, players determine how much equipment their characters have accumulated during their careers.

Note: During character generation, and throughout most of this game, many references will be made to die rolls.

BACKGROUND

Kirin doesn't talk much about her past. All I know about it is what Dale has passed along. He was the arresting officer when she was finally apprehended.

"She was the best cat burglar I've ever heard of," he told me. "She'd been operating Chicago for years, and we just couldn't catch her at it. Never would have, if she hadn't made the mistake of tackling a Tojicorp executive's office. "

The way Dale tells it, it was just after they moved into their new corporate HQ . Kirin figured that she could slip in and make a snatch before they got their security up and running. Dale's not sure what she wanted, but he suspects she was doing corporate espionage for somebody.

Anyway, she got in all right. But the exec came back while she was there. Exactly what happened next, only Kirin knows. But when it was over, the building was burning down, and she was stumbling into Dale's precinct house, nearly dead from blood loss. No cuts or anything, just these ugly sucker marks on her throat.

Tojicorp didn't press charges, but Kirin confessed to enough old burglaries to ensure a police guard at the hospital. Then the feds showed up to talk with her, and all those offenses were dropped. Since then, she's joined the rest of us working with Dale on some of the weirder cases his department turns up. Now and then she contributes some pretty surprising information or equipment, like she's got sources she's not mentioning. Her secrecy worries me some times, but she's saved my bacon more than once, and the way I figure things, that makes her a friend.

Background facts about characters, things such as name, sex, and nationality, are left to players' imaginations. Also, while some sorts of equipment are more fitting for

one nationality than another, it is entirely possible for a character to begin the game with foreign equipment if a player desires. All of these things are left largely to the discretion of each individual player, although the referee may impose guidelines for a particular campaign.

Note that many players like to wait until attributes, skills, and age have been determined before deciding upon name, sex, and nationality.

Native Language: A character's native language is dictated by nationality. All characters automatically receive skill level 10 in their native language without penalties or costs.

Characters of certain nationalities have a chance of having a second native language as well, receiving a skill level in it equal to their Intelligence rating. In the Native Language column of the Nationality/Native Language Chart, possible second languages are listed below each nationality's native language. The number in front of a language is the D10 chance that the character can speak it. (For Soviet nationalities and languages, see the Soviet Nationalities Chart.)

For example, a Mexican character has a chance of speaking English (1-5 on 1D10), Nahuatl (1 on 1D10), or Maya (1 on 1D10) in addition to Spanish. Players make D10 rolls for each language, in order, stopping at the first success or after failing with all of them.

In addition to native languages, players may acquire additional language skills as explained later in the rules.

Social Class: When players are deciding on other background information for their characters, they must also choose a social origin. There are four possible groups to choose from: gnome, mike, prole, or xeno.

Gnome is a double play on words, hearkening both to the old term "Gnomes of Zurich," meaning the Swiss financial community, as well as to the contemporary term *nomenklatura*, or privileged class. Gnomes (or nomens) are the absolute financial elite of the world. Most gnomes are born to their station, with family money guaranteeing a superb private education and family influence securing choice entry-level positions in corporate management.

Mikes are what is left of the middle class, and actually consist of two radically different groups: wage slaves (a term considered extremely offensive) and outsiders (or true mikes).

Wage slaves form the bulk of the salaried work force for the large corporations which control over 90% of the productive capacity and distribution channels of the industrialized worlds. They are middle- and lower-echelon managers, accountants, clerks, technicians, janitors, and security thugs. They are responsible for keeping the corporate machine running, both figuratively and, in the case of the automated factories, literally.

The outsiders are responsible for almost all creative effort in society. Not only are they artists, writers, and performers, they are also design engineers, software designers, ad jingle writers, toy inventors, and hundreds of other occupations necessary to creating and selling products. Most work on a royalty or piecework fee basis, selling their work to the highest bidder.

Prole is the general term used to describe the vast underclass that clings to survival on the fringes of society. They are largely without regular income, and often without a

regular residence. Many eke out a meager existence as ballotmen, selling their vote proxies to the megacorporations in return for a subsistence stipend used to buy food and clothing from company stores. Others live by crime and violence.

Xenos are special background types which owe more to the Dark Ones for their origins than they do to any Earthly influence.

The background players choose affects their characters' initial attributes and also sets limitations to the career selections available to their characters.

Attributes: Social class affects a PC's attributes by providing either additions or subtractions to them, or by altering point costs. *When rolling for attributes,* any additions and subtractions are made directly to the die roll. Attributes which cost double have their die roll halved, rounding fractions up. No attribute may be reduced below 1, but an attribute may be raised above 10. *When purchasing attributes,* all additions and subtractions are made after purchases, but players must purchase each attribute at a level that will produce a final result of at least 1.

Gnomes add 3 to their Education, and subtract 2 from their Strength.

Mikes generate their attributes normally.

Proles pay double for Education, subtract 1 from their Constitution, and add 3 to either their Strength or Agility attribute (or divide the points between the two attributes).

Xeno attributes are determined differently depending on the specific career. There are two xeno careers: renegade ET (which includes the psionic, mystic, and sorcerer subclasses, as well), and rogue android. The attribute modifications of these two careers are discussed in their career descriptions.

Careers: Career selections limited by a PC's background. In some cases this is more limiting than others.

Gnomes have a fairly limited selection of career options. They may begin with as many education career terms as desired. After education terms are completed, the following careers are available: attorney, manager, medical doctor, mystic, nomenklatura, paraphysicist, politician, and psychiatrist. (Of course, in order to pursue a professional career, a gnome PC must have the requisite educational background careers.)

The normal prerequisites for the nomenklatura career are waived for characters with a gnome background. (These prerequisites are for mikes and proles wishing to enter the gnome social class.)

In addition, cash generated for every gnome career chosen (not just the nomenklatura career) is equal to $10,000x the character's Luck (rather than the normal starting money rules for these careers).

Gnomes may choose to become mikes. In doing so, they exchange the monetary benefits and career restrictions of gnomes for those restrictions of mikes. The only way they can reenter the gnome social class is by taking a career term as nomenklatura, but to do so they must now meet the career's prerequisites.

Mikes have the widest variety of career types open to them. Rather than listing their options, it is simpler to list their restrictions. They cannot chose any prole or xeno career indicated as "Initial." Note that if a PC chooses nomenklatura (assuming the necessary prerequisites have been met), that PC enters the gnome social class and becomes subject to the career restrictions and monetary bonuses detailed for that class.

Prole PCs must spend their first career term as one of the following "Initial" careers: biker, drifter, ganger, homeless, prole, or street urchin. From their second term on, they can choose freely between those initial careers and the following: bounty hunter, criminal, cyborg escapee, entertainer, gambler, nomenklatura, psychic test subject, or underground empath. Again, note that by choosing nomenklatura (assuming the necessary prerequisites have been met), a PC enters the gnome social class and becomes subject to the career restrictions and monetary bonuses detailed for that class.

Xeno PCs must spend their first career term as one of the following "Initial" careers: renegade ET or rogue android. No other class of characters may ever take a term in either of these careers. Following the initial careers, xeno PCs may choose any career desired, for which they have the necessary prerequisites, with the following exceptions: They may not choose entertainer, nomenklatura, or politician careers (due to the high visibility associated with each). Nor may they choose any military career (as they cannot pass the physical examination prior to induction).

ATTRIBUTES

Each character is described, in the simplest of terms, by seven basic attributes: Strength, Constitution, Agility, Intelligence, Education, Charisma, and Empathy. These attributes are divided among three groups: physical attributes (Strength, Constitution, and Agility), mental attributes (Intelligence and Education), and spiritual attributes (Charisma and Empathy).

Attributes may be determined in one of two ways: random generation or point allocation. Random generation gives players only minimal control over the generation of characters. Point allocation allows players greater input in shaping characters, but it evens out the extremes of random fluctuation.

Random Generation: In this method, each attribute except Empathy is determined by rolling 2D6-2 (reroll any roll that would result in a 0 attribute score). This gives a range of from 1 to 10 for these attributes. Empathy is generated by rolling 1D6-1, with a result of 0 remaining 0. (NPC Empathy is generated by rolling 1D10-5, with results of 0 or less counting as 0.)

Players who roll attributes totaling less than 33 points may add attribute points (allocated as they see fit) to bring the total up to 33. This ensures that characters are always at least average.

Point Allocation: Players who choose the point allocation method have a total of 36 points to be distributed among the attributes in any combination the player wishes. Each point of Empathy costs two points instead of one. No attribute other than Empathy may have a value of 0, and none may have a value of more than 10.

Meaning of Attributes: Attributes have the following definitions.

Strength: The numerical quantification of a character's muscular power.

Constitution: Health and physical stamina. This determines the character's hit capacity and resistance to disease.

Agility: A measure of a character's coordination and nimbleness.

Intelligence: The ability of a character to perform abstract reasoning. Intelligence primarily affects the ability of the character to learn; it is not the same thing as common sense. (How much common sense characters have is determined by the actions of the players themselves.)

Education: The ability of a character to gain knowledge and experience from a formal academic setting. This attribute determines how far a character can advance at a university and serves as a prerequisite for certain forms of higher education.

Charisma: A quantification of personality and personableness. Charisma reflects skills that affect how NPCs react to a character. It is not so much a measure of physical appearance as of natural charm.

Empathy: A measure of a character's sensitivity to and attunement with the natural forces of the Earth and its creatures, including other humans. Empathy reflects a character's ability to sense and influence things beyond the normal five human senses. Only half the population has any discernible Empathy rating.

Abbreviations: The seven attributes of Strength, Constitution, Agility, Intelligence, Education, Charisma, and Empathy are used throughout these rules. For brevity, they will sometimes be abbreviated as STR, CON, AGL, INT, EDU, CHR, and EMP, respectively.

INITIAL EXPERIENCE

I was always something of a runt as a kid, and I got beat up a lot. It didn't take me long to learn how to keep a low profile so I could avoid fights. The funny thing is, I never really wanted to get even. I guess I just figured the bullies were too stupid to know any better. Of course, part of keeping a low profile was never expressing that particular opinion in public.

As I grew, I discovered that keeping a low profile lets you sit back and gauge the situation. I found out that if I kept my eyes open and thought about what I saw, I could always find some sort of a solution to any problem. You see, every opponent has a weakness, and every trap has an escape route, if you're sharp enough to discover them. Of course, it's not all just a matter of observation. It takes training, too, to recognize the value of what you see.

Characters begin the game with more than just a background; they also have knowledge of a number of different skills, reflecting training and experience that they acquired before becoming Dark Minion hunters. By age 17, after which career determination begins, characters will have accumulated some expertise in a few skills due to hobbies and education. To represent this, players should each choose four skills from Background Skills List on page 33, giving their characters a level 2 skill in each. (If the referee allows, some or all of these blocks of 2 can be combined into one skill. Generally, this is not recommended, however, as it creates a character that is too narrowly focused.)

Players have a reasonably free hand in choosing detailed career backgrounds for their characters. This background consists of formal education and/or one or more careers.

Each character starts out at age 17, with certain minimum skills (these are picked up in the process of growing up, as noted above). Players may then choose to have their characters further their education or enter an occupation. (For purposes of character generation, the term "occupation" is defined fairly loosely, including even such things as unemployment and gang membership.) For ease of calculation, career backgrounds are lived through in four-year terms. Characters may do pretty much anything they please, but must do it in four-year increments for ease of record-keeping.

Each career listing (see *Careers* chapter) details the nature of the career, the skills that are received for the first term, and any skills received for subsequent terms, if applicable. As well, each description includes notes of important contacts made during the term and any special rules for the career's effects on the character's combat initiative and starting money. Characters may enter any career for which they meet the prerequisites, but must spend at least one full four-year term in that career before moving on.

Just as attributes can be generated either randomly or by player decision, so can a character's total career time and final age. Players who wish to use the random method simply roll 1D10 at the end of each term through their characters' development. If the roll is greater than the number of terms pursued thus far, another term is chosen and the character proceeds; if the roll is less than or equal to the number of terms, the character's progress ends and the adventure campaign begins with the character at that age. (For example, Dr. Irwin F. DiMicelli, a professor of psychology, has been through five terms thus far: one as an undergraduate, two in grad school—to get both an M.A. and a Ph.D.—and two as a professor. At the end of this fifth term, DiMicelli's player rolls a 6 on 1D10, which is higher than the current number of terms, so the good doctor goes on to complete another. At the end of this sixth term, the player again rolls a 6, which is equal to the number of terms served thus far, so character generation ends and the adventure campaign begins. However, this does not mean that DiMicelli is no longer a professor, merely that after 12 years of teaching, he began to get mixed up in hunting Dark Minions.)

Those players who prefer not to use this random method may simply choose a number of careers for their characters. Note also that nothing in these rules prevents a character from entering the game at age 17, without pursuing any careers at all. But very few people would be interested in playing such an inexperienced, and unskilled, character.

SKILLS

Characters obtain two different types of skills: initial skills and acquired skills. Initial skills include knowledge of a native language (or languages) and skills supplied by education and/or careers during character generation. Acquired skills are learned from instructors during the course of a campaign (i.e., sometime after character creation has been completed, as explained at the end of this chapter). All character skills, whether obtained during character generation or acquired, are listed on the Skill List.

Controlling Attributes and Skills: As characters are awarded skill levels for careers and secondary activity choices, players add those levels to previous skill levels. However, once a character's level in a particular skill equals the value of the skill's controlling attribute, all additional skill level awards count only as half a level, rather than a full level.

For example, Charlotte, a character with an Intelligence of 7, has a Stalking skill of 5. If she received two skill levels for her career and/or secondary activities, her skill level would go up to 7. If she then received an additional level, however, it would only go up to 7.5, as the skill level had already reached the level of the controlling attribute, in this case Intelligence.

All half levels are retained for long-term improvement purposes, but they are rounded down for purpose of actual skill use. Thus, when Charlotte reaches a level of 8.5 with her Stalking skill, she will have an effective skill level of 8 until she receives an additional skill level promotion.

Skill Levels: While attributes are limited to a maximum of 10 (unless changed by super-science or unnatural powers), skills have no maximum limit; a skill can be improved to as high a level as the player desires and the referee will allow. Record the total of the skill level and its controlling attribute. For example, a character with a INT of 9 and a Psychology skill of 7 would record the skill as "Psychology 7/16," the first number being the skill level and the second number being the total of skill and controlling attribute. Cascade skills are a special case: A cascade skill is a collection of several closely related skills under one heading. For example, unarmed combat and armed combat are aspects of the Melee Combat skill and are written as "Melee Combat (Unarmed)" and "Melee Combat (Armed)," respectively.

Cascade Skills: A few skills are called cascade skills. A cascade skill is one that includes several lesser skills under one broad heading. Examples of cascade skills are Pilot, which includes Fixed-Wing, Rotary-Wing, and Shuttle, and Small Arms, which includes both Pistol and Rifle skills.

Characters who receive a cascade skill must decide on an area of special interest from among the subskills covered. From then on, their skill level in the chosen specialty is considered to be the level of the overall skill. Their level in all of the other subskills is half their level in the overall skill.

For example, Scirocco, a rock star character, receives a Small Arms skill level of 3 and decides he will specialize in pistol. His skill level with pistols is 3, while his skill level with rifles is 1.5, rounded down to 1.



Normally, no notation will have to be kept for these other subskills. However, sometimes it is possible for characters to receive a skill level increase in a subclass other than the one they have already chosen as their specialty. In the example above, Scirocco has a Small Arms skill of 3 and has chosen Pistol as his specialty. If he then goes through Army basic training, he will receive one level of Rifle skill. The Rifle skill level received adds to his Rifle skill only, not to his overall Small Arms skill. However, if this extra skill level would cause his Rifle skill to exceed his specialty Small Arms skill, then Rifle will become his new specialty (and his overall skill will go up, of course). In either case, he will have to keep track of his Rifle and Pistol skills separately from now on.

Skill Tests: All skill tests are versus the total of skill and controlling attribute.

Unskilled Tests: Characters may try to use skills for which they have no training, by making a test versus the controlling attribute alone, at one difficulty level higher than normal. For example, Sylvia wants to shoot a morlock with a pistol, but has no Small Arms skill. She has a STR of 6, and is shooting at Medium range, normally a Difficult: Small Arms test. Since she is using a skill she doesn't have, the test defaults to STR and rises one level of difficulty to Formidable. This mean that the test is made against half of her STR (rounding down), and she has to roll a 3 or less to hit.

Languages: Each Language skill level received counts double for any language in the same group as a character's native language. As well, European characters always receive double skill levels in all Germanic, Romance, and Balto-Slavic languages.

For example, suppose that Jean, a French character, receives one Language skill level. If he takes it in Dutch (a Germanic language) he receives two skill levels in Dutch, while if he were to take it as Korean he would receive only one.

SECONDARY ACTIVITIES

The careers players choose do not occupy 100% of their characters' time. Just as in real life, a person's hobbies and pastimes can provide valuable additional skills. As a general rule, then, each character is allowed one secondary activity each term. This allows the character to gain one level in any skill (player's choice each term) from the Secondary Activities Skill List on page 33.

Some careers allow two secondary activities per term (all of which may be devoted to the same skill, if desired), while a few allow none. The number of allowed secondary activities per term is the number of skill levels received.

MILITARY RANKS

Characters who spend more than one term in a military career may receive promotions to higher ranks than those they begin at. To determine if a character is promoted, make an Average: Intelligence test. Graduates of a military academy subtract 1 from their roll. Characters who change branches of service add 2 to the roll that term.

Success means that the character is promoted to the next higher grade (see the US Enlisted and NCO Ranks and US Commissioned Officer Ranks Tables on page 88). For simplicity's sake, the various grades of private have been ignored, as have the specialist ranks, which are currently being phased out. Also, due to realistic space constraints, only US ranks are listed. Players will need to research the actual names of the ranks of other armed forces if their use is desired.

RESERVES

A character who completes one or more full terms of active duty with the armed forces may leave the armed forces and enter the reserve component. Characters may also enter the reserves through ROTC. While in the reserves, the character may be active or inactive, at the player's option. This decision is made separately each career term.

An inactive reservist retains his previous rank but does not roll for promotions and does not receive any additional skills.

A character who is an active reservist counts this as his second activity for his main career for the term. He rolls for promotion normally and receives one skill level from the list of subsequent term skills for his military career (or from the Army, regular forces, officer career, if the reserves are entered directly from ROTC).

CONTACTS

During the course of our lives, we all meet a great number of people, many of whom become important contacts. For a role-playing game to mirror reality, then, it should take into account important contacts that PCs acquire. Of course, it is easy enough to do this with characters met during the course of an adventure campaign; we need merely put down a note that so-and-so can be found in such-and-such a place and may be able to help somehow in later adventures. But what about contacts that PCs would have made during their education and development prior to play? In **Dark Conspiracy**, those contacts are indicated in a note at the end of each career description.

Contacts are categorized in two broad groupings: solid and generic. Solid contacts are intended as resources for PCs to use during the course of an adventure, as people who can provide information, special equipment, or some other source of needed aid. (Note that the availability and quality of such aid will be dependent upon a contact's situation, personality, and relationship to the PCs.) Generic contacts can serve well as a resource for a referee to use to help spur the adventure plot along, allowing the him or her to drop an unexpected ally into the story just when the PCs really need one.

GENERIC CONTACTS

Generic contacts are received as a result of career terms during character generation. If players desire, they may generate names and statistics for these characters, or they may leave this entirely up to the referee. Perhaps best is a course that combines these two, in which a player suggests the contact's name, general description, and areas of expertise, and then the referee generates the details of attributes and skills. In this way, players determine what sorts of persons become important to their characters' lives, but some mystery remains as to the contacts' exact abilities. That fosters a sense of contacts being personalities rather than merely lists of statistics.

The career notes list contacts in terms of what they were doing when a PC first met them. A basic description of each of those contact types is given below. However, just as a PC may have changed careers since the time the contact was originally made, so may have the NPC. The final determination of what has happened to a contact in the intervening years (including what new abilities the contact may have gained) is left to the judgment of the referee, as with all NPCs.

Academic: The contact was a member of the intellectual community, meaning she or he could have been a professor, a writer, or a member of a social sciences think tank. Most of these sorts will still be working at the same career when a PC later meets them again.

Business: The contact was a member of the business community, perhaps a corporate executive, or maybe a powerful figure in banking or investments. On the other hand, the contact may have been the owner of some smaller business that was important to the PC. In either case, such contacts may have made or lost a fortune since the time the PC last saw them.

Criminal: This contact was making a career of illegal activities when first met by the PC. Since that time, the NPC may have gone straight, been imprisoned, or even killed. In the last case, someone close to the original contact, perhaps a partner or henchman, remembers the PC and becomes the new contact.

Empathic: The contact was part of the little-known empathic network that has been springing up around the world of late. It is extremely likely that the contact is still involved in that network, although his or her knowledge and skills will likely have improved in the interim.

Entertainment: The contact was involved in the entertainment industry, whether as an actor, director, writer, or technician. In all likelihood, she or he still is, although perhaps with more or less popularity than before, particularly considering changes in programming due to increased corporate competition.



Government: Such contacts were some form of government official when the PC last knew them. Chances are, that remains true when the PC meets them again, although likely not in the exact same capacity.

Intelligence Community: An intelligence community contact worked in espionage when the PC first met him or her, either as a field operative, a controller, or an intelligence analyst. In all probability, such contacts, when the PC meets them again, will still be involved in espionage, although they will likely have risen in authority.

Journalist: The contact may have worked with the PC on a newspaper, magazine, or television newsgathering staff before the major media services drove virtually everyone else out of business. Now, the journalist will either be a member of one of those megamedia services, or she or he will be scraping by as a "yellow journalist" for a street-corner press.

Law Enforcement: The contact was a policeman or investigator of some sort, and is probably doing the same thing now, most likely for a small community government.

Medical: The contact was a medical doctor or administrator when the PC last knew him or her. It is extremely likely that such contacts will still be involved in that business.

Military: Military contacts were soldiers when the PC first made their acquaintance. There is about a 70 percent chance that these contacts will have since left the military and moved on to a civilian career closely associated with their military specialty.

Specialist: When the PC knew her or him, this contact was a construction engineer, medical technician, or one of the other specialties mentioned in the career lists. It is the nature of such specialists to continue in their specialty, although they will undoubtedly have increased their expertise since the PC last met them.

Wealthy: The contact was wealthy when he or she originally became friends with the PC. With the economic turmoil now occurring in the world, however, there is no guarantee that the contact still has the same wherewithal. And any wealthy contacts who have actually grown wealthier will be very difficult to contact again, due to increased security, higher mobility, etc. Nonetheless, it can be very handy to have a wealthy friend.

SOLID CONTACTS

Solid contacts are those whose present whereabouts the PC knows, and with whom the PC has fairly regular dealings. These include three different types of characters. The first are the other PCs in the adventure group. When a group is first put together, or whenever a new PC joins, the players and referee should work together to determine how the group members know one another. As long as each PC has some link to one other in the group, that is enough to justify their all working together. Understand that while PC links are similar to NPC contacts, they do not actually use up any of the contact designations given by careers. PC links are in addition to those contacts.

For example, five players get together and generate the following characters: an American ex-soldier named Cassius "Cas" Steele; a Jamaican professional wrestler named "Big Daddy G" Gadcheaux; a muscular, female ex-thief named Kirin Deerfoot; an escaped German psychic test subject named Manfred Vandemmark; and a Midwestern cop named Dale Hopfinger. The players and referee put their heads together to decide who knows who. It is decided that Manfred (the escaped psychic test subject), who is now working as a counselor at a small mental health service, would have met Dale, the cop, who brought some inmates to him for treatment. Dale also knows Kirin, having participated in one of her arrests and then encouraging her to go straight. The players for Cas and Big Daddy G note that their characters were both in the military two terms ago (Big Daddy G joined in order to become an American citizen), and they decide that they were assigned to the same unit.

But there is no link between the rest of the group and these two until someone makes the suggestion that Kirin (who you will remember is very muscular for a woman) and Big Daddy G work out at the same local gym. That and the decision by Kirin's player that Kirin would have followed Big Daddy G's wrestling career is enough to link the entire group together. The referee notes that this makes Kirin most central to the group (she is linked to three of the others), with Dale (who has links to two) second. Because Dale also has some Foreboding skill, the referee decides to use him as the key to the first adventure session, as Foreboding is necessary to launch this particular adventure.

He hands Dale's player a supermarket tabloid and says, "When you first saw this paper, you had an almost physical sense of shock, followed by a weight of oppression, but you're not sure which headline, or headlines, are the cause of it." The player tells the referee that Dale buys a copy of the paper, takes it home, and calls Kirin and Manfred, asking them to come over and take a look at it with him. Manfred identifies a handful of sinister possibilities that ought to be pursued, and Kirin calls Big Daddy G, who brings Cas with him. The entire group is assembled, and the action can begin.

The second type of solid contact is basically a generic contact that a PC has asked to have as a regular source of aid, even before the campaign begins. For example, in the group above, Kirin's player asks to convert one of her criminal contacts to a solid contact, so that she can have someone in the local area to turn to for underworld information and equipment. The referee agrees, deciding that it would actually make his job easier to have an established source of such things. Note that this type of solid contact does use up one of Kirin's listed contacts from her careers.

Finally, the third type of solid contact also involves generic contacts that have been converted. In this case, though, the contact is converted during an adventure, usually at the referee's instigation. For instance, while investigating a story about vampires in New York City, the PCs mentioned above are confronted by a threatening street gang. They run away, and manage to lose their pursuers. Later, investigating the subway, the group stumbles upon a nest of what must be vampires and soon find themselves fighting a losing battle against them. Just when it looks like there is no hope for the PCs, the street gang turns up again and rescues them. The referee, realizing that the PCs need some help, has decided that the gang's second-in-command served time in prison with Big Daddy G and recognized him. The gang has been following the group ever since, watching to see what they were up to. Big Daddy G's player marks one of his generic criminal contacts off, and adds the gang's second-in-command to his list of solid contacts.

Note that while solid contacts cannot be turned back into generic ones, they can turn up again in a different place if the referee desires. In general, though, once a generic contact is turned into a solid one, the referee must pay a little closer attention to that NPC's destiny, in order to remain true to the character's desires and unfolding history. The street gang contact in the example above might become a drifter and end up in a completely different region of the globe, for instance, but the mayor of a city is much less likely to wander about so freely.

FOREIGN CONTACTS

At the time that a character is generated, a 1D10 roll is made to determine whether the contract is "foreign." However, a "foreign" contact in **Dark Conspiracy** does not merely mean a person from a different country, but rather denotes a bizarre or unusual contact. This can certainly include a contact from a foreign country, but it can just as easily indicate a contact with someone or something having to do with the Dark Ones or their minions.

Some examples of acceptable foreign contacts are given below, though these should in no way be considered limitations. The generation of a foreign contact is an excuse for the referee to throw in a particularly unusual, and in most cases especially useful, contact.

Academic: Paraphysicist with extensive knowledge of many of the Dark Minions.

Business: Employee in a megacorporation taken over by Dark Minions.

Criminal: Reckless burglar who specializes in preying on caches of DarkTek.

Empathic: Fugitive extraterrestrial, or escapee from a minion-run psychic experiment.

Entertainment: Singer too famous to be done away with easily, despite singing about a "dark invasion." Undoubtedly has ties to the empathic underground.

Government: Minor official with friends in high places; works behind the scenes to bring Dark plots to public attention.

Intelligence Community: A special agent of an undisclosed agency, who claims to have nearly unlimited authority in the disposition of cases.

Journalist: Free-lancer devoted to printing the strangest tales-under various pen names.

Law Enforcement: Police officer who has been privately piecing together evidence of one or more minion conspiracies.

Medical: Doctor with a hobby of studying "unnatural" life forms.

Military: Air Force officer with extensive experience as liaison with extraterrestrials.

Specialist: Hired for a particular expertise, saw things not meant to be seen, and lived to talk about it.

Wealthy: Philanthropist devoted to bringing minion plots to light.

USING CONTACTS

In a world of scarce resources, secret organizations, and jealously guarded secrets. contacts should play a critical role in nearly every adventure. As a result, the contacts made by players during character generation should be recognized as important assets, and their use during play should be interesting and entertaining.

Under "networking" rules, PCs have networks of contacts consisting of all their contacts of a single category, and the sum of those contacts is called a PC's "network rating." Count each foreign contact as two contacts for purposes of determining network rating.

For example, if a PC has three intelligence community contacts, and one of those contacts is foreign, that PC has an intelligence community network rating of four.

Whenever characters need information not available to a solid contact, they can attempt to use their network of contacts to obtain the information. The referee decides

on a task difficulty level, depending on the information required, and characters use their network rating as if it were a skill. The referee decides upon which attribute is to be used for this roll, adding it to the network rating. Typically, the attribute chosen will be Intelligence, Education, or Charisma, depending upon the exact situation.

For example, an adventure party knows that someone recently broke into the Midwest headquarters of General Dynamics and stole a number of restricted files. They are interested in discovering the contents of the stolen files, the identity of the thief or thieves, and their motives.

The referee knows the stolen files were personnel records of several key technicians working on a new data encryption system, that the files were stolen by hired criminals and then turned over to a third party, who was a front for a minion-controlled megacorp intent on kidnapping the technicians and extracting the technical data concerning the device.

The referee must decide on the applicable networks in each case, the attribute to be used, and the difficulty of the task. For example, in this case the referee decides receiving significant information concerning the files will require an Average test using the Intelligence attribute and an intelligence community network (the intelligence community has followed this development closely—the encryption device is very important to it), a Difficult test using the Charisma attribute and either business or criminal network (leaks from General Dynamics have spread the information to other corporations, while the criminal element has learned of the theft from loose-lipped gang members), or a Formidable test using the Education attribute and the law enforcement network rating (because no one tells the police anything, but a few police investigators believe they know what's going on). A success on any of these tests tells the characters that the files were personnel records of technicians working on the encryption project. An outstanding success obtains the list of names of the personnel whose files were stolen. A catastrophic failure results in the Dark Minions becoming alerted to the characters poking around and asking questions about the robbery.

The referee would then make similar determinations concerning the identity of the thieves and the motivation behind the robbery, which would each use potentially different networks and have different difficulty levels.

The referee should not, however, tell the players which networks would be useful, nor should the referee indicate difficulty levels or the results of die rolls. Instead, it is up to the characters to deduce which networks might be most useful in finding the information. A player might then say, "I'm asking around among my criminal contacts to see if anyone knows what was stolen from General Dynamics." The referee would instruct the player to roll a die (or the referee might roll the die secretly), and then decide, based on the outcome of the roll, what to reveal to the player. In most cases this will lead to a role-playing encounter, perhaps in some seedy dive in the depths of the slums, where information—and usually cash—is exchanged, with the danger of a double-cross ever-present.

The networking rule is intended to give referees another detail to enhance role-playing, and is always subject to the referee's decision as to when and how it should be used.

INITIATIVE

I don't like to admit it, but the first time we got into a scrap, it was all over before I even knew what was happening. We had driven nearly 16 hours to check up a lead on a slaver ring in Providence, and we hit town late and tired. We checked into a motel but we were all too keyed up to rest, so we sort of congregated in one room to make plans for the next morning.

Eventually, I started getting foggy, and I was just thinking about getting up and going to bed, when suddenly the door crashed open, and these two goons with shotguns jumped inside.

I froze. I'd never actually had a gun pointed at me before, and I guess my brain just couldn't believe it. So I sat there with my mouth hanging open, like a perfect idiot, while the two big bozos motioned angrily for us all to lay face down on the floor.

Out of the corner of my eye, I could see Big Daddy G slowly moving to comply, and the goons were watching real close to make sure he wasn't going to try and rush them. Then Kirin came back in from the bathroom. I've never seen anyone move so fast. She just seemed to sort of waltz up behind the first guy and plant a knee in his kidneys before he even knew she was there. He sagged into his partner, who took his eyes off Daddy for just one second; but it was one second too long. His shotgun thundered and took a chunk out of the ceiling as Daddy shoved it upward with his left hand; then Daddy's right fist took all the fight out of the goon. I still remember the crack of that blow sounding even through the echoing in my ears. Next thing I knew, Dale and Manfred had jumped on the pile-up of the two goons, Daddy and Kirin. A few seconds more, and the bad guys were trussed up all nice and neat.

And through it all, I just sat there, frozen. It wasn't fear, more like astonishment. Then Kirin saw me sitting there with my mouth hanging open, and she started laughing. All of a sudden, something sort of clicked in my brain, like the clock was running again. I could feel my face turning red. But then Kirin came over, pulled me out of the chair, and slapped me on the shoulder, and I knew it was okay.

Initiative represents a character's ability to remain cool and act most effectively in combat situations. Characters with a high Initiative score will move further and/or achieve more actions in a combat round than will characters with low Initiatives. This is not because the high-Initiative characters are any faster, but simply because they react more quickly and spend less time hesitating.

Initiative values range from 1 to 6, with beginning characters tending to start out on the low end of the scale, then increasing as they gain experience in combat. Each combat turn in **Dark Conspiracy** is divided into six phases, counting backward from six to one, and characters get to perform one action in each phase equal to or less than their Initiative level. The *Combat & Damage* chapter explains this in more detail, but it should be obvious even now that initiative is very important if you are to be involved in combat.

Each character's initial Initiative is based upon the types of careers that character has pursued. Education and civilian careers yield a beginning Initiative of 1. Military careers yield a 2. Also, in each of these two areas, there are some careers that give bonuses to Initiative, as indicated in *Careers* chapter. (Career bonus points are not cumulative—you can only gain a maximum of +1.)

AGE

A character's age at the time an adventure campaign begins is determined by multiplying by four the number of terms served and adding 17 to the result. In other words, (4x Terms)+17= Age. Age adds a further dimension of reality to play, helping players visualize their characters as actual people, rather than merely numbers on paper. It is possible for beginning characters to have range anywhere from age 17 on up, although few characters will be older than 37 or so.

Effects of Age: At age 33, the effects of age may start to take their toll on a character physically. Beginning at age 33, a character must check for the effects of age each term. At the beginning of the fourth and fifth terms, the character rolls 1D10 to check for losses in Agility. At the beginning of the sixth and seventh terms, both Agility and Strength must be checked. Every term thereafter, Agility, Strength, and Constitution must be checked. (The Effects of Age Table on page 390 illustrates this progression.)

The character loses one point from the relevant attribute if the 1D10 roll is less than the current level of that attribute. If the roll equals or exceeds the attribute, there is no loss. This check is made at the beginning of each term.

Example: Idle Eyes enters her fifth term and must roll for a reduction in her Agility, which is presently 7. She rolls a 3 and, since that is less than her current attribute level of 7, she loses one point of Agility. In another example, upon entering his eighth term, Hunter must roll three times, once for Strength (presently 5), once for Constitution (presently 4), and once for Agility (presently 6). The rolls are 7, 5 and 2 respectively, so Hunter does not lose any Strength or Constitution points, but has his Agility reduced to 5.

MUSTERING OUT

It is important to remember that player characters in **Dark Conspiracy** are anything but normal. Their knowledge of the Dark Invasion sets them markedly apart from the bulk of humanity. This knowledge may have come from a variety of sources: previous careers or contacts, a sudden empathic awareness, or even direct encounters with the Dark Ones. But regardless of the source of their information, this knowledge of and experience with the Dark Ones will have left a strong impression, giving them a number of important advantages over normal characters who remain ignorant of the Earth's peril. In game terms, these experiences are divided among four general headings: Agent, Empathy, Encounter, and Xeno.

When career generation ends for a character (whether by player choice or as a result of the random die roll method), that character's player then chooses a specific, single mustering-out option for the character, and applies the effects of that option. By choosing a mustering-out option, players decide how their characters have become involved in the struggle against the Dark, and what special bonuses their characters will begin the game with as a result.

Restrictions: Players of gnome, mike, or prole characters may choose Agent, Empathy, or Encounter as their character's mustering-out option; they may not choose Xeno.

Players of xeno social class characters may choose Agent or Xeno as mustering-out options; they may not choose Empathy or Encounter.

General Bonus: All characters except Xenos and those with a 0 EMP gain a bonus of +1 EMP upon mustering out. This represents the effects of the psychic shock they feel upon discovering the invasion of the Dark, a sort of horrifying "awakening." Characters with a 0 EMP gain a +2 to their Willpower rating, instead. Xenos gain no bonus to either, as they are already aware of the Dark invasion.

Agent: Characters who muster out as "agents" have been contacted by an agency that has been fighting the Dark Minions. There are multitudes of such agencies, ranging in size from the FBI to small but well organized survivalist groups. Exactly what agency the character has been contacted by should be determined by the player and referee together. It may be that the character officially joins the agency, or the character may simply work as an associate or special resource.

The benefit of mustering out as an agent is that the character receives $30,000 worth of equipment of any availability code (even equipment marked "—") immediately upon mustering out. This "purchase" is kept separate from the character's normal purchase of initial equipment.

Empathy: Characters who take the Empathy option for mustering out have had a sudden, unexpected insight into their empathic nature. As a result, they immediately gain a bonus of +1 to each Empathy skill listed on the character sheet. As an unpleasant side effect of this enhanced empathic awareness, they also become aware of the Dark Invasion.

Encounter: Characters who take this mustering-out option have had some sort of minor, but horrifying, face-to-face experience with the Dark Minions. Exactly what the encounter was should be decided by the player and referee together. (One good example from a local campaign is a paramedic who was called to a shooting, only to discover that the victim was a mystic changeling reverting to its natural form as it died.)

The game benefit of the encounter is an immediate +1 boost to the character's Initiative (after the shock of such an encounter, normal combat somehow seems less daunting). However, Initiative may not exceed 6.

Xeno: Characters who muster out under the Xeno option are allowed to begin the game with a hand-portable death ray (from *Referee's Guide*). Unlike other characters, xenos know how to read the power displays on such weapons, so the player may roll for both the Bulk and number of shots remaining in its magazine, rather than the latter being a referee's secret.

If desired, the referee may allow the character substitute an item from the *DarkTek* chapter of the *Referee's Guide*, subject to referee approval.

SKILL- AND ATTRIBUTE-DERIVED VALUES

Once the character has finished all steps of character generation affecting skills and attributes, the following values, which are derived from skills and attributes, can be calculated.

Hit Capacity: Hit capacity is a measure of the amount of damage (hit points) a character can take before suffering serious injury. Hit points can be suffered in any of seven different parts of the body: left leg, right leg, left arm, right arm, head, abdomen,

and chest. The hit capacity of the head is equal to the Constitution. The hit capacity of the character's chest is equal to the sum the character's Strength and twice the Constitution (STR+(CONx2)). Each of the other body parts has a hit capacity equal to the sum of the character's Strength and Constitution—(STR+CON).

Spaces are provided on the Character Sheet for players to write in their PCs' wound level thresholds so the players will know to what degree their characters have been wounded. *See pages 201 to determine wound level thresholds and the effects of being wounded.* Except for the "Critical" column, the values in the boxes represent the amount of damage the character can take before progressing to a more severe wound status.

The "Current" boxes should be used to keep track of how much damage the character has taken. The numbers in the slight wound boxes are equal to the base hit capacity numbers of the character (generated by the above procedure).

Weight: A male character's weight in kilograms is equal to 80 plus four times Strength minus Agility, or [4x (STR-AGL)] +80. (One kilogram is approximately 2.2 pounds.) Thus a character with a Strength of 6 and an Agility of 1 would weigh 100 kilograms (about 220 pounds) while a character with a Strength of 4 and an Agility of 8 would weigh 64 kilograms (roughly 141 pounds).

Physiological differences, particularly in bone structure, result in smaller body masses for women. Therefore, weight in kilograms for female characters is calculated by substituting 65 for 80 in the formula, or [4x (STR-AGL)] +65. Thus a female character with a Strength of 6 and an Agility of 1 would weigh 85 kilograms (about 187 pounds) while a female character with a Strength of 4 and an Agility of 8 would weigh 49 kilos (roughly 108 pounds).

Load: A person can lug a considerable weight of equipment even cross-country but there is a limit. In **Dark Conspiracy**, characters may carry without being heavily burdened a total weight in kilograms equal to three times the sum of their Strength and Constitution—(STR+CON)x3. This is called a character's normal load. Up to twice this weight can be carried but the character is considered burdened and has movement reduced as explained in *Combat & Damage* chapter. A character may lift loads up to four times this amount and carry them short distances (50 to 100 meters at a time). Multiple characters may add their load capacities to lift heavy objects.

Throw Range: The distance (in meters) a character can throw a one-kilogram weight accurately is called the character's throw range. Throw range is four the character's Strength (STRx4).

Unarmed Combat Damage: Unarmed combat damage indicates the hit-point loss a character inflicts on an opponent when that opponent is successfully hit during melee combat. Unarmed combat damage is determined by multiplying Melee Combat (Unarmed) skill by Strength and dividing by 10, rounding fractions down, or (Skill xSTR)/10. The result is the number of hit-points the striking character will inflict per successful attack. A result of 0 is considered 1.

Example: Oscar has a Strength of 9 and a Melee Combat (Unarmed) skill level of 8. 9x8=72. 72/10=7.2. Therefore, Oscar will inflict 7 hit points per Melee Combat (Unarmed) attack.

STARTING MONEY AND INITIAL EQUIPMENT

Things had come off exactly according to plan. Only trouble was, we'd discovered that our plan was flawed.

St John and I had come to Toronto to investigate a rash of ritual murders among that city's homeless. In order to draw the murderers into the open, we'd decided to dress like street people ourselves and hang around alleys. In other words, we'd set ourselves out as bait.

Just after midnight, St. John radioed me to report he was being followed, and I ran to back him up. He was being followed, all right. We could see them lurking in the shadows. Whatever they were, they liked to run in packs.

Discretion being the better part of valor, we decided to call it a night, if we could shake our pursuers. One thing led to another, and we found ourselves in a blind alley, nothing but two-story walls on three sides and a whole passel of mean-and-uglies coming up from behind.

"If only we had a rope and grapple," St. John moaned, "We could probably catch that right roof edge and climb out."

"How's this?" He couldn't see my smirk in the dark, but I'm sure he heard it as I pulled a rope and grapple from under my coat.

"Do you always carry one of those?" he asked.

"Ever since Salt Lake City. "

A few moments later, we were on the rooftop, watching the hunters below milling around the alley in frustration.

Just as characters have a history of careers and contacts before the start of a **Dark Conspiracy** adventure campaign, they also will have accumulated equipment and savings. In order to reflect this fact, players generate starting money for their characters, then use that money to buy the equipment they desire.

Starting Money: In general, during each career term, a character gains $1000 for each point of Education possessed. This rather generically represents both a character's earning power and ability to save. Of course, the money itself represents not only savings, but also equipment accumulated. (That is, after starting money has been calculated, any of it that is spent on equipment is considered to have been spent over the course of the character's life thus far, not all at once. And any money left over is considered savings.)

As has been stated, Education is typically the value used when calculating starting money. The career descriptions list exceptions to this rule. (For example, gamblers use Luck instead of Education, to determine money from terms spent gambling.)

Finally, while it may be somewhat easier to generate all starting money after character generation is complete, it is actually more accurate (and more enjoyable) to do so term by term as characters progress through their careers. For purposes of fairness, it is important that all players either do it the one way, or the other. Your referee will tell you which way she or he prefers.

Initial Equipment: After generating a character's starting money, a player can look through the equipment chapter and purchase items appropriate to the character. While doing this, there are a few things to keep in mind.

First, in this world of the near future, it is legal to carry knives, switchblades, pistols, and/or a bow and arrows as personal defense weapons. All other weapons require

a special license. Licenses available and the requirements for gaining them are also included in the equipment chapter.

Note that legal doesn't necessarily mean wise. If you walk into a strange bar with a bow and quiver across your back, a Luger strapped to your thigh, a hunting knife in each boot, flicking a switchblade in one hand, you can expect trouble from the locals.

Next, buy equipment that is appropriate for your conception of your character. Your referee will reward you for adhering to a realistic character concept.

Finally, before buying equipment, ask your referee if he or she has any guidelines for you to follow specific to the campaign you will be playing. For example, laws concerning what is or is not legal vary greatly from locality to locality in **Dark Conspiracy**, so depending upon where your characters will be, you may be allowed more or less than usual. Your referee may also decide that certain items of equipment are easier or harder to find in your character's locale, which could also affect your purchases. By following your referee's guidelines, you'll help to ensure that your adventures have a consistent atmosphere.

SKILL IMPROVEMENT

One of the most significant rewards of an adventure session is a character's increased experience. Among other things, this includes improvement of skills. Skill ratings are increased by use of experience points.

Spending Experience Points: During the adventure session, each player should note (perhaps with a pencil checkmark, so it can be erased before the next session) the skills used during the session. Only skills that the character used during the adventure are eligible for improvement by use of experience points.



Experience points are converted to increased skill levels between sessions, even if a session ends with a cliff-hanging situation. Of course, in many cases the points will end up being spent in a lull between adventures, but it is assumed that a character can even improve a skill during the heat of battle.

To improve a skill, a character spends experience points to buy new skill levels. To buy a new level costs points equal to its numerical value. For instance, to raise Archery 4 up to Archery 5 would cost five experience points. A character may purchase more than level at once, but each level must be paid for separately. For example, if the Archery skill were to be improved from level 4 to level 6, the character would have to spend 11 points total (5+6). Points that are not converted may be accumulated.

Option: If the players don't mind the bookkeeping involved, the referee may award points in specific skills, for use only in that skill (Archery experience points, for example, or Foreboding experience points).

Initiative: A separate experience point system exists for improving Initiative. Initiative experience points are only awarded in sessions in which there is a life-threatening battle. Initiative points are used to increase levels of Initiative at the square of the level being obtained. For example, a character rising from Initiative 3 to 4 would spend 16 (4^2) points. Initiative experience points can be used only for Initiative.

Advance by Observation: If a player character carefully observes another PC successfully accomplishing a task, the observing PC gains one experience point. This observation must be a close-up examination of the task and must have the cooperation of the character actually performing the task. If the referee considers the skill sought to be a complicated one (such as Mechanic), the task should take longer than usual to finish (perhaps substantially longer), to represent the fact that the character performing the task is pausing frequently to explain what is being done or to answer questions. A character may gain experience points from observation only if the observed character's skill level is at least as great as the skill level of the observing character.

Instruction: A character may be taught a skill. Teaching a skill requires an Average check of the Instruction skill. An instructor may teach a number of students equal to that character's Instruction skill level and must have a skill level in the skill being taught. An instructor cannot teach a student whose skill level in the subject taught is equal to or greater than that of the instructor. The task takes four hours per day for one week (seven consecutive days). Successful completion of the task (rolled for at the end of the week) results in experience points for both the students and the instructor. The instructor gains experience for accomplishing a task as explained above. Students gain a number of experience points (in the skill being taught) based on the number of students being taught.

If the number of students is less than one-half of the instructor's skill level, each student gains three experience points. If the number of students is half or more than the instructor's skill level, each student gains one experience point.

New Skills: A character who has a skill level of 0 in a particular skill may still attempt to learn the skill. This may be done either through observation or through instruction. Since the character has a skill level of 0, experience cost for the first level will be one.

BACKGROUND SKILLS

Skills	*Controlling Attribute*
Archery	STR
Animal Empathy	EMP
Computer Operation	EDU
Computer Empathy	EMP
Foreboding	EMP
Human Empathy	EMP
Language*	CHR
Luck	CHR
Melee Combat (Armed/Unarmed)	STR
Persuasion	CHR
Small Arms (Pistol)	STR
Stealth	AGL
Streetwise	INT
Swimming	CON
Vehicle Use (Motorcycle/Wheeled)	INT

** This is in addition to any native languages the character has as a result of nationality choice.*

SECONDARY ACTIVITIES

Skill or Attribute	*Controlling Attribute*
Act/Bluff (neighborhood theater or gaming)	CHR
AGL +1 (yoga classes, gymnastics, flexercise)	AGL
Animal Empathy (if EMP 1+)	EMP
Archery	STR
CON+1 (jogging)	CON
Disguise (neighborhood theater)	CHR
EDU +1 (adult education)	EDU
Electronics (adult education)	AGL
Foreboding	EMP
Horsemanship	CON
Human Empathy (if EMP 1+)	EMP
Language (adult education or travel)	CHR
Luck	CHR
Mechanic (do-it-yourself home repairs)	STR
Medical (CPR and first aid lessons)	EDU
Melee Combat (Unarmed) (martial arts classes)	STR
Observation (paint-gun combat games)	INT
Parachute	CON
Pilot (Fixed-wing) (flying lessons)	INT
Project Emotion (if EMP 1+)	EMP
STR +1 (weight lifting)	STR
Small Arms (target shooting)	STR
Stalking (paint-gun combat games: urban)	INT
Stealth	AGL
Swimming	CON
Tracking (paint-gun combat games: rural)	INT
Vehicle Use (Motorcycle or Wheeled Vehicle)	INT
Vessel Use (Boat)	INT
Willpower	INT

This list identifies skills that can be obtained from secondary activities. For flavor's sake, many of the skills have parenthetical notes describing activities characters might have pursued in order to gain the skills.

NATIONALITY
NATIVE LANGUAGE CHART

Nationality	*Subcategory*	*Native Language*
American	American	English
		(3 Spanish)
		(2 Japanese)
		(1 German)
		(1 Italian)
		(1 Mandarin)
		(1 Polish)
		(1 Yiddish)
		(1 Vietnamese)
British	English	English
	Welsh	English
		(2 Welsh)
	Scottish	English
		(3 Scots Gaelic)
	Irish	English
		(2 Gaelic)
Canadian	Anglo-Canadian	English
		(3 French)
		(1 Japanese)
	French-Canadian	French
		(3 English)
		(1 Japanese)
Chinese	Chinese	Mandarin
		(3 Cantonese)
		(1 English)
		(1 Japanese)
		(1 Taiwanese)
Czech	Czech	Czech
		(2 Slovak)
		(1 Hungarian)
		(1 Romany)
	Slovak	Czech
		(8 Slovak)
		(1 Hungarian)
		(1 Romany)
Danish	Danish	Danish
		(5 English)
Finnish	Finnish	Finnish
		(2 Lapp)
		(2 English)

Nationality	*Subcategory*	*Native Language*
French	French	French
		(3 English)
		(1 Breton)
		(1 Basque)
		(1 Catalan)
German	German	German
		(1 English)
Hungarian	Hungarian	Hungarian
		(1 German)
		(1 Romany)
Icelandic	Icelandic	Icelandic
		(1 English)
Japanese	Japanese	Japanese
		(3 English)
		(1 Korean)
		(1 Mandarin)
		(1 Cantonese)
Mexican	Mexican	Spanish
		(5 English)
		(1 Nahuatl)
		(1 Maya)
Norwegian	Norwegian	Norwegian
		(5 English)
Polish	Polish	Polish
Portuguese	Portugese	Portuguese
		(1 English)
Soviet		*See Soviet Nationalities List*
Spanish	Spanish	(3 English)
		(2 Catalan)
		(2 Basque)
Swedish	Swedish	Swedish
		(1 Lapp)
		(5 English)

SOVIET NATIONALITIES

Russian*	Kazakh
Azerbaijani	Chuvash
Ukrainian*	Armenian
Byelorussian*	Estonian
Georgian	Kirgiz
Uzbek	Tartar
Lithuanian	Mordvinian
Romanian	Taijik
Latvian	Turkoman

* Ukrainians, Byelorussians, and Russians speak Russian. All other Soviet nationalities speak their own language (same name as the nationality), plus a small amount of Russian (roll 1D10/2 for skill level in Russian).

Nationality	*Subcategory*	*Native Language*
Albanian	Albanian	Albanian
Altaic	Turkic	Turkish
		Azerbaijani
		Uzbek
		Kazakh
		Tartar
		Chuvash
		Kirgiz
		Turkoman
	Ugric	Hungarian
	Finnic	Finnish
		Estonian
		Lapp
		Mordvinian
Amerindian	South Amerindian	Maya
	Athabascan	Navaho
	Uto-Aztecan	Nahuatl
Armenian	Armenian	Armenian
Balto-Slavic	Baltic	Lithuanian
		Latvian
	East Slavic	Russian
	West Slavic	Polish
		Czech
		Slovak
	South Slavic	Serbo-Croat
		Bulgarian
		Slovenian
		Macedonian
Bantu	Bantu	Swahili
Basque	Basque	Basque
Caucasian	South Caucasian	Georgian
Celtic	Goidelic	Scots Gaelic
		Breton
	Brythonic	Welsh
		Gaelic
Dravidian	Dravidian	Tamil
Germanic	Anglic	English
	West Germanic	German
		Dutch
		Yiddish
		Flemish
	North Germanic	Danish
		Swedish
		Icelandic
		Norwegian

Nationality	*Subcategory*	*Native Language*
Greek	Greek	Greek
Indo-Iranian	Indic	Hindi-Urdu
		Bengali
		Romany (Gypsy)
	Iranian	Taijik
		Parsi (Persian)
Japanese	Japanese	Japanese
Korean	Korean	Korean
Mayalo-Polynesian	W. Mayalo-Polynesian	Malay-Indonesian
Mon-Khmer	Mon-Khmer	Cambodian
Romance	East Romance	Italian
		Romanian
	West Romance	Spanish
		Catalan
		French
		Portuguese
	East & West Romance	Latin
Semito-Hamitic	Semitic	Arabic
		Hebrew
	Hamitic	Berber
		Hausa
Sino-Tibetan	Sinitic	Cantonese*
		Mandarin*
		Taiwanese*
	Tibeto-Burman	Thai
		Burmese
Vietnamese	Vietnamese	Vietnamese

* These three languages (Cantonese, Mandarin, and Taiwanese) are mutually unintelligible in their spoken form, but they are 100% intelligible in their written form.

CHARACTER GENERATION EXAMPLES

To demonstrate the character generation system, we present two annotated characters.

DARA SCHWARTZ

Dara will be generated using random die rolls.

Background: Dara's player decides upon American for nationality and female for sex. Native language will, of course, be English. The series of checks for a second native language come up 5, 9, 7, 6, and 1, failing respectively at Spanish, German, Italian, and Polish, on the Nationality/Native Language Chart, but succeeding at Yiddish (at which point the player decides upon the character's name). For social class, Mike (wage slave) is chosen.

Attributes: Six rolls of 2D6-2 generate 8, 6, 0, 5, 2, and 5 for STR, CON, INT, EDU, and CHR. AGL is rerolled and comes up 7 this time. Next, a 1D6-1 roll generates an EMP 2 for the character. Dara's social class makes no adjustments to the attributes. The beginning stats, then, are:

STR 8
CON 6
AGL 7
INT 5
EDU 2
CHR 5
EMP 2

This totals 35 points, two over the minimum 33, or just above average.

Experience: The character receives four initial skills at level 2, which the player chooses as:

Archery 2
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

Career: Dara's player decides she'd like the character to be in some sort of federal law enforcement. Looking over the career lists, she finds that the federal law enforcement career requires law school and no prison record as prerequisites. Law school requires an undergraduate degree, which itself requires an EDU 5 or better. Dara's beginning EDU is too low, but it can be raised through the Secondary Activities List. So the player decides to begin in a career that will allow double the normal secondary activities, in order to most quickly increase the EDU rating. After looking over the career listings, she chooses public employee to begin, a career with no prerequisites. (For story's sake, she explains it as a clerk/typist position at a local IRS office.)

First Term: Initial skills for the public employee career are Business 2 and Computer Operation 3. For her character's two points in secondary activities, the player chooses EDU+2, and characterizes it as night school.

At the end of her first term, then, Dara has the following skills:

Archery 2
Business 2

Computer Operation 3
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

Dara's EDU is now 4 (still one short of allowing undergraduate study). The player chooses a government contact. Savings for this term are $4000 (EDU 4x$1000). Her age is 21. A 1D10 roll of 3 is greater than the number of terms served so far, so the player continues with the next term.

Second Term: Dara's second term is again public employee. The player has six points to spend among Business, Computer Operation, Instruction, Leadership, and Persuasion. She spends one on Computer Operation, two on Instruction, two on Leadership, and one on Persuasion. For secondary skills she spends one point on EDU and one on Language, choosing Japanese because it seems like a good thing for business. Dara's skills are now:

Archery 2
Business 2
Computer Operation 4
Instruction 2
Language (Japanese) 1
Leadership 2
Persuasion 1
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

Her EDU is now 5, the magic number needed for college entry. Savings for this term are $5000, for a total of $9000. The player chooses a business contact, then rolls a 4 on 1D10 to continue, which is safely above the 2 for terms spent thus far. Dara's age is now 25.

Third Term: For this term, Dara enters an undergraduate university. The entry says she has five points to spend as desired among a list of 11 skills. Dara's player chooses Language 2 (Japanese again), Leadership 1, Psychology 1, and Engineer 1. Dara gets only the normal one secondary activity this term, which her player spends on Observation. At the end of the term, then, Dara's skills are:

Archery 2
Business 2
Computer Operation 4
Engineer 1
Instruction 2
Language (Japanese) 3
Leadership 3
Observation 1
Persuasion 1
Psychology 1
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

From the contacts allowed, the player chooses journalism. Dara receives no income while in school, so her total savings remain $9000. And a 1D10 roll of 9 is higher than her three terms, so she can continue. She is now 29.

Fourth and Fifth Terms: For her fourth term, Dara goes to law school, where she automatically picks up Bargain 1, Observation 1, Persuasion 2, and Interrogation 2 in her first term. She chooses Disguise 1 for her secondary activities. Also, she picks up another government contact but saves no money while playing for law school. She then succeeds at her roll to continue. Her age is now 33, which requires a roll for age effects on Agility. The player needs to roll a 7 or better (because Dara's Agility is 7) to avoid a decline. She rolls a 4, so one point is lost and Dara's new Agility is 6.

Her fifth term is federal law enforcement, and now Dara has achieved her dream. Dara's player has her become an agent of the Securities Exchange Commission (SEC). Because it is her first term in this career, she automatically receives Interrogation 2, Melee Combat (Unarmed) 1, Observation 1, and Small Arms (Pistol) 2. For her secondary activity, she chooses Willpower 1. This time, the player decides upon a criminal contact. Again Dara earns $5000. But this time the player rolls a 4 to go on, well below the required 6 to start a sixth term.

Dara is now 37, which requires another roll for age effects on Agility. This time the player needs a 6 or better and rolls a 9, so the attribute does not decline any further.

At the end of career generation, then Dara's attributes are now:

STR 8
CON 6
AGL 6
INT 5
EDU 5
CHR 5
EMP 2

And she has accumulated the following skill levels, either through her careers or through secondary activities:

Archery 2
Bargain 1
Business 2
Computer Operation 4
Disguise 1
Engineer 1
Instruction 2
Interrogation 4
Language (Japanese) 3
Leadership 3
Melee (Unarmed Combat) 1
Observation 3
Persuasion 3
Psychology 1
Small Arms (Pistol) 2
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2
Willpower 1

She also has accumulated $14,000 worth of equipment and savings.

Age: We have already calculated Dara's age as 37. This require two checks for decline of Agility, one at age 33 and another at age 37. Normally, it is quite all right to wait until after all career terms have been finished before checking the effects of age on STR, CON, and AGL. However, if a character wishes to enter a new career that has a STR, CON, or AGL prerequisite, effects of age should be checked before the career is entered, to ensure that the character will still pass the career's prerequisites.

Hit Capacity: Dara has the following number of hit points in each body area:

Head: (STR+CON) = 14
Chest: STR+(CONx2) = 20
Abdomen: (STR+CON) = 14
Each Arm: (STR+CON) = 14
Each Leg: (STR+CON) = 14

Weight: As a female, Dara adds 65 to the quantity 4x (STR-AGL) to discover how many kilograms she weighs. In her case, the result is 4x (16-13) +65= 73 kilograms.

Load: Dara's normal load is (STR+CON)x3, or 42 kilograms. This is how much she can carry without being overly burdened.

Throw Range: A character can throw a one-kilogram weight four meters per point of STR, which makes Dara's throw range 32 meters.

Unarmed Combat Damage: Dara's unarmed combat damage is equal to her STR multiplied by her Melee Combat (Unarmed) skill divided by 10 (round down). (8x1)/10= 0.8 (rounds to 0).

Since this would make her unarmed combat damage 0, she is given the default value of 1.

Initiative: Having taken only civilian occupations, Dara will have a beginning Initiative of 1. The federal law enforcement career gives a bonus of +1 if more than one term is spent in the career, but Dara spent only one.

Equipment: The player decides that Dara is still an agent for the SEC, so she has a pistol assigned to her and is able to sign out agency vehicles if necessary. However, she also has $14,000 to spend on other personal equipment. (The player intends to have her purchase a private handgun, unregistered with the agency, and a motorcycle for personal use, as well as an archery set and a switchblade, plus some electronic gear.)

Mustering Out: Dara gains a +1 Empathy attribute rating upon mustering out. Dara's player is concerned about beginning the game with an Initiative of only 1, so "Encounter" is chosen as Dara's mustering-out option. This boosts Dara's Initiative by 1 point, to a 2. The player will need to come up with a description of the encounter which set Dara upon the road to being a Minion Hunter.

HERBERT VAHN

Herbert will be generated by point allocation.

Background: Herbert's player decides upon American for nationality and male for sex. Native language will, of course, be English. The player declines checking for a second native language. For social class, the player chooses "prole."

The player has in mind a highly Empathic character, someone so in tune empathically that he seems slightly out of touch with reality.

Attributes: Herbert's player has 36 points to divide among the seven attributes, with none to be higher than 10 and none except Empathy to be 0. Education costs double to a prole, Constitution suffers a modifier of –1, and 3 points are added to Strength, Agility, or a combination of the two. In order to reflect the sort of character described above, the player decides upon the attributes:

STR 5
CON 4
AGL 3
INT 3
EDU 1
CHR 5
EMP 8

Experience: The character receives four background skills at level 2. It is decided that Herbert will begin life on a secluded farm, where he can develop close ties to nature. The referee approves this choice, assuming it is subsistence farming, to reflect the prole background. Initial skills chosen are:

Animal Empathy 2
Foreboding 2
Human Empathy 2
Stealth 2

Career: There are only so many careers that grant empathic skills, and most of them provide the more passive ones. Herbert's player decides upon psychic test subject, in order to give Herbert the Project Thought skill. In story terms, he says that word of Herbert's innate abilities spread through small towns in the area of his farm, eventually drawing the attention of a secret government laboratory. Herbert was kidnapped at 17 and taken to the lab.

First Term: Initial skills for the psychic test subject career are Human Empathy 3, Project Emotion 2, and Willpower 2. For his secondary activity, another level of Stealth is chosen. At the end of his first term, then, Herbert has the following skills:

Animal Empathy 2
Foreboding 2
Human Empathy 5
Project Emotion 2
Stealth 3
Willpower 2

The player chooses an empathic contact, describing it as a fellow test subject. Because he intends Herbert to flee the lab after one more term, no money is calculated (it would all be lost upon fleeing). Nevertheless, the player must roll this term to see if the lab authorities consider Herbert dangerous. The player needs to roll a 5 or less to continue, and rolls a 4. Herbert's age at this point is 21.

Second Term: Another four-year term is spent in the psychic test lab. This time, the player chooses Human Empathy 2, Empthic Healing 2, and Project Thought 4 as career skills, plus Luck 1 from the secondary activities list. His skills are now:

Animal Empathy 2
Empathic Healing 2
Foreboding 2

Human Empathy 7
Luck 1
Project Emotion 2
Project Thought 4
Stealth 3
Willpower 2

Again, no savings are calculated for this term, because of the imminent escape. The player chooses a medical contact this time, rationalizing it as a sympathetic worker who helps Herbert to escape the lab. When Herbert flees, his age is 25, and the player decides to have him conduct another term in a different career.

Third Term: After escaping from the secret lab, Herbert moves to a different area of the country and begins to work as a psychic investigator. Mystic is the career chosen by the player to represent this, and Herbert more than passes the prerequisite of Empathy 4+. Skills for the first term are Foreboding 3 and Human Empathy 3, and the player decides upon Melee Combat (Unarmed) 1 as a secondary activity. Now Herbert's skills are:

Animal Empathy 2
Empathic Healing 2
Foreboding 5
Human Empathy 9
Luck 1
Melee Combat (Unarmed) 1
Project Emotion 2
Project Thought 4
Stealth 3
Willpower 2

(His Human Empathy skill would be pushed to 10 by the three extra levels gained except that his EMP attribute is 8, making the ninth and tenth skill levels received count as half levels.)

From the contacts allowed, the player chooses empathic. Charisma is the base for calculating savings, so Herbert ends the term with $5000. His age is 29, and the player decides to take the character one more term.

Fourth Term: Mystic is again the career chosen for Herbert. Because this is a second term in the career, the player gets to choose six levels from among 11 different skills. He chooses Animal Empathy 2, Empathic Healing 1, Foreboding 1, and Human Empathy 2, with Melee Combat (Unarmed) 1 for secondary activity. This makes Herbert's skills:

Animal Empathy 4
Empathic Healing 3
Foreboding 6
Human Empathy 10
Luck 1
Melee Combat (Unarmed) 2
Project Emotion 2
Project Thought 4
Stealth 3
Willpower 2

Another empathic contact is gained. Also gained is $5000 in savings, for a total of $10,000. Herbert is now 33, and at this point, the player determines to conclude Herbert's generation; no roll is made. He decides that Herbert will begin the game still working as a psychic investigator.

Age: Because his age is 33, he must roll to see if AGL is reduced. He rolls a 4, which does not result in an Agility reduction.

Hit Capacity: Herbert has the following number of hit points in each body area:

Head:(STR+CON) = 9
Chest: STR+(CONx2) = 13
Abdomen: (STR+CON) = 9
Each Arm: (STR+CON) = 9
Each Leg: (STR+CON) = 9

Spaces are provided on the character sheet for players to write in their character's wound level thresholds so the players will know to what degree their characters have been wounded.

Looking at Herbert's character sheet, we can see that if he were to take 44 points of damage to his chest, he'd have a serious wound. Four points to the head would be a scratch. One more point to the head, though, and he would have slight wound.

Weight: As a male, Herbert has his weight in kilograms calculated by adding 80 to the quantity 4x (STR-AGL). 4-3=1. 4x1=4. 80+4=84. So Herbert weighs 84 kilograms.

Load: Normally, Herbert can carry 24 kilograms (STR+CON)x3 without being encumbered.

Throw Range: Like any other character, Herbert can throw a one-kilogram weight four meters per point of STR. This makes Herbert's throw range 16 meters.

Unarmed Combat Damage: Herbert's unarmed combat damage is equal to his STR multiplied by his Melee Combat (Unarmed) skill divided by 10 (round down). 4x2/10=0.8 (rounds to 0).

Since this would make his unarmed combat damage 0, he is given the default value of 1.

Initiative: Because Herbert has pursued only civilian occupations, his Initiative will automatically be 1.

Equipment: The player chooses appropriate equipment for Herbert's role as a psychic investigator.

Mustering Out: Herbert gains a +1 Empathy attribute rating upon mustering out. Herbert's player likes the idea that the character's work as a psychic investigator has resulted in a sudden insight into the Dark Invasion. This gives Herbert a +1 to each Empathy skill on the character sheet.

CHAPTER THREE
Careers

In **Dark Conspiracy,** careers are divided among three broad categories: education, civilian, and military. Characters can pursue any type of career for which they meet the prerequisites.

Note that while the careers listed here do not cover every possible occupation a person might pursue, it is possible to reflect other occupations by creatively mixing those listed below. For example, a person who wanted to play the role of a television evangelist would choose clergy as an occupation for at least one term, followed by entertainer. Similarly, someone who wanted to play a rock 'n' roll superstar might choose entertainer, concentrating upon Leadership and/or Persuasion skills to reflect the power of the music, and Luck to represent the breaks needed to make it big, followed by nomenklatura for the appropriate wealth.

EDUCATION

Higher education is a prerequisite for many careers. Certain forms of higher education have Education requirements for admission, others do not. All schools are limited to one term unless otherwise indicated.

UNDERGRADUATE UNIVERSITY

It has been said that one of the benefits of gaining a liberal arts degree is that it makes you philosophical enough to cope with the fact that it'll never make many you a lot of money. In the world of **Dark Conspiracy**, that saying is beginning to be applied to any degree from a full university.

Entry: Education 5+

Skills: Total skill levels equal to a character's Education attribute from any combination of the following, but no more than level 3 in any one skill:

Biology
Business
Chemistry
Computer Operation
Engineer
Instruction
Language
Leadership
Persuasion
Physics
Psychology

Contacts: One per term, either academic or journalism. On a 1D10 roll of 10, the contact is foreign.

Special: May elect to join ROTC (Reserve Officer Training Corps). If so, the next career choice must include either entry into the regular armed forces or enrollment in the Reserve Component in lieu of a second activity. Rank is 2nd lieutenant or equivalent (officer). No income is received while attending undergraduate school.

GRADUATE UNIVERSITY

Characters who wish to progress from an undergraduate degree to a Master's or Doctorate, go to grad school to do so. If you want your character to have a degree in some subject other than those listed below, be creative. For example, a degree in History can be represented by concentrating on the Instruction skill (after all, there aren't many jobs other than teaching that build on such a degree).

Entry: Undergraduate degree, Education 7+, Intelligence 7+.

Skills: Four levels per term in any one specialty, plus a total of two levels in any electives.

Specialties:
Biology
Business
Chemistry
Engineer
Language
Physics
Psychology

Electives:
Computer Operation
Instruction
Language
Leadership
Persuasion

Contacts: One per term, academic or government. On a 1D10 roll of 8+, the contact is foreign.

Special: One term provides an M.A. or M.S., the second and each subsequent term provides a Ph.D. (or equivalent). Degrees must be taken in one of the specialties noted above. No income is received while attending graduate school.

LAW SCHOOL

If you want to be a lawyer, you have to go to law school. The same is true if you want to go into federal law enforcement. But a lot of other lines of work can benefit as well from the things a law student learns.

Entry: Undergraduate degree, Education 5+, Intelligence 5+.

Skills: The character automatically receives the following:
Bargain 1
Interrogation 2
Observation 1
Persuasion 2

Contacts: One academic or government. On a 1D10 roll of 9+, the contact is foreign.

Special: No income is received while attending law school.

MEDICAL SCHOOL

Medical school is prerequisite for working as a medical doctor or a psychiatrist. Few people go to the trouble of going to medical school without going on to pursue one of those careers.

Entry: undergraduate degree. Biology 3+, Chemistry 2+

Skills: The character automatically receives the following:

Computer Operation 1
Medical 6
Observation 1

Contacts: One medical. On a 1D10 roll of 8+, the contact is foreign.

Special: After medical school, a character can enter the military with a direct commission as captain, if desired. No secondary activities are allowed during medical school. No income is received while attending medical school.

NATIONAL MILITARY ACADEMY

Some corporate heads have defended their demand for unquestioning obedience from their employees as being no different from the loyalty expected from soldiers. Of course, they have neglected to mention that while most military forces have a long tradition of honor, courage, and devotion to country, the biggest businesses have an opposite tradition to cutthroat competition and devotion only to a few, ultra-rich stock holders.

Entry: Education 6+

Skills: All basic training skills for the appropriate branch of the armed services, plus a total of 6 levels from any one or a combination of the following:

Demolition
Engineer
Heavy Weapons
Horsemanship
Leadership
Small Arms

Contacts: Two military. On a 1D10 roll of 10 this contact is foreign.

Special: Enter the Army, Air Force, or Marines at the rank of 2nd lieutenant—Navy as ensign—and must serve at least one term. No income is received while attending a military academy.

TECHNICAL SCHOOL

In the near future of **Dark Conspiracy**, increasingly fewer people are able to afford a degree from a full university. The drive for a well rounded, well educated populace has been nearly trampled in a mad dash to get people a skill and get them to work. Of course, even with a degree from a technical school, jobs can be very hard to find.

Entry: No prerequisites.

Skills: A total of 6 levels from any one or a combination of the following:

Business
Computer Operation
Electronics

Mechanic
Medical
Pilot (Fixed-wing or Rotary)
Vehicle Use
Contacts: One specialist (skill level 8) in one of the areas listed above.
Special: No income is received while attending technical school.

CIVILIAN OCCUPATIONS

Civilian occupations include the majority of things most people think of as typical careers, from farmers to government bureaucrats. But many things that people do not normally think of—such as homeless, psychic test subjects, and gamblers—are included here as well



ASTRONAUT

With the economic downturn, space exploration has not just been back-burner, it's been put back in the fringe. Nonetheless, NASA makes a decent income working as a satellite placement and repair service for the corps. Few people know, however, that much of this money goes into a secret fund for investigation what the agency suspects is a UFO invasion. As an astronaut, you'll spend the majority of your time as a NASA investigator.

Entry: Undergraduate degree, Pilot (any) 5+

First Term Skills: The character receives the following skills in the first term:

Computer Operation 2
Pilot (Shuttle) 4
Mechanic 1
Electronics 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Biology
Computer Operation
Instruction
Medical
Observation
Physics
Pilot

Contacts: Two per term, government, intelligence agency, journalist, and/or specialist (PC's major skill). On a 1D10 roll of 7+, the contact is foreign.

Special: A character who remains an astronaut after character creation ends can join any PC group without having a previous connection to it. She or he simply shows up, following a NASA lead.

ATHLETE

The games get bloodier and bloodier, and the industry becomes continually more concerned with entertainment. Whether from football, hockey, professional wrestling, or gladiator-style competitions, the public demands violent escapism.

Entry: Strength 7+, Agility 7+

First Term Skills: The character receives the following skills in the first term:

Acrobatics 4
Medical: 1
Melee Combat 1



Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Act/Bluff
Business
Leadership
Melee Combat
Medical
Observation
Willpower

Contacts: One journalist and one business, entertainment, medical or specialist (Acrobatics) per term. On a 1D10 roll of 10, the contact is foreign.

Special: For each term as an Athlete, use lower of Strength or Agility instead of Education when calculating starting money.

ATTORNEY

This is one of the things you can do with a degree from law school. See that entry for background information.

Entry: Law school.

First Term Skills: A total of 6 levels from any one or a combination of the following:

Interrogation
Persuasion
Bargain

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Bargain
Business
Computer Operation
Instruction
Interrogation
Leadership
Observation
Persuasion
Psychology
Streetwise

Contacts: One per term, government or criminal. On a 1D10 roll of 8+, the contact is foreign.

Special: Two secondary activities are allowed per term.



BIKER

You've seen more of the countryside than most, and you know how bad things are out there. People say that you live outside the law, but you know that in most places the law just doesn't exist. Even

where it does exist, it's just the excuse that rich and powerful hypocrites use to justify whatever they feel like doing. All the justice the law may have provided is gone; all that's left is brute force.

So you began riding with a biker gang. There isn't much difference between them and a lot of local cops, big wheels or government types you've met, except that they don't insult you by pretending to stand for something that's been dead for a long, long time.

But if you ever did find someone who stood for something other than just himself, you just might tag along for the ride.

Entry: Melee Combat 2+, Vehicle Use (Motorcycle) 2+.

First Term Skills: The character receives the following skills in the first term:

Mechanic 1
Small Arms 1
Streetwise 1
Vehicle Use (Motorcycle) 3
Willpower 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Bargain
Forgery
Interrogation
Luck
Mechanic
Melee Combat
Small Arms
Stalking
Stealth
Streetwise
Vehicle Use

Contacts: One per term, criminal. A roll of 10 on 1D10, the contact is foreign.

Special: None.



BODYGUARD

Sometimes you're hired for protection, other times just for show. In any event, the sort of people who can afford to hire you tend to draw the attention of violent types, so you often earn your fee. Life as a bodyguard can be exciting, and you like the feeling of reacting to threats and overcoming them on a moment's notice.

Entry: Melee Combat (any) 5+ and Small Arms (any) 4+.

Skills: In each term, a character gains a total of 6 levels from any one or a combination of the following:

Acrobatics
Archery
Climbing
Demolitions
Electronics
Foreboding (if EMP 1+)
Interrogation
Leadership
Melee Combat
Observation
Small Arms
Stealth
Streetwise
Willpower

Contacts: One per term, criminal business, or law enforcement. On a D10 roll of 9+, the contact is foreign.

Special: None.



BOUNTY HUNTER

Nowadays, the bounty hunter business is booming. There are all sorts of organizations willing to pay to have malefactors captured. It's not just the public authorities anymore; corps shell out a lot of money every year to have escaped employees returned.

Problem is, the quarry is getting more dangerous every year, too.

Entry: Agility 4+.

First Term Skills: The character receives the following skills in the first term:

Melee Combat 1
Small Arms (Pistol) 1
Stalking 1
Stealth 1
Streetwise 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Leadership
Disguise
Forgery
Small Arms
Stalking
Stealth
Streetwise

Contacts: One per term, criminal or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: When figuring beginning cash, use Streetwise instead of Education for each term as a bounty hunter.

CIVIL ENGINEER

New construction materials and design techniques are being developed every day. Anti-earthquake, anti-acid rain, anti-radiation, and bombproof buildings are the wave of the future. It takes a real expert to keep on top of the rapid changes.

Entry: Master's degree, Engineer 4+.

First Term Skills: The character receives the following skills in the first term:

Demolitions 3
Engineer 2
Physics 1

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Climbing
Demolitions
Engineer
Instruction
Navigation
Physics
Vehicle Use (Wheeled Vehicle)

Contacts: One per term, government. On a 1D10 roll of 10, the contact is foreign.

Special: None.

CLERGY

It seems the golden age of science as savior never came. High technology proved to be only as good as the people who wield it, and as often as not, conflicts over the raw materials it required escalated into wars. But people have to have hope. In the modern age of misery, they need more than ever to have a shoulder to lean on and an ear that listens. And they're willing to pay for the privilege. Some of

those who step in to fill the gap do so for a quick and easy profit. Others are self-sacrificing saints.



Entry: Charisma 5+, Education 4+.

First Term Skills: The character receives the following skills in the first term:

Leadership 2
Persuasion 2
Psychology 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Human Empathy (if Empathy 1+)
Leadership
Persuasion
Psychology
Willpower

COMMERCIAL PILOT

When the high and mighty want to go someplace, they want to get there fast, and they want to get there in style. Flying gives them that speed, and it makes them feel like royalty as they gaze disdainfully down upon the world below. But they also want safety. They're willing to pay handsomely for expert pilots who are willing to be treated like a chauffeur.



Of course, if you want more respect than that, there are lots of operations keeping their aircraft in the sky with chewing gum and baling wire.

Entry: Technical school, Pilot (Fixed-wing or Rotary) 3+.

First Term Skills: The character receives the following skills in the first term:

Navigation 2
Observation 2
Pilot (Fixed-wing or Rotary) 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Computer Operation
Electronics
Mechanic
Navigation
Observation
Pilot (Fixed-wing or Rotary)

Contacts: One per term, specialist (Pilot). On a 1D10 roll of 10, the contact is foreign.

Special: None.



COMPUTER OPERATOR/PROGRAMMER

Just as the invention of moveable type changed the face of the world by ushering in the Industrial Age, so the development of the semiconductor has revolutionized our own era by ushering in the Computer Age. Electronic text transfer is fast—an absolute necessity in our time of rapid-fire technological advances. As a computer operator or programmer, you save as an essential cog in the electronic machinery that makes the world run.

Entry: Technical school or undergraduate degree, Computer Operation 2+.

First Term Skills: The character receives the following skills in the first term:

Business 1
Computer Operation 3
Electronics 1
Computer Empathy 1 (if Empathy 1+)

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Business
Computer Empathy (if Empathy 1+)
Electronics
Instruction

Contacts: One per term, specialist (Computer or electronics). On a 1D10 roll of 10, the contact is foreign.

Special: When calculating beginning money, use Computer Operation instead of Education for all terms as a computer operator/programmer.



CONSTRUCTION WORKER

There will always be a need for strong backs and skilled hands to crew construction projects. Of course, the question is when and where. Demands for construction workers change from season to season and region to region. As long as you're willing to go where the work is and are skilled enough to compete with other laborers, you'll do fine.

Entry: Strength 4+.

First Term Skills: The character receives the following skills in the first term:

Climbing 1
Demolitions 1
Engineer 1
Vehicle Use (Wheeled or Heavy Vehicle) 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Climbing
Demolitions
Engineer
Mechanic

Vehicle Use (Wheeled or Heavy Vehicle)

Contacts: One per term, specialist (Engineer). On a 1D10 roll of 10, the contact is foreign.

Special: None.

CRIMINAL

Player characters in **Dark Conspiracy** are supposed to be heroes. But sometimes they're tarnished heroes who have broken laws to achieve their goals. Of course, sometimes a law deserves to be broken. For whatever reason, then, a PC may have experiences reflected by this career.

Entry: Agility 5+.

First Term Skills: A total of 6 levels from any one or a combination of the following:

Archery
Climbing
Disguise
Forgery
Lockpick
Melee Combat
Small Arms (Pistol)
Vehicle Use (Auto)



Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Archery
Climbing
Disguise
Engineer
Forgery
Language
Lockpick
Luck
Melee Combat
Small Arms
Stealth
Streetwise
Thrown Weapon
Vehicle Use (Wheeled Vehicle)

Contacts: One per term, criminal or law enforcement. Contact is foreign on a 1D10 roll of 10.

Special: If more than one term is served, +1 to Initiative. Also, roll once per term versus Intelligence to avoid capture. If unsuccessful, the next career choice must be Prisoner.



CYBORG ESCAPEE

You remember seeing bright lights coming for you. Then there was a long time of darkness and pain. Finally, you found yourself in unfamiliar territory, running in terror from pursuers you knew would follow. But you could not remem-

ber who those pursuers were. When you reached civilization, you learned that four years had passed, although you have no recollection of the time. But during those years, your body was mechanically enhanced. You don't know why. All you know is that the pursuers are still hunting, and you can't let them find you again.

Entry: No prerequisites.

Skills and Enhancements: Each term, choose three separate items from the following list:

AGL +2
STR +2
Melee Combat 2
Integral Body Armor (one hit location)*
Socket Hand**

* *This armor works just like regular body armor with an AV of 1, but it can be built into the limbs as well as the head and torso. Head protection is similar to a Kevlar helmet, with a 1D6 roll of 5 or 6 meaning an unprotected portion of the head was hit.*

** *Either right hand or left hand. Comes with a mechanical hand which works exactly like the original organic equipment. This may be removed and replaced with one of several alternate attachments. However, the character will not begin the game with any of these attachments in his or her possession.*

Contacts: None.

Special: Agility and Strength are allowed to rise above 10 with these enhancements. For each term completed, add +1 to Initiative as well, to a maximum of 7. (This is exception to the noncumulative nature of Initiative modifiers, and the only way to gain a 7 Initiative. Initiative 7 acts once before phase 6 of each combat turn, then acts just after Initiative 6 in each phase.) No secondary activities allowed.

Also, each term, subtract 1 from Empathy or Charisma, player's choice. (Remember, Charisma may not reach 10.) If this makes any skills governed by these attributes higher than the attribute, those skills must be reduced, as well.

No money is made during this career.

Finally, there may be unpleasant consequences other than the ones mentioned above. When the time comes, your referee will let you know.



DRIFTER

With the economic crash brought about by break-away international business conglomerates, there has been a resurgence of transients who wander from farm to farm and city to city looking for work. Generally, when they begin, they're looking for somewhere to settle down. After a few years, though, the traveling life gets into their blood, and they wouldn't put down roots if they could.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Streetwise 3
Observation 2
Melee Combat 1
Tracking 1

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Act/Bluff
Archery
Climbing

Horsemanship
Language
Luck
Mechanic
Melee combat (Unarmed)
Observation
Persuasion
Small Arms (Pistol)
Streetwise
Swimming
Vehicle Use (Motorcycle, Wheeled Vehicle)

Contacts: One per term, business, criminal, government, or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: No secondary activities allowed.



ENTERTAINER

When times are worst, that's when people need escapism the most. Ironically, what the poor want to spend their entertainment money on is a chance to see the glamour and glitz of the rich. You're part of the industry that gives them that vision. It can be depressing, because you know it's a facade. You know the diamonds they see are only rhinestones, and the stardust is only sequins. But when you're really on a roll, sometimes you can see through their eyes, and for just a moment the dream becomes real.

Entry: Charisma 8+.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 3
Disguise 1
Observation 1
Persuasion 1
Psychology 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Disguise
Horsemanship
Language
Luck
Melee Combat
Persuasion
Swimming
Vehicle Use (Motorcycle or Wheeled Vehicle)
Vehicle Use (Boat)

Contact: One per term. On a 1D10 of 8+, the contact is in government, otherwise it is in entertainment. If it is entertainment, on a 1D10 of 8+, it is foreign.

Special: At the referee's option, random NPCs may recognize the character as a favorite TV or movie star.

ENVIRONMENTALIST

One of the worst effects of the Greater Depression has been that no one has the clout anymore to enforce protection of the environment. As a result, the business world seems to have abandoned itself to a mad scramble to rape the Earth before anyone else gets it all. There's not a lot an individual can do to turn things around, but you're determined to protect as much of the natural world as you can, even if it means using violence.

Entry: No prerequisites.

First Term Skills: In the first term, a character gains the following skills:

Biology 2
Climbing 1
Observation 2
Tracking 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Animal Empathy (if EMP 1+)
Archery
Biology
Climbing
Demolitions
Empathic Healing (if EMP 1+)
Foreboding
Horsemanship
Human Empathy (if EMP 1+)
Melee Combat
Navigation
Observation
Persuasion
Small Arms
Stealth
Swimming
Thrown Weapon
Tracking

Contacts: One per term, criminal, law enforcement, or government. On a 1D10 roll of 9+, the contact is foreign.

Special: None.

FACTORY WORKER

You used to build cars. Big American cars with sleek shapes and pinstripes and chrome trim, or pickup trucks. They were cars that the average American drove home in and parked in their garages. Nobody buys them anymore. Now they buy Yugos or Russian Zils, if they can afford them. Except the wealthy, of course, who still buy BMWs and Mercedes and stretch limousines.

So now you build weapons systems. You run the machines that plug components into control panels for guns and missiles to fuel wars in the Middle East,



Asia, and Africa. it's mind-numbingly dull work, but it's a living.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Business 1
Mechanic 2
Electronics 1

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Business
Electronics
Leadership
Mechanic

Contacts: One per term, business. On a 1D10 roll of 10, the contact is foreign.

Special: Factory workers are allowed two secondary activities per career period.

FARMER

Once, not too long ago, fields full of crops stretched in every direction farther than the eye could see. Back then, families used to make a business out of farming. Then the agricorps came and glutted all the markets with their force-grown, hot-house crops. Family farms couldn't stay in business, and the majority of them just went to seed. Now there are weed-filled fields as far as the eye can see, dotted here and there by abandoned farmhouses gone to ruin.





But you swore you'd never leave. So now you live even closer to the land, raising just enough to keep yourself fed, with some left over to sell or trade in town, treating your equipment with kid gloves, trying to make it last. It isn't an easy life, but it sure beats moving to the city.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Biology 2
Mechanic 2
Observation 1
Tracking 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Animal Empathy (if EMP 1+)
Biology
Empathic Healing (if EMP 1+)
Horsemanship
Mechanic
Observation
Tracking
Vehicle Use (Wheeled or Heavy Vehicle)
Willpower

Contacts: One per term, criminal or specialist in one of the above skills. On a 1D10 roll of 10, the contact is foreign.

Special: None.

FEDERAL LAW ENFORCEMENT

The local forces do a pretty good job of policing their own neighborhoods, but to your way of thinking, their focus is a bit nearsighted. Somebody has to keep an eye on the larger scheme of things, tracking fugitives that stay on the move, and remaining on top of problems that affect whole geographical regions. That somebody is you. With the state the world is in today, your hands are more than full.

Entry: Law school, no prison record.

First Term Skills: The character receives the following skills in the first term:

Interrogation 2
Melee Combat (Unarmed) 1
Observation 1
Small Arms (Pistol) 2

Subsequent Term Skills: The character receives a total of 6 levels from any one or a combination of the following:

Computer Operation
Instruction
Interrogation
Language
Leadership
Melee Combat
Observation
Small Arms
Stealth

Contacts: One per term, government or criminal. On a 1D10 roll of 8+, this contact is foreign.

Special: If more than one term is served, add +1 to Initiative.



GAMBLER

Your kind has been around since the dawn of time, making a living out of sharp wits, a knack for bluffing, and a little bit of luck. In a world that changes as fast as this one, you figure only the gamblers can hope to survive.

Entry: Luck 5+.

First Term Skills: The character receives the following skills:

Act/Bluff 2
Bargain 1
Persuasion 1
Streetwise 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Bargain
Foreboding (if Empathy 1+)
Human Empathy (if Empathy 1+)
Luck
Melee Combat (Unarmed)
Persuasion
Psychology
Streetwise

Contacts: One per term, criminal, law enforcement, or another gambler. On a 1D10 roll of 8+, the contact is foreign.

Special: When calculating starting money, use Luck instead of Intelligence for each term as a gambler.



GANGER

You're young, you're tough, and you're slick. You're part of a family of the street, a motley collection of disaffected youths that knows the world is going to pieces and intends to party and rumble until the world's last gasp.

But lately you've been wondering if it's ever going to end. Maybe someone's manipulating things to keep everyone right on the brink but never let them go over. Maybe you and your chums ought to find out who that someone is and kick some butt.

Entry: Charisma 3+.

First Term Skills: In the first term, a character gains the following skills:

Act/Bluff 1
Melee Combat (Unarmed) 2
Stealth 1
Streetwise 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Act/Bluff
Archery
Climbing
Foreboding (if EMP 1+)
Leadership
Lockpick
Melee Combat
Pickpocket
Small Arms (Pistol)
Stalking
Stealth
Streetwise
Thrown Weapon

Contacts: One per term, criminal, law enforcement, or specialist (Streetwise). On a 1D10 roll of 10, the contact is foreign.

Special: When calculating starting money, use CHR x $250 for each term as a ganger. +1 to Initiative if more than one term is served.

GOVERNMENT AGENT

Faced with corporate aggression, the federal government stepped back into the wings. Most people think it's moribund, that it will never recover. But you know it's playing possum. All available money and resources have been poured into clandestine operations to find out exactly what's behind the new world order. it's no longer just the CIA and FBI, either. Nowadays some of the most effective agents are FCC, EPA, SEC, IRS, and the like. Using their primary missions as cover, these agencies are collecting the data that may turn things back around.

Entry: Undergraduate degree, Intelligence 6+, Charisma 6+.

First Term Skills: The character receives the following skills in the first term:

Interrogation 2
Language 1
Observation 1
Small Arms (Pistol) 2

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Act/Bluff
Computer Operation
Disguise
Forgery
Interrogation
Language
Leadership
Lockpick
Melee Combat
Small Arms
Willpower

Contacts: One per term, government or intelligence community. A result of 8+ on 1D10 means the contact is a foreign one.

Special: None.



HOMELESS

You're an expert at urban survival. You know all the latest scams for getting food and at least minimal shelter out on the streets. As well, you know pretty much every face within your territory, every deal that's going down, every trap to avoid. Lately, though, things have been getting really weird. There's a feeling in the air, like something unhealthy has settled its nets around the area. If you can't get someone with clout to listen, you figure it might be getting time to move on.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Melee Combat (Unarmed) 1
Observation 2
Stalking 1
Stealth 1
Streetwise 3

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Animal Empathy (if Empathy 1+)
Archery
Luck
Melee Combat
Observation
Persuasion
Pickpocket
Stalking
Stealth
Streetwise
Willpower

Contacts: One per term, criminal, journalist, or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: No secondary activities are allowed for the homeless. Also, no money is received for terms as homeless. Careers prior to and after this state do provide starting money, however.

JOURNALIST

Technically, the country still has a free press. But most of the national news services have fallen prey to the big money of the corps. That leaves you to fill the gap. You work for a street corner rag that prints all the news that fits. Across your front pages headlines clamor about the ghost of Elvis and two-headed babies born on roller coasters. But in between those stories are others like the one about the ritual murders in Galveston. That one was truth, intended to draw fire on the perpetrators, and apparently it worked, because the murders stopped.

You wish you could print nothing but stories like that. But the more sensational ones serve two purposes. First, they draw buyers, keeping you in business. Second, they serve as camouflage to screen you from the revenge of whatever it is out there that's driving this world insane.

Entry: Undergraduate degree or Charisma 7+.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 1
Computer Operation 1
Interrogation 2
Observation 1
Persuasion 1

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Act/Bluff
Disguise
Interrogation
Luck
Observation
Persuasion
Stealth

Contacts: Three per term, criminal, government, and/or law enforcement. On a 1D10 roll of 7+, the contact is foreign.

Special: None.





MANAGER

Sure the world is going crazy. But that's what makes business opportunities so wonderful. Every second, it seems, someone else goes out of business, but they are the bunglers. By dropping out, they leave all the more room for you to make your own mark on the world, to grab your own slice of the pie.

Entry: Undergraduate degree.

First Term Skills: The character receives the following skills in the first term:

Bargain 1
Business 2
Computer Operation 2
Leadership 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Bargain
Business
Computer Operation
Instruction
Leadership
Luck
Observation
Persuasion
Psychology
Streetwise

Contacts: One per term, business or government. Roll 8+ on 1D10 for the contact to be foreign.

Special: When calculating starting money, use Business instead of Education for each term as a manager.



MARTIAL ARTIST

The streets are more dangerous than ever before, but you're well trained in self-defense and can hold your own against multiple foes in face-to-face combat. Even in fire combat, however, your training gives you an edge, making your reactions quicker and more exact. Also, your physical control translates into stealth when necessary.

The martial artist career includes everything from martial arts instructors to Oriental assassins.

Entry: No prerequisites.

First Term Skills: In the first term, a character gains the following skills and attribute enhancements:

STR +1
AGL +1
Melee Combat (Unarmed) 3
Willpower 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the skills from group A. Alternatively, for each 2 levels not taken from group A, 2 level may be taken from group B.

Group A:

Acrobatics
Archery
Climbing
Disguise
Foreboding (if EMP 1+)
Instruction
Lockpick
Melee Combat
Observation
Pickpocket
Stalking
Stealth
Thrown Weapon
Willpower

Group B:
AGL +1
STR +1
CON +1

Contacts: One per term, business, criminal, or specialist (Melee Combat). On a 1D10 roll of 7+, the contact is foreign.

Special: Use INT instead of EDU for determining starting money per term. If more than one term is served, add +1 to Initiative.



MECHANIC

There's not much romance or mystique to being a mechanic, but people sure holler when they need one. It's not everyone that can take a look at a piece of machinery, figure out what's wrong, and then fix it. You can. As long as humans use machines, then, you'll have work to do.

Entry: Agility 3+ or Intelligence 3+

First Term Skills: The character receives the following skills in the first term:

Electronics 2
Mechanic 4

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Bargain
Business
Electronics
Lockpick
Mechanic
Vehicle Use (Motorcycle or Wheeled Vehicle)

Contacts: One per term, a specialist in one of the above skills. Roll 1D10 for 10 for the contact to be foreign.

Special: For each term as a mechanic, use Mechanic instead of Education when calculating money.

MEDICAL DOCTOR

For the past couple of centuries, doctoring has been a good gig with high pay and lots of perks. Lately, there has been an increased demand for doctors with lots of knowledge about emergency medicine. It looks like business will remain good for a long time to come.

Entry: Medical school.

First Term Skills: The character receives the following skills in the first term:

Computer Operation 1
Medical 1
Observation 1
Persuasion 1
Psychology 1

Subsequent Term Skills: A total of 4

levels from any one or a combination of the following:

Business
Computer Operation
Leadership
Medical
Persuasion

Contacts: One per term, medical. On a 1D10 roll of 7+, the contact is foreign.



Special: The first term is internship and residency. No secondary activity is allowed during this time. For each additional career period, doctors are allowed two secondary activities. Doctors get one doctor's medical bag free. For each term as a medical doctor, use Medical instead of Education when calculating starting money.

MERCENARY

With the old superpowers cooling their heels after the corporate takeover, they're not able to watchdog the world's trouble spots as effectively any more. As a result, the temperature of brush wars has risen a number of degrees, and the countries involved are crying for someone to come and train their troops in modern warfare techniques. Of course, part of training them is supplying them, so if you're sharp, it's pretty easy to make a lot of money really fast. You just have to be careful to duck when the bullets start flying.



Entry: STR 4+, prior military career.

First Term Skills: The character receives the following skills in the first term:

Bargain 1
Language 1
Melee Combat 1
Small Arms 1
Stealth 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Archery
Climbing
Demolitions
Heavy Weapons
Interrogation
Language
Leadership
Luck
Medical
Melee Combat
Small Arms
Stealth
Swimming
Thrown Weapon
Tracking
Vehicle Use

Contacts: One per term, criminal, government, intelligence community, military, or another mercenary. On a 1D10 roll of 6+, the contact is foreign.

Special: Roll 1D10 once per term. On a roll of 9, the character must spend the next term in a noncombat career due to serious wounds. A roll of 10 means the character was captured by the opposition and must spend the next term in prison (as a Prisoner). If more than one term is served, add +1 to Initiative.



MERCHANT MARINE

Even in this fast-paced world, there are some things that can afford to take days or weeks to get from place to place. The bottom line is cost-effectiveness, and it's always going to be cheaper to move things by boat than by plane. The life of a merchant marine involves some hard labor, but it also allows you a lot of time between ports to think. Lately, one of the things you've been thinking about is the increase in piracy. Target practice has become a daily drill on board many vessels, and a few have taken to mounting big guns in preparation for naval battles.

Of course, there are other things to think about—like the rumors of strange creatures that are beginning to circulate. And the increasing number of "Overdue, presumed lost" entries in the Maritime News.

Entry: Constitution 3+.

First Term Skills: The character receives the following skills in the first term:

Navigation 1
Swimming 1
Vessel Use (Ship) 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Business
Computer Operation
Electronics
Language
Leadership
Mechanic
Navigation
Swimming
Vehicle Use
Vessel Use

Contacts: One per term, business, law enforcement, or specialist (PC's primary skill). On a 1D10 of 6+, the contact is foreign.

Special: None.

MYSTIC

You've always been more attuned to the nature of things than most people. Lately, you've felt a sickness growing in the world, like a sort of psychic gangrene. Even the common people, who aren't as sensitive as you, are beginning to feel its pressure, and it adds to the world's problems, causing them to lash out in ever-increasing violence. Someone has to locate the source of that infection and



lance it. Unfortunately, it looks like that someone will have to be you.

As a mystic, you play the part of a psychic investigator. Chances are that you will have some other type of occupation to support you during your investigations. (Teaching and writing careers are good choices, for example, because of their flexible schedules.)

Entry: Empathy 4+.

First Term Skills: The character receives the following skills in the first term:

Foreboding 3
Human Empathy 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Animal Empathy
Business
Computer Empathy
Foreboding
Human Empathy
Observation
Persuasion
Project Emotion
Streetwise
Willpower

Contacts: One empathic per term. On a 1D10 roll of 8+, the contact is foreign.

Special: When determining starting money, use Charisma rather than Education for all terms as a Mystic.

NOMENKLATURA (Idle Rich)

Nomenklatura is a Russian term referring to sons and daughters of Communist Party members, members of the privileged class guaranteed high-ranking jobs due to their family connections. In today's vernacular, it refers to anyone from a wealthy, privileged group. Nomenklatura (often called *gnome* or *nomen)* characters have almost unlimited funds. However, they are also highly visible in the international jet set, which means that if you begin spending too much money financing Dark Minion hunts, you're likely to draw unwanted attention.

Entry: Charisma 8+, Luck 6+.

Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Business
Computer Operation
Foreboding
Horsemanship
Instruction
Language
Luck
Persuasion
Swimming
Vehicle Use

Contacts: One per term, wealthy or government. A roll of 6+ on 1D10 means it is a foreign contact.

Special: For each term as nomenklatura, multiply by 10 the money available to the character, using Luck instead of Education as a base. This money does not represent the character's total value, but rather how much ready cash is available at the beginning of the campaign. Also, at the beginning of each new adventure, the character will have an additional amount of money available equal to Luck x $3000.



PARAMEDIC

To your mind, the city streets have become a war zone. Just to collect the wounded, you have to carry firearms on the ambulance. And body armor is standard-issue for ambulance teams nowadays. One good thing about it all, though: You don't have to worry about a layoff. Business is booming.

Entry: Technical school, Medical 2+.

First Term Skills: The character receives the following skills in the first term:

Biology 1
Computer Operation 1
Medical 2
Vehicle Use (Wheeled Vehicle) 2

Subsequent Term Skills: Medical 1 plus a total of 5 levels from any one or a combination of the following:

Biology
Computer Operation
Human Empathy (if EMP 1+)
Language
Melee Combat
Psychology
Small Arms
Vehicle Use (Wheeled Vehicle)

Contacts: One per term, medical. A roll of 10 on 1D10 means the contact is foreign.

Special: None.



PARAPHYSICIST

As an expert in the workings of the human mind, you have become very interested in what have come to be called the empathic powers. This field was once known as parapsychology, but as the laws governing their use have become better known, it has been rechristened paraphysics. You want to delineate the limits of those powers, to learn how they work, and to discover what has brought about their sudden upsurge in today's world.

But your interest has led you into subjects you never expected. You've begun to find evidence of a psychic invasion sweeping the planet. Now, you realize that the research you are doing is no longer merely simple interest: It may be the only thing that can save the world.

Entry: Prior term as psychiatrist.

First Term Skills: In the first term, a character gains the following skills:

Foreboding 1
Human Empathy 1
Observation 2
Willpower 2

Subsequent Term Skills: A total of 5 levels from any one or a combination of skills from the list below, plus 1 level in any empathic skill:

Act/Bluff
Biology
Chemistry
Electronics
Instruction
Interrogation
Leadership
Medical
Observation
Persuasion
Psychology
Willpower

Contacts: One per term, medical, academic, or empathic. On a 1D10 roll of 7+, the contact is foreign.

Special: Double normal starting money per term as a paraphysicist. Free paraphysicist's field kit.



POLITICIAN

In this increasingly complex world, public governance is becoming steadily more demanding. No one is really qualified to make sense of things, but you believe that you are more qualified than most. Most importantly, you are able to inspire faith in the masses, and with their backing you know you can achieve the changes necessary to set the world to rights. But they'll have to trust you to use that power wisely, because you can't tell them what's really wrong. If you were to tell the public about the Dark Minions, chances are you'd merely be ridiculed by the electorate, and you'd certainly draw the Dark Minions' attention.

Entry: Charisma 8+.

First Term Skills: The character receives the following skills in the first term:

Leadership 3
Persuasion 3

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Act/Bluff
Bargain
Business
Interrogation
Instruction
Language
Leadership
Luck
Observation
Persuasion

Contacts: Three per term: journalism, government, or military. Roll 1D10 for 7+ for the contact to be foreign.

Special: None.



PRISONER

If you're going to dance, sooner or later you have to pay the piper. If you're going to lead a life of crime, eventually you're going to get caught. When that happens, you'll end up here.

Entry: Forced due to capture while engaged in criminal activity.

Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics Act/Bluff
Bargain
Business
Disguise
EDU +1
Electronics
Foreboding (if EMP 1+)
Forgery
Instruction
Lockpick
Mechanic
Medical
Melee Combat
Observation
Persuasion
Pickpocket
Psychology
Stalking
Stealth
STR +1
Streetwise
Willpower

Contacts: Two per term, criminal. On a 1D10 roll of 10, the contact is foreign.

Special: No secondary activities allowed. Released after one term. After PCs have had a term as a prisoner, they may chose their next career normally, but must succeed at an Easy: Luck or CHR (whichever is higher) test to be accepted by that career. If they fail, they must instead choose a criminal or prole-only career for their next term. This continues in every subsequent term until they make a successful Luck/CHR roll. After that they may chose normally.

Do not count prison terms when calculating starting money.



PRIVATE INVESTIGATOR

It used to be you tracked down missing husbands and testified at divorce proceedings. Sometimes you'd get a real case investigating crimes the police had decided to let lie. Nowadays you track monsters in the sewers and investigate crimes that would get you an appointment with a psychiatrist, if you told anyone. You're not sure exactly what's happening to the world, but you certainly intend to find out.

Entry: Intelligence 5+, Charisma 5+.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 1
Disguise 1
Observation 2
Persuasion 1
Small Arms (Pistol) 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Business
Disguise
Forgery
Interrogation
Lockpick
Luck
Melee Combat
Observation
Small Arms (Pistol)
Stealth
Streetwise

Contacts: Two per term, criminal, law enforcement, or government. Roll 1D10 for 9+ for the contact to be foreign.

Special: None.



PROFESSOR

Research is an essential part of your career, in many ways even more so than teaching. Recent research you've done leads you to believe that there's something alien and evil manifesting itself in the world. Perhaps more research will reveal to you how to combat it.

Entry: Ph.D.

First Term Skills: The character receives the following skills in the first term:

Specialty 1 (a level in the character's specialty skill)
Instruction 3
Language 1
Persuasion 1

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Instruction
Language
Leadership
Observation
Persuasion
Specialty skill

Contacts: Two per term, academic or government. Roll 7+ on 1D10 for the contact to be foreign.

Special: Professors may have two secondary activities per term.



PROLE (Corporate Welfare Recipient)

You used to be unemployed, homeless, and hungry. Now you're just unemployed. You live in a barracks or tiny apartment provided by a major corp. You eat the daily rations they provide for you. You wear the clothes they give you. And you watch the television they pipe in. All the corp requires in return is that you sign a proxy allowing it to vote in your place in public elections. All in all, it doesn't seem a bad exchange, but it's awfully boring, or would be if it weren't for the gangs, gambling, and gin mills. You also tend to meet a lot of strange people in the slums.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 1
Bargain 1
Observation 1
Persuasion 1
Streetwise 2
Willpower 2

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Act/Bluff
Bargain
Computer Empathy (if Empathy 1+)
Empathic Healing (if Empathy 1+)
Foreboding (if Empathy 1+)
Human Empathy (if Empathy 1+)
Lockpick
Luck
Melee Combat (Unarmed)
Observation
Persuasion
Pickpocket
Streetwise
Willpower

Contacts: One per term. However, for each term, a roll of 10 on 1D10 means that the character receives one government or journalist contact. On an additional 1D10 roll of 10, the contact is foreign.

Special: No secondary activities are allowed for proles. Also, no money is received for terms as a prole, and any money earned at prior careers is forfeit. Only careers held after proledom ends count toward starting money.



PSYCHIATRIST

Stress in the modern world is extremely high, and many people are suffering mental breakdowns as a result. Some of them lash out in violence, adding to the stress. Others begin to "see" strange things that have no place in the real world. It is your job to help these people cope with their stress in a healthy manner. The problem is, you're beginning to wonder if some of these strange visions might not be true.

Entry: Medical school and M.A. (or M.S.) in psychology.

Term Skills: In each term, the character receives a total of 4 levels from any one or a combination of the following:

Business
Computer Operation
Instruction
Interrogation
Leadership
Medical
Observation
Persuasion
Psychology
Willpower

Contacts: One per term, specialist (Psychology), or medical. A roll of 8+ on 1D10 means the contact is foreign. Alternatively, the referee may allow the contact to be a patient with an interesting background or link to the Dark Minions.

Special: When calculating starting money, each term as a psychologist counts triple.

PSYCHIC TEST SUBJECT

Here and there across the globe, clandestine labs to study psychic phenomena are being built by a number of different organizations. You have been identified as manifesting high psychic potential and have been recruited or captured to become a test subject. All sorts of stimuli are tried to bring your abilities to light: hypnosis, drug therapy, and electro-stimulus are just a few. The result has been a rapid improvement in your empathic powers. But you've learned a few things about medicine and psychology along the way, as well.





Entry: Empathy 5+.

First Term Skills: The character receives the following skills in the first term:

Human Empathy 3
Project Emotion 2
Willpower 2

Subsequent Term Skills: A total of 8 levels from any one or a combination of the following:

Any Empathy skill
Luck
Medical
Observation
Willpower

Contacts: One empathic, government, or medical per term. On a 1D10 of 9+, the contact is foreign.

Special: Roll 1D10 versus Charisma each term or the character must flee from the lab after being judged too uncontrollable to live. Characters who are forced to flee cannot return to this career.

When calculating starting money, use Empathy instead of Education for each term as a psychic test subject. However, if the character has to flee the lab, all payment for this career is lost (i.e., do not count the terms toward starting money at all).

PUBLIC EMPLOYEE

Not everyone can have the cushy jobs. Someone has to sort the mail, drive the school buses, and make out city water bills. You're just happy to have a job at all, especially as this one provides you with both the money and the time to pursue your hobbies.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Business 2
Computer Operation 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Business
Computer Operation
Instruction
Leadership
Persuasion

Contacts: One per term, business or government. On a 1D10 roll of 10, the contact is foreign.

Special: Two secondary activities are allowed each term.



RENEGADE ET

You are a being without a home, or at least without one that you have ever seen with your own eyes. A child of humanoid ETs, you were born in the Mother Ship concealed in a parking orbit in the asteroid belt. Your parents told you little about the homeworld, always insisting that the future was in this star system, not a distant planet where at least a millennium had passed since the ship's departure.

Although you were to join the exploration teams making a thorough survey of the solar system, your training was cut short by the catastrophe that swept through the crew of explorers. Your own parents perished to guarantee that you escape and warn the humans. You did, but now you are a hunted fugitive.

Many humans are willing to help you, but the powerful mind that destroyed your parents and seized control of most of their surviving shipmates has infiltrated human society as well. Now you can no longer afford to bust the military and government representatives you once worked with. Only your own wits, and occasional help from the human empathic underground, has kept you alive this long.

Entry: No prerequisites.

Attributes: -2 STR, -2 CON, +2 EDU, +4 EMP. Attributes greater than 10 are possible for renegade ETs.

First Term Skills: The character receives the following skills in the first term.

Act/Bluff 1
Animal Empathy 1
Computer Empathy 1
Disguise 1
Foreboding 1
Human Empathy 1
Project Thought 3

Contacts: One extraterrestrial, one military, and one empathic.

Special: This "career' is actually the basic skill lists and attribute modifiers for a humanoid ET character. No secondary activities are allowed in this term, but this does not count as a normal term in career generation. (That is, no die roll is made at the end of the term to terminate character generation.) *All subsequent terms must be taken in other careers.*

Because humanoid ETs are very long-lived, they suffer no adverse effects from aging during character generation.

Renegade ETs are hunted by the Dark Ones, and are subject to the same sort of occasional nasty surprises as are cyborg escapees.

No money is earned during this career.

RENEGADE ALIEN SORCERER

You are a creature without a home—or at least without a home that you have ever seen with your own eyes. You were born on the Mother Ship. Your parents told you little of your native world, insisting that your future was in this star system, not a distant planet where at least a millennium had passed since the ship's departure.

While your parents were busy seeing to their duties on board the ship, you were left to your own devices. It was lonely, but you had a powerful imagination to keep you company. You found yourself spending more and more time with your eccen-

tric uncle. You learned what very few others knew; your strange old uncle was a powerful sorcerer. You begged and pleaded him to teach you magic. He constantly refused. But in the end he agreed, saying that you had Finally demonstrated to him that your dedication and interests were sincere and strong. From that moment on, your life was filled with wonder. The training was very demanding, but you were not bothered, because every day you were astounded by the mysteries that were revealed to you. You learned to tap the forces that bind the dimensions together.



This "magical" tutelage and exploration was shattered by tragedy. Like a plague, the evil influence of a Dark One spread through the crew of the ship. The source of this influence sought out you and your uncle, bent upon your destruction. Only the incredible strength of your uncle protected you from this influence, and he died so that you may escape. You are now hunted by those you once called friends, and by your parents. You now **know that creatures called the Dark Ones are the source of the evil, and they want** you destroyed, because as a sorcerer you are a potential threat to them. You vow that when you master the skill your uncle taught you, you will be more than a threat.

You have met the inhabitants of this world and have found that many are willing to help you, but you have also found out that the evil taint in the universe that destroyed your uncle and perverted your parents has also begun to infect human society as well. You find that you can no longer trust governments or militaries, as these were the first to be infiltrated. Only your own wits and sorcery, and occasional help from the empathic underground, has kept you alive this long. You know that the Dark Ones place a high priority on your destruction, but you must survive—vengeance demands it.

Entry: No prerequisites.

Attributes: -2 STR, -2 CON, +2 EDU, +4 EMP. Attributes greater than 10 are possible for renegade ETs.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 1
Animal Empathy 1
Disguise 1
Foreboding 2
Human Empathy 1
Sorcery 3 (see *Empathy* chapter)

Contacts: One extraterrestrial, one military, and one empathic.

Special: This "career" is actually the basic skill lists and attribute modifiers for a humanoid ET character. No secondary activities are allowed in this term, but this does not count as a normal term in career generation. (That is, no die roll is made at the end of the term to terminate character generation.) All subsequent terms must be taken in other careers.

Because humanoid ETs are very long-lived, they suffer no adverse effects **from aging during character generation.**

Renegade ETs are hunted by the Dark Ones, and are subject to the same sort of occasional nasty surprises as are cyborg escapees.

No money is earned during this career.



RENEGADE ET MYSTIC

You are a creature without a home, or at least without a home that you have ever seen with your own eyes. You were born on the Mother Ship. Your parents told you little of your native world, insisting that your future was in this star system, not a distant planet where at least a millennium had passed since the ship's departure.

What your parents did pass on to you were the teachings that had guided them through their lives. They taught you how to meditate so that you could contemplate the wonders of existence. And they instructed you in martial arts so that you could learn control and concentration. You achieved a deep understanding of your place in the scheme of the cosmos. Through your meditations, you found peace with the universe. And by becoming one with the universe, you began to tap the potential of your abilities. You began to master the mystical skill of your tradition.

Then this peaceful existence of meditation and enlightenment was shattered by tragedy. Like a plague, the evil influence of a Dark One spread through the crew of the ship. Only the incredible minds of your parents protected you from this influence, and they died so that you might escape. You are now hunted by those you once called friends.

You have met the inhabitants of Earth, and have found that many are willing to help you. But you have also found out that the evil taint in the universe that destroyed your parents has also begun to infect human society. You find that you can no longer trust governments or militaries, as these were the first to be infiltrated. Only your own wits and understanding, and occasional help from the empathic underground, has kept you alive this long.

Entry: No prerequisites.

Attributes: -2 STR, -2 CON, +2 EDU, +4 EMP. Attributes greater than 10 are possible for renegade ETs.

First Term Skills: The character receives the following skills in the first term

Animal Empathy 1
Computer Empathy 1
Disguise 1
Foreboding 1
Human Empathy 1
Melee Combat (Unarmed) 1
Project Thought 2
Psychology 1

Contacts: One extraterrestrial, one military, and one empathic.

Special: This "career" is actually the basic skill lists and attribute modifiers for a humanoid ET character. No secondary activities are allowed in this term, but this does not count as a normal term in career generation. (That is, no die roll is made at the end of the term to terminate character generation.) All subsequent terms must be taken in other careers.

Because humanoid ETs are very long-lived, they suffer no adverse effects from aging during character generation.

Renegade ETs are hunted by the Dark Ones, and are subject to the same sort of occasional nasty surprises as are cyborg escapees.

No money is earned during this career.



RENEGADE ET PSIONIC

You are a creature without a home, or at least without a home that you have ever seen with your own eyes. You were born on the Mother Ship. Your parents told you little of your native world, insisting that your future was in this star system, not a distant planet where at least a millennium had passed since the ship's departure.

What your parents did pass on to you were the skills that they had learned during their lives. They taught you how to examine a situation critically. They taught you to examine the facets of a problem and then derive a solution through logical analysis and experimental results. They also taught you how to use other skills. They instructed you in the skills of a psionic. You learned how, through force of your own will, to stimulate neurochemical changes in yourself and others. By changing this balance, you found you could achieve a great many things: You could project your thoughts to others, or even heal the wounded. You were learning to become a productive and responsible member of your society.

This quiet but challenging existence of intense tutelage was shattered by tragedy. Like a plague, the evil influence of a Dark One spread through the crew of the ship. Only the incredible minds of your parents protected you from this influence, and they died so that you might escape. You are now hunted by those you once called friends.

You have met the inhabitants of this world, and though they are undisciplined and often highly irrational, they have their strong points, and you have found that many are willing to help you. But you have also found out that the invasive influence that destroyed your parents has also begun to infect human society as well. You find that you can no longer trust governments or militaries, as these were the first to be infiltrated. Only your own wits and skill, and occasional help from the empathic underground, has kept you alive this long.

Entry: No prerequisites.

Attributes: -2 STR, -2 CON, +2 EDU, +4 EMP. Attributes greater than 10 are possible for renegade ETs.

First Term Skills: The character receives the following skills in the first term:

Animal Empathy 1
Computer Empathy 1
Disguise 1
Foreboding 1
Human Empathy 2
Project Thought 3

Contacts: One extraterrestrial, one military, and one empathic.

Special: This "career" is actually the basic skill lists and attribute modifiers for a humanoid ET character. No secondary activities are allowed in this term, but this does not count as a normal term in career generation. (That is, no die roll is made at the end of the term to terminate character generation.) All subsequent terms must be taken in other careers.

Because humanoid ETs are very long-lived, they suffer no adverse effects from aging during character generation.

Renegade ETs are hunted by the Dark Ones, and are subject to the same sort of occasional nasty surprises as are cyborg escapees.

No money is earned during this career.



ROGUE ANDROID

You are a synthetic organism, created as an assassin and agent provocateur by extraterrestrial minions of the Dark Ones. You are not a machine, but some of your body parts, particularly your skeleton, are machine-like in construction. Your brain was partially assembled and partially grown from tissue taken from other human brains, and sometimes you have fleeting memories that you suspect originally belonged to someone else.

Perhaps because of those half-recalled images, you feel a greater affinity for humans than for the monsters who created you. As your self-awareness grew, you felt this affinity swell, as did your revulsion for your creators. Finally, you escaped their laboratory. Now you spend your life trying to protect your adopted race from the monsters that gave you life.

Entry: No prerequisites.

Attributes: STR +3, CON +3, AGL +1, INT -2, CHR -2, EDU -3, EMP -1. Attributes greater than 10 are possible for rogue androids.

First Term Skills: The character receives the following skills in the first term:

Disguise 1
Melee Combat (Unarmed) 3
Small Arms 2
Thrown Weapon 2

Contacts: None.

Special: This "career' is actually the basic skill lists and attribute modifiers for a rogue android character. No secondary activities are allowed in this term, but this does not count as a normal term in career generation. (That is, no die roll is made at the end of the term to terminate character generation.) *All subsequent terms must be taken in other careers.*

Because androids do not age at the same rate as humans, they suffer no adverse effects from aging during character generation.

Rogue androids are hunted by the Dark Ones, and are subject to the same sort of occasional nasty surprises as are cyborg escapees.

No money is earned during this career.



STATE/LOCAL LAW ENFORCEMENT

It takes a tough cop to keep the locals in line in today's world, and that's where you come in. You've worked hard to establish a reputation as a hard-bitten officer who's tough but fair. You're proud to think of yourself as a peace officer, someone who not only enforces the law, but who also defuses confrontations before they escalate into violence.

The trouble is, out-of-towners don't know your reputation. With them, you have to prove yourself anew in each encounter. And you resent the added trouble they bring to your beat. Often as not, you'll use the least pretext to send them packing back where they came from.

Entry: No prison record.

First Term Skills: The character receives the following skills in the first term:

Interrogation 2
Observation 2
Small Arms (Pistol) 2

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Computer Operation
Instruction
Interrogation
Language
Leadership
Melee Combat
Observation
Small Arms
Stalking
Stealth
Tracking
Vehicle (Wheeled Vehicle)

Contacts: One criminal contact per term. On a 1D10 roll of 10, the contact is foreign.

Special: If more than one term is served, add +1 to Initiative.

STREET URCHIN

You don't remember your parents; your earliest memories are of running with a "pack" of other homeless children. Few of them survived the hazards of street life, but somehow you did. Maybe you were smarter, or quicker, or just luckier than the others.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Luck 1
Observation 1
Pickpocket 1
Stealth 2
Streetwise 2



Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Act/Bluff
Bargain
Disguise
Foreboding
Forgery
Leadership
Lockpick
Luck
Melee Combat
Observation
Pickpocket
Stalking
Stealth
Streetwise
Tracking

Contacts: One per term, criminal.

Special: Unlike other careers, characters are street urchins *before* the age of 17, not after. Characters may serve one term as a street urchin (beginning at age 13) or two terms (beginning at age 9). Street urchin may not be chosen as a career after the age of 17, and therefore must be the character's first career. The die roll to end character generation is never made following a term in this career. No secondary activities are allowed for street urchins.

TRUCK DRIVER

As an independent operator, you've been all over the nation. In those travels, you've seen some really weird things and learned to deal with strange customs.

Most of the time, you haul loads for small companies struggling to survive in the shadow of the megacorps. But sometimes those megacorps will contract an independent to supplement their own fleets on a particular run. For them, it's cost effectiveness. For you, it's a windfall.

Entry: Agility 4+.

First Term Skills: The character receives the following skills in the first term:

Mechanic 2
Melee Combat 1
Navigation 2
Vehicle Use (Wheeled Vehicle) 2



Subsequent Term Skills: The character receives the following skills in the second and in all subsequent terms:

Bargain 1
Mechanic 1
Navigation 1
Streetwise 1
Vehicle Use (Wheeled Vehicle) 1

Contacts: One per term, specialist (mechanic), or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: Truck drivers are allowed two secondary activities per career term.

UNDERGROUND EMPATH

You always knew that there was something special about you, but it was not until late adolescence that you fully realized the extent of your empathic powers. Although the novelty of those powers, and the temptation to use them for your own benefit was sometimes irresistible, you soon became aware of an alien, evil mind at work behind the scene of things.

Sometimes you would simply catch empathic hints of something sinister or weird. However, there were times when you felt a sudden flood of thoughts and emotions so alien, and so overpoweringly evil, that you were left sweating and gasping for breath.



And sometimes, you realized, this mind was aware of you as well.

You were frightened, but you also felt something else. You began to realize that the power you were born with carried responsibilities as well. When you were contacted by a member of the underground, it didn't take much to persuade you to join. Since then you've learned even more about your powers, and about the menace threatening the human race. Now you're ready to take a more active part in the battle against the alien evil.

Entry: Empathy 6+, and at least one empathic contact.

First Term Skills: The character receives the following skills in the first term:

Foreboding 2
Human Empathy 1
Stealth 1
Streetwise 1
Willpower 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Any Empathy skill
Demolitions
Luck
Melee Combat
Observation
Small Arms
Stealth
Streetwise

Contacts: One per term, empathic. On a roll of 7+ on 1D10, the contact is foreign.

Special: One or more foreign contact may be converted to renegade ET contacts.

MILITARY OCCUPATIONS

The following material provides an overview of the armed forces of the United States. Players can use this information to create equivalent foreign military characters, as well, by merely choosing skills that seem appropriate.

Basic training is included in first term in any military career; it does not take an additional term.

UNITED STATES ARMY

The US Army is made up of several specialized arms, including Armor, Artillery, Aviation, Engineers, Infantry (which itself includes Airborne and Rangers), Medical, Military Intelligence, Special Forces, and Support. For simplicity's sake, these various arms have been collapsed into two major groupings: Elite Forces (Airborne, Rangers, and Special Forces) and Regular Forces (everything else). Players should choose skills to reflect the particular MOS (Military Occupational Specialty) of the characters. For example, a medic would concentrate on Medical and Biology rather than on something like Heavy Weapons.

REGULAR FORCES

Entry: No prerequisites.

Basic Training: The character receives the following skills as a part of his basic training:

Melee Combat (Unarmed) 2
Small Arms (Rifle) 2
Stealth 1
Thrown Weapon 1

Special: Characters with both Intelligence and Education of 7+ may enter OCS (Officer Corps School). If so, they receive a level 1 Leadership skill, are commissioned as a 2nd lieutenant, and then conduct their first term normally.



ENLISTED

Entry: No prerequisites.

First Term Skills: A total of 4 levels from any combination of the following:

Bargain
Climbing
Computer Operation
Demolitions
Electronics
Engineer
Heavy Weapons
Mechanic
Medical
Melee Combat
Navigation
Observation
Small Arms
Stealth
Thrown Weapon
Vehicle Use

Subsequent Term Skills: A total of 4 levels of skills to be chosen in any combination from those listed below:

Bargain
Climbing
Computer Operation
Demolitions
Electronics
Engineer
Heavy Weapons
Instruction
Interrogation
Language
Leadership
Mechanic
Medical
Melee Combat
Navigation
Observation
Parachute
Small Arms
Stealth
Stalking
Swimming
Thrown Weapon
Tracking
Vehicle Use
Vessel Use (Boat)
Willpower

Contact: One per term, military. On a 1D10 roll of 8+, the contact is foreign.

Special: None.



OFFICER

Entry: OCS, military academy, or commission.

First Term Skills: The character receives the following skills in the first term:

Leadership 2
Observation 1
Willpower 1

Subsequent Term Skills: A total of 3 levels from any one or a combination of group A, plus 2 levels from group B:

Group A:
Business
Climbing
Computer Operations
Interrogation
Language
Leadership
Melee Combat
Navigation
Observation
Parachute
Psychology
Small Arms
Stealth
Willpower

Group B:
Demolitions
Engineer
Heavy Weapons
Swimming
Thrown Weapon
Vehicle Use
Vessel Use (Boat)

Contacts: Two per term, military. A roll of 7+ on 1D10 indicates the contact is foreign.

Special: When calculating starting money, count each term as an officer as double.

ELITE FORCES

Elite Forces is a generic term that includes the specialized infantry groups of Airborne, Rangers, and Mountain Infantry, as well as the separate Special Forces (Green Berets). Basic training is the same as under Regular Forces.

ENLISTED

Entry: Strength + Constitution + Agility = 17+.

First Term Skills: The character receives the following skills in the first term:

Heavy Weapons 1
Melee Combat (Unarmed) 2
Navigation 1
Small Arms 2
Thrown Weapons 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Climbing
Demolitions
Heavy Weapons
Interrogation
Language
Leadership
Melee Combat
Navigation
Observation
Parachute
Small Arms
Stealth
Stalking
Swimming
Thrown Weapon
Tracking
Vehicle Use
Vessel Use (Boat)
Willpower

Contacts: One per term, military. Roll an 8+ on 1D10 for the contact to be foreign.

Special: If more than one term is served, +1 to Initiative.

OFFICER

Entry: Strength + Constitution + Agility = 15+, and OCS, military academy, or commission.

First Term Skills: The character receives the following skills in the first term:



Leadership 2
Melee Combat (Unarmed) 2
Navigation 1
Small Arms 1
Thrown Weapon 1

Subsequent Term Skills: A total of 5 levels from any one or a combination of group A, plus 2 levels in any combinations from group B:

Group A:
Business
Climbing
Computer Operation
Interrogation
Language
Leadership
Melee Combat
Navigation
Observation
Parachute
Psychology
Small Arms
Stealth
Willpower

Group B:
Demolitions
Engineer
Heavy Weapons
Swimming
Thrown Weapon
Vehicle Use
Vessel Use (Boat)

Contacts: Two per term, military. A roll of 7+ on 1D10 indicates the contact is foreign.

Special: When calculating starting money, count each term as an officer as double. If more than one term is served, +1 to Initiative.

UNITED STATES MARINE CORPS

The United States Marine Corps (USMC) is a branch of service from the US Army. Traditionally, it has been used primarily for amphibious operations, but more recently it has come to be recognized as a force ready for rapid deployment for more conventional missions.

Entry: Strength + Constitution + Agility = 15+, and no prison record.

Basic Training: Characters receive the following skills as part of their basic training:

Melee Combat (Armed) 1
Melee Combat (Unarmed) 1
Small Arms (Rifle) 2
Swimming 1
Thrown Weapon 1

Careers: Available careers are equivalent to those for the Army. However, the Elite Forces designations for the USMC is Force Recon or Marine Sniper, instead of Airborne, Ranger, and Special Forces.

Special: Characters with both Intelligence and Education of 7+ may enter OCS. As a result of doing so, they receive Leadership 1 and are commissioned as 2nd lieutenants, then conduct their first term as normal.

UNITED STATES NAVY

As with the US Army description, the following material concerning the US Navy can effectively be used to generate characters of foreign navies, as well.

Entry: No prerequisites.

Basic Training: Characters receive the following skills as a part of their basic training:

Melee Combat (Unarmed) 1
Small Arms (Rifle) 1
Swimming 2
Vessel Use (Boat or Ship) 2

Special: Characters with both Intelligence and Education of 7+ may enter OCS. If they do so, they receive Leadership 1 and are commissioned as ensigns, then conduct their first term as normal.

ENLISTED SEAMAN

Entry: No prerequisites

First Term Skills: The character receives the following skills in the first term:

Heavy Weapons 2
Mechanic 1

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Computer Operation
Electronics
Heavy Weapons
Instruction

Language
Leadership
Mechanic
Medical
Melee Combat
Navigation
Observation
Small Arms
Swimming
Vessel Use
Willpower



Contacts: One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

Special: None.

NAVAL OFFICER

Entry: OCS, military academy, or commission.

First Term Skills: The character receives the following skills in the first term:

Heavy Weapons 1
Leadership 1
Navigation 2

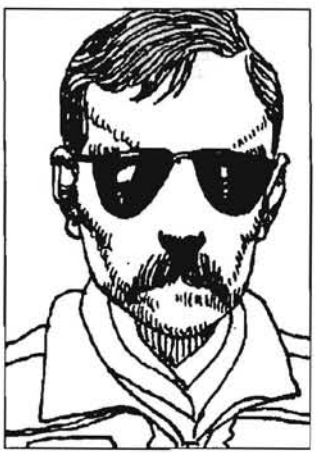
Subsequent Term Skills: A total of 3 levels from any one or a combination of the skills in group A, plus 1 level from group B.

Group A:
Heavy Weapons
Instruction
Leadership
Mechanic
Navigation
Observation
Small Arms
Swimming
Vessel Use (Boat or Ship)
Willpower

Group B:
Computer Operation
Electronics
Engineer
Language
Psychology

Contacts: Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

Special: Double the normal starting money during each term spent as a naval officer.



NAVAL AVIATOR

Entry: Must be officer, Agility 8+.

First Term Skills: The character receives the following skills in the first term:

Pilot (Fixed-wing or Rotary) 6
Navigation 1

Subsequent Term Skills: A total of 3 levels from any one or a combination of the following:

Instruction
Leadership
Mechanic
Navigation
Observation
Persuasion
Pilot (Fixed-wing or Rotary)
Small Arms

Contacts: Three per term, military or specialist (Pilot). Roll 1D10 for 7+ for the contact to be foreign.

Special: Double the normal starting money for terms as naval aviator.

ENLISTED SEAL (Sea Air Land)

Entry: Strength + Constitution + Agility = 15+.

First Term Skills: The character receives the following skills in the first term:

Demolitions 1
Melee Combat (Armed) 1
Swimming 3
Vessel Use (Boat) 1

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Demolitions
Heavy Weapons
Navigation
Observation
Parachute
Small Arms
Stealth
Swimming
Vessel Use (Boat)



Contacts: One per term, military or intelligence community. Roll 1D10 for 8+ for the contact to be foreign.

Special: If more than one term served, +1 to Initiative.

SEAL OFFICER

Entry: Strength + Constitution + Agility = 15+, and OCS, military academy, or commission.

First Term Skills: The character receives the following skills in the first term:

Demolitions 1
Leadership 1
Melee Combat 1
Swimming 2
Vessel Use (Boat) 1

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Demolitions
Heavy Weapons
Leadership
Melee Combat
Navigation
Observation
Swimming
Vessel Use (Boat)

Contacts: Two per term, military or intelligence. Roll 1D10 for 7+ for the contact to be foreign.

Special: Count each term as SEAL officer double toward starting money. If more than one term served, +1 to Initiative.

UNITED STATES AIR FORCE

The US Air Force was originally part of the US Army, but it became its own distinct service after World War II. Its primary function is to provide fixed-wing combat and support aircraft.

Entry: No prerequisites

Basic Training: In Air Force basic training, characters receive the following skills:

Melee Combat (Unarmed) 1
Small Arms 1
Swimming 1
Thrown Weapon 1

Special: Characters with both Intelligence and Education of 7+ may enter OCS. If they do so, they receive Leadership 1, are commissioned as 2nd lieutenants, and then conduct their first term normally.

ENLISTED AIRMAN

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Electronics 2
Mechanic 2

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Electronics
Instruction
Leadership
Mechanic
Parachute
Pilot (Fixed-wing or Rotary)
Small Arms
Vehicle Use



Contacts: One per term, military. On a roll of 9+ on 1D10, the contact is foreign.

Special: None.

PILOT (Officer)

Entry: Agility 6+ and OCS, military academy, or commission.

First Term Skills: In the first term, a character gains the following skills:

Navigation 2
Pilot (Mixed-wing or Rotary) 4

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Instruction
Leadership
Mechanic
Navigation
Observation
Parachute
Persuasion
Pilot (Fixed-wing or Rotary)
Small Arms

Contacts: Two per term, specialist (Pilot). A roll of 7+ on 1D10 means the contact is foreign.

Special: When calculating starting money, count each term of Air Force pilot double.

CAREER LIST

Education

Undergraduate University
Graduate University
Law School
Medical School
National Military Academy
Technical School

Civilian Occupations

Astronaut
Athlete
Attorney
Biker
Bodyguard
Bounty Hunter
Civil Engineer
Clergy
Commercial Pilot
Computer Operator/Programmer
Construction Worker
Criminal
Cyborg Escapee
Drifter
Entertainer
Environmentalist
Factory Worker
Farmer
Federal Law Enforcement
Gambler
Ganger
Government Agent
Homeless
Journalist
Manager
Martial Artist
Mechanic
Medical Doctor
Mercenary
Merchant Marine
Mystic
Paramedic
Paraphysicist
Politician
Prisoner
Private Investigator
Professor
Prole (Corporate Welfare Recipient)
Psychiatrist
Psychic Test Subject
Public Employee
Renegade ET
Renegade Alien Sorcerer
Renegade ET Mystic
Renegade ET Psionic
Rogue Android
Street Urchin
State/Local Law Enforcement
Truck Driver
Underground Empath

MILITARY OCCUPATIONS

United States Army
Regular Forces
Enlisted
Officer
Elite force
Enlisted
Officer

United States Navy
Enlisted Seaman
Navel Officer
Naval Aviator
Enlisted SEAL (Sea Air Land)
SEAL Officer

United States Marine Corps
Regular Forces
Enlisted
Officer
Elite Forces
Enlisted
Officer

United States Air Force
Enlisted Airman
Pilot (Officer)

US ENLISTED AND NCO RANKS

Army	*Marines*	*Navy*	*Air Force*
Private	Private	Seaman	Airman
Corporal	Lance Corporal	Gunner's Mate	Senior Airman
Sergeant	Sergeant	Bo'sun	Sergeant
Staff Sergeant	Staff Sergeant	Petty Officer 2nd Class	Staff Sergeant
Sergeant 1st Class	Gunnery Sergeant	Petty Officer 1st Class	Technical Sergeant
Master Sergeant	Master Sergeant	Chief Petty Officer	Master Sergeant
Sergeant Major	Sergeant Major	Senior Chief Petty Off.	First Sergeant

US COMMISSIONED OFFICER RANKS

Navy	*Others*
Ensign	2nd Lieutenant
Lt. Junior Grade	1st Lieutenant
Lieutenant	Captain
Lt. Commander	Major
Commander	Lt. Colonel
Captain	Colonel
Admiral	General

CHAPTER FOUR

Task Resolution & Skills

Most important actions in **Dark Conspiracy** are resolved using the roll of a die. Each such action is expressed as a specific task, and the die roll determines whether the player attempting the task was successful or unsuccessful, and if an extraordinary success or failure occurred.

Dice: To play the game you will need a 10-sided die (D10), a 20-sided die (D20) and one or more six-sided dice (D6). A D10 is read from 1 to 10 (with 0 meaning 10). A 1 before the die notation (1D6, 1D10) means roll one die of that type, a 2 (2D6, 2D10) means roll two of that type and add them, and so on.

Die Roll Modifiers: Sometimes die roll results must be modified. For example, 2D6-2 means roll two six-sided dice and add the number together, then subtract 2. Conversely, 3D6+2 means roll three six-sided dice, add them together, then add 2. (For example, a 3D6-1 roll that resulted in rolls of 3, 5, and 2 would total 9: 3+5+2-1.)

Rolling vs. an Attribute or Skill: Sometimes, in order for your character to perform an action, your referee may instruct you to roll 1D20 versus the total of one of your character's attributes and skills. (Attributes represent a character's innate abilities, while skills represent learned abilities. The character generation rules explain these two in more depth.) Such an attempt is called a *task*, or sometimes an attribute check or skill check. Generally, for your character to succeed at the task being attempted, the die roll you make must be less than or equal to the numerical value of the attribute, or the sum of the skill rating and its controlling attribute. Sometimes, instead, your target number will be doubled or halved, or even a quartered. Obviously, the smaller the fraction, the more difficult the task is to perform.

Usually tasks are attempted at one of five levels of difficulty. A roll versus twice your attribute or your attribute and skill rating is called an Average task. An Easy task is rolled versus 4x your attribute or (in case of skill use) skill rating plus controlling attribute. If the referee considers the task to be Difficult, the check would be rolled versus the normal value. In special circumstances your skill or attribute will be divided further, such as tasks that are Formidable (one-half) or Impossible (one-quarter).

Dealing with Fractions: If you are instructed to halve (or quarter, or whatever) a rating, any fractional values are to be rounded down. (After all, **Dark Conspiracy** involves a bleak world.) For example, if you are instructed to roll an Impossible test (one-quarter) of your character's Stealth skill, and the full rating is 7, the quarter rating will be 1.75, rounded down to 1.

Success Quality: If, when making a task success check, you manage to roll better than necessary to succeed, your character may have achieved an outstanding success at the task. *Anytime you roll at least 10 points below a task's target number, you achieve an outstanding success.* An outstanding success may decrease the amount of time spent at the task, increase the amount of information gained, or have some other beneficial effect. The exact effect will be determined by your referee, based upon the specific task and the situation at the time (although players are free to make suggestions!).

For example, suppose your character were trying to persuade a receptionist at a hospital to allow a peek at some records. Your referee might say, "That sounds like a Difficult task versus Persuasion," meaning you have to roll your character's Persuasion skill. You check the skill and discover it is rated at 4 and you have a Charisma of 7 (the controlling attribute), so you need to roll a (4+7=) 11 or less to succeed. But you get lucky and roll a 1, which yields an outstanding success. When you point this out to the referee, he or she decides that not only do you get a peek at the records, the receptionist actually leaves the room long enough for you to photocopy them on a machine in the office.

On the other hand, it may be that you failed the roll horribly, rolling a catastrophic failure. *Anytime you roll at least 10 points above a task's target number, you have a chance of suffering a catastrophic failure.* Roll the die again, and if this second roll is above the task's target number, you have failed catastrophically (if it is at or below the target number, you have simply had a normal failure). For example, in the situation described above, suppose a supervisor just happened to be in the next room, which made the receptionist more reluctant and changed it to a Formidable task (half your target number, rounded down to 5). You then rolled a 16, instead of a 1. You would have failed in your task attempt, with the possibility of a Catastrophic Failure. When you rolled again, if you obtained a result of 6 or higher (again above the target number of 5), you would have failed catastrophically. The referee might decide that not only does your character not get to peek at the records, but the receptionist also calls security to have him or her thrown out of the building.

Automatic Success/Failure: A natural roll of 1 on 1D20 always succeeds, and a natural roll of 20 always fails, regardless of skill level. This gives character a small chance of success even at the absolute worst of times, and of failure even at the absolute best of times. Both these are intellectually satisfying, and bring an element of tension to the simplest of situations.

Almost all of **Dark Conspiracy's** rules build upon the basic concepts explained above. As you read through later chapters, such as *Combat & Damage*, you will discover specifically how the basic mechanics are applied in specific circumstances.

TASK DIFFICULTY

Each task is assigned a difficulty to reflect how simple or hard it is to accomplish the feat. There are five difficulty levels, plus one for automatic success. Referees should be careful to not make task difficulty levels too difficult for the PCs.

Automatic Success: An everyday task should be an Automatic Success for characters with any level expertise in the appropriate skill. This is what makes a skill level of 1 valuable. It can guarantee success at such tasks without costing a character a lot of points, thereby representing a basic knowledge in the area.

Easy Tasks: The next step up from Automatic Success is an Easy task roll. As such, it should be used for situations in which there is very little legitimate risk. Most occupational tasks fall into this category: installing wiring, diagnosing a viral flu, stalking an unwitting prey through typical city streets at mid-day, etc.

Average Tasks: The term "average" is perhaps misleading in this case. An Average task does not represent the run-of-the-mill variety, but rather one at which there is an average amount of difficulty. This why detonating an explosion by radio is considered



an Average task—with a bit of caution it can be carried out without extensive trouble, but it requires more than a beginner's skill to accomplish.

Difficult Tasks: If a task is truly difficult to complete, not many people will be able to do so. The Difficult level task represents that situation. Even fairly high-ranked characters will fail a Difficult task frequently.

Formidable Tasks: Tasks at this level of difficulty are troublesome for all but the most skilled of characters. They are the sorts of things that should be attempted only by an expert.

Impossible Tasks: Impossible tasks are attempted only by the truly desperate, or the truly heroic. Even the fittest, best trained characters have trouble accomplishing deeds of this level.

TASK DIFFICULTY LEVELS

Level	*Roll (1D20)*
Automatic	None
Easy	<4 x (Skill or Attribute)
Average	<2 x (Skill or Attribute)
Difficult	<Skill or Attribute
Formidable	< 1/2 x (Skill or Attribute)
Impossible	< 1/4 x (Skill or Attribute)

EMPATHIC SUCCESS

One additional rule applies to the use of Empathy skills, to reflect the varying effects these skills can have under different conditions. When a character makes a task attempt with an Empathy skill, if the attempt is successful, 1D10 is rolled to help determine the exact power level of the success. This power level is equal to the empathic skill rating, plus the number rolled on the D10, minus the Willpower rating and INT of the target (assuming the target has at least 1 level in Willpower, otherwise no subtraction is

made). In the event of an outstanding success being rolled on the 1D20, the final result is doubled. If the target's Willpower+INT reduces the power level to 0 or less, then the skill attempt fails.

Power level is used in two different ways. Sometimes it is translated point for point into a unit of measure, such as range of effect in meters, or number of kilograms affected, etc. At other times, it is used to determine *stages* of effect, with each nine full points equaling one additional stage beyond basic success, and each extra stage indicating another creature detected, or another sense appealed to, etc. The exact effects depend, of course, upon the specific skill being used, as explained in the individual skill descriptions.

EMPATHIC DIFFICULTY LEVELS

As a general rule, empathic skill attempts are Easy when done under very relaxed conditions, such as in a safe and peaceful environment, and with willing subjects. In normal conditions, however, they become Average in difficulty, due to general distractions and normal resistance. In a stressful condition, such as during combat, they become Difficult (at least). The referee, of course, has the final word in determining which conditions apply to any specific empathic skill use.

POWER LEVEL TABLE

Power Level	*Stage*
1-9	Basic Success
10-17	Stage Two
18-27	Stage Three
28-36	Stage Four
37-45	Stage Five
46 or more	Stage Six

Power Level= Empath's EMP attribute+Skill level+1D10-(Target's Willpower+INT)



SKILL DESCRIPTIONS

The skill descriptions and task examples in this chapter are intended to give players a basic idea of how the skills work in this game, so that characters can be designed intelligently. However, players should always remember that the referee has final say in what skills apply to a particular task and what the resulting difficulty level of that task is, based upon the circumstances of the story at the time.

Acrobatics (AGL): The Acrobatics skill allows a character to make Agility checks involving overall body motion at one step easier than normal. Note that this makes a character better at grappling and avoiding diving blows (see Melee Combat). A character does not have to be an acrobat to have this skill. Any sort of sports experience would serve as well.

Act/Bluff (CHR): This is the ability to convincingly pretend you are something you are not. For actors, it means portraying a fictitious character, of course, but it also covers such things as effectively pretending you are holding a winning hand at poker or convincing voters that you will fulfill all of your campaign promises.

Animal Empathy (EMP): Animal Empathy is a sixth sense that allows a character to perceive the mental and emotional state of animals. (Humans are much more difficult to sense, because of their more complex cognition and their habit of hiding their thoughts and emotions. For this reason, there is a separate Human Empathy skill, and it is more difficult to acquire expertise in it) The exact amount of information perceived depends upon the type of creature being scanned and the power level of the scanning character's success.

Simple success reveals the presence and basic emotional state of one creature within a sphere centered on the sensing character and with a radius, in meters, equal to the power level of the success.

Each additional stage of success allows the character to improve that information in one of three ways: (1) double the sphere's radius, (2) reveal all creatures of one species, or (3) reveal the exact emotions and thoughts of a single target creature.

For example, a character who gained a Stage Three success might choose to perceive one creature within four times the normal radius (doubled twice), or know the exact emotions and thoughts of two creatures within the original radius, or perceive the exact emotions and thoughts of one particular creature while keeping tabs on all creatures of a particular species within the original radius.

Archery (STR): In many cities of the **Dark Conspiracy world,** a hunting bow is now a legal type of personal defense weapon. Archery skill reflects expertise in using such a bow for fire combat.

Bargain (CHR): When trying to buy information or equipment, or get a higher price for his or her services, bargaining comes in handy for a character. Although bargaining should be role-played out between the referee and player, the referee should give in more easily to PCs with a higher Bargain skill, or let the player know critical information about the bargain. For example, he might tell the player that the NPC seems nervous, as if there's more to this job than meets the eye. Or the NPC seems anxious that you not see the left side of the car you're bargaining for.

Biology (EDU): This skill reflects a general knowledge of the physical functions of living creatures. While it is not treated as a cascade skill, for role-playing purposes a character with a high Biology skill should choose to specialize in botany (concerning

plants), zoology (concerning animals), ecology (concerning environmental relations), genetics (concerning heredity), or biochemistry (concerning the chemical nature of life).

Business (EDU): The Business skill indicates a familiarity with business practices. It includes a knowledge of bookkeeping procedures, an awareness of resources necessary to conduct different businesses, and familiarity with methods of locating or attracting customers.

Chemistry (EDU): Characters with this skill can, with the proper equipment, perform chemical analysis. They can also create useful substances such as chemical smoke (Average), gunpowder (Difficult), smokeless powder (Difficult), tear gas (Difficult), dynamite (Difficult), explosive primer (Difficult), and plastic explosive (Formidable). (*Note:* Smokeless powder is the propellant in modern cased ammunition; gunpowder is for old-fashioned weapons in which the powder and shot are loaded separately.)

Climbing (CON): This is the ability to scale vertical surfaces, whether rock faces or buildings, with the proper equipment. Climbing a steep slope or sheer rock face with good handholds is Difficult. Climbing a sheer, mostly smooth rock face or a building wall is Formidable. The above assume no specialized equipment With climbing equipment the difficulty level is one lower. Rappelling is Easy.

An experienced climber may assist an inexperienced climber. If so, the inexperienced climber uses his or her own CON attribute as a Climbing skill.

Computer Empathy (EMP): With the Computer Empathy skill, a character can sense the flow of data within a computer or computer network. This allows the character to react more quickly and smoothly to changes in the data flow, making Computer Operation (see below) tasks easier. The character must be physically touching a computer (whether keyboard, screen, or processor) in order to initiate the empathy. When the character makes a test of this skill, empathic power level determines how much Computer Operation is enhanced by.



Basic success means the character can sense the interior workings of the single computer that is being touched, revealing any interior damage or any problem areas in its electronic flow. Stage Two success allows the character to empathically "read" any data the computer is accessing, which lowers by one level the difficulty rating of all Computer Operation tests the character is doing (and you could even "read" the computer without looking at the screen). Stage Three allows the character to sense the interior workings of any one computer to which his or her own is connected (by modem, for instance), or to "read" all data stored within the computer being touched, even data that is not presently being accessed. A Stage Four success means the character can "read" any data being accessed by a computer that is in communication with the one being touched. Stage Five allows the character to empathically "read" data stored within that distant computer. Stage Six means the character can perform Computer Operation tasks at two levels of difficulty lower than normal (Difficult becomes Easy, for instance).

Computer Operation (EDU): As might be expected, Computer Operation indicates a familiarity with the use of computers. The referee will determine difficulty levels for tasks a character wishes to perform with a computer

Demolitions (AGL): Demolitions skill involves the knowledge of explosives, including how to place and detonate them effectively. Typically, placing an explosive charge to simply blow something up is an Average task. But the difficulty may increase if the character wishes to achieve something fancy, such as making a wall fall in a particular direction, or if the character has to improvise the explosives and/or detonator.

Disguise (CHR): This skill involves convincingly looking like something you are not. It includes use of camouflage as well as such things as make-up and costume.

Electronics (AGL): Pretty much everyone in **Dark Conspiracy** knows how to operate most electronic devices. Characters with the Electronics skill know how to create and repair those devices, and can figure out fairly easily how to operate the more advanced sorts (such as radar systems, power plant controls, and the like).

Empathic Healing (EMP): Empathic Healing allows characters to improve the healing rate for wounds they have taken. Basic success lowers a wound's healing time by one day, and each additional stage of success further lowers that time by another day (to a minimum time of one hour).

An empathic healer may also attempt to enhance healing of another creature's wounds. First, however, the healer must make a Human Empathy test (or Animal Empathy, if appropriate) to establish empathic contact with the victim. This test then serves as a limiter of success for the Empathic Healing tests to be made for each wound.

For example, suppose that Alan, an empathic healer with EMP of 7 and a skill level of 8, is trying to treat three wounds on Frieda, who has a Willpower of 4 and INT of 6. He succeeds at his Human Empathy check, and rolls a 9 on 1D10 for a final power level of 14 (7+8+9-4-6), resulting in a Stage Two success. On his first Empathic Healing test, he succeeds and rolls a 5 on 1D10, just barely scoring a Stage Two success (7+8+5-4-6= 10). Rolling for the second wound, he fails the skill test, but not catastrophically. For the final wound, he scores an outstanding success, followed by a roll of 6 on 1D10, for a Stage Four success (7+8+6-4=17, 17x2= 34). The first wound's time improves by two days (one day for basic success, plus one day for the additional success level). The second does not improve at all, because he failed his Empathic Healing roll. The third also

improves by two days, despite the outstanding success at healing, because he is limited by the power level scored for Human Empathy.

Only one Empathic Healing test can ever be performed for each wound.

Engineer (EDU): The Engineer skill reflects a general knowledge of structural design, material strengths, and construction techniques.

Foreboding (EMP): Characters with the Foreboding skill are prone to receiving impressions of events before those events actually take place. Sometimes this precognition happens days before the events occur. Other times, it is merely a second's worth of warning. Sometimes, the prescience manifests itself as a dream. At others, it comes as a waking hunch. Sometimes the warning is terribly vague. At others, it is crystal clear. The exact results are left to the referee's discretion, based upon story situation and quality of the Foreboding power level rolled

Forgery (AGL): Forgery is, of course, the ability to create false documents. When used in conjunction with the Electronics skill, Forgery allows for the falsification of electronic documents.

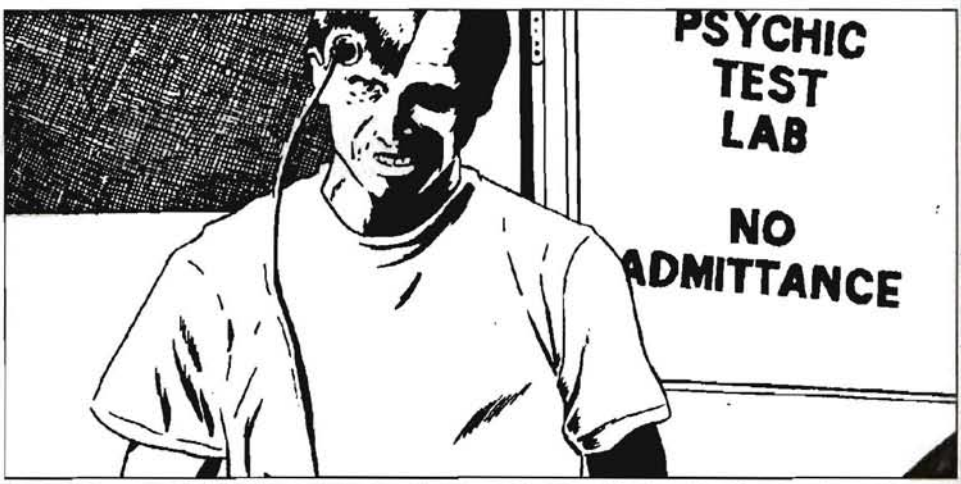
Heavy Weapons (STR): The Heavy Weapons skill reflects training with fire weapons larger than one-person machine guns. It includes, for example, crew-served weapons such as mortars, as well as single-person weapons like the LAW.

Horsemanship (CON): This skill indicates a knowledge of horses, how to ride them, and how to maintain them.

Human Empathy (EMP): Human Empathy is similar to Animal Empathy, except that it allows a character to perceive the mental and emotional state of other humans, rather than animals. The exact amount of information gained depends upon the quality of the empathic character's die roll.

Basic success reveals the presence and basic emotional state of one person within a sphere centered on the sensing character and with a radius, in meters, equal to the character's final power level.

Each additional stage of success allows the empathic character to improve that information in one of several ways: (1) the radius of the sphere can be doubled; (2) an additional person can be sensed; (3) the level of mental activity can be increased, proceeding from emotional state, to surface thoughts, to deeper thoughts.



For instance, an empathic character who made a Stage Three success might choose to monitor three people's emotional state within the basic radius, or one person's surface thoughts within double the basic radius, or any of several other combinations.

Note that the referee may impose additional levels of difficulty based upon specific situations.

Instruction (CHR): A character with skill in Instruction is able to effectively teach skills to other people.

Interrogation (CHR): This is the ability to obtain information from people. Primarily, Interrogation involves asking the right questions and correctly interpreting the responses. It does not only include interrogation of unwilling persons, but also of confused witnesses, and even of sources who don't realize how much they really know.

Language (CHR): Languages in **Dark Conspiracy** are organized according to groups and families. Communicating in a language shared by both characters is a Difficult task vs. the average of the two characters' Charisma and Language skill levels. If one of the characters does not speak the language, but is substituting skill in another language of the same group, the task becomes Formidable vs. the average of the two CHR and Language skills. Both of these tasks become one level easier if only simple concepts are being communicated ("I'm hungry"). Also, if one character is overhearing another character (listening at a door, empathically reading thoughts—which are, of course, in the thinker's native language—etc.), then only the listening character's Language skill is used.

Identifying a language is Average if the identifying character speaks it, Difficult if it is from a group containing a language the character speaks, or Formidable if it only shares a family with a language familiar to the character.

Leadership (CHR): Leadership is the use of force of personality to convince others to obey you. Different people have different manners of leading. Some do so by barking out orders, while others simply inspire loyalty in their followers. Players who choose this skill for their characters should consider their character's personality when role-playing its use.

It is typically a Difficult check to use the Leadership skill to convince NPCs to follow your orders. To recruit NPCs is usually a Formidable check. The referee may adjust this, of course, depending upon other factors.

Lockpick (AGL): The Lockpick skill enables a character to manipulate mechanical locks. To open simple locks (like those on a briefcase, desk, or normal door) or to hot-wire a vehicle are Average tasks. To pick deadbolts or key locks on handcuffs and jail cells is Difficult. Opening combination and key locks on padlocks, strongboxes, and safes is Formidable. All of these assume the use of proper lockpicks; they become one level more difficult if tools have to be improvised. Locks on vaults and high-security facilities always require special tools and are always Formidable.

Luck (CHR): Some people just seem to have fortune looking out for them whatever they do. The Luck skill is intended to reflect this innate ability to beat the odds. Whenever in an adventure session a character fails a check against some other skill, the player may ask the referee for a Luck check. If the Luck roll is successful, the player may reroll the original skill test. It is possible to check Luck repeatedly, hoping to gain a second roll on the original skill. However, as characters press their Luck, it deteriorates. The first time that Luck is checked in a session, the difficulty level is Average. Each time thereafter, the difficulty increases by one level.

For example, Consuela, a Mexican pilot, is trying to pull her damaged plane out of a nose-dive. The referee decides it is a Difficult: Pilot (Fixed Wing) test, and she fails. She asks to test her Luck for the first time in this adventure session, hoping for a second chance at the Pilot roll, and the referee agrees. But Consuela fails the Average: Luck roll. Desperate, she asks for a second Luck check, now at Difficult level, and again, the referee agrees. She makes her roll this time, and as a result gets a second try at the Pilot skill, at which she also happens to succeed. If Consuela uses her Luck skill again in this adventure session, the check will be at Formidable level. The first time she uses it in a later adventure session, however, it will be at Average level once again, and so on.

Mechanic (STR): This reflects a knowledge of how to build and repair machinery in general. Difficulty of the build or repair task will be set by the referee. If improper tools are available, increase any task difficulty levels by one.

Medical (EDU): The Medical skill allows for the treatment of wounds and diseases. For wounds, see *Wounds & Healing* chapter for details. Diseases are left to the referee's discretion.

Melee Combat (STR): Melee Combat is a cascade skill that includes both Armed and Unarmed combat. See *Combat & Damage* for details on the effects of both..

Navigation (INT): This skill indicates an ability to maintain a sense of direction, read and follow maps, and use other basic navigational equipment such as a compass. When possessed by a character who has the Vessel Use (Ship) skill, it allows for use of more specialized nautical navigation equipment.

Observation (INT): Observation reflects a quality of alertness and/or a training in noticing important information in one's surroundings. The skill is used for such diverse things as detecting ambushes, discovering hidden compartments in luggage, and finding one important file within an entire drawer full of them.

Parachute (CON): Parachute is the ability to safely descend from an aircraft using a parachute or paraglider. To land safely in most terrain is Average. To land safely in woods, cities, swamps, or water is Difficult. To land in a particular spot is Formidable with a parachute and Difficult with a paraglider. Rigging or checking a rig is Average. Flying a hang glider is Difficult. Repairing a parachute, paraglider, or hang glider is Average. Making a parachute, paraglider, or hang glider is Formidable.

Persuasion (CHR): Persuasion, a skill at convincing other people to act as you wish them to, includes such things as haggling for a bargain, rousing a crowd to action, and convincing an enemy to let you go. The referee will set the difficulty level based upon the specific situation and exactly what kind of a speech you make.

Physics (EDU): Physics represents a theoretical knowledge of the workings of the universe. Although not a cascade skill, for role-playing purposes, players who choose this skill for their characters should designate some area of specialization. Examples include geophysics, astrophysics, or molecular physics.

Pickpocket (AGL): This skill involves both misdirecting a person's attention and then surreptitiously removing an item from their person. Generally, the victim will get an Observation skill check to notice the theft. The Observation skill check is treated as an opposed test, comparing the Observation skill level to the Pickpocket skill level.

Pilot (INT): Pilot is a cascade skill including Fixed-Wing, Rotary, and Shuttle operation.

Project Emotion (EMP): The Project Emotion skill allows a character to use an empathic link to instill emotions in other creatures. In order to use this skill, first an empathic link must be established, using either Animal Empathy for animals, or Human Empathy for humans. As with Empathic Healing, the success level of the contact established serves as a limiter for the quality of emotion projection. Note that if the target's Willpower rating causes the attempt to fail (lowering the power level to 0), the target will feel the emotion but will recognize it as originating from outside themselves.

Basic success with this skill means the target must make an Easy: Intelligence test to avoid acting the emotion out (running or cowering if frightened, arguing or fighting if angry, etc.). Each stage of success beyond basic increases the difficulty of the target's Intelligence save by one level.

Project Thought (EMP): Like Project Emotion, Project Thought requires a pre-established empathic link in order to be effective, using Animal Empathy for animals and Human Empathy for people. Only simple thoughts may be communicated to animals ("climb the tree" or "attack the man to the left" for example). With human targets, the amount and quality of information communicated depends upon the power level of the empathic character's attempt. Basic success means that a single, simple sentence may be communicated (as with animals). A Stage Two success allows the empath to project a ghostly (transparent, two-dimensional) vision. Stage Three makes this vision opaque and three-dimensional. Stage Four adds auditory hallucination, and Stage Five appeals to all senses (except Empathy). A Stage Six success allows the empathic character to control the target like a puppet.

As with Project Emotion, if the target's Willpower reduces the power level of a Project Thought attempt to 0, the target will recognize the thoughts as originating from someone else.

Psychology (INT): This skill allows a character to judge the motives of another character. It can be used, for example, to determine the truth or falsehood of statements the character makes. Other uses are left to the referee.

Small Arms (STR): This indicates a familiarity with firearms. Small Arms is a cascade skill, with Pistol and Rifle as its two subdivisions.

Stalking (INT): Stalking is the urban equivalent of Tracking (below). It involves following a quarry that typically does not want to be followed. But instead of looking for prints and droppings, the stalker is skilled at judging the quarry's path by watching for unconscious signs from bystanders, gauging distances to alleys, peering into shadows, and the like. Characters adept at Tracking can substitute that skill for Stalking at one difficulty level higher than normal.

Stealth (AGL): This is the ability to move about without drawing notice. It is a Difficult check to move, unnoticed, to within one meter of another character at night. The same task becomes Formidable in daylight (assuming there is some reasonable route to approach by). Also, attempts to track or stalk a stealthy character require the trackers to subtract their target's Stealth level from their Tracking or Stalking skill before making their task rolls.

Streetwise (INT): Streetwise is a general knowledge of how to survive in the roughest parts of an urban environment. It includes such things as knowing how to project an image that engenders respect among the locals and recognizing where to go to find what you need.

Swimming (CON): Swimming is the ability to stay afloat and move in water. Floating is a Difficult check when fully clothed; Average with little or no clothing. Each kilogram of equipment effectively reduces a character's Swimming skill level by one.

If the task is failed, the character sinks and will drown within a number of combat rounds equal to his Constitution score. Shedding clothing and/or equipment (one round) allows a new attempt at the task.

If the task is successful, the character floats and may swim at a speed equal to her (adjusted) Swimming skill, in meters per combat round. Characters have a swimming endurance equal to five times their Constitution. Floating without clothes uses 0 endurance points; floating while clothed uses one point per minute (10 combat rounds). Swimming unclothed uses one per minute at half speed and five per minute at full speed. Clothed swimmers use double that endurance and move at half that speed.

To tow another person while swimming requires a Difficult check and halves speed. Diving without an aqualung is a Difficult task for up to five meters in depth, or a Formidable task up to 10 meters.



Thrown Weapon (STR): This is a skill at throwing objects to hit other objects. Specifics of this skill's use in combat are explained in *Combat & Damage*.

Tracking (INT): Tracking is a skill used for trailing creatures in a rural environment It includes knowledge of prints, droppings, and habits of wilderness animals, but can be used to track human quarry as well. Characters adept at Stalking can substitute it that skill for Tracking at one difficulty level higher than normal.

Vehicle Use (INT): Vehicle Use is a cascade skill that includes Motorcycle, Wheeled Vehicle, and Heavy Vehicle. Wheeled Vehicle includes everything from sports cars to semi-trucks. Heavy Vehicle involves primarily military vehicles and very large construction equipment.

Vessel Use (CON): Vessel Use is a cascade skill that includes Boat, Ship, and Hovercraft. Boat involves anything from a rubber raft to a large motorboat, while Ship indicates water craft from yachts to oil tankers.

Willpower (INT): This skill reflects a strength of character that resists domination by outside forces and perseveres in the face of adversity. The skill is typically used in two different ways. First, it is an automatic subtraction from the power level of all Empathic attacks directed at the character. Second, the referee may require a Willpower check to be made if the character witness a particularly horrifying events. The difficulty level of the test will be decided by the referee, based upon the exact circumstances, and the results of failure could range from characters losing their most recent meal, to running away, to fainting from shock. Exact results are to be decided by the referee. In general, the easier the Willpower test, the less severe the effects of failure.

When calculating Willpower effects on empathic power levels, only subtract the target's combined Willpower+INT if it actually has 1 point of Willpower skill. For targets that have no Willpower skill (including targets that have had their Willpower depleted by Willpower Drain), no subtraction is made.

Willpower Drain (EMP): Sometimes, in order to succeed at an empathic attack, a character first has to overcome a victim's Willpower. Willpower Drain allows a character to do so. It requires a Difficult opposition test of the attacker's skill level minus the target's Empathy, and each stage of success reduces the target's Willpower by one point for the duration of the encounter. Often, several successive attacks are required to "soften up" the target sufficiently for other EMP skills to have a chance of success.

Depending upon the circumstances, the referee may choose to adjust the Willpower Drain's difficulty level upward or downward to account for such things as a wounded defender or attacker, a captive target, etc.



SKILL LIST

Skill	*Controlling Attribute*
Acrobatics	AGL
Act/Bluff	CHR
Animal Empathy	EMP
Archery	STR
Bargain	CHR
Biology	EDU
Business	EDU
Chemistry	EDU
Climbing	CON
Computer Empathy	EMP
Computer Operation	EDU
Demolitions	AGL
Disguise	CHR
Electronics	AGL
Empathic Healing	EMP
Engineer	EDU
Foreboding	EMP
Forgery	AGL
Heavy Weapons	STR
Horsemanship	CON
Human Empathy	EMP
Instruction	CHR
Interrogation	CHR
Language	CHR
Leadership	CHR
Lockpick	AGL
Luck	CHR
Mechanic	STR
Medical	EDU
Melee Combat	STR
Navigation	INT
Observation	INT
Parachute	CON
Persuasion	CHR
Physics	EDU
Pickpocket	AGL
Pilot	INT
Project Emotion	EMP
Project Thought	EMP
Psychology	INT
Small Arms	STR
Stalking	INT
Stealth	AGL
Streetwise	INT
Swimming	CON
Thrown Weapon	STR
Tracking	INT
Vehicle Use	INT
Vessel Use	CON
Willpower	INT
Willpower Drain	EMP

CHAPTER FIVE
Empathy

This chapter is intended to give greater depth and more flavor to the study and use of empathy, the most effective tool for fighting the Dark Masters and their spawn. In it are sections concerning the actual "schools" of empathic practice that are known to exist: the neuropathic, the psionic, the sorcerous, and the mystical. Each defines a school and presents how each discipline uses the common empathic skills.

The material in this chapter is not a prerequisite for playing empathic characters. Rather, it provides further detail of the subject, for players who would like to explore Empathic powers to a greater degree, and with more variation..

Readers will soon notice that of the four disciplines described in this chapter, only neuropathy requires no training and study, only practice. Because of this, neuropathy has some unique penalties; it is the most mentally dangerous discipline to use. The other disciplines require a great deal of education to practice, let alone master. Characters wishing to be practitioners in one or more of these schools must either generate this study during the character generation process or learn it during play. Neuropathy can be acquired during character generation, as noted in the Neuropathy section, or gained during play.

Generating knowledge of the more subtle disciplines during character generation requires a term spent in empathic study for each discipline learned. Psionic discipline is actually not compatible with mysticism, and vice versa. Psionics and sorcerers, and sorcerers and mystics, have no trouble rationalizing their views with another's, but a psionic cannot practice mysticism, and a mystic abhors the coldness of psionics.

The more refined empathic powers covered in this chapter represent further developments in empathic talents that have taken place in response to the Dark invasion itself. Empathic characters can be generated using the empathic study rules detailed below.

EMPATHIC STUDY

You learned of the world of thought: that the mind and will could do things that you used to think patently impossible. Now, you needed some way to hone the powers locked within you, to train and guide your potential. You found a teacher, someone who could help you on your journey.

Entry: Empathy 3+, and at least one empathic contact.

First Term and Subsequent Term Skills: A combination of 6 levels from empathic skills from one empathic discipline, and Willpower 1.

Contacts: One per term, empathic. On a roll of 6+, the contact is foreign.

Special: One or more foreign contacts may be converted to renegade ET contacts. Training in psionics confers a +1 Initiative bonus at the end of the second term of psionics training. No money is earned during any terms spent in empathic training.

ACQUIRING NEW DISCIPLINES DURING PLAY

Psionics, sorcery, and mysticism training require that the character find a teacher. This can be an empathic contact converted to a solid contact, or can be a teacher encountered during play.

Once training starts, the character spends time learning the basis of the discipline. This training takes a good eight hours each day, every day, and can last months. Each month of training, make an Average: (INT+Empathy/2) test. Once the pupil character succeeds, he has succeeded in grasping the principles of the discipline, and may move on to study.

For each further month of study, the character gains 3 skill levels that are applied to the skills of the discipline. An empath trained as a mystic cannot train to use psionic powers and vice versa.

IMPROVING EMPATHIC DISCIPLINE SKILLS

A neuropath can always improve neuropathic skills as per the normal skill improvement rules. An empath from one of the other disciplines can improve his specialized skills normally only if he has a teacher whom he sees on a regular basis for study (at least 40 hours a week), otherwise skills cost double, as if buying them at a level above the character's Empathy, This doubling is in addition to the doubling that takes place if improving the skill level beyond the character's Empathy score.

EXTRA BENEFIT

Once an empath has trained in one of these three advanced disciplines, the mental penalties of using neuropathic powers no longer applies—any mental problems the character already has remain, but no new mental problems can be caused through neuropathy.

STAGES OF SUCCESS

In order to maintain the atmosphere of the game, it is important for all empathic success rolls to be made by the referee and kept secret from the player. Players should be told they have succeeded, but they should not know the exact stage until they attempt to exploit it, or their success is revealed by events.

In many specific cases, sensory feedback will reveal the levels of success. If a character tries to levitate an object, and can see the object being levitated, success or failure will be immediately evident by the object becoming airborne (or not, as the case may be). Ideally, the referee should require players to role-play these actions out. If, for example, a character is using Clairvoyance to search a large warehouse on the other side of a brick wall, the referee should start with the lowest stage of success and work the player through it by describing what the character sees as the radius of vision increases or the range is increased. This makes a much better game than when the referee simply states: "OK... that's a Stage Three... you can see a five-meter radius at 15 meters away."

DIMENSION WALK

No user of Dimension Walk or any of its cascades can enter, look into, or otherwise observe or manipulate a proto-dimension unless the user is familiar with that

proto-dimension. This means that the user must either have been taken to that proto-dimension by someone or something else, or a complete enough psychic impression must have been transferred to the user by means of Project Thought or a similar empathic means. One visit is enough, and the visit can be voluntary (during empathic training) or involuntary (kidnapped by Dark Minions, etc.). The user must remain at least five seconds in the proto-dimension in order to gain a sufficient psychic impression to be able to return.

EMPATHY TASKS

Situation	*Task Difficulty*
Total Security	Easy
Relaxed Environment	Average
Normal Stress	Difficult
Great Stress, Combat	Formidable
Incredible Stress	Impossible

NEUROPATHY

Neuro: Of, or relating to, the nervous system.

Empathy: The power of making extrasensory contact with a being or condition outside one's self.

Neuropathy: The ability to affect things, particularly nervous systems, with the power of the mind alone.

Neuropathy is the latent ability to psychically cause a series of effects upon another being or object. Unlike some other forms of empathy, neuropathy is fueled directly by the empathic power of an individual. A great many beings have this ability to a minimal extent, but most remain unaware of it and are never able to develop their "power."



Generally, it is barely discernible and almost always remains so, manifesting in such mysterious things as deja-vu, dream premonitions, and invasive evil thoughts. As a result of this latent level of neuropathy, some people go through their lives believing they are "lucky," and pay no more attention to it. But some few become only too aware of their power and develop it to hazardous and lethal lengths.

Neuropathy is also a tool of the Dark Ones and their minions, who are able to develop this power to dangerous limits. Due to the largely unpredictable nature of individuals with this "gift," they prefer to use unwitting human servants in this field as they are not as difficult to control or terminate, should this be necessary. Dark Minions, especially ETs, can become adept at neuropathy, and the Dark Ones are pure masters of this power.

Neuropathy has many names—telepathy, telekinesis, ESP. Indeed, for the longest time, neuropathy and psionics were believed to be the same thing, but this is not so. Neuropathy can also be misunderstood as a school of magic, which it most decidedly is not. Neuropathy is the power of individuals to exert their will on the world around them, backed by misunderstood empathic powers. These powers can be channeled and harness through the other empathic disciplines, as presented in this chapter, but purest neuropathy is an instinctive thing; an individual need not spend years poring over ancient tomes or studying with ancient masters. The neuropath merely needs to be aware of his or her own ability and have the determination to succeed.

Individual neuropaths can master their own abilities, developing specific areas and focusing their will until they become beings of awesome power. For a number of reasons, this is a rare occurrence. Neuropaths invariably suffer from tremendous psycho-related illnesses, take inordinate risks, and become targets of the Dark Ones and Dark Minions, who seek to use or destroy them.

While the latent power of neuropathy exists within almost all beings, even animals, it is only over recent years that it has become more noticeable. Hundreds more neuropaths are "awakening" each year and their ability to "push" their power is becoming greater. This is not coincidence, but is directly related to the presence of the Dark Ones.

THE NEUROPATH AND THE WORLD

The neuropath has almost become a social sub-class of society in the early 2000s. While the general populace remains largely ignorant to their existence, they exist as a definite presence within the cities across the world. Dormant neuropaths are much like everyone else; they manage their lives as best they can and are capable of living within society without great difficulty. Many latent neuropaths suspect they have some form of "higher power" which can range from just being lucky to the ability to tell if a person is lying to them and having premonitions of future events. Until they are awakened (which often never happens), they continue normal lives, the secret power within their heads remaining concealed even from them.

The difference occurs after the awakening, when they have realized their potential and have begun to experiment. The effects of neuropathy often lead to undesirable mental conditions brought about by unfocused and unharnessed power within the neuropath. As they become stronger, their ability to interact with their environment and fellow human beings can weaken; they become shunned, feared and isolated. Thus, neuropaths

drift away from the ones they once loved, becoming outsiders as those around them cannot understand them. This is the curse of the neuropath, which causes them to suffer and hate the society that spawned them but will not accept them.

It is wrong to think of neuropaths as strong individuals, capable of leading dynamic lives and using their abilities to forward their career and complement their life-styles. The ideas of neuropaths holding down demanding but lucrative corporate jobs are wrong. Neuropaths will not be found there, unless they are latent ones. To find the active neuropath you must know where to look: asleep in the subways or begging for small change, careening out of liquor stores desperately unscrewing the top off a bottle of cheap whiskey, junkies in abandoned buildings in noncontrolled zones hanging around the dealers for any narcotic castoffs which will take their mental pain away—here, among the dregs of society you will find the active neuropath. Unable to take the pain of their "gift," the loss of friends and others around them who have suffered at the hands of other neuropaths (and perhaps even themselves), they have sunk into an oblivion they are unlikely to recover from. There are some neuropaths who manage to control their powers and shake off the nervous disorders that come with them. They realize the dangers of pushing themselves and walk a fine line, attempting to find the happy medium between power and humanity. However, these are few, for with neuropathy comes ambition. Many awakened neuropaths believe they are part of a new order, a new generation of beings—superior and more capable than those species who have gone before. They forget they are human, ignore their natural human weaknesses, and set off confidently down a path of peril, ignorant to all but their own ambitions and only to become another broken mind incapable of anything but a burning hatred of their own powers. Due to their very nature, neuropaths can be easy targets for Dark Ones, with their promises of untold power and ability to fuel the greed of an individual. Many are easily captured and controlled only to be abused and destroyed when their power wanes or they become a liability. As always, the Dark Ones rely upon the social misfits and exploit the weaknesses within them to achieve their own ends. Some neuropaths are taken in by those opposing the Dark Ones, and provided with shelter and sympathy. Neuropaths are part of the war against the Dark Ones and are valuable assets.

AWAKENING

Neuropaths are created, not evolved. A neuropath doesn't just wake up one morning to discover the powers of the mind; these powers must be awakened somehow. This process usually takes place in one of three ways: emotional trauma, physical trauma, or psychic trauma. Emotional trauma consists of a terrible emotional shock: a tragic loss, pushing emotional stress to the breaking point, madness. Physical trauma means a head injury: something gets jogged and the mind wakes. Psychic trauma is the direct result of a psychic invasion by another mind (via Project Thought), and of the struggle to displace the invader.

If a character is to begin play as a neuropath, the awakening process may well have occurred before play begins, as part of taking the Empathy option while Mustering Out. If the character is to become a neuropath during play, the referee can decide this as part of the continuing game, or trust to random chance. Any character with an Empathy of 3 or more, who has fewer than 4 skill points in empathic skills and has not already start-

ed studying one of the other empathic disciplines, can become a neuropath. Each time the character suffers a terrific emotional shock (referee's decision) or suffers a Serious wound to the head, there is a chance that the character's neuropathic abilities will awaken. Have the character make an Impossible: Willpower test. Success indicates the character's awakening as a neuropath. Characters subjected to psychic invasion via Project Thought who fit the neuropath criteria as defined above have to make an Average: Willpower test to determine if they are awakened as neuropaths.

The process of awakening is always a painful one. Would-be neuropaths suffering from physical or emotional trauma usually don't notice the pain of awakening, since they're already suffering from other misfortunes. An awakening through psychic trauma is the process where the pain is most noticed. The pain begins as an intense headache at the center of the mind and floods outward in a ripple effect until the awakening individual's mind becomes a shell of unharnessed empathic power, ready to burst at any moment. The dormant neuropath becomes aware of a pain in the head, which becomes more and more intense with every passing second. This is reflected by a 1-point wound to the head each turn the awakening neuropath is subjected to Project Thought. This damage can kill; if it reaches the Critical level, the neuropath's head can explode. A Difficult: Constitution test must be passed every turn once the head wound reaches Critical level to prevent this from happening and killing the character.

The novice neuropath can fight back using Willpower. A successful Willpower test versus the opposing Project Thought will stop the pain and repair the injury. The Difficulty level is determined by the Success Level of the invading Thought Projection:

Success Level	*Difficulty*
Basic, Stage One	Easy
Stage Two, Three	Average
Stage Four	Difficult
Stage Five	Formidable
Stage Six	Impossible

Once this Willpower test is passed, the pain stops and all head wounds caused by the process are negated, as if they never existed. (Of course, referees and characters must still deal with the effects of the invading Project Thought that began this process.) Awakened neuropaths will realize their potential and begin to understand the power they possess. From this point on, they will be able to attempt all manner of neuropathic powers, and if they push themselves, will become masters of their powers. They will also subject themselves to the risk of mental instability which is the curse of all neuropaths.

AWAKENING BONUS

A newly awakened neuropath increases all empathic skills by 1 level. This applies only to skills possessed at the time of the awakening, not to any skills acquired subsequently.

USING NEUROPATHIC POWERS

Neuropathy is, in essence, the basic set of empathic abilities. These powers are repeated below for completeness, and some of the powers are clarified and enhanced.

In order to maintain the atmosphere of the game, all empathic success rolls are to be made by the referee and kept secret from the player. PCs should know they have succeeded, but they should not know the exact stage until they attempt to exploit it, or when their success is revealed by events.

For example, Maria the neuropath discovers that someone she and her brother, Peter, trust is about to betray them, and decides to warn him by means of Project Thought. Maria knows she will "feel" that she has established a link with her brother, but she also knows she cannot be certain how much information has gotten through to him. The best possible message would be to identify the upcoming betrayal, and instructions to Peter on how to prevent it. She decides to play it safe and send the minimal information necessary: a mental image of the act of betrayal itself, showing the Perpetrator "red-handed," and hope her brother is intelligent enough to figure the rest out for himself.

PUSHING

Neuropaths have the ability to "push" their power, and it is this facet of neuropathy which causes the psychological damage to them. Whenever neuropaths fail their Empathy skill test, they are given the option to "push" their power. Basically, this allows the neuropath to attempt a Difficult: Willpower test, and if successful, the character may then re-try the neuropathic skill roll as normal. This chance to "push" can only be given once in a given situation, and if failed, may not be reattempted against the same target in the same situation. A failed push can often prove disastrous to the neuropath. If the Willpower test is not successful, the character is immediately stunned, and takes 1D6 damage to the head. In addition, the character rolls on the Failed Push Table. If the push resulted in a Catastrophic Failure, double the die roll.

FAILED PUSH TABLE

1D20 Roll	*Effect*
1-10	No Effect
11-14	Depression
15-17	Phobia
18	Compulsion
19	Dependence
20-21	Amnesia
22-23	Aggression
24-25	Paranoia
26-27	Hallucination
28-33	Delusion
34-35	Multiple Personalities
36-38	Psychosis
39-40	Catatonia

Each one of these mental maladies is usually capable of being solved with psychiatric assistance. Unless otherwise noted, a character or NPC with Psychology skill can counsel the mentally disturbed character on resolving the problem. At least one hour a week has to be spent doing this to make any progress. After each four hours of coun-

seling, the affected character may test to see if he can shake the problem. This is a Formidable: Willpower (+ counselor's actual Psychology skill level) test. Some mental problems have alternate methods of solution. These are listed, with specific problems as appropriate.

The Push die roll should be made by the referee and kept secret from the character. The referee should not reveal the result except during game play, as it becomes appropriate. For example, if a character develops a phobia of rats, this should not be revealed until the character encounters (or thinks of) a rat. Some maladies may become readily apparent, others may take time to be detected—after all, the word "depressed" doesn't suddenly appear on the character's forehead...

Depression: The neuropath becomes depressed with life and the world around him, often seeing futility in all courses of action. He suffers from regular bouts of hopelessness and fails to see any hope in existence. Characters are likely to lose any interest in doing anything but moping; all tests are one difficulty level higher. Curing this malady may be accomplished by psychiatric counseling, but an important success can restore confidence. Each time the depressed character succeeds at an important skill test of Formidable or Impossible difficulty, the character makes an immediate Difficult: Willpower test. Success means the character has cheered up, realizing that his efforts can do some good after all.

Phobia: The neuropath develops an irrational phobia based upon the situation that caused it (the exact phobia is up to the referee. Examples: darkness, specific types of Dark Minions, spiders, heights, monsters in general, etc.). When confronted with this situation, the character will do anything to avoid it immediately, and if forced to remain in this situation, will panic completely, as per the new Fear rules. Curing the fear requires psychiatric counseling, or the character can confront the fear. Each time the character is exposed to the source of the phobia, the character makes an immediate Impossible: Willpower test. Success means the character has beaten the fear and broken the hold of the phobia.

Compulsion: The neuropath suffers from an obsessive compulsion related to the situation that caused it. This can range from a compulsion to defeat a certain person or creature, or even protect something. Whatever the compulsion is, it will become an overriding feature of the character's actions and will always be the most important thing in the character's life.

Dependence: The neuropath develops a dependence upon a substance of some kind. This can range from alcohol to drugs to something as silly as hard candy. The referee and player work together to determine what the dependent substance is, and what the effects will be. Common sense should indicate the most suitable dependence. This can sometimes become a dependence upon a specific person.

Amnesia: The neuropath suffers from instant amnesia whereby memories of past events are forgotten. These might be recent events, events of long ago, or a combination of both. Amnesiacs can even forget their own identity in rare cases. The length of amnesia is up to the referee.

Treating amnesia is trickier than normal psychiatric counseling; usually, each amnesiac has to recover on his own. Recovering from amnesia is an exception to the usual Psychology counseling rule; each time the amnesiac undergoes psychological counseling for a period of a week (at least 14 hours during that week), or is confronted

with great psychological stress or trauma, the amnesiac makes an Impossible: Willpower test for recovery.

Aggression: The neuropath becomes far more short-tempered and prone to violent behavior, often resorting to violence even when another course of action is more suitable. This behavior may result in an increased use of neuropathic powers, or might translate into physical actions, depending on the character and the situation.

Paranoia: Neuropathic paranoids believe that they are the targets of some heinous (and totally imaginary) plot. The referee should assign a specific group or organization that the character believes is after him, based upon the situation which caused the disorder and the character's history (this can be a real organization, or one made up solely for this purpose). Paranoid characters will develop an unreasoning fear of "them" and will do anything to ensure their own safety, often going to great lengths to achieve this. Paranoid characters will often construct ludicrously complex explanations to fit ordinary events into their world view. Paranoia requires twice as much psychiatric attention (time spent counseling the patient) as normal.

Hallucination: The neuropath suffers from regular hallucinations of a distressing nature and often cannot distinguish between reality and a hallucinatory state. The exact nature of the hallucinations should be assigned by the referee and involve something from the situation which caused the character to see things which are not there, even seeing friends as foes.

Delusion: Delusionary neuropaths believe themselves to be something they are not. This can range from being someone else, to the feeling of invincibility or the belief someone else is actually a Dark One, etc. The delusions do not go away and once defeated will shift to another target. This requires twice as much psychiatric attention (time spent counseling the patient) as normal.



Multiple Personalities: The neuropath develops a number of multiple personalities, as determined by the referee. Each personality manifests under certain conditions and will be markedly different from the others. The referee and player should work together to determine the "characters" of each personality, whether they are neuropathic, etc. This state requires nearly constant psychiatric care, and the patient only tests every month for a cure.

Psychosis: The neuropath becomes very dangerous, losing touch with reality and often violently hostile to all. To a certain extent, such characters will see themselves as invincible and will never believe they are doing anything wrong. Unpredictability is the key word here This requires twice as much psychiatric attention (time spent counseling the patient) as normal.

Catatonia: Catatonic neuropaths lose touch with the outside world and completely freeze up, becoming trapped in their own mind. This cannot be cured through psychology; only the individual can break the barrier that makes his body immobile. Certain mystic disciplines can assist in breaking this barrier.

NEUROPATHIC POWERS

The following section describes the powers available to neuropaths. They are, for the most part, the same empathic powers profiled earlier, although there are a few changes. These changes are noted in each skill description.

Animal Empathy: Animal Empathy is a sort of sixth sense that allows a neuropath to perceive the mental and emotional state of animals. The exact amount of information perceived depends on the type of creature being scanned and the power level of the perceiving character's success.

Simple success reveals the presence and basic emotional state of one creature within a sphere centered on the sensing character and with a radius, in meters, equal to the power level of the success. Each additional stage of success allows the character to improve that information in one of three ways: (1) Double the sphere's radius for each stage used (i.e., if two stages are used to increase radius, it is doubled twice, or quadrupled), (2) reveal all creatures of one species, or (3) reveal the exact emotions and thoughts of a single target creature.

Combining: Neuropaths can combine their efforts to achieve higher power levels. One neuropath acts as the focus of the effort, and any other neuropaths wishing to assist add their power to the focus neuropath's attempt

First, assisting neuropaths must make a Human Empathy test at one difficulty level higher than normal to establish an empathic link with the focus neuropath. Once this is successful, the focus neuropath makes the skill test for the empathic skill that the group is assisting. If the skill test is successful, each contributing neuropath adds power equal to his or her appropriate empathic skill level—this level is doubled if the focus empath achieves an Outstanding Success, so the power level can attain great heights indeed. The down side is that if the focus empath fails, each contributing empath suffers a 1-point wound to the head from the psychic feedback. And if the focus empath suffers a Catastrophic Failure, the focus empath and contributing empaths all roll on the Failed Push Table.

Certain Dark Minions are thought to have the ability to combine their empathic powers in this fashion. Among these are the dark elves, humanoid ETs, and nukid

empaths. Also, human neuropaths turned to Dark Minions have used this power for centuries, as the power of the "coven" channeled through one skilled focus.

Computer Empathy: With this skill, a character can sense the flow of data within a computer or computer network. This allows the character to react more swiftly to changes in the data flow, making Computer Operation tasks easier. The character must be physically touching the computer (whether keyboard, screen, or processor) in order to initiate the empathy. When the character makes a test of this skill, empathic power level determines how much Computer Operation is enhanced. Empathic success effects are cumulative; i.e., someone achieving a Stage Four success enjoys the benefits of Basic and Stages One to Three success as well.

Basic Success means the character can sense the interior workings of the single computer that is being touched, revealing any internal damage or problem areas in its electronic flow. Stage Two success allows the character to empathically "read" any data the computer is accessing, which lowers the difficulty rating of all Computer Operation tests that the character is doing by one level (and you could even read the computer's readout without looking at the screen). Stage Three success allows the character to sense the interior workings of any one computer to which his own is connected (by modem or in a network, for instance) or to "read" all the data stored within the computer being touched, even data which is not currently being accessed. Stage Four success means the character can "read" any data being accessed by a computer in contact with the one he is touching. Stage Five success allows the character to "read" data stored in that distant computer. Stage Six means the character can perform Computer Operation tasks at two levels of difficulty lower than normal.

Dimension Walk: Dimension Walk is rare among neuropaths, but referees may allow characters to acquire it if desired. Using Dimension Walk a character can open a portal to another proto-dimension. Neuropaths use this skill primary for "rapid transit," but it is rarely used by them because such use can attract the attention of the Darklings. Users of Dimension Walk must make a task roll to avoid detection (see the Dimension Walk Detection Table in the *Sorcery* chapter), in addition to the normal task roll to open the portal. Stages of success are as follows:

Stage One allows the creation of a portal just large enough for the creator, who is immediately drawn through. Stage Two allows the portal to be held open for a full combat phase after the initiator passes through. Stage Three holds the portal open for two phases after the initiator passes through. Stage Four allows the portal to remain open for the number of phases equal to the creator's Dimension Walk skill rating (at least two phases). Stage Five doubles the time allowed in Stage Four. Stage Six allows the creation or destruction of a permanent portal.

No user of Dimension Walk or any of its cascades can enter, look into, or otherwise observe or manipulate a proto-dimension unless the user is familiar with that proto-dimension. This means that the user must either have been taken to that proto-dimension by someone or something else, or a complete enough psychic impression must have been transferred to the user by means of thought projection or a similar empathic means. One visit is enough, and the visit can be voluntary (during empathic training) or involuntary (kidnapping by Dark Minions, etc.). The user must remain at least five seconds in the proto-dimension in order to gain a sufficient psychic impression to be able to return.

Dissolution and Plant Empathy: Neuropaths do not ordinarily practice these skills—they are left to the Darklings. Referees who wish to allow characters to acquire these skills should follow the guidelines regarding Darkling contact and Darkling empathic skill acquisition.

Empathic Healing: Empathic Healing allows characters to improve the healing rate for wounds they have taken. Basic Success reduces a wound's healing time by one day, and each additional stage of success lowers that time further by one day (with a minimum healing time of one hour).

An empathic healer may also attempt to enhance healing of another creature's wounds. First, the healer must make a successful Human (or Animal, as appropriate) Empathy test to establish contact with the patient. The success of this test then serves as a limitation to the success of Empathic Healing tests to be made for each wound. Any Empathic Healing successes are limited to the level of Human/Animal Empathy success. For example, if an empathic healer establishes Human Empathy contact at Stage Two, no Empathic Healing successes would be allowed to have more effect than Stage Two success.

Only one Empathic Healing test can ever be performed for each wound. If an Empathic Healing test on a wound is a failure, then that wound cannot be empathically healed by that empath. Another empathic healer could try, though.

Foreboding: Characters with the Foreboding skill are prone to receiving impressions of events before those events actually take place. Sometimes this mild precognition happens days before events occur, other times, it is merely a second's worth of warning. a sort of "danger sense." The prescience might manifest itself as a dream, or as a waking hunch—terribly clear with each detail printed on the character's memory, or hauntingly vague, without details. The exact results are up to the referee's discretion, based upon story situation and the quality of the Foreboding success Level.

Human Empathy: Human Empathy is similar to Animal Empathy, except that it allows a character to perceive the mental and emotional state of other humans rather than animals. The exact amount of information perceived depends upon the success level of the Empathy skill test.

Basic Success reveals the presence and basic emotional state of one person within a sphere centered on the sensing character with a radius of the character's power level in meters. Also, if the target being sensed is a neuropath, any other empath can detect this immediately from the unconcealed psychic power in the target.

Each additional stage of success, allows the empathic character to improve that information in one of three ways: (1) The radius of the sensing sphere can be doubled for each stage used (i.e., if two stages are used to increase radius, it is doubled twice, or quadrupled), (2) an additional person can be sensed, or (3) the level of perceived mental activity can be increased, proceeding from emotional state to surface thoughts, then to deeper thoughts.

A referee may impose additional levels of difficulty based on specific situations.

Project Emotion: The Project Emotion skill allows a character to use an empathic link to instill emotions in other creatures. In order to use the skill, first an empathic link must be established, using Animal Empathy or Human Empathy, as appropriate. The success level of the appropriate Empathy skill limits the success level of Project Emotion attempts. Note that if the target's Willpower causes the attempt to fail (gener-

ating a total power level of 0 or less), the target will feel the emotion but will recognize it as originating outside of itself.

Basic Success with this skill means the target must make an Easy test versus Intelligence to avoid acting the emotion out. Each additional stage of success increases the difficulty of the target's Intelligence test by one level.

Project Thought: Like Project Emotion, Project Thought requires an empathic link to be established, using the appropriate Empathy skill. Only simple thoughts maybe communicated to animals (like "climb the tree," or "attack the man to your left," for example). With human targets, the amount and quality of information communicated depends on the success level of the empathic character's success.



Basic Success means that a single, simple sentence may be communicated (like those communicated to animals). A Stage Two success allows the empath to project a ghostly, transparent, two-dimensional vision, or communicate one long, involved sentence/thought. Stage Three success makes the vision opaque and three-dimensional, or permits the communication of two long, complex sentences. Stage Four adds auditory effects to the vision, or allows prolonged mental communication (as if the empath were talking to the target, In the target's mind). Stage Five success makes the illusory vision real to all senses except Empathy, or allows the empath to communicate thoughts to the target. A Stage Six success allows the empath to control the target like a puppet. Like Project Emotion, if the target's Willpower lowers the empathic power level to 0 or below, the target will recognize the thoughts as coming from an outside source.

Willpower Drain: Sometimes, in order for an empathic link or attack to succeed, the target's high Willpower must be lowered. Willpower Drain allows a character to lower a target's Willpower temporarily. Using the skill requires a Difficult test of the attacker's skill level (Willpower Drain skill+INT), minus the target's Empathy, and each stage of success lowers the target's Willpower by 1 point for the duration of the encounter. Often, several successive successes are needed to "soften up" the target enough to allow other empathic skills to work (but, as mentioned above, the attacker cannot know exactly how many). The target's mental state is affected by this attack; he feels tired, depressed, sad, or just apathetic, as its Willpower is beaten down.

Willpower Drain only drains the defender's Willpower skill points, not the points added by the character's INT attribute. Once the defender's Willpower skill points are nullified, the Willpower will skill level drops to 0, since there is an effective skill of 0 and there is no Willpower default for purposes of empathic power levels. Depending on the circumstances, the referee may choose to adjust the Willpower Drain's difficulty upward or downward to account for such things as a wounded defender or attacker, a captive or helpless target, etc.

NEUROPATHY SKILLS CHARTS

Animal Empathy

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Animal Empathy+EMP
Relaxed	Average	Animal Empathy+EMP
Normal Stress	Difficult	Animal Empathy+EMP
Great Stress	Formidable	Animal Empathy+EMP
Incredible Stress	Impossible	Animal Empathy+EMP

Computer Empathy

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Computer Empathy+EMP
Relaxed	Average	Computer Empathy+EMP
Normal Stress	Difficult	Computer Empathy+EMP
Great Stress	Formidable	Computer Empathy+EMP
Incredible Stress	Impossible	Computer Empathy+EMP

Dimension Walk

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Dimension Walk+EMP
Relaxed	Average	Dimension Walk+EMP
Normal Stress	Difficult	Dimension Walk+EMP
Great Stress	Formidable	Dimension Walk+EMP
Incredible Stress	Impossible	Dimension Walk+EMP

Empathic Healing

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Empathic Healing+EMP
Relaxed	Average	Empathic Healing+EMP
Normal Stress	Difficult	Empathic Healing+EMP
Great Stress	Formidable	Empathic Healing+EMP
Incredible Stress	Impossible	Empathic Healing+EMP

Foreboding

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Foreboding+EMP
Relaxed	Average	Foreboding+EMP
Normal Stress	Difficult	Foreboding+EMP
Great Stress	Formidable	Foreboding+EMP
Incredible Stress	Impossible	Foreboding+EMP

Human Empathy

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Human Empathy+EMP
Relaxed	Average	Human Empathy+EMP
Normal Stress	Difficult	Human Empathy+EMP
Great Stress	Formidable	Human Empathy+EMP
Incredible Stress	Impossible	Human Empathy+EMP

Project Emotion

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Project Emotion+EMP
Relaxed	Average	Project Emotion+EMP
Normal Stress	Difficult	Project Emotion+EMP
Great Stress	Formidable	Project Emotion+EMP
Incredible Stress	Impossible	Project Emotion+EMP

Project Thought

Task Type	*Difficulty*	*Skill*
Total Security	Easy	Project Thought+EMP
Relaxed	Average	Project Thought+EMP
Normal Stress	Difficult	Project Thought+EMP
Great Stress	Formidable	Project Thought+EMP
Incredible Stress	Impossible	Project Thought+EMP

Willpower Drain

Task Type	*Difficulty*	*Skill*
Willpower Drain	Difficult	Willpower Drain skill-target's EMP

PSIONICS

Humanity has long known that it Possesses Powers of the mind, powers that can accomplish amazing feats These powers can be channeled and mastered, but not fully understood. They cannot even be effectively measured and metered, but they can be used with no more effort than the strength of mind over matter.

In the late 20th century, these powers became the subject of intense study. At first, neuropaths were the test examples, but their powers proved to be too wild, too unpredictable for the consistent, steady results that scientific research demanded for a database. Gradually, this research moved into the area of psionics: pure, controlled powers of the mind.

This research has resulted in learning, through trial and error, the correct ways to train a person in using mental powers to affect the outside world. As could be expected from rules arising from scientific research, the methods are very precise, constant, dry formulas, learned by rote until they become reflex. Because of the utterly clinical philosophy of their discipline, psionics are logical, analytical, practically emotionless people (at least while practicing their science), who think quickly and rationally.

Psionic practitioners once used the Greek letter Psi as a recognition symbol, and often refer to their powers as psi powers.

AN UNSOLVED MYSTERY

The one question which dogs every psionic is the fundamental question of the entire realm of study. Why does it work? How does it work? Science does not know. Based on research and the available evidence, the best theory is that, in certain people, specific and seemingly unrelated parts of the brain generate extra activity when stimulated correctly. This activity has external manifestations in psionic phenomena. The effects of the manifestations seem to be more pronounced if the subject has a better working knowledge of the functions and properties of the target. Based on this principle, psionics are trained about the workings of the mind, psychology, and current theories of specific psionic phenomena. It seems to work, since an educated psionic can do things an uneducated one cannot. Informed psionics appear to be able to reach out to the root of the target's being and function, concentrating on the basics of the target and the effect desired.

The neuropath, the mystic, and the sorcerer marvel at the ease with which the psionic does his empathic feats. There is no feedback, no backlash, and there are no lengthy rituals to perform. A psionic's powers are as swift as thought itself, and psionics think fast. They cannot do some of the specialized things available to the other empathic disciplines, of course, but what they can do, they do faster and better.

DIFFERENT STROKES

Due to the exhaustive intellectual training necessary for psionics, practitioners of this discipline cannot be trained for the mystic arts and vice versa, as that philosophy runs directly counter to psionic training. The mystic dismisses details, seeking to abandon rationality until reaching the core of existence, becoming one with the universe by forgetting the self. A psionic is keenly aware of every aspect of his physical self, and of the realities of the things he wants to affect. The mystic sees the essence of the target,

while the psionic sees the inner workings; the trees rather than the forest. Mystics view psionics as emotionless, anal-retentive thinking machines. Psionics view mystics as freaked-out dreamers who can't think straight.

Psionics can learn sorcerous disciplines, as long as they are couched in mechanical terms and accompanied by the same methodical patterns. A mystical sorcerer makes a great scout and information-gatherer; a psionic sorcerer is a highly mobile weapon.

THE PSIONIC COMMUNITY

Psionic research is a strong part of the empathic underground, although much of it is actually "above-ground," so to speak, in private government and corporate labs. Psionics who are aware of the Dark Invasion are always ready to aid empaths in their fight against the Darklings, and are sometimes willing to pay them for their troubles if they capture Darklings; for experimentation. Darkling humanoid ETs are particularly sought after, for their powers and knowledge are closer to psionics than most of the other Dark races' powers.

Psionic training often begins by wiring a promising test subject to meters and sensors to determine psionic potential and aptitude. It is easier to find psionic training than it is to find mystical and particularly sorcerous training, for there are several times as many psionic labs as there are temples of mysticism and schools of sorcery.

USING PSIONIC POWERS

The key to using the powers of the mind is not the power inherent in the mind, but the will to focus and extend those powers. This is the basis of the psionic discipline. A psionic without willpower is not a useful psionic, for his powers will remain useless until the will and education are attained to control and channel them.

In order to use psionic powers, the psionic must pass a successful Willpower test. The difficulty of this test is based on the Empathy Task Difficulties—e.g., a psionic wanting to use a power in the middle of combat would have to pass a Formidable: Willpower test to do so. Once this test is passed, the psionic may use the desired power, testing according to the difficulty listed with the power.

An Outstanding Success on the Willpower roll makes the subsequent psionic skill test two levels of difficulty easier, while a Catastrophic Failure means that the psionic has lost his train of thought, and must spend his next entire action confused and actionless, recovering. Outstanding Successes on the actual psionic skill tests double the power level, as usual. Catastrophic Failures merely mean that the psionic fails to perform the desired action; there is no other penalty.

For example, Mycroft wants to freeze an opponent with Cryokinesis. It's during combat (making it a Formidable task), and Mycroft's Willpower is 11, so he has to roll a 5 or less. Later, out of combat, he has a chance to freeze a Darkling in a sneak attack. He's not stressed, so the Willpower test is Average. He rolls an Outstanding Success, which makes the Average out-of-combat Cryokinesis task Easy—4 times the skill+atrribute.

In order to maintain the atmosphere of the game, it is important for all empathic success rolls to be made by the referee and kept secret from the player. Players should be told they have succeeded, but they should not know the exact stage until they attempt to exploit it, or their success is revealed by events.

If, for example, Conrad the psionic wishes to set off a case of hand grenades using Pyrokinesis, he will know he is warming them, but will not be 100% certain he has achieved sufficient stages of success until the grenades explode or more than five combat phases of psi concentration pass without detonation.

Likewise, if Conrad attempts a Project Thought, he will know that he has accomplished a telepathic and was able to send his thoughts, but will not know exactly how much of his projected message got through.

PSIONIC POWERS

Each one of these powers is a separate skill, with its own effects and difficulties. Some of these skills may default to other empathic skills.

Clairaudience: This is the ability to hear things beyond normal hearing distances, even through sound-deadening obstacles. The psionic must concentrate and do nothing else while using this power (though he can use Clairvoyance in tandem with this power), and must know the location of the target point he wants to hear. The task is always Average difficulty. The amount of area seen and the range depends on the success. The psionic hears a basic radius of his Clairaudience level in meters, at a distance of his power level in meters.

For each stage of success above Basic, the psionic may (1) use the stage to increase the radius of Clairaudience by adding it to 1 and using that sum as a multiplier of his basic radius—i.e., using one stage for increased radius would double the base radius, two stages would triple the base radius, etc., (2) use the stage to increase the range of Clairaudience by adding it to 1 and using that sum as a power to the base range—i.e., using one stage for increased range would square the base range, two stages would cube the base range, etc., or (3) use a combination of options 1 and 2—e.g., with a Stage Six success (5 stages above Basic), the psionic can use 2 stages +1 (3) as a multiplier of radius, then using the remaining 3 stages +1 (4) as an exponent of range. This can make the range quite impressive indeed. For example, a psionic with a Clairaudience of 15, applying every success from a Stage Six success to range, could hear something (5 stages +1 = 6; 15^6= 11,390,625 meters; 11,390,625/1000=) 11,390 kilometers away, in a spherical radius of 15 meters. Or, if he wanted to use these in combination, he could take 2 stages, add 1 for a sum of 3, and hear a radius of (2 stages+1= 3; 15x3=) 45 meters at a distance of (3 stages+1= 4; 15^4= 50,625 meters; 50,625/1000=) 50 kilometers. The Clairaudience remains in operation at that target point unless the psionic breaks concentration.

Clairvoyance: The psionic "sees" with his mind's eye a vision of distance occurrences. Nothing can block this power, except being in another dimension—psionic clairvoyance cannot see past space-time barriers. The psionic must concentrate and do nothing else while using this power (although Clairaudience can be used in tandem with this power), and must know the location of the target point he wants to see. The task is always Average: Clairvoyance. The area seen and the range depend on the success, using the same procedure as described for Clairaudience, above.

Clairvoyance remains in operation at that target point unless the psionic breaks concentration. Clairaudience and Clairvoyance can be used as one combined operation. If this is done, use the lower of the two skills to test and determine power levels.

Computer Empathy: Psionics can use the standard Computer Empathy skill. A psionic requires a successful Willpower test before he can use this skill, as per normal psionic power use rules.

Cryokinesis: A psionic can lower the temperature of an object or life form by causing entropic heat-exchange processes to accelerate. The effects are not immediate, but progress through stages, each stage of success taking five seconds (one combat phase), beginning on the phase after the Cryokinesis skill roll is made. Thus, it takes six phases (30 seconds) to reach Stage Six and kill someone. Concentration has to be maintained during the process—if the psionic suffers a Slight wound during the process, he has to pass an Average: Willpower test to continue. If he suffers a Serious wound, the Willpower check to continue is Difficult. A Critical wound automatically makes the psionic stop the process. Furthermore, the target must be kept in range and in sight the entire time, or the process stop. By maintaining concentration, a psionic may prolong whatever stage is achieved, thereby causing the target to suffer repeated damage, for instance.

If a Cryokinesis procedure is interrupted or stopped, it takes five minutes for a warm-blooded target to recover from one stage of Cryokinesis cooling. For instance, a target that has progressed through three stages of Cryokinesis would take 15 minutes to warm up again.

The range is equal to the psionic's power level in meters. The stages of Cryokinesis are as follows:

Basic Success allows basic chilling of objects and people; you can make a hot drink cold and give living creatures chills.

Stage Two success allows hard freezing of up to 20 liters of liquid, or severe cooling of living creatures, making them shiver uncontrollably. This reduces a creature's movement rate by half, and adds one level of difficulty to all physical tasks.

Stage Three success allows the solid freezing of 60 liters of liquid, or further freezing of creatures (which lose 75% of their movement and have one level of difficulty added to all physical tasks). Hypothermia sets in.

Stage Four success will freeze up to 120 liters of liquid, and living creatures will fall unconscious, beset by hypothermia, unless passing an Average vs. Constitution test. Those who fail must pass an Easy vs. Constitution test or fall into a coma. Those who succeed have their movement penalized by 90% loss and have two levels of difficulty added to all physical tasks.

Stage Five success allows the freezing of 240 liters of liquid, or inflicts automatic 1-point damage wounds to every hit location each round in the form of frostbite. Heavy clothing and other heating gear won't stop this, or even help it. Creatures affected must still make Constitution rolls, as in Stage Four.

Stage Six success freezes up to 440 liters of liquid, or causes the death of any living creature unless it's naturally frozen anyway. Death is not instantaneous; the victim slowly lapses into a coma and dies within five minutes unless emergency medical attention is given between the time the coma begins and death arrives.

Anyone with the Pyrokinesis skill can combat the effects of Cryokinesis, by achieving an equivalent stage of Pyrokinesis success, matching the effects of the Cryokinesis.

Darkling Empathy: A psionic can manage to read Darkling minds by using Telepathy. This is not as effective as true Darkling Empathy, but it allows some contact.

Dimension Walk: This skill is used by psionics to enable them to acquire teleportation and other Dimension Walk cascades described in this chapter. All users of Dimension Walk and its cascades must make a task roll to avoid detection (see the Dimension Walk Detection Table in the *Sorcery* section) in addition to the normal task roll to open the portal. Stages of success are as follows:

Stage One allows the creation of a portal just large enough for the creator, who is immediately drawn through. Stage Two allows the portal to be held open for a full combat phase after the initiator passes through. Stage Three holds the portal open for two phases after the initiator passes through. Stage Four allows the portal to remain open for the number of phases equal to the creator's Dimension Walk skill rating (but at least two phases). Stage Five doubles the time allowed in Stage Four. Stage Six allows the creation or destruction of a permanent portal.

No user of Dimension Walk or any of its cascades can enter, look into, or otherwise observe or manipulate a proto-dimension unless the user is familiar with that proto-dimension. This means that the user must either have been taken to that proto-dimension by someone or something else, or a complete enough psychic impression must have been transferred to the user by means of Project Thought or a similar empathic means. One visit is enough, and the visit can be voluntary (during empathic training) or involuntary (kidnapping by Dark Minions, etc.). The user must remain at least five seconds in the proto-dimension in order to gain a sufficient psychic impression to be able to return.

Dissolution and Plant Empathy: Psionics are unable to acquire these skills, for reasons unknown.

ESP: This is the psionic equivalent of the Foreboding skill, and works the same way (same skill, different name).

Mental Attack: The most powerful attack of a psionic, this power allows the psionic to reach into a creature's mind and cause it to malfunction. The range of the attack is equal to the psionic's final power level, and as usual it requires a Willpower test at the situation-appropriate difficulty level. Furthermore, in order to make a Mental Attack, the psionic must first obtain a telepathic link with the target.

The difficulty level of the Mental Attack depends on the type of creature and the workings of its brain. Attacking a terrestrial animal, or something made from a terrestrial animal, is Easy. Attacking a human or a terrestrial insect is Average (the complexity of the human mind and the utter simplicity of the insect mind make them equally tough). Attacking an extraterrestrial creature/physical Darkling is Difficult. Attacking a noncorporeal "spirit," such as a poltergeist or a bleak, is Formidable. Attacking a Dark Lord, or an ET biocomputer, is Impossible.

Should the attack succeed, the target receives 1 point of damage to the head (doubled on NPCs, as usual) and is stunned, writhing with the ultimate headache, unable to do anything for one combat phase, per stage of success.

If the psionic rolls a Catastrophic Failure, the attack fails, the psionic suffers 1 point of damage to the head, and is stunned for one combat phase.

Mind Shield: This is the power of the psionic's will, intensified by the power of the mind. It is the psionic defense that makes them so fearsome to other empaths. In

order to use it, the psionic has to pass a Willpower test, with the difficulty level lowered by two levels. (For instance, a psionic under severe stress would test at Difficult: Willpower instead of the appropriate Impossible difficulty.) This is the first skill most psionics learn, and is ingrained as a conditioned reflex to attack.

While using Mind Shield, the psionic cannot use any other psionic or empathic skill. The exception is that the psionic can "transfer" the shield to another person with whom the psionic has established a telepathic link, protecting that person. Once the link is in place, the Mental Shield can be erected in the next combat phase, and then transferred in the following phase.

The effect of the Mind Shield skill is added to the subject's Willpower for the purposes of resisting empathic attacks and probes. The skill cannot be used unless the psionic has at least 1 point of actual skill in Mind Shield; there is no default.

Example: Psionic Steve has Willpower 8 and Mind Shield 4. Expecting trouble, he activates his Mind Shield, so any empathic attacks that succeed against him have their power levels lowered by (8+4=) 12 points. Later, Steve having established a telepathic link with his brother Dave, transfers the shield to Dave to help him withstand an empathic attack. Dave has no Willpower skill, so he would not normally subtract anything from an attacking power level, but Steve's Mind Shield is protecting him, subtracting 4 points from empathic assault power levels,

Project Emotion: This is the same as the normal Empathy skill. A psionic must have a telepathic link established with the subject to use it. A failed Project Emotion (i.e., the target's Willpower lowers the power level to 0 or below) cannot be detected as coming from outside the target.

Project Thought: This is the same as the normal Empathy skill of the same name. A psionic must have a telepathic link established with the subject to use it. A failed Project Thought (i.e., the target's Willpower lowering the power level to 0 or below) can be detected as coming from outside the target.

Psionic Scan: Psionics are sensitive to the mental emanations of other empaths. These "empathic waves" are as visible to a psionic's trained mind as heat waves rippling over a highway are to the naked eye. The skill test is Average, and a successful psionic can then sense all practicing empaths (anyone or anything with an Empathy or empathic skill of 4 or more) within a radius equal to the Psionic Scan skill in meters, centered on the psionic. Also, the psionic can tell if each empath is using empathic abilities at the time. Additional stages of success past Basic double this radius, so a psionic with Psionic Scan 10 would have a radius of 10 meters at Basic Success, 20 meters at Stage Two, 40 meters at Stage Three, 80 meters at Stage Four, and so on.

An empath being scanned can hide from it. Mystics have their own method of hiding psychically. Other empaths have to rely on their Willpower. If a target empath's Willpower reduces the power level of a psionic scan to 0 or lower, the scan will not detect the empath. Please note that this doesn't stop the scan from discovering other empaths, it just keeps the scan from locating the one with the high Willpower. So this tool is less useful in detecting many high Willpower Darklings than it might seem.

Pyrokinesis: A psionic can raise the temperature of an object or life-form by accelerating molecular friction inside the subject. The effects are not immediate, but progress through stages, each stage of success taking five seconds (one combat phase), beginning on the phase after the Pyrokinesis skill roll is made. Thus, it takes six phases (30 sec-

onds) to reach Stage Six and kill someone. Concentration has to be maintained during the process—if the psionic suffers a Slight wound during the process, he has to pass an Average vs. Willpower test to continue. If he suffers a Serious wound, the Willpower check to continue is Difficult. A Critical wound automatically makes the psionic stop the process. Furthermore, the target must be kept in range and in sight the entire time, or the process stops. Note that by maintaining concentration, a psionic may prolong whatever stage is achieved, thereby causing the target to suffer repeated damage, for instance.

If a Pyrokinesis procedure is interrupted or stopped, the heat decreases at one level per combat phase (entropy does away with heat more swiftly than heat can do away with cold).

The stages of Pyrokinesis are as follows:

Basic Success allows the boiling of a liter of water, or making a human-sized creature feel feverish (strangely, this may make the creature feel chilled instead).

Stage Two success allows the boiling of up to 20 liters of water. If the psionic has targeted a small object (such as a steering wheel, glass window pane, or pistol) the object will become hot enough to inflict painful blisters on any creature touching it.

Stage Three success allows the boiling of up to 50 liters of water. Gasoline and other highly flammable substances may be ignited. Human-sized creatures suffer heat exhaustion—nausea, profuse perspiration, weakness—making the creature's task rolls one level of difficulty higher.

Stage Four success boils 100 liters of water, ignites paper, cotton cloth, and other readily flammable materials, and human-sized creatures suffer heat prostration—headaches, dry skin, delirium, and possible loss of consciousness (pass an Average: Constitution test or pass out). Unconscious targets may die, if they fail an Easy: Constitution test; conscious targets perform all tasks at two levels of difficulty greater than normal.

Stage Five success boils 200 liters of water, ignites wood, synthetic cloth, and other flammable materials, or "cooks off" explosives like small arms ammunition, grenades, and dynamite. It also causes an automatic Slight wound to every damage location on living creatures (half wounds to NPCs and animals), and gives the effects of heat prostration, but all Constitution checks and skill tests are at one level higher than those noted for Stage Four.

Stage Six success boils 400 liters of water, ignites anything flammable and scorches nonflammables, and causes instant death to human-sized creatures ("spontaneous combustion").

Anyone with the Cryokinesis skill can combat the effects of Pyrokinesis by achieving an equivalent stage of Cryokinesis success, matching the effects of the Pyrokinesis. Pyrokinesis has a range in meters equal to the psionic's final power level.

Self-Healing: Psionics lack the close emotional empathic skills to perform empathic healing on others. However, they are masters of their own biofunctions, via their "mind over matter" talents.

This skill works two ways. The first is to heal bodily wounds or illnesses by accelerating the natural healing process (but this cannot cure cancer and similar illnesses which draw strength from the healing process in the first place). After the mandatory Willpower check, Self-Healing is an Average test (if the mandatory Willpower check

results in an Outstanding Success, the difficulty for Self-Healing drops to Easy). Each level of success lowers the healing time of a wound by half (to a minimum time of one hour). Self-Healing may only be used one time for each wound.

The second use for Self-Healing is to accelerate the body to heights of physical performance. For each stage of success, the psionic may (1) increase his STR, AGL, or CON by 1 point, or (2) increase his foot movement by 25%. This effect lasts for one five-second combat phase. A Catastrophic Failure when using Self- Healing indicates that the psionic has overdone it. If Self-Healing a wound, that wound accumulates enough damage points to move it to the next wound level; if accelerating the body, the psionic receives damage points equal to a Slight wound in one random body location. He can only hope that body section isn't already injured...

Telekinesis: A psionic finds moving objects with the mind to be child's play. It's one of the easiest psionic skills, and embodies the central philosophy of the psionic: mind over matter.

After the Willpower test, Telekinesis is an Easy task. Each level of success achieved allows the psionic to move 10 kilogram/meters per combat phase. For instance, with a Basic Success, a psionic could move one kilogram 10 meters in a combat phase, rive kilograms two meters, or 10 kilograms one meter. Psionics with this skill can cooperate to lift and move massive objects with precision.

Weapons can be used with Telekinesis, and moving parts manipulated, provided that the psionic can see them (either visually or clairvoyantly). Performing a melee combat skill telekinetically is one level of difficulty higher than it would be if the psionic was doing it with his body. Performing a Melee Combat (Armed) skill requires that the psionic achieve a minimum speed of 10 meters per phase with the weapon, and all Melee Combat (Armed) skills are at one level of difficulty higher than normal. Thrown weapons may be used at normal skill difficulty, but must have a speed of 20 meters per combat phase to be effective.

Telepathy: This is the psionic equivalent of Human/Animal/Darkling Empathy, but works somewhat differently. The psionic doesn't really probe into the target's psyche, as the Empathy skills do; instead, he monitors brain activity and "listens" for the vibrations of subvocalized thoughts—almost everyone 'talks" in their heads when they think. This is what the psionic "listens" to, so Telepathy can only probe as deep as surface thoughts. Thought and Project Emotion rely on this skill, as usual, but work somewhat differently—Project Emotion uses manipulation of the brain's reflexes and emotion centers to stimulate the brain into the desired state, and Project Thought adds mental speech subvocalized in on the subject's consciousness to this process.

After the mandatory Willpower test, the difficulty level of Telepathy is determined by the familiarity of the subject mind to the psionic:

If the psionic is only trying to establish a telepathic contact with one person, use the difficulty above. If establishing contact with multiple minds, use the highest difficulty that applies (conducting Telepathy in an area With two friends and a Darkling would be Difficult).

Basic Success reveals the presence and nature of all minds within a sphere (radius equals power level in meters). Each additional stage of success allows the psionic to (1) double the radius of the sphere, (2) sense the brain activity of one particular mind one level deeper, or (3) form a telepathic link with one mind for other psionic purposes. A

psionic can sense activity in several persons at a time, but can only link with one mind at a time.

One additional stage of success applied to sensing brain activity allows the psionic to read the basic emotional state of the subject. At two additional stages of success applied to sensing brain activity, the psionic can read surface thoughts. This is as deep as Telepathy goes.

For purposes of using Mental Attack, a telepathic link is required. To use Project Emotion, the psionic must both establish a telepathic link *and* sense emotional state. To use Project Thought, the psionic must both establish a telepathic link *and* sense surface thoughts.

Teleportation: This skill is a cascade of the Dimension Walk skill. It allows the psionic to shift into another probability reality and then shift back again, hopefully somewhere else, and where the psionic wants to be. In the blink of an eye, a psionic can cover hundreds of meters of distance. Once again, the scientists don't know how this is accomplished, and even psionics are unable to explain where the teleporters go to pass the distance without traversing it. It works, and that's enough for most.

It has been theorized that sorcerers would be able to do this trick more precisely and more safely, but their mental rituals and calculations take far too long to be considered instantaneous teleportation.

Teleportation is a very hard skill to practice. After the usual Willpower test is passed, the psionic must pass a Difficult: Teleportation test to teleport. The psionic must be able to see the destination. (Clairvoyance can be used to supply a vision of a teleporting psionic's destination, but then the difficulty of teleportation goes up to Formidable.) If the teleport is successful, then the psionic teleports a number of meters in the direction of the destination equal to the power level. If the distance/power level is short, then the teleporting psionic reappears at that distance, along a line drawn between starting position and destination. If the distance/power level goes over the distance to the destination, the extra distance is lost and the psionic reappears at the destination. Teleportation is fraught with dangers. If a teleporter reappears short, inside another object, whatever body part(s) is inside the object sustains a Critical injury. If a teleporting psionic suffers a Catastrophic Failure, roll 1D6:

1-4, the psionic transports (Teleportation skill + 1D20 meters) in a random direction.

5-6, the teleporting psionic disappears, and doesn't reappear. Where did he go? No one knows...

PSIONIC SKILLS CHARTS

Psionic Willpower Test

Situation	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Willpower+INT	—
Relaxed Environment	Average	Willpower+INT	—
Normal Stress	Difficult	Willpower+INT	—
Great Stress, Combat	Formidable	Willpower+INT	—
Incredible Stress	Impossible	Willpower+INT	—

Psionic Powers

Task Difficulty	*Skill*	*Notes*	
Clairaudience	Average	Clairaudience+EMP	—
Clairvoyance	Average	Clairaudience+EMP	—

Computer Empathy

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	Computer Empathy+EMP	—
Relaxed	Average	Computer Empathy+EMP	—
Normal Stress	Difficult	Computer Empathy+EMP	—
Great Stress	Formidable	Computer Empathy+EMP	—
Incredible Stress	Impossible	Computer Empathy+EMP	—

Cryokinesis

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	Cryokinesis+EMP	—
Relaxed	Average	Cryokinesis+EMP	—
Normal Stress	Difficult	Cryokinesis+EMP	—
Great Stress	Formidable	Cryokinesis+EMP	—
Incredible Stress	Impossible	Cryokinesis+EMP	—

Darkling Empathy—See Telepathy

Dimension Walk

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	Dimension Walk+EMP	—
Relaxed	Average	Dimension Walk+EMP	—
Normal Stress	Difficult	Dimension Walk+EMP	—
Great Stress	Formidable	Dimension Walk+EMP	—
Incredible Stress	Impossible	Dimension Walk+EMP	—

ESP

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	ESP+EMP	—
Relaxed	Average	ESP+EMP	—
Normal Stress	Difficult	ESP+EMP	—
Great Stress	Formidable	ESP+EMP	—
Incredible Stress	Impossible	ESP+EMP	—

Mental Attack vs.

Task Difficulty	*Skill*	*Notes*	
Animal	Easy	Mental Attack+EMP	—
Human/Insect	Average	Mental Attack+EMP	—
ET/Corporeal Being	Difficult	Mental Attack+EMP	—
Noncorporeal Being	Formidable	Mental Attack+EMP	—
Dark Lord/ET biocomputer	Impossible	Mental Attack+EMP	—

Mind Shield

Task Type	*Difficulty*	*Skill*	*Notes*
Mind Shield	+2 levels	Willpower+INT	—

Project Emotion

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	Project Emotion+EMP	—
Relaxed	Average	Project Emotion+EMP	—
Normal Stress	Difficult	Project Emotion+EMP	—
Great Stress	Formidable	Project Emotion+EMP	—
Incredible Stress	Impossible	Project Emotion+EMP	—

Project Thought

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	Project Thought+EMP	—
Relaxed	Average	Project Thought+EMP	—
Normal Stress	Difficult	Project Thought+EMP	—
Great Stress	Formidable	Project Thought+EMP	—
Incredible Stress	Impossible	Project Thought+EMP	—

Psionic Scan

Task Difficulty	*Skill*	*Notes*	
Psionic Scan	Average	Psionic Scan+EMP	—

Pyrokinesis

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	Pyrokinesis+EMP	—
Relaxed	Average	Pyrokinesis+EMP	—
Normal Stress	Difficult	Pyrokinesis+EMP	—
Great Stress	Formidable	Pyrokinesis+EMP	—
Incredible Stress	Impossible	Pyrokinesis+EMP	—

Self-Healing

Task Difficulty	*Skill*	*Notes*	
Self-Healing	Average	Self-Healing+EMP	—

Telekinesis

Task Difficulty	*Skill*	*Notes*	
Telekinesis	Easy	Telekinesis+EMP	—

Telepathy

Subject	*Difficulty*	*Skill*	*Notes*
Close Friend	—	Telepathy+EMP	Automatic
Friend	Easy	Telepathy+EMP	—
Human, Animal	Average	Telepathy+EMP	—
Darkling	Difficult	Telepathy+EMP	—
Dark Lord, ghost/spirit	Formidable	Telepathy+EMP	—
Dark Master (no brain to read)	—	—	Not possible

Teleportation

Task Difficulty	*Skill*	*Notes*	
DimWalk (Teleportation)	Difficult	DimWalk (Teleportation)+EMP	—

SORCERY

Sorcery is perhaps the one empathic school most shrouded in mystery. Images of sorcery are full of strange symbols and bizarre paraphernalia, of obscure and fearful rites and ceremonies to unleash titanic powers. Essentially, sorcery is nothing more than the masterful manipulation of the empathic power Dimension Walk. The skill revolves around the sorcerer's ability to open portals between Earth and one or more proto-dimensions. By doing this, he can travel between proto-dimensions, and bring things from one proto-dimension into another.

THE ORIGINS OF SORCERY

The origin of sorcery dates back to the earliest appearance of humanity. At this time, humans were primitive hunters and gatherers, using tools of wood and chipped stone. To these people, the entire world was a place of magic. Not understanding their environment, they revered the elements as gods and paid tribute to them in the hope of appeasing their anger. Through this worship of the world in its raw and natural state, the first sorcerers were born. These men and women, who worshipped the spirits of the land, learned to communicate with the spirits, and these spirits began to teach the early sorcerers. These first sorcerers were pleased and felt honored. Their peers, viewing this new force, realized the power which these first sorcerers held and obeyed their words out of fear and respect. Thus the order of the new world was established, with the sorcerers taking the positions of shamans and soothsayers within their primitive tribes. What the sorcerers did not know was that these "spirits of the land" whose attention they had gained were far from benevolent creatures. In actuality these spirits were Darklings, rare ones who slipped in from another proto-dimension. These beings were few, relatively weak (for Darklings), and rarely (if ever) cooperated with each other, often fighting among themselves for the rich prize that the Earth represented.

These beings saw in humanity a great potential for evil and suffering, the food of the Dark Masters. A few sorcerers succumbed to the allure of power and became Dark Minions. But most sorcerers came to realize that the spirits could be treacherous, and should be dealt with cautiously.

In time, sorcerers began to see how they had been used by the spirits in order to manipulate humanity. With this realization, two groups evolved among sorcerers: the Free Sorcerers and the Charons (both of these labels are later appellations). The Free Sorcerers chose to reject the Dark Ones (although they sometimes still dealt with other beings from other proto-dimensions), while the Charons choose to subjugate themselves to the Dark Ones in return for that power, knowing there would be a terrible price to pay, but hoping to avoid it. There is no formal organization to either group.

During the Middle Ages, the secrets and methods of true sorcery were nearly lost. The faithful managed to preserve the truth of sorcery, waiting for a time when it could be practiced openly. In the meantime, garbled and fanciful accounts of sorcery were generally accepted as the truth, and the world came to scorn it as myth and nonsense.

Today, with the encroachment of the Dark Ones into the world, the sorcerers have opened their books and tomes to the light again to combat the otherworldly beings that threaten the total enslavement of humanity. Although greatly diminished in terms of influence and magical aptitude, the modem sorcerers still preserve the ancient rituals and incantations laid down centuries ago.

THE SOURCE OF POWER

Among those who know of the existence of sorcerers, it a common misconception that these individuals create their magic from their own minds, in a similar process to those who exhibit empathic abilities. No human being has the capability to create such displays of raw energy from within. A sorcerer opens a portal to another proto-dimension, and can bring parts of that proto-dimension to Earth, altering the environment at will. Each time this is done, the boundaries between proto-dimensions weaken slightly, and it becomes easier to work sorcery at that particular spot.

There are sites on the planet where the boundaries between proto-dimensions are weakened by centuries of sorcerous practice. These sites were marked long ago by the sorcerers who used them, sometimes by megaliths (such as those at Stonehenge or Carnac in Europe), sometimes by other means (such as the petroglyphs of the American southwest, or the rock paintings of the Australian aborigines). At these sites it is much easier to do sorcery because sorcery has been done there for so long (creating a "which-came- first-the-chicken-or-the-egg" tautology). If care is not taken, such sites will become Demonground, where the boundaries between proto-dimensions are very porous. Demonground is the preferred venue for sorcery by Charons, but the power of Demonground is wild and uncontrolled, endangering sorcerers by its unpredictability, and Free Sorcerers avoid it whenever possible.

THE SORCERER'S LIFE

Sorcerers are a secretive and mysterious group, never staying in one location for any length of time. They cannot, for to remain in one place is to risk the possibility of detection by the Dark Ones.

Also, sorcerous powers weaken the "walls" between proto-dimensions, as noted above, and careless use of their talents can create Demonground.

For these reasons, sorcerers lead their lives on the road, moving from town to town in constant flight from the minions of their enemies. However miserable this existence may seem to the normal folk who strive to settle down, this life suits the needs and desires of the sorcerers. They thrive upon the discovery of new sights and possible sources of learning to feed their sorcerous habits. In addition, they are more likely to encounter people of their own kind while traveling, and learn of the latest developments in both the magical and mundane world. In years past, sorcerers could be found among Gypsies, carnies (carnival performers), and other itinerants. Nowadays, they are as likely to be found among bikers or interstate truck drivers.

In many cases, these sorcerers will join forces with others fighting the invasion of the Dark Ones. They will often act as messengers from enclave to enclave or, in more extreme cases, as active hunters of Dark Minions. While this may seem an almost suicidal move, considering their value to the Dark Ones, the sorcerers are among the few members of humanity capable of combating the unseen enemy. Ultimately, the sorcerer may be the most powerful empath, but the dangers of being a sorcerer are just as great as the power.

SORCERY AND THE DARK MASTERS

Sorcerers practice their art by breaking the barriers between proto-dimensional reality. This act creates a disruption pattern throughout space/time, like the ripples of a

rock thrown into still water. The longer the period of time spent piercing the proto-dimensional barrier, the larger the rock, so to speak, and the larger and more widely spread the ripples. Sorcerers who spend too much time at their craft will eventually attract the attention of the Dark Masters.

Many of the Dark Masters see sorcerers as possible tools, if corrupted, and as enemies to be destroyed if they cannot be corrupted. Some Dark Masters see them as complete foes, and a few see them as abominations, upstarts intruding on their self-proclaimed territory of proto-dimensional shifting. These Dark Masters seek to consume sorcerers' essence, thus gaining power and sustenance. No Dark Master wants sorcerers to remain free. In the past, some sorcerers have succeeded in defeating and imprisoning Dark Masters; numerous creation myths hint at these titanic struggles and the defeat of primordial chaos (a good description of Dark Masters). These are the Masters who despise and fear sorcerers, and all Dark Masters have a healthy respect for their powers.

What makes the situation worse is that the Dark Masters and humanity appear to be the only two species (using the term loosely) capable of sorcerous feats. No Dark Minion race can use sorcery. Only humans turned to Dark Ones can wield this power for the Masters. Human sorcery experts have hazarded that the reason stems from Earth's unique position as a crossroads of proto-dimensional probability, coexisting as it does with an unknown number of other realities and partial realities. Humanity, the children of Earth, seem to share the odd power that comes with this proximity, representing one of the few natural powers capable of defeating the Dark Masters. With this knowledge, the Darkling invasion of Earth takes on a slightly more hopeful tone, for some day humanity could incarcerate the Masters once and for all.

Because of this, Dark Minions actively hunt sorcerers, more than any other kind of empath. They will respond to the empathic disturbance caused by the sorcerer's art, and attempt to capture or slay the sorcerer. Sorcerers must be wary, lest they linger too long and fall prey to these alarmed servants.

THE DANGERS OF SORCERY

The first lesson a sorcerer is taught is the danger that accompanies the study and utilization of sorcery. This is considered to be an essential part of sorcerer's training, for only when they have learned to respect the power that sorcerers can wield, can they truly master its use. As sorcery is an empathic skill which operates by manipulating the boundaries between proto-dimensions, it is obviously a skill inherently fraught with great danger. There is always the possibility that the tension created when a sorcerer opens a portal will be too much for the sorcerer and the stress will backlash. (The threat of backlash is also one of the hazards of sorcery; it is dealt with in the "Sorcerous Powers," below.) When small portals are opened or a portal remains open for a short period of time, then it is a relatively easy task for sorcerers to work their craft. But when they try more ambitious tasks, the risk of backlash increases quickly. This occurrence usually involves a great deal of physical pain (and often death) on behalf of the sorcerer and possibly to those in the immediate vicinity.

Another danger that the use of sorcery incurs is the threat of the Dark Ones. The Dark Ones have no means of identifying or locating sorcerers, until they use sorcery. At this point sorcery (or, rather, the use of the Dimension Walk skill) becomes a beacon. As was mentioned earlier, manipulating the boundaries between proto-dimensions caus-

es a stress which results in "ripples" among the proto-dimensions. These ripples can be detected and their source pinpointed by the Dark Ones, allowing them to dispatch their minions to deal with the sorcerous threat. Minor sorceries result in only small ripples that are virtually impossible for the Dark Ones to detect, but a greater sorcery will be like a lighthouse on a moonless night or a fire siren in a library. Many sorcerers refuse to perform feats that require excessive proto-dimensional stress, for fear of being discovered.

Other empaths need to be circumspect in their use of Dimension Walk, as they too can be detected. Sorcerers, however, are particularly at risk, as all of their abilities are related to Dimension Walk in some form or another.

For campaign purposes, the referee should not worry about empathic players attracting attention every time they attempt to use Dimension Walk, but the referee should occasionally have minions show up unless the empath is very cautious. These minor incidents will keep the danger in the mind of the player without greatly slowing down play. However, should empaths carelessly flaunt their abilities, or attempt to wield them when a powerful minion is close by, then the referee should check on the Dimension Walk Detection Table to see if the empath has attracted undesirable attention. The player must make a Dimension Walk skill test to avoid detection. Nonsorcerers will only use the last four entries of the table.

In order to maintain the atmosphere of the game, all empathic success rolls are to be made by the referee and kept secret from the player. PCs should know they have succeeded, but they should not know the exact stage until they attempt to exploit it, or their success is revealed by events.

For example, Kathy the sorcerer intends a short journey to a proto-dimension she knows to contain no breathable gases. In order for her to survive for very long, she must successfully alter her immediate environment using Change Environment (Atmosphere). Kathy will know she has replaced at least 10% of the atmosphere with something breathable, but she will not know exactly how much until she gets there and starts breathing.

DIMENSION WALK DETECTION TABLE

Situation	*Task Difficulty*
Sorcerous Combat (atmosphere, gravity, temperature)	Easy
Sorcerous Combat (special)	Difficult
Sorcerous Flight for less than 15 minutes	Easy
Sorcerous Flight for more than 15 minutes	Average
Sorcerous Telekinesis	Average
Dimension Walk in same proto-dimension	Average
Dimension Walk to another proto-dimension	Average
Extended Dimension Walk in same proto-dimension	Difficult
Dimension Walk to another proto-dimension	Difficult
Extended Dimension Walk to another proto-dimension	Formidable

Sorcerous Combat: Using sorcerous powers affecting atmosphere, gravity, or temperature in a combat situation.

Sorcerous Combat (Special): Using fire or lighting in combat. This manipulation is much finer and much more powerful, and is easily noticed.

Sorcerous Flight and Telekinesis: These are very fine manipulations of dimensional interfaces, and have a distinct pattern that alerts those cognizant of sorcery to their use.

Dimension Walk: The farther and longer you go, the more impact it has on the proto-dimensional fabric, and the more noticeable it is. The term "same proto-dimension" indicates portals opened on the same dimension for the purposes of speeding travel or avoiding obstacles. The term "another proto-dimension" involves opening a portal to another proto-dimension to observe or interact with it.

SORCERY AND OTHER EMPATHIC DISCIPLINES

Sorcery is the most flexible of empathic disciplines, in that it agrees with the positions of both scientific psionics and inexplicable mysticism. Sorcery has long had a mystical background, based on ritual, religion, and superstition. This allows a sorcerer to perfectly understand the heart of mysticism, for like a mystic, a sorcerer acts as a part of the infinite universe within and without. Put simply, a mystic realizes the power inherent in creation, and a sorcerer harnesses a bit of it and uses it like a tool.

Sorcery and psionics have common ground, too. To a psionic, a sorcerer merely uses a latent human power to connect different probabilities together. Likewise, sorcerers trained to the rote functions of dimension walking manipulations find the willpower training and routine patterns of psionics familiar.

A character with the psionic discipline may not learn mysticism. A character with the mystic discipline may not learn psionics. Either character can learn sorcery. A sorcerer can learn either psionics or mysticism, not both.



CHARONS

These are individuals who make a bargain with the Dark Ones in return for learning sorcery. The price that all Charons pay for their knowledge is steep. An individual becomes a Charon by mentally contacting a Dark Master and pledging oneself to the Dark One. Many would-be Charons die during the attempt to contact a Dark One. Many of those who do manage to make contact are overwhelmed by the experience. The minds of these individuals are destroyed by the insanity and alien nature of the Dark Ones. Even those "fortunate" enough to survive contact without having their minds destroyed suffer from at least some minor Insanity. The more powerful the Charon, the less sane they are.

SORCEROUS POWERS

All sorcerous powers derive from the empathic skill Dimension Walk. However, while any empath may have and use the Dimension Walk skill, only sorcerers may learn and use the cascade skills listed below. Most of them have a backlash included, a penalty for failure which is often less forgiving than normal Catastrophic Failure penalties.

Change Environment (Atmosphere, Gravity, Temperature): This is largely a combat skill, where the sorcerer weakens the barriers between proto-dimensions and "borrows" some of the conditions there, bringing them to the proto-dimension he currently occupies. With this skill, a sorcerer can alter the content of the air, the atmospheric temperature, and the gravity in a confined area. The skill can also be used as a sort of emergency life-support, in essence bringing one's environment along on a trip.

This skill requires a great deal of controlled, focused power which sends a clear signal to the Dark Ones. it is treated as "Sorcerous Combat" for purposes of Darkling detection. Change Environment affects a spherical area, with a radius equal to the sorcerer's Change Environment skill level in meters.

Using the skill in combat or for other brief bursts of time requires skill tests at normal empathic skill difficulty levels. Using the skill for extended periods of time is easier, starting at Easy for the first environment change and becoming one difficulty level harder for each additional environment change. Furthermore, the sorcerer must make a successful Change Environment skill test every 15 minutes or lose the dimensional merging-conditions revert to original environment. The sorcerer may not use any other empathic power while maintaining this changed environment.

For instance, if Roman is venturing through a proto-dimension of fire, and doesn't want to burn, he lowers the temperature by reaching into a proto-dimension of extreme cold. He also brings along some of Earth's atmosphere so he can breathe. This is two environments, so every 15 minutes he has to succeed at an Average: Change Environment test to retain his more hospitable pocket environment.

Changing environments for extended lengths of time can achieve the following effects:

Atmosphere: Merge the normal atmosphere with another, up to a 90% mix. In short, Roman's trek through Hades isn't that pleasant; 10% of the air he breathes is the natural sulfuric smoke of the proto-dimension. Of course, it's better than smothering.

Gravity: A change of up to 5 Gs is possible when lessening the gravity, or up to 20 Gs when making it heavier. Some places just have too high a gravity for humans. A G is an Earth standard gravity, representing an acceleration of 9.8 meters (32 feet) per second per second (m/s^2).

Temperature: As the ranges of temperature among the proto-dimensions approaches the infinite, temperature can always be altered to fit the sorcerer's wishes.

Catastrophic Failure while trying to change environments for an extended period causes a backlash upon the sorcerer and anyone else within a radius in meters equal to the sorcerer's Change Environment skill. The exact effects are up to the referee, but they only last for one combat phase. Treat the backlash as a Change Environment attack of the appropriate type. This means that a backlash on an extreme Change Environment use can be lethal.

Change Environment can be used in combat, with the following effects. These effects can be sustained, as the sorcerer concentrates on keeping the dimensional mix. However, the sorcerer may not make any other attacks or use any other empathic powers while using Change Environment, although a sorcerer may increase the effects of an attack (for instance, continuing to raise gravity and/or alter temperature in the same area).

Atmosphere: Each stage of success replaces 10% of the atmosphere within the effective radius with an equal quantity from another proto-dimension (this 10% could also be vacuum). By changing the atmosphere, a sorcerer can blind his foes (smoky, hazy, or otherwise opaque atmosphere) or choke his victims (depending on the toxicity of the changed atmosphere, the victims could be poisoned, choke, or even drown). The referee decides the exact effects.

Gravity: Each stage of success raises or lowers the gravity by 1 G within the effective radius. By raising the gravity, a sorcerer can slow and even crush his enemies. At 2 Gs, movement is halved and physical tasks are two levels more difficult. At 3 Gs, movement is quartered and physical tasks are three levels more difficult. At 4 Gs, only crawling movement is possible, and physical tasks are four levels more difficult. At 5+ Gs, movement and physical tasks are impossible. At 7-10 Gs, anyone inside the enhanced gravity field must pass a Difficult: Constitution test each combat turn or pass out. In addition to this test, victims at 10+ Gs take 1D6 damage per G over 10 to their chest location each turn. For example, a person trapped at 14 Gs takes 4D6 damage to the chest location each turn. These conditions may be altered for creatures adapted to higher gravities. By lowering the gravity, a sorcerer can suspend a target, slowing movement to a crawl (it is hard to move fast when each step hurls you several feet into the air) and making all physical tasks two difficulty levels higher.

Temperature: Each stage of success raises or lowers the temperature 5 degrees Celsius (9 degrees Fahrenheit) within the effective radius. At greater than 40-degrees or less than 10-degrees Celsius (from 50- to 104-degrees Fahrenheit), humans find all physical tasks to be one level of difficulty higher. At greater than 60 degrees or less than -20 degrees Celsius, humans find all physical tasks to be two levels of difficulty higher, and must make a Difficult: Constitution test each combat turn to avoid passing out from either heat or cold. Temperature changes can be compensated for with appropriate clothing and/or equipment (such as good winter gear, or an "ice-box").

Should a sorcerer roll a Catastrophic Failure while using this skill to attack, only the sorcerer suffers the effects projected.

Change Environment (Special): This is a separate cascade from Dimension Walk. It involves reaching into the appropriate proto-dimension and "pulling out" radiant energy to hurl at one's foes. It is tricky, and since it's usually done during combat, where

the best difficulty level the sorcerer is likely to find is Difficult, it can be fatal to the user. To make matters worse, it is so unique a form of dimensional exchange that it is easily noticed by the Darklings, and has its own separate listing when checking for Darkling detection.

Sorcerers can hurl pure fire or lightning at their foes, out to a range of their power level. Each stage of success can be used to do one of the following: (1) Attack the given target with a 1D6 damage attack, or (2) increase the volume of a given attack by the sorcerer's Change Environment (special) skill level in meters. For instance, Roman the sorcerer has Change Environment (special) skill at 10. He hurls a fireball at his foes, and rolls a power level of 12, for a 12-meter range and Stage Two success. He can either damage one of them for 2D6 damage, or damage all foes within a 10-meter radius for 1D6 damage.

No armor except for vehicle armor and other highly sealed suits (like a vacuum or undersea hardsuit) reduces damage from these attacks. Treat fire and lightning attacks as having a Penetration of 1.

Fire and lightning have their own special effects. Targets hit by fire may bum, at the referee's discretion. If they start burning, they suffer fire effects as per burning rules (see *Combat & Damage*). Electrical devices hit by lightning will be destroyed (their circuitry burnt out), unless they are grounded, on a D10 roll or 9 or less. Flammable objects hit by lightning will ignite on a D10 roll of 1. In addition, living beings hit by lightning are automatically knocked down and must pass an Average: Constitution test to remain conscious. At the referee's discretion, a panic test may be required of all targets of fire or lightning.

Backlash from this skill occurs with a Catastrophic Failure or a natural die roll of 19-20. This inflicts (10 minus skill level) D6s of damage of the appropriate type on the sorcerer. Example: Roman has a Change Environment (special) skill of 6 and rolls a 20. He suffers (10-6=) 4D6 damage when his lightning rebounds back upon him.

Close Portal: This is when one sorcerer wishes to close the portal of another. The sorcerer must obtain a success stage equal to greater than that of the agency opening the portal (treat ET mechanically opened portals as Stage Six) to close the portal. Closing a permanent portal requires a Stage Six success, plus the destruction of the physical portal. This skill allows the sorcerer to close portals opened by enemies, thus preventing their escape or entry. It also allows the sorcerer to end Change Environment attacks by rolling a stage of success equal to or greater than the Change Environment success stage of the attacker. This stops the atmosphere, gravity, or temperature effects of the attack immediately upon success, and conditions revert to normal. Close Portal cannot counteract the Change Environment (Special) ability. Using this skill is very picturesque; radiant lines of force connect the sorcerer and portal as he tries to overpower it. This power counts as "Sorcerous Combat (special" when testing for Darkling detection.

Backlash from this power occurs when the sorcerer closing the portal fails to succeed in overpowering the portal. The difference between success stages is applied in D6 damage to the sorcerer as overall body damage. For instance, Roman is attempting to close a Stage Five portal. Unfortunately, he only manages a Stage Two success, so he takes 3D6 damage divided equally between his seven locations as he is wrapped in fierce energy. Had he failed to attain even Basic Success with his Close Portal test, he would have taken 5D6 damage (Stage Five minus "Stage Zero" in D6 damage).

This is a degraded form of that power the Dark Masters most fear, the ability to wall off a portal.

Dimension Walk: This skill is as described earlier. The individual with this power or skill can open a portal to another proto-dimension. The term "portal" is a loose definition. The nature of a portal varies with the desires of the sorcerer. Sometimes it is a clearly visible gate, with the proto-dimension destination visible through the gate. Other times the portal is an area visible only to the sorcerer-an area where the dimensional boundaries are weak, allowing him to step through. In such cases, it will appear as if the sorcerer disappeared into thin air. The duration that the portal remains open varies with the power level of the successful task. Stage One successes result in portals open just long enough for the creator to be instantly drawn through. Stage Two successes result in portals which can be held open for one phase. A portal can be held open for two phases on a Stage Three success. If a Stage Four success is obtained, the portal will remain open for a number of phases equal to the skill level. Stage Five doubles this time. Permanent portals can be made with a Stage Six success.

The most common use for dimension walking is to speed up transit from one place on Earth to another. There are many undeveloped proto-dimensions where time and distance are different from Earth, but can connect with Earth. These places allow swift travel, some as much as a 10-1 speed (one hour's travel takes you 10 times as much distance at the exit point). There is usually no other use for these time-enhancing voids. (Warning: These places are not safe. Darklings use them for the same purpose, and are usually better at it.)

The second use for Dimension Walk is to travel to fully developed proto-dimensions for the purpose of accomplishing something other than just traveling through them. A normal dimension walker can do this, but a sorcerer is much more proficient.

A sorcerer can open a visual portal, a virtual peephole, and scan the nearby proto-dimensions. This is treated as "Dimension Walk to another dimension" for purposes of Darkling detection, and allows the sorcerer to see what's in the proto-dimensional neighborhood, in order to go to the right place.

A sorcerer can open a normal traveling portal to one of the undeveloped traveling proto-dimensions at one level of difficulty less than normal; if the Difficulty was already Easy, it becomes Automatic. This makes a sorcerer a handy traveling companion when you want to save time or fuel.

Likewise, a sorcerer can travel in short hops, staging from one proto-dimension to another, since some proto- dimensions can't be reached without passing through others. The referee decides how many proto-dimensions the sorcerer has to travel through, and the sorcerer makes a separate Dimension Walk test for each, at one level of difficulty less than normal; Easy becomes Automatic. The danger is that the sorcerer has to wait for as many minutes equal to 20 minus his Dimension Walk skill (20-Dimension Walk) between hops, empathically recalculating his next jump. During this time, the inhabitants have a chance to make the sorcerer's acquaintance, something that the sorcerer may not find desirable. This counts as "Dimension Walk to another dimension" for purposes of Darkling detection.

During Dimension Walk operations, a Catastrophic Failure means that the sorcerer has tapped into the wrong dimension, usually totally at random, and stable for 1D20 turns—that means the portal will be there for 30 seconds to 10 minutes, and things can

pass through it, both ways. The exception to this is during the "peephole" Dimension Walk, where it means that the "peephole" expands to a full-sized portal on the other side for 1D20 turns, so things can come through to the sorcerer, but he can't go through to the dimension and still sees a "peephole."

Phase: This is perhaps one of the most useful skills. Likewise, it is also one of the most difficult. it involves the sorcerer opening a portal to another proto-dimension, but not fully entering it, rather remaining balanced between proto-dimensions in a condition known as the out-of-phase state. If done properly, it conveys certain advantages upon the sorcerer: First, the sorcerer is immune to physical attacks from either proto-dimension (not being in either proto-dimension). Second, the sorcerer may at any time choose to step all the way through into either proto-dimension. However, phasing sorcerers may still act and be acted upon empathically, Phasing completely into one dimension or the other, or entering the Phase state, takes an entire five-second action, but maintaining an out-of-phase state does not take an action. In order to use the Phase skill, the sorcerer must successfully make a Phase task at two levels greater than situational difficulty would call for. The length of time a sorcerer may remain out-of-phase is determined in the same manner as Dimension Walk portal duration, but using time units of 30-second turns instead of five-second phases. Once out-of-phase, sorcerers remain in it without concentration, and may use other empathic skills.

While out-of-phase, sorcerers may walk through walls and other solid obstacles. However, because of their immateriality, they cannot climb stairs, go up elevators, or otherwise walk on anything but the ground, because they can't touch anything not existent in both dimensions. This assumes that both dimensions share roughly the same ground topography. Most phasing sorcerers who want to leave ground level use their sorcerous ability to fly (see next entry). For example, a sorcerer in a high-rise building who phases will drop through the floor unless he happens to be flying when he enters the out-of-phase state. Phasing counts as "Extended Dimension Walk in a different dimension" for the purpose of Darkling detection.

Phasing backlash is hideous. A sorcerer who rolls a Catastrophic Failure when phasing partially enters both dimensions, then exits abruptly before completely phasing. This can result in the sorcerer leaving body parts and internal organs in the wrong place when phasing back in. The sorcerer suffers 1D6x1D6 damage to one random hit location. If the damage suffered reaches Critical damage level, the body part so damaged is severed, left in the other dimension.

Sorcerous Flight: This is a very carefully controlled use of gravity manipulation. The sorcerer manipulates another proto-dimension's gravity to levitate and move about. Taking off requires an Average: Sorcerous Flight test. Once take-off has been achieved, sorcerers do not have to test again unless their concentration is disturbed (by being wounded, panicked, or fear-stricken, etc.) or they have to make a difficult or tricky maneuver (changing direction abruptly, stopping suddenly, etc.). If the sorcerer's concentration is disturbed, the sorcerer has to pass a Difficult: Sorcerous Flight test or fall. If the sorcerer has to make a hard maneuver, the referee determines the makes the maneuver first, setting the difficulty level for a Sorcerous Flight or Agility test (whichever is higher), then the sorcerer makes an Average: Sorcerous Flight test to remain in the air.

Flying sorcerers (pun *not* intended) can move at a speed of 3 times their Sorcerous Flight skill in meters per turn. Altitude is gained at the expense of forward movement.

Backlash for Sorcerous Flight varies. Sorcerers who fail their initial Sorcerous

Flight tests become dizzy from the momentary gravity change and can't take any further actions that turn (except for failing prone or hiding behind something). Catastrophic Failure causes the sorcerer to rocket 3D6 meters into the air, then fall.

Sorcerous Telekinesis: Sorcerous Telekinesis is another tricky and delicate use of controlled gravity manipulation. The sorcerer must juggle the gravity around the object being moved, maintaining a fragile and sometimes unpredictable gravity bubble. This method is crude and can only cause objects to move; it cannot be used to manipulate moving parts, just to transport an object. Where the psionic picks up and manipulates items at a distance without any problem, the sorcerer struggles to gently float a feather across a meter of space.

The sorcerer's telekinesis has a range equal to the Sorcerous Telekinesis skill in meters. Telekinesis is rendered more difficult by the amount of movement needed rather than by the amount of weight to be levitated. Simply levitating an object up to the sorcerer's range in meters across is an Average skill test. Moving an object is a Difficult skill test, and the object can be moved a number of meters per phase equal to the Sorcerous Telekinesis level. Both of these tests are made one level more difficult by great stress or combat, and are made two levels more difficult by incredible stress.

An object's mass is of no concern to a sorcerer. A greater or lesser gravity nullification makes no appreciable difference to the final effect. The entire item must be no larger than the Sorcerous Telekinesis level in meters in any direction, however, or the telekinesis attempt simply can't work.

Backlash occurs when a Catastrophic Failure is rolled. The object to be levitated shoots 3D6 meters into the air, then falls back to the ground.

Despite its difficulty, Sorcerous Telekinesis can be an effective, if clumsy, weapon. A sorcerer with enough skill could comfortably lift a car, wobble it over a target, and let it fall.

SORCERY POWERS CHARTS

Change Environment (Short Term)

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Change Environment+EMP	—
Relaxed	Average	Change Environment+EMP	—
Normal Stress	Difficult	Change Environment+EMP	—
Great Stress	Formidable	Change Environment+EMP	—
Incredible Stress	Impossible	Change Environment+EMP	—

Change Environment (Extended)

Task	*Difficulty*	*Skill*	*Notes*
One Change	Easy	Change Environment+EMP	—
Two Changes	Average	Change Environment+EMP	—
Three Changes	Difficult	Change Environment+EMP	—
Four Changes	Formidable	Change Environment+EMP	—
Five Changes	Impossible	Change Environment+EMP	—

Change Environment (Special)

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Change Environment (Special)+EMP	—
Relaxed	Average	Change Environment (Special)+EMP	—
Normal Stress	Difficult	Change Environment (Special)+EMP	—
Great Stress	Formidable	Change Environment (Special)+EMP	—
Incredible Stress	Impossible	Change Environment (Special)+EMP	—

Close Portal

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Close Portal+EMP	—
Relaxed	Average	Close Portal+EMP	—
Normal Stress	Difficult	Close Portal+EMP	—
Great Stress	Formidable	Close Portal+EMP	—
Incredible Stress	Impossible	Close Portal+EMP	—

Dimension Walk

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Dimension Walk+EMP	—
Relaxed	Average	Dimension Walk+EMP	—
Normal Stress	Difficult	Dimension Walk+EMP	—
Great Stress	Formidable	Dimension Walk+EMP	—
Incredible Stress	Impossible	Dimension Walk+EMP	—

Phase

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Phase+EMP	—
Relaxed	Average	Phase+EMP	—
Normal Stress	Difficult	Phase+EMP	—
Great Stress	Formidable	Phase+EMP	—
Incredible Stress	Impossible	Phase+EMP	—

Sorcerous Flight

Task	*Difficulty*	*Skill*	*Notes*
Take-Off	Average	Sorcerous Flight+EMP	—
Remain Airborne	Average	Sorcerous Flight+EMP	Failure results in a fall
Concentration Disturbed	Difficult	Sorcerous Flight+EMP	Failure results in a fall
Tricky Maneuver	Formidable	Sorcerous Flight+EMP	Failure results in a fall

Sorcerous Telekinesis

Task	*Difficulty*	*Skill*	*Notes*
Simple Levitation	Average	Sorcerous Telekinesis+EMP	—
Other Movement	Difficult	Sorcerous Telekinesis+EMP	—

MYSTICISM

The mystic discipline is the oldest of the empathic schools, beginning in prehistory. The first primitive shamanistic rituals were mystic in nature, possibly coupled with actual empathic ability. Cave paintings and their sympathetic magic were sophisticated evolutions of mysticism, the realization that everything in the universe was related, that all things, all life, were one. Any actual power of such cave paintings may have been sorcerous, but the underlying truth of mysticism had to be defined before sorcery could even be conceived.

Mysticism was, and is, the easiest of the empathic disciplines to understand. Unlike psionics, it requires no knowledge of the workings of the brain and the nervous system; nor does it need the intimate information on the composition and juxtaposition of reality necessary for dimension-spanning sorcery. All it requires is the admission that the universe within is as vast as the universe without, and that the two are the same; the mind is the universe, and the universe is the mind. From that point, all the truths of mysticism become self-evident, and all is revealed through exploration of one's self.

HISTORY

The mystic disciplines evolved into philosophies, and were adopted into religions. Even today, many religions of the East are still heavily influenced by the mystic doctrines.

But only the truly gifted could fully see the universe within and without; many were wakened, but they were still blind. The gifted learned to use their gifts to accomplish things that the blind could not. Unfortunately, some of the gifted used their sight for evil, and the discipline had to be hidden, for blind humans came to fear the sighted.

Still, the disciplines were preserved, often by religions—religious servants were often some of the few people who could find the time necessary to learn the disciplines correctly. Westerners heard the messages of the Eastern religions and carried mysticism to the West, returning it to the hills, shrines, and ancient monuments of the West's mystic past.

In the West, the philosophy of the physical took over, pushing mysticism into obscurity. But even as the physicists scoffed at it as myth, superstition, and nonsense, some of them tried the discipline. Eventually, however, the physical won out, and Westerners built a world on its philosophy.

Then came the Dark Ones, myth and superstition made real. At the same time, many of the gifted came to light, those whose eyes could see the universe within. As phantasms and fearful fantasies arose to threaten the world, the priests of the physical flocked to embrace the mystical, at last convinced of its truth, and seeing it as another weapon to use against the Dark Ones.

MYSTIC TRAINING

The mystic arts and abilities are difficult to learn without a teacher, someone to guide the student along the path of enlightenment and knowledge. An empath can learn mystic disciplines and powers alone, but must spend three times as many experience points as normal to advance the skill. With a teacher, the skill costs are normal. Mystic teachers are solid empathic contacts.

Learning the mystic disciplines takes a long time and a lot of meditation. Mystic empaths spend at least an hour each day in meditation to maintain their connection with the universe within. Learning a new mystic skill takes 15 days, minus the character's INT level in days; at least eight hours of each of these days must be spent in teaching and meditation.

The following character careers may start with mystic skills and knowledge: mystic, psychic test subject, renegade ET.

MYSTIC POWERS

The ancient abilities of mysticism differ from the powers of sorcery and psionics in that all of them (except Dimension Walk) involve the mystic leaving the body behind and moving the soul, the essence, beyond to accomplish the marvels only it can perform. To the mystic, the body is nothing more than a shell that supports the soul in the material world.

Some mystic skills are so simple that they require divorcing the mind from the body for only a split-second. Others require such concentration that the mystic must render the body catatonic in order to free the mind for the task at hand. Whether the mystic leaves the body for a second or a year, the body is uncontrolled, without direction or volition. It feels nothing, it perceives nothing, and its muscles go limp as soon as they obey the last order given a mystic can "pop" in and out of the body for extremely short astral trips, and if the body is engaged in repetitive activity, it will continue the activity. For instance, walking mystics using the Third Eye (see below) to keep an eye on someone following them would continue walking as long as they only took glances lasting less than a few seconds, and even then the body would be walking blind—liable to walk awry and collide with anything in the way. In a similar situation, mystics using the Third Eye power while speaking would slur their speech and lapse into the gibberish of fading consciousness until they returned to their body.

If a mystic divorces mind from body for more than three seconds, the body loses all power and collapses, only the autonomic nervous system still operating to maintain the body (breathing and heartbeat will be steady, but very, very slow).

Because of this, the mystic discipline does not easily adapt to the rigors of combat, when the body is in peril and consciousness must be maintained. Mystic powers are best used from a position of safety, where the mystic's body will be safe and undisturbed.

As usual, all empathic success rolls are to be made by the referee and kept secret from the player. PCs should know they have succeeded, but they should not know the exact stage until they attempt to exploit it, or their success is revealed by events.

In the example of Empathic Healing, given below, Ahmed the mystic wig know he has succeeded in reducing the healing time of his wounds, but he will not know exactly how much of a reduction he has achieved until the healing process progresses a bit.

TRANCES

In order to completely free the mind from the body, an empath trained in mystic disciplines can enter a trance state. This takes 30 seconds (one combat turn), and is accomplished without any skill test. As the mystic enters the trance, his body goes limp, heartbeat and respiration sink to minimums necessary to sustain life, and the mystic's body becomes completely helpless. It will remain so until the mystic returns mental control to the body, or until another consciousness seizes control of the deserted form.

While in the trance state, mystics find their abilities heightened, due to the lack of physical distractions. All empathic ability scores are *doubled* while in a trance. In addition, a mystic's Initiative increases to his Intelligence+2 during the trance, unless the mystic's normal Initiative is higher. Some mystic skills require that the mystic enter a trance state in order to perform them (astral skills, for instance). Even with this requirement, the mystic's empathic skills are still doubled while in trance state.

Returning the mind to the body requires more effort than leaving it. In order to regain control of their body, mystics have to pass a Willpower test. If such mystics are unhurried and take their time, the process is Automatic and requires 30 seconds. If a mystic is in a hurry, the process is more difficult. A Willpower test is required.

RETURNING TO THE BODY

Time to Regain Control	*Difficulty**
5 phases (25 seconds)	Easy
3 phases (15 seconds)	Average
2 phases (10 seconds)	Difficult
1 phase (5 seconds)	Formidable

* If the mystic is in empathic combat or under empathic attack at the time, the difficulty is one level higher.

A Catastrophic Failure to regain control of one's body can have severe consequences. If Catastrophic Failure occurs, roll on the Trance Catastrophic Failure Table and subtract the mystic's Willpower skill from the roll.

A person in a trance will suffer from lack of food and water, but only requires one-tenth the sustenance. In short, a person in a trance can stay there for days without much trouble, but will be ravenous and terribly thirsty upon waking. Intravenous fluid and food supply will help prolong the amount of time a mystic can safely remain in a trance.

Suspended Animation: The trance state has one other ability, if the mystic needs to conserve body resources. Mystics an slow their body functions to near-death, so low that only sophisticated instruments can detect any life. Using this ability, mystics can reduce the need for oxygen, food, and water to nothing for up to EMP^2 years. The mystic still requires atmospheric pressure (although greatly reduced pressures—down to 1/3 atmospheres—seem to have no adverse effect), and is vulnerable to being consumed by animals (but not bacteria) in the meantime, but time does not pass for such mystics, and when they wake, they will be the same as when they went into the trance, as long as no outside agency has disturbed their body in the meantime.

Waking from such a suspended animation trance is the same as regaining control from a normal trance, save that all time scales are multiplied by 360. For example, attempting an Average waking requires (360x15)= 5400 seconds, or 90 hours—that's 3.75 days. Small penalty to pay for having been preserved through time for years, or decades, however.

TRANCE CATASTROPHIC FAILURE

1D20 Roll	Consequence
1 or less	Stunned for 1 phase
2-9	Stunned for 1D6 phases
10-17	Unconscious for 1D6 hours
18-19	Catatonic for 1D6 days
20	Comatose*

* A person in a coma requires hospital life support and care. A mystic suffering from this condition may try to wake up. Once per week, the mystic may try a Difficult: Willpower test. If the mystic succeeds, he comes out of the coma.

The only way for an outsider to wake mystics who are unconscious, catatonic, or comatose is to enter their mind, find their consciousness, and guide it back to control via Project Thought.

ANIMAL EMPATHY

A mystic's ability to communicate with animals arises from the mystic's relationship with the unified whole of life—all living creatures are part of the brotherhood of life, and animals are simpler and closer to this spiritual whole than humans. Darkling creatures may be alive, but are so different from terrestrial life that contacting them requires a quite different discipline (Darkling Empathy).

Mystics can use Animal Empathy without entering a trance state, although a trance still has its beneficial effects when using the skill.

COMPUTER EMPATHY

This skill is foreign to the mystic discipline. Mystic powers flow from life to life, and computers are the antithesis of life. Yet some note that the concentration of the true computer empath is little different from the mystic's trance gate.

Knowledge of mystic disciplines can enhance Computer Empathy, particularly when the computer is connected to another life, such as another computer empath or one of the alien biocomputers. If a computer empath is willing to enter a trance state when conducting Computer Empathy, he gains the benefits of the state (as well as the disadvantages). Strangely, a computer empath in trance state still retains posture and muscle control necessary to continue manipulating computer keys, a mouse, etc.

While in a trance state, a computer empath that contacts another life in the computer network may attempt life Empathy skills such as Human (and Darkling) Empathy and Project Emotion and Thought. The Computer Empathy serves as the connection through which these skills are transmitted.

DIMENSION WALK

This is one of the few skills in which mystics bring their body along. To a mystic, proto-dimensional travel is a matter of encouraging the segmented parts of the universal whole to become one for a space in time. The problem is the chance that the parts of the universe that appear may not be the ones the mystic was looking for. A mystic calling up another dimension with this skill makes an Average: Dimension Walk test after the portal has been created. If the test is successful, the portal created leads to the dimension the mystic desired to enter. If unsuccessful, the portal leads to another proto-dimension altogether...

Mystics skilled in Astral Travel are more familiar with the proto-dimensions—after all, the astral proto-dimension is nothing more than a reflection of the universal whole, and many proto-dimensions link into it. When using Dimension Walk, they may use their Astral Travel skill instead of their Dimension Walk skill when determining if the portal is opened to the correct proto-dimension.

The trance state is useless to a mystic using Dimension Walk, unless the mystic has no intention of using the portal or is carried through it by others.

Use of the Dimension Walk skill or any of its cascade skills can attract the attention of the Darklings. Any mystic using any Dimension Walk-related skill must make a task roll on the Dimension Walk Detection Table to avoid detection.

Astral Travel: The classic mystic skill, Astral Travel allows a mystic to slip into the astral proto-dimension. The mystic school of thought holds that the astral proto-dimension is the binding force of the universe, where all of the universe truly becomes one. Since it is always nearby, a mystic can enter it easily.

Classic astral travel requires mystics to leave their body completely. This requires a trance, and a successful test of Astral Travel skill. (Astral Travel is a cascade from Dimension Walk, and Dimension Walk can be substituted at one-half value if the mystic has no Astral Travel skill. This is not recommended, however, because the astral proto-dimension can be a very dangerous place.) The difficulty of the skill test depends on the circumstances (largely the haste of the entry into the astral proto-dimension). If a mystic is at peace and calm, the task is Easy and takes 30 seconds. If the mystic is wasting no time getting into the proto-dimension, the task is Average and takes 15 seconds. If the mystic is in a hurry, the task is Difficult and takes five seconds. If the mystic is emotionally upset (angry, sad, alarmed, etc.) the task is one level more difficult. If the mystic is affected by violent emotion (panic, rage, extreme grief, blind fear, etc.) the task is two levels more difficult.

Once in the astral proto-dimension, mystics can journey far from their bodies. Re-entering the body and regaining control is accomplished just like regaining control from a trance (since that's exactly what the mystic is doing). No matter how far mystics travel in the astral proto-dimension, their bodies are just a thought away, via psychic link. This link appears in the form of the classic "silver cord"—it doesn't really exist, being merely a mental reference in the existence of the astral proto-dimension. But other travelers in that proto-dimension can see it, too.

Astral travel allows a mystic to accomplish several effects normally associated with other psychic powers. For instance, mystics can mimic clairvoyance simply by sending their astral form to the appropriate place and observing. Postcognition and psychometry are duplicated by linking on to the mind of someone in the past and by following the psychic vibrations of the object in question back through previous time, respectively. Precognition is—for some reason not understood by mystics—not possible; psychic vibrations seem to hit a "wall" and stop in the direction of the future. See the astral proto-dimension, below, For more on the properties, perils, and mechanics of the astral proto-dimension.

"Third Eye" is not a separate skill, but a trick of Astral Travel. The mystic slips into the astral proto-dimension for a short time, allowing such persons to look into the astral proto-dimension and the real world without turning their neck. The uses of ability include parlor tricks such as blindfolded mystics seeing beyond the blindfold, describ-

ing items behind them, etc. Another less frivolous use is maintaining an astral watch—many Dark Minions resonate strongly in the astral proto-dimension, particularly those closely associated with "magic." Dark Minions without physical form, such as bleaks, ghosts, poltergeists, and so on, primarily exist in the astral proto-dimension, intruding on the "real" world to wreak their havoc. Such strong psyches cannot hide when viewed through astral eyes.

The Third Eye trick does require some skill. Slipping into the astral proto-dimension for a moment is no problem, but oscillating back and forth between the proto-dimension and one's body in order to maintain consciousness is. As stated earlier, if a mystic divorces mind from body for more than three seconds, the body loses all power and collapses. And if the mystic stays in the astral proto-dimension using the Third Eye for over 10 seconds, that person has to re-enter the body as if recovering from a trance, at one level of difficulty higher than normal.

In order to maintain a semblance of conscious control while using the Third Eye, mystics have to pass a normal Astral Travel test each time they pop back into the astral proto-dimension, modified as per the circumstances. Failing the test means that they didn't make it into the astral proto-dimension, and they are stunned for five seconds (one combat phase).

The Third Eye cannot be done while in a trance. Popping into the astral proto-dimension while in a trance is really Astral Travel.

Clairvoyance: This is a cascade of Dimension Walk. Anyone who can manage Astral Travel can fake clairvoyant abilities, and usually with more detail and success. However, Astral Travel requires a trance state, with its attendant drawbacks. Clairvoyance is done while the mystic is conscious, and doesn't take as long.

In order to use to skill, mystics must either know the location they are attempting to see/hear—knowing a location means the mystic must have been there for at least an hour—or be able to link into a person at that location. Linking into a person is a (Clairvoyance +Human Empathy)/2 test: Easy if the mystic knows the person well, Average if the mystic has met and touched the person, Difficult if the mystic has only seen the person before, and Formidable if the mystic has never seen the person before.

Once the link is accomplished (or the mystic knows the place being seen/heard), a successful Clairvoyance task roll (difficulty according to circumstances) allows the mystic to see/hear what is transpiring at that location. If the mystic is using Clairvoyance without a link to a person on the scene, the mystic can see or hear the proceedings (the mystic may attempt to do both, but this makes the clairvoyance attempt one level more difficult). If the mystic has established a link through a person on the scene, the mystic sees and hears only what that person sees and hears—this may result in a very limited view of the action.

Clairvoyance is not normally detectable, but a mystic using the skill through a link with another person can be detected by another empath in empathic contact with that same person.

Once a mystic succeeds at establishing clairvoyant observation, there is no limit on the length of time the Clairvoyance can be maintained. If conscious, the mystic's body will tire and eventually run out of energy (i.e., the mystic will get tired and hungry, as well as suffering from other normal body functions). A link to another person will be broken if that target loses consciousness. But until the Clairvoyance is terminated, the mystic can observe what happens as it happens.

Psychometry: A cascade skill from Dimension Walk, psychometry allows the mystic to look into the past of an object, "reading" the shifting aura of timestream existence that accrues to all matter. Psychometry, like Clairvoyance, does not require Astral Travel and is relatively safe.

The process of Psychometry requires that the mystic touch the item being probed. (Trance state has the normal effects on the Psychometry skill.) A Psychometry task roll is required, with the difficulty dependent on the amount of time the mystic wishes to probe back into the past. The amount of time the process takes is also dependent on this time-shift. To read the last hour of history is Easy and takes 30 seconds; to read the last day is Average and takes five minutes; to read the last week is Difficult and takes 30 minutes; to read the last year is Formidable and takes an hour. Reading any further back is Impossible and takes two hours for every 10 years.

Normally, a simple success allows the mystic to read the highlights of the object's history—as the past flashes before the mystic's senses in fast motion, the mystic is able to remember only those occasions which most impressed him. An Outstanding Success means that the mystic can remember nearly every detail, and can "stop the film" and "rewind" back to review events of interest.

EMPATHIC HEALING

For a mystic, Empathic Healing is not the clinical directing of physical resources to injured areas. Instead, it is a concentration on returning the body to its whole, of directing it to restoring itself to a healthy image held in the mystic's mind. A mystic finds it difficult to heal just one area, but rather must heal the entire body at once.

Empathic Healing functions as described previously, with the following additional changes: Mystics using Empathic Healing test only once for all wounds on the subject. Each wounded area after the first makes the test one level more difficult. They ignore the Human/Animal Empathy limit on healing wounds in others; instead, using Empathic Healing on another is an additional level of difficulty higher.

Like other empathic powers, Empathic Healing benefits from the advantages of the trance state. However, the advantages of the trance state are *doubled* for empathic self-healing—thus quadrupling the empath's effective skill+EMP. The disadvantage is that the empath must remain in the trance state for the duration of the healing period, as the concentration of the mind is dedicated exclusively to healing the body vessel. If the mystic fails to successfully speed his healing, the trance persists for the entire unmodified duration of the healing process, until the mystic is completely healed.

Example: Ahmed has suffered Serious wounds to both his legs and a Critical wound to an arm. His Empathic Healing skill+EMP is 14, and he finds a quiet place where he can concentrate on his task. This would normally make the difficulty Easy, but because he has three areas wounded, the difficulty becomes Difficult. He rolls a 1 (an

Outstanding Success), and succeeds in generating a Stage Three success (skill +attribute of 14, plus a 1D10 roll of 6= 20, minus his own Willpower skill+INT of 8=12, doubled by the Outstanding Success to 24= a Stage Three success on the Empathic Power Level Table), reducing the healing time on his legs to four days (the normal healing time of seven days is reduced by one day per staged success) and the healing time on his arm to 11 days (again, three days taken off of the 14 days needed for a Critical wound). If Ahmed had decided to go into a trance to heal, his skill would have been quadrupled to 52, and his roll of 1 would have generated a Stage Six power level (the quadrupled skill+EMP of 52 +1D10 roll of 6= 58, minus his Willpower +INT= 50, doubled to 100= Stage Six)—Ahmed's legs would have healed in one day, and his arm in eight days, but he would have been in a trance for the entire eight days.

Later, Ahmed tries to heal a wounded comrade. The comrade has wounds to chest, arm, and head, making Ahmed's task difficulty Formidable.

Invulnerability: This is a mystic cascade skill from Empathic Healing. It is the mystic's ability to draw on the body's reserves to knit its tissues even while it is being harmed. Invulnerability takes one combat turn (six phases) to activate. Once activated, Invulnerability can be used in any phase Out the mystic has an action. Using it, the mystic may attempt to subtract points from damage taken dot phase. To do this, the mystic makes an Impossible task attempt versus Willpower+Invulnerability, If successful, the damage subtracted is equal to 4 times the stage level attained. A Catastrophic Failure wounds the mystic: Roll the power level and inflict Stage x1 point of additional damage on the mystic. The mystic's Willpower is added to the Invulnerability skill for purposes of determining power level.

Example. Sabrina (a mystic with Invulnerability 10 and Willpower 12) has to walk through a burning room to escape a hellfire. She spends one turn preparing her mind and body for the ordeal (the skill takes no roll to "activate"), then plunges into the flames. The referee determines that the entire room is ablaze and the air is filled with flame, so every body part will take 1D6 damage per phase. It will only take Sabrina two phases to clear the fire.

On the first phase, she takes 27 points of damage to various hit locations. She has to roll a 5 or less to reduce the damage done. She rolls a 3, for a Power Level of 27 (Stage Two), allowing her to reduce the damage by 8 points. On the second phase, she takes another 18 points of damage, and rolls a 10. She cannot heal that damage immediately, but bursts from the flaming room 8 points healthier than she would have been. She can, of course, heal the damage normally or attempt to speed her healing with Empathic Healing.

FOREBODING

Like most empaths, mystics are at a loss as to the exact nature of empathic foreboding. 'The current mystic theory holds that such mental events are nothing different than the fall of raindrops on a person in a rainstorm—to those who can see, the forces shaping the future are very visible. And the subconscious mind seems to be better equipped for sorting through the maelstrom of information, for the conscious mind is soon overwhelmed by the problem of looking for one incident among the uncountable number of probabilities. According to this theory, a foreboding is a tendril of time caught and processed by the subconscious, stored in human memory until it is recalled by some sort of association. This is a good working definition, but remains unproven.

Unlike other empaths, mystics can actually enter the astral proto-dimension and go to watch the probabilities of the future evolve. This is detailed in the astral proto-dimension, below.

HUMAN (AND DARKLING) EMPATHY

To a mystic, touching minds with another person is as easy as reaching out and touching him with a finger. It's a very natural thing, life flowing to life. Of course, with Dark Minions, the "life" on the other end may be a very loose definition of the term.

For mystics, this process is one level easier than it is for other empaths. In addition, making empathic contact with friends and close associates is one level easier, too (for a total of two levels easier than normal). The drawback is that in order to probe more deeply than surface emotions, mystics have to leave their body and actually enter the psyche of the subject. This means that a mystic can only probe one mind at a time, and that the mystic's body is helpless and mindless until the mystic chooses to break the contact and return. When mystics do decide to break contact, they return to their body without difficulty—assuming that the body is still safe at the time, and in range. Furthermore, a mystic intruding on the mind of another mystic may be rudely thrown out if discovered—see Project Emotion, below. Mystic empaths are still bound by the same range limitations as other psychics.

The exception is when a mystic uses Human or Darkling Empathy while in the astral proto-dimension. While there, a mystic may make empathic contact with other minds in the same dimension, or with minds in the "real world." While in the astral proto-dimension, a mystic's Empathy range restrictions apply only to the Astral form—the body may be located very far away, but the mystic has to keep Astral form within Empathy range of the subject, as per the normal rules.

As usual, a mystic may go deeper into a subject's psyche than mere surface emotions. Other empaths read the thoughts like a book, or hear them subvocalized. Mystics experience them as if the foreign thoughts were their own, perceiving and feeling what the subject perceives and feels, although the perceptions and emotions are alien enough so that they don't affect the mystics. This situation changes when a mystic manages to penetrate the subconscious mind (thoughts proceed from basic emotions to surface thoughts to deeper thoughts to the subconscious—i.e., it takes at least a Stage Four success to enter the subconscious). Entering the subconscious mind is easier when the subject is dreaming—a mere Stage Two success is all that is needed.

The subconscious mind is a place of chaotic power, flowing from the most basic desires and fears of an individual. The impulses filling the subconscious can be powerful enough to overwhelm a mystic intruding into this arena of mental turmoil. Each minute (or part thereof) that a mystic spends in another person's subconscious, he has to pass an Average: Willpower test (Difficult: Willpower if the subject is dreaming—the subconscious runs rampant during such activity). If the roll fails, the mystic is affected by the emotions and desires raging through the probed psyche and suffers a temporary loss of 1 point of Willpower, just like a Basic Success Willpower Drain. If Catastrophic Failure is suffered, the mystic flees from the other mind and involuntarily returns to his body, rolling on the Catastrophic Failure Table for regaining control from trances. And when such mystics wake, they will be deeply affected by the emotion/desire which repelled them (the exact emotion/desire is up to the referee, as appropriate).

So why go into the subconscious? The subconscious mind cannot lie; not even the most experienced yogis can conceal their desires and emotions in the subconscious. And the subconscious is where fears, phobias, post-hypnotic suggestions, and other mental aberrations lurk. Curing one of these problems requires a trip to the subconscious.

Aura Reading: Mystics can use the basic detection aspects of Human (Darkling) Empathy through Aura Reading, a cascade skill of Human Empathy. All life has an aura, and can even give auras to inanimate objects through long emotional attachment. Life auras are always much brighter and more distinct than the auras attached to inanimate objects.

Aura Reading is accomplished in the same fashion as Human Empathy, except that additional stages of success can only increase the area sensed or sense additional people. Auras can be read while the mystic is using Astral Travel; otherwise, the mystic must be awake and able to see the location of the aura. A successful aura reading will tell the mystic the following facts about the person being read: the person's existence (even if hidden behind cover); his, her, or its emotional state; and whether it is tainted by the Dark Masters' influence. All this is seen through the color of the aura; auras tainted by the Dark Masters feature a sickening green-black-purple glow surrounding them. The only way to mask an aura is through Psychic Invulnerability.

Sensing the aura of an inanimate object is one level of difficulty greater than reading living auras. A successful reading of an inanimate object's aura allows the mystic to guess at the emotion the owner most closely associated with the object, and identifies the owner's aura. It does not identify the owner, or reveal anything else about the object—for more information the mystic must use Psychometry. However, a mystic who identifies the aura of an object and later spots the same aura on a person can be sure that the person is the owner of the object in question.

Psychic Invulnerability: By concentrating on the inner self, mystics can shield their mind, their psyche, from detection and disturbance. In doing so, mystics pull all empathic perceptions back of trance state. Concentration on the inner self, on blending with the background of the universe, is more effective in a trance—the standard benefits and drawbacks apply. A standard test of the Psychic Invulnerability skill is required, with difficulty modified according to circumstances. If such mystics are successful, each stage of success achieved is subtracted from any other empathic skill directed at them. And once this success is achieved, it can be maintained as long as the mystic is conscious.

The main drawback to Psychic Invulnerability is the necessity of maintaining empathic "silence." Any use of any other empathic skill nullifies Psychic Invulnerability.

Psychic Invulnerability does not do anything to mask the mystic's physical form. Such trickery is covered under Psychic Invisibility.

Example: Claudia decides to shield herself from psychic probes, knowing that there are psychic Dark Minions about. Her Psychic Invulnerability skill is 10, and she's in a relaxed environment. She rolls 4 and succeeds; her power level is 18, giving her a Stage Two success. Later, a bloodkin vampire attempts to lure her close with its illusion. The vampire achieves a Stage Four success with its Project Thought skill, normally enough to project an auditory and visual image. Claudia is still protected, though, and

subtracts two stages from the illusion—she sees the illusion as a ghostly hologram, and clearly sees the vampire through it. She brings up her sawed-off shotgun...

Psychic Tracking: A mystic can follow the aura of another life through the whole of the universe. In theory, another life can be found anywhere. In practice, actual distance limits the effectiveness of the tracking, although it is easier to find those persons more attuned to the oneness of the universe than those whose auras are dim.

Psychic Tracking is a cascade skill from Human (or Darkling) Empathy. In order to use it, the mystic must know the aura of the life to be tracked. A successful test of Psychic Tracking +Subject's Empathy means that the psychic has found the subject. The difficulty is determined by circumstances, as usual, with the addition of range modifiers.

If the subject is close (within a range of the mystic's Empathy x20 meters), the difficulty is lowered by one level. If the subject is somewhat far away (mystic's Empathy x20 kilometers), the difficulty level is not altered. If the subject is distant (mystic's Empathy x200 kilometers), the difficulty is increased one level. If the subject is a world away (mystic's Empathy x2000 kilometers), the difficulty is increased two levels. If the subject is farther away than that, Psychic Tracking is not possible.

The level of success determines how much the mystic was able to tell about the subject's movements. Basic Success allows the mystic to know the subject's general location, Stage Two tells the mystic the subject's exact location, and each additional stage means that the mystic can backtrack on the subject's movements for 24 hours per



additional stage—for example, a Stage Five success means the mystic knows the subject's exact location and can follow its previous movements for up to 72 hours before the present time.

Psychic Tracking can be used while in the astral proto-dimension.

PROJECT EMOTION

When mystics make empathic contact with another life, they actually step inside the mind of the life form. Since they are already there, insinuating an emotion into the subject's mind is a simple process. If the subject's Willpower reduces the power level to 0, the subject will become aware of the mystic's presence in his mind. If the subject is another mystic, he can draw back into the mind to confront the intruder. If the subject mystic wishes to expel the foreign presence from his or her mind, treat the ensuing combat as a variant of Astral Combat. Both mystics substitute their Project Emotion skill for Astral Travel skill, and since the subject is defending his own mind, that mystic adds Willpower skill to Project Emotion skill for all purposes during the battle. The combat uses the same tactics as Astral Combat, but there is no "silver cord" available to attack.

Unless the subject is another mystic, emotion projection follows normal rules for Project Emotion. As long as the mystic is still in the subject's mind, he will immediately know if the subject falls prey to the emotion or not.

Psychic Beacon: A mystic can, if desired, project a strong emotional thought pattern that acts like a psychic beacon in the astral proto-dimension. This beacon can be immediately identified as belonging to the mystic, by all who know that person—the beacon bears a distinctive aura—and reduces to Easy all difficulties of any Psychic Tracking attempts aimed at that mystic. Psychic Beacon is a cascade skill of Project Emotion. The success of such projection measures how long the mystic can maintain the beacon on a single attempt: The Stage *cubed* (Stage^3) is the number of hours the beacon can be maintained, even through unconsciousness.

Once established, a Psychic Beacon can be stopped with a single thought from the mystic. Mystics may use other empathic abilities while maintaining a beacon.

PROJECT THOUGHT

Like Project Emotion, use of Project Thought is simple for mystics, since they are already in the subject's mind. In addition to projecting images and simple sentences, mystics can choose to reveal their presence in a subject's mind, meaning that the subject can "see" such mystics in the mind's eye. Mystics may choose to alter or cloak their mental appearance; treat this as a regular use of the Project Thought illusion. Once mystics have revealed themselves, they can converse with such subjects naturally, with the subjects subvocalizing their responses. A subject can try to lie to a mystic; the mystic's success with Human (Darkling) Empathy determines if the mystic can tell for certain when the subject is lying.

Dream Intrusion: As noted earlier, a mystic can slip into another mind more easily during dreams. Normally, this results in the mystic being caught in the undertow of the subject's whirlpool of disjointed memories, images, fancies, and unfettered subconscious emotions dangerous place to be. While any empath with Human Empathy skill can "eavesdrop" on a dream, watching it like a person watching a vid show, a mystic actually feels the mental backlash and is battered by the wild subconscious.

Dream Intrusion is a cascade skill of Project Thought, and actually inserts the mys-

tic into the subject's dream. The subject can perceive the mystic's form, if the mystic desires (as above, Project Thought illusion can be used to alter the mystic's appearance) and can interact with the mystic. While in a subject's dream, mystics can use the Dream Intrusion skill to alter the subject's dream, changing it to their liking. This can be dangerous, as the subject's subconscious can resist the changes.

A successful Human Empathy test is required to contact the subject's subconscious, as noted under Human Empathy; once contacted, going into the dream is an Easy: Dream Intrusion task. Altering the dream is an Average: Dream Intrusion task. Each time the mystic changes the dream, the subject's subconscious will resist. In this case, the mystic has to make an Average: Dream Intrusion test, *adding the subject's Willpower to the die roll.* If the test is faded, the mystic intruding on the dream is rudely tossed out and has to return to his or her body; check as if regaining control in one phase. If the roll is a Catastrophic Failure, the mystic has to roll on the appropriate Trance table.

If a mystic encounters a hostile empath inside the subject's dream, Dream Intrusion can be used as a "reality changer," allowing the mystic to change the dream's "reality" to fight the foe. Both empaths use their Dream Intrusion (or Project Thought, used as a cascade skill—noted that Dark Minions specializing in nightmares use their Project Thought at full strength) in the combat, making Difficult tests.

Subtract the *subject's* Willpower from the power levels, unless one empath is clearly aiding the subject, in which case the subject's Willpower is *added* to the assisting empath's power level. Subtract the higher power level from the lower, and determine the winner's stage of success. Stages Two through Five success repels the loser, forcing him or her from the subject's dreams—mystics have to return to their bodies; check as if regaining control in one phase. Stage Six success forces the loser from the dreams, as above, and also requires the loser to succeed at an Easy: Constitution test or suffer heart failure—in the dream, the loser died horribly.

Mystics with Dream Intrusion can allow another person into their own dreams. This requires a successful Difficult: Human Empathy test, followed by a successful Average: Dream Intrusion test, before such a mystic goes to sleep. The mystic and the others to be allowed into his or her dreams must sleep touching one another. Using the skill in this fashion is not as useful as intruding on another's dreams, but if a mystic is under subconscious attack, he can thereby bring allies into his dreams, where the subconscious makes them active participants in the dreams and they can assist in repelling the attack-allies add their Willpower to the subject's. One situation where this is extremely useful is in the case of a dream master (from *Dark Races* chapter in *Referee's Guide*) attack; the mystic can enter the dreams of the attacked person and even bring nonempaths in to assist.

Example: Inexperienced empath Tam is being plagued by a dream master. Mystic Claudia has been defeated by the dream master before; tonight she's bringing her strong-willed cyborg friend Stiel in to assist.

Exorcism: Since all lives are intertwined in existence, it is possible for one life Force to dominate another, controlling the physical vessel, making it do things the owner doesn't want. In ancient times, this was called "possession." The ancient practitioners of mysticism knew what they were talking about; a seldom-taught and less often used ability in mystic lexicons allows mystics to do this (see Possession, below). With the onset of Darkling activity, possession incidents have increased, and the fear of Darkling possession becomes very real.

The mystic lexicons also contain methods of fighting the phenomenon. Exorcism is a cascade skill from Project Thought, and is the ability to drive a foreign mind from a host body. It can be used from the astral proto-dimension as well as from the "real world."

The actual exorcism is a contest of wills and empathic power. The exorcising mystic and the possessing power make Difficult test rolls—the exorcist uses the Exorcism skill, and the possessor uses the Possession skill. Both parties determine their power levels based on the appropriate skill plus Willpower, and the possessor subtracts its total from the exorcist's. If the exorcist achieves a Basic Success with the remaining power, the possessor is expelled from the body, just as if the host mind had repulsed the possessor.

If the host mind is in the host body at the time of the exorcism, the host's Willpower is also added to the exorcist's combined Exorcism and Willpower skills for purposes of power level.

Exorcism is a long and arduous process, often taking a number of hours equal to the possessor's Possession skill. Each stage of success the exorcist scores over Basic Success halves the time required (round down in this case). And the possessor can make the host body move in the meantime. Restraining the host body is a common precaution.

Example: A malevolent haunt has possessed Claudia's cyborg friend Stiel. After a prolonged battle, the cyborg has been caught and restrained. While nervous soldiers watch with aimed weapons, Claudia enters a trance and ascends into the astral proto-dimension to do battle with the spirit. Her Exorcism skill is 9 (doubled to 18, because she's in a trance state), and her Willpower if 6. The haunt has no Willpower, but its effective Possession skill is 32. Fortunately, Stiel's mind is still in his body, and his Willpower is 15.

Both parties succeed at their tests. Claudia's combined skill is 39 (her Exorcism and Willpower, and Stiel's Willpower); her power level is 44. The haunt's power level is 40, so after an exhausting 32 hours (based on the haunt's Possession skill), she barely manages to drive the haunt from her friend. Had she rolled an Outstanding Success, her power level would have been 88. After the haunt's power level was subtracted, she would have had a Stage Five success, reducing the time required to two hours.

An exorcism struggle can go on for days. Dark Minions are usually powerful empaths, and while exorcism is exhausting, it isn't dangerous (beyond the ability of the possessed to wreak physical damage), so often, human exorcists have to work for a long time to finally defeat the possessor.

Hypnosis: One reason for wanting to reach into the subconscious is that, while powerful, the subconscious is also rather gullible. A slight suggestion can take on concrete strength there. Parlor-trick hypnotism has proved this, often with hilarious (or sinister) results.

Parlor-trick hypnosis requires a willing subject. The hypnotist then puts the subject into a trance (this requires a successful Difficult: Hypnosis test and 30 seconds of uninterrupted effort). Once the subject is in the trance, the hypnotist can question the subject (Average: Psychology test to get true and useful answers), make the subject act differently (Average: Hypnosis test), or implant post-hypnotic suggestions (Difficult: Hypnosis test). Subjects can resist post-hypnotic suggestions; when the suggestions are triggered, such subjects make a Formidable: Willpower test (Difficult:

Willpower if the suggestion would have them do something they violently disagree with). If successful, such a subject resists the suggestion and the power of the suggestion is broken.

Parlor-trick Hypnosis may be learned separately as a cascade skill from Psychology.

Mystic hypnotism is more powerful than any parlor trick. It is a cascade skill from Project Thought, and is more insidious than other forms of thought projection. Of course, the mystic knows how to do the parlor-trick hypnosis, too; it's a minor version of the major skill.

After penetrating to the subject's subconscious mind, a mystic with Hypnotism may implant commands and opinions there, in the form of desires and emotions. The more complex and specific the command, the more difficult it is to implant it. For instance, a vague, unfounded dislike, such as prejudice against industrial polluters, would be an Easy: Hypnosis task. Turning this into hatred of a single company would be an Average: Hypnosis task. Aiming all the subject's fury at a single executive of this company would be a Formidable: Hypnosis task. The more specific the case, the more justification the implanted command requires.

Working against the subject's desires is not easy. Commanding a subject to kill a loved one, or to do something else that the subject is equally opposed to, is one level of difficulty greater.

This careful mental work takes time. It has to be subtle and long lasting. An Easy task takes a minute; an Average task takes five minutes; a Difficult task takes 30 minutes—a Formidable task takes 90 minutes; and an Impossible task takes three hours.

If the mystic succeeds in implanting a command or opinion, the subject believes it to be his or her own, complete with rationale to explain It. That is the strength of mystic Hypnotism: Entire facets of a personality can be changed, and the source of the changes is almost invisible. Even Psyche Surgery has trouble finding and correcting such changes.

Mystic Hypnosis can be broken by the subject. If the command or opinion is one that the subject violently disagrees with, the subject makes an Impossible: Willpower test. If successful, such subjects resist the command/opinion and realize that an alien idea is rattling around inside their brains.

Possession: In a sense, a Stage Six success with Project Thought *is* possession—empath is able to control every movement, every action of the subject. The cascade skill Possession is different in that such mystics don't *control* a subject; they place their mind in a subject's body and *become* the subject, and can remain in control of the subject's facilities for a long time.

In order to do this, such mystics leave their own body, usually in a trance, and venture into the astral proto-dimension. There, they spot the target subject and attempt Possession. This is a standard Possession test, and a Stage Five success allows such mystics to overlay their mind on a subject's and take control. The process takes 30 seconds, and such subjects perceive it while it's happening—the safest time to possess a subject is while the person is sleeping. Possessing mystics can stay in charge until they decide to leave, or are forced out.



While in charge of a host body, mystics can manipulate it like their own (within physical limits: a host body can't do things beyond its capabilities; a high-strength mystic taking over a child's body would be advised to forgo lifting 100-kilo weights) and perceive everything the host body perceives. The mind in charge is the mystic's, though, and possessing mystics have no access to a host's memories or skills. In addition, while possessing another, mystics cannot make use of their own empathic powers—their ability is being used to maintain control of the host's body.

If the host's consciousness is still in the body, it will fight a mystic's control. Anytime the mystic does something that the host violently disagrees with, the mystic must pass an Average: Possession test, *subtracting the host's Willpower from the Possession skill before rolling*. For instance, a mystic with Possession 13 fighting a host with Willpower 8 would have to roll a 5 or less to remain in charge of the host. A mystic who fails is expelled from the host body and returned to astral form.

When a possessing mystic leaves a host body, the host remembers all that transpired while possessed (unless there was no mind in the body). The mystic can prevent this by using Project Thought skill to erase that portion of the former host's memory; a Stage Five success is needed to accomplish this as the mystic seeks out the familiar experiences and transforms them into a fuzzy dream. A Stage Six success blanks out those experiences altogether.

A mystic can possess a body that has no mind, either a person who has suffered brain death or a person whose mind is far away in the astral protodimension. The mystic only needs a Stage Two success to do this. There is no chance of the mystic being expelled from the host while entering—there's no mind there to fight back.

If a host body dies while a mystic is possessing it, the mystic is hurled back into his own body, rolling on the Trance Catastrophic Failure table.

There is an additional hazard to possession: The possessing mystic's "silver cord" is quite visible, leading from the host body back to the mystic's own body. Anyone in the astral proto-dimension can see it and follow it. This can lead to mystics being possessed by Dark Minions while they're off wandering in the astral proto- dimension; smart mystics leave friends guarding their bodies, and have codewords and countersigns to identify themselves. And mystics returning from an astral trip to find their body under another's control may be annoyed enough to backtrack and possess their possessor's body in retaliation...

Possession is a classic (and favored) Darkling tactic, especially by minions who have no physical form to be possessed in turn.

Psychic Invisibility: Psychic Invisibility is a cascade skill from Project Thought, and is closely related to its illusory powers. For a mystic, though, the concept of cloaking oneself in illusion is alien and mechanical. Psychic Invisibility is a blending process, where mystics attempt to merge with the universe, to hone their psychic vibrations to match the cosmic background and broadcast this harmony to other minds around.

In practice, Psychic Invisibility is simple to use. Such mystics spend five minutes attuning themselves to the frequency of the universe, and make their Psychic Invisibility test, modified as per circumstances—easier to concentrate on being invisible when you're not under stress. The stage of success achieved can be used in two ways, at a mystic's option: Each stage can subtract one minute from the time required for universal tuning, or it can subtract 2 points from the Observation skill of every living thing that perceives the "invisible" mystic.

Psychic Invisibility does not actually make the mystic invisible. Instead, it clouds the perceptions of all living things that see, hear, touch, or smell the protected mystic, as long as they perceive the mystic directly. Such mystics are still fully visible to mechanical sense—they show up on TV cameras (but the camera operator has trouble seeing them, even though a viewer at a remote location wouldn't have any problems), they photograph normally, they trip infrared and sonic sensors, etc.

Using Psychic Invisibility precludes the use of any other empathic skill (except Astral Travel). It can be used while in a trance, but mystics can't do anything else at the time—they're just invisible to people that try to perceive them.

Psychic Invisibility can be used in the astral proto-dimension, to screen a mystic from notice. In the astral proto-dimension, Psychic Invisibility works against empathic perceptions, lowering the success stage of Human Empathy by one per success stage of the Invisibility. If the searching empath manages even Basic Success despite the subtractions, the Invisibility is stripped away and the shielded mystic exposed.

Outside of the astral proto-dimension, Psychic Invisibility is not as effective against empathic perceptions. It still lowers the success stage of Human (Darkling) Empathy as above, but any success at all with Human Empathy alerts the probing empath that there is another presence in the area, and it's shielded.

Example: Ahmed wants to sneak into a corporate building that harbors insectoid ETs. He manages Stage Three Invisibility, and starts out. The guards at the door have Observation 8, so his Invisibility subtracts 6 from their chances to notice him. They don't, and he waltzes past. In the meantime, the guard in the surveillance room three stories up is watching the security camera network, and idly wonders who that guy is that the other guards let pass without incident.

Ahmed sneaks down into the basement, and starts prowling around. He spends a bad moment as an adult insectoid clatters by. The insectoid's Observation is 16, reduced to 10 by Ahmed's Invisibility. The bug rolls a 10 and barely perceives that something is amiss. It calls on a humanoid ET to see if there are any humans around—the humanoid uses its Human Empathy, and manages a Stage Four success. Ahmed's Invisibility lowers this to Basic Success, and the ETs are alerted to the fact that there's a shielded empath nearby. Ahmed is in deep trouble.

Psyche Surgery: This is not a cascade skill of Project Thought; it is a use of Project Thought, blended with Psychology, a way of treating psychological problems where they live, plunging into the subconscious to help victims solve their own mental mishaps. As with Dream Intrusion, mystics make themselves known in a subject's subconscious, and take such subjects into the ultimate "role-play," traveling through the murky corridors of the id to confront the horrors that lurk there.

This practice can be used to treat mental illness, catatonia (such as leading a lost mystic back to conscious control), phobias, and emotional disturbances. It cannot help purely physical ailments such as brain damage or epilepsy.

Psyche Surgery is used in the same way as Psychology, but is much faster. With this skill, mystics use their Human Empathy to go to a subject's subconscious, then use an average of the Project Thought and Psychology skills to help cure a subject's problem. The difficulty of the skill test depends on the severity of the problem and the amount of ego identification the subject has invested in it. For instance, to cure a person of claustrophobia, a mystic psychiatrist builds a mental scenario of enclosure, and helps the patient defeat it. The mental experience of this success strengthens the patient's resolve and self-confidence, and drains away the fear. This would be an Easy: (Project Thought + Psychology)/2 test.

On the other end of the scale, curing a psychotic paranoid megalomaniac (like Adolf Hitler) would require digging deep into the patient's memories, personality and childhood, and would take many lengthy sessions of Difficult: (Project Thought + Psychology)/2 tests, since the patient's self-image is literally built on delusions. A successful treatment would occur through constructing a different personality for the subject.

The difference between Psyche Surgery and mystic Hypnosis is that Psyche Surgery assists subjects to form their own opinions and permanent emotional patterns; mystic Hypnosis is faster and more brutal, impressing alien thoughts on the subject's subconscious. Mystic Hypnosis can be used to assist Psyche Surgery (particularly in rough cases), and Psyche Surgery can be used for evil purposes, as frighteningly effective brainwashing.

Psyche Surgery can be used to destroy the results of mystic Hypnosis. Just finding the hypnotic suggestion is a Difficult: Human Empathy task; removing it is a Difficult: (Project Thought + Psychology)/2 task.

THE ASTRAL PROTO-DIMENSION

The astral proto-dimension is a dimension of thought, a dimension of imagination, a dimension of the mind. It is a reflection of the thoughts and ideas of all the universe, and is tied to the universe which creates it. In the astral proto-dimension, you can access the universe and anywhere or anywhen in it-in theory. In practice, the astral proto-dimension near Earth is a reflection of the life, thoughts, and emotions of Earth, and going elsewhere is difficult and dangerous.

Only thought exists in the astral proto-dimension. When you check in, you leave your physical "luggage" behind.

WHAT DOES IT LOOK LIKE?

The astral proto-dimension is a vast, star-studded universe of perpetual twilight. At the "bottom" is the terrain and territory of Earth; there, you can see the buildings as half-solid shadows, and the people as ghostly images, dimly lit from within. In daylight, the place takes on pale colors; at night, it looks like a *film noir*. As you fly "up," you move away from the confines of Earth's mental environment and journey toward the rest of the universe.

Near Demonground, the astral proto-dimension changes appearance, warping into a curious mix of Earth and somewhere else. Just where else depends on the proto-dimension that is leaking in. It could be anywhere.

TIME AND DISTANCE

In the astral proto-dimension, everything is real-time... except when it isn't. Normally, one second there is the same as one second on Earth. But the astral proto-dimension is also the gate to the past and (to some extent) the future; you can cast your thoughts back in time, trying to link up with another life in the past. If you succeed, you can share that life for a while, experiencing what your host experiences. You can see history as it happened. But you can't change it. And going into the past is difficult; the farther back you go, the harder it is. And the less you remember when you return.

Time "Travel" to the Past: In order to experience the past, an astral traveler has to search through the fixed timestream of that which has already happened to find the correct time frame. If the traveler doesn't have a pretty clear idea of the circumstances and background of the specific time, finding the correct time frame is an Impossible:



Astral Travel task. If the traveler does have a good idea of when and where he wants to see either the traveler must have been there and then already, or has done at least 1D10 hours of library research on the venue—the difficulty of the task depends on how far back in time the traveler wants to go. Up to one year is Easy, one to two years is Average, two to 10 years is Difficult, 10 to 100 years is Formidable, over 100 years (or going to a past other than Earth's) is Impossible. Simple failure leaves the traveler confused, wasting 1D6x10 minutes wandering around in the astral proto-dimension looking for the right time. A Catastrophic Failure wastes 1D6x1 hour of the astral traveler's time. On the other hand, an Outstanding Success places the traveler in proximity to a famous person of the time, a prime candidate for an empathic link.

Once such travelers have found the correct time, they have to contact a person living in that time with Human Empathy in order to observe for more than a couple of minutes—astral travelers without such a "link" to the past will be swept past by the maelstrom of history, unable to hold their place in the timestream. Contacting a person in the past is a Difficult: Human Empathy task. Once the contact is made, travelers can maintain it as long as they want; any time that they spend in this link counts as real-time passage. For instance, if a traveler stayed in the body of General Meade and observed the entire battle of Gettysburg, three days would pass for the traveler's body. This link does not permit the traveler to communicate with the person in the past.

When travelers voluntarily return to their body, remembering pertinent details is difficult—when a traveler to the past wants to remember an important detail, the test is made on Intelligence, and the difficulty is equal to that of the difficulty needed to find the correct time frame; i.e., Easy for up to a year, Average for one to two years, Difficult for two to 10 years, etc. The traveler only gets one test to recall each specific detail, as needed. If that test is failed, the traveler just didn't remember it.

Example: Rafim the Insane travels back into time to witness the summoning of a Dark One, which occurred centuries ago. He manages to find the correct moment and place his perceptions inside one of the acolytes at the ceremony, and witnesses the horrific visitation. Everyone there was killed, of course, but that doesn't affect Rafim. He returns to his body in the present, intent on copying the words of power that open the gate for the Master. This is an Impossible: Intelligence task, and Rafim's INT is 17. He rolls a 9, and spends the next several hours pacing, cursing, tearing at his beard, trying to remember those few phrases and unwilling to admit that he can't, and that the whole trip was for nothing.

Tracing Auras: A mystic can enter the astral proto-dimension and follow the aura of an object through the past, tracing its history. This is the same difficulty as traveling to the past and seeking a proper time frame, except that the mystic doesn't have to do research on the proper time or find a link—the object provides both. Remembering what was seen in the past follows the rules above, and anything remembered will be "seen" from the object's perspective.

Time "Travel" to the Future: Clues to the future are present in the astral proto-dimension, too. If you're good, you might pick something relevant out of the confusing whirl of probabilities. If you're very, very lucky, you might actually remember it when you wake up.

Looking into the "future" is a matter of entering the astral proto-dimension and perusing the shadows of probability as they seemingly stretch from the present. This is not to say that you'll be able to make any sense of them.



In the astral proto-dimension, the past stretches clearly away into the distance. But in the other direction, the "future" consists of nothing but fuzzy projections upon the "wall" of the present. There is no traveling beyond that wall. But the traveler can peer into it, as if into a glass, to study the myriad possibilities that proceed from the present. However, the experience can be extremely disconcerting; every 30 seconds spent looking into the limitless future requires such travelers to succeed at an Impossible: (Willpower + Intelligence)/2 test or be overwhelmed and thrown back to their body in one phase.

Once a mystic has recovered from the inevitable mental blow of trying to perceive an infinite number of possibilities and probability permutations (and that's present even in one person's lifetime), he can try to remember something pertinent. The mystic may try once for each 30 seconds spent searching infinite probability. This is an Impossible: (Willpower + Intelligence)/2 task; success means that the mystic has remembered something seen in the future that is important, either to the mystic or to the world at large. The exact event and the clarity of the mystic's recollection is up to the referee, according to the plot. Whatever the event, it should be clearer and more concrete than a clue derived from Foreboding.

Astral Travel: Distance on the astral proto-dimension is covered at the speed of thought. You can traverse the universe in an eye-blink, as long as you know where you're going. If you don't know, you have to find out first, and *that's* low going. Say you want to go to Chiwaukee, and you're in Tokyo. Nothing to it. You swoop over the



Earth faster than any jet, faster than anything that ever flew the in the planet's air. In a mere subjective second or so, there you are.

Now you want to go to Seoul. You've never been there, but it's close, right? Closer than Chiwaukee was. Again you fly, but a lot slower—slowly enough to see landmarks and recognize where you're going. And that's the way it is unless you absolutely know where you want to go, you have to navigate your way there.

OTHER DIMENSIONS

Astral travelers can even go to dimensions other than their own. If they know the dimension that they wish to access (they've been there, have seen the opening, etc.), opening the astral gate is a Formidable: Astral Travel task. If they know little or nothing about how to get to the desired dimension, opening the correct astral gate is an Impossible: Astral Travel task.

This practice has its problems. If such travelers succeed in opening the right mental gate, they can venture into the alternate dimension (even most proto-dimensions can be entered this way), accepting the astral risks If they fail to open the correct dimensional door and rolls a Catastrophic Failure in the process, they succeed in creating an opening to a random dimension—the exact nature of that dimension is up to the referee. Odds are that this wrong dimension will not be a place that such a traveler will want to go to...

WHAT ARE THE DANGERS?

The astral proto-dimension links to every other reality in existence; it is a reflection of them. Through it, you can access anywhere, anywhen. *And things from anywhere can access your "real world," too.*

Many Dark Minions have a strong mental existence; the ones that have no physical form exist primarily on the astral proto-dimension, and it's hard to hide there. Most

of the time, another being on the astral proto-dimension can follow you simply by tracing the line of the "silver cord," the visible astral metaphor for the link to your body. And if trouble finds you, you're armed only with your mind and your will.

FINDING OTHERS IN THE ASTRAL PROTO-DIMENSION

The astral proto-dimension is a big place, "as vast as space and as timeless as infinity." If multiple astral travelers wish to meet, they do so at a prearranged time and place. Once together, they can travel the astral proto-dimension together if they wish, interacting with one another and the things they meet.

Encountering a stranger in the astral proto-dimension is less likely. It is a truly infinite place, and the chances of an honestly random encounter are infinitesimally slim. The chances of stumbling into someone (or something) nosing around a mutually interesting part of the astral proto-dimension are much better. For instance, if a astrally skilled Darkling realizes that there are astrally skilled minion hunters poking around its turf, it may decide to lurk in the astral proto-dimension and arrange an astral ambush.

Demonground is the exception to this rule. The Dark Minions from the dimension(s) stream out, seeking to explore Earth. They can just see/hear/smell/taste humanity waiting to be preyed upon. The astral proto-dimension near Demonground usually has one or more astral Dark Minions in it, probing, waiting, guarding.

ASTRAL COMBAT

When opponents meet in the astral proto-dimension, their struggle is a contest of wills and skill, waged on a purely mental basis. Astral combat is usually nonlethal, since it is difficult to break a mind's link to its body—only the weakest astral travelers are vulnerable to this, and only from the most powerful attackers. But the penalty for losing is inconvenient at best.

The mechanics of astral combat are similar to those of melee combat: The combatants have several tactical options that they can try each phase in which they act (remember, if an astral traveler's body is in a trance, his or her Initiative may benefit). The combatants' skills, capabilities, and statistics are determined by three statistics: Astral Travel and Willpower skills, and Empathy level.

The "Astral Combat" skill is equal to the traveler's Astral Travel skill. "Astral Damage," the damage done by Astral Combat, is (Astral Travel skill x Willpower skill)/20, rounded down. Astral Hits represent the mental damage a traveler can take before astral defeat, and are (Willpower x Empathy).

Attacks: Attacks are brute psychic assaults (Astral attack), Willpower Drain (which lowers target's damage and hits), emotional attack (which can scare off or drive away a foe), or psychic destruction (attacker tries to "cut" the silver cord with focused psychic assault of doubt, depression, fear, etc.).

Brute Psychic Assault: This is a normal astral attack, done in the same fashion as regular Unarmed Melee Combat strike attack (Difficult, but using Astral Combat + Emp instead of Melee Combat skill). If successful, a psychic assault inflicts Astral Damage hits on the opponent's Astral Hits.

Emotional Attack: This is a conventional Project Emotion mystic attack, as described earlier.

Psychic Destruction: Treat this as an aimed Unarmed Melee Combat attack (meaning that it's Formidable difficulty instead of Difficult). It does double Astral Damage, and an Outstanding Success cuts the victim's "silver cord," convincing him or her to

commit psychic suicide. The mind is divorced from the body and doomed to wander the astral proto-dimension. The victim's body dies of brain death (it can be sustained with artificial life-support, if available). Another mystic can travel in and lead the disembodied mind back to its body, or to another body that's brain dead but still alive.

Willpower Drain: This standard empathic skill counts as an astral attack. If it is successful, the victim's Willpower drops, and the victim must recalculate Astral Damage and Hits. Any hits the victim had already taken at the time of the Willpower Drain are retained; the victim still has the damage, he just has fewer hits to lose.

Defensive Tactics: An astral traveler can go on the defensive. This tactic is used to hold off a superior attacker while trying to return to the body. The defensive traveler cannot attack, and can only parry. The advantage is that the traveler's hits are increased by Astral Travel x 2.

Astral travelers who suffer a loss of all psychic hits are returned to their body in one phase and roll on the mishap table at a +10. Astral creatures without physical form are destroyed.

MYSTICISM SKILL CHARTS

Animal Empathy

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Animal Empathy+EMP	—
Relaxed	Average	Animal Empathy+EMP	—
Normal Stress	Difficult	Animal Empathy+EMP	—
Great Stress	Formidable	Animal Empathy+EMP	—
Incredible Stress	Impossible	Animal Empathy+EMP	—

Computer Empathy

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Computer Empathy+EMP	—
Relaxed	Average	Computer Empathy+EMP	—
Normal Stress	Difficult	Computer Empathy+EMP	—
Great Stress	Formidable	Computer Empathy+EMP	—
Incredible Stress	Impossible	Computer Empathy+EMP	—

Dimension Walk

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Dimension Walk+EMP	—
Relaxed	Average	Dimension Walk+EMP	—
Normal Stress	Difficult	Dimension Walk+EMP	—
Great Stress	Formidable	Dimension Walk+EMP	—
Incredible Stress	Impossible	Dimension Walk+EMP	—

Enter Astral Proto-Dimension

Task	*Difficulty*	*Skill*	*Notes*
Unhurried	Easy	Astral Travel+EMP	Requires 30 seconds
Normal	Average	Astral Travel+EMP	Requires 15 seconds
Hurried	Difficult	Astral Travel+EMP	Requires 5 seconds
Emotionally Upset	+1 level		
Violently Emotional	+2 levels		

Clairvoyant Linking (See or Hear)

Task	*Difficulty*	*Skill*	*Notes*
Target Well-Known	Easy	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—
Target Touched	Average	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—
Target Seen	Difficult	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—
Target Unknown	Formidable	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—

Clairvoyant Linking (See and Hear)

Task	*Difficulty*	*Skill*	*Notes*
Target Well-Known	Average	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—
Target Touched	Difficult	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—
Target Seen	Formidable	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—
Target Unknown	Impossible	[(Clairvoyant Link+ Human Empathy)/2]+EMP	—

Psychometry

Task	*Difficulty*	*Skill*	*Notes*
1 Hour	Easy	Psychometry+EMP	Requires 30 seconds
1 Day	Average	Psychometry+EMP	Requires 5 minutes
1 Week	Difficult	Psychometry+EMP	Requires 30 minutes
1 Year	Formidable	Psychometry+EMP	Requires 1 hour
1+ Year	Impossible	Psychometry+EMP	Requires 2 hours per
10 years			

Empathic Healing

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Empathic Healing+EMP		—
Relaxed	Average	Empathic Healing+EMP	—
Normal Stress	Difficult	Empathic Healing+EMP	—
Great Stress	Formidable	Empathic Healing+EMP	—
Incredible Stress	Impossible	Empathic Healing+EMP	—

Invulnerability

Task	*Difficulty*	*Skill*	*Notes*
Invulnerability	Impossible	Invulnerability+Willpower	—

Foreboding

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Foreboding+EMP	—
Relaxed	Average	Foreboding+EMP	—
Normal Stress	Difficult	Foreboding+EMP	—
Great Stress	Formidable	Foreboding+EMP	—
Incredible Stress	Impossible	Foreboding+EMP	—

Human Empathy

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Human Empathy+EMP	—
Relaxed	Average	Human Empathy+EMP	—
Normal Stress	Difficult	Human Empathy+EMP	—
Great Stress	Formidable	Human Empathy+EMP	—
Target friend	+1 level		

Darkling Empathy

Task	*Difficulty*	*Skill*	*Notes*
Total Security	—	—	Automatic
Relaxed	Easy	Darkling Empathy+EMP	—
Normal Stress	Average	Darkling Empathy+EMP	—
Great Stress	Difficult	Darkling Empathy+EMP	—
Incredible Stress	Formidable	Darkling Empathy+EMP	—

Aura Reading

Task	*Difficulty*	*Skill*	*Notes*
Total Security	—	—	—
Relaxed	Easy	Aura Reading+EMP	—
Normal Stress	Average	Aura Reading+EMP	—
Great Stress	Difficult	Aura Reading+EMP	—
Incredible Stress	Formidable	Aura Reading+EMP	—
Target friend	+1 level		

Psychic Invulnerability

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Psychic Invulnerability+EMP	—
Relaxed	Average	Psychic Invulnerability+EMP	—
Normal Stress	Difficult	Psychic Invulnerability+EMP	—
Great Stress	Formidable	Psychic Invulnerability+EMP	—
Incredible Stress	Impossible	Psychic Invulnerability+EMP	—

Psychic Tracking

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Psychic Tracking+Subject's EMP	—
Relaxed	Average	Psychic Tracking+Subject's EMP	—
Normal Stress	Difficult	Psychic Tracking+Subject's EMP	—
Great Stress	Formidable	Psychic Tracking+Subject's EMP	—
Incredible Stress	Impossible	Psychic Tracking+Subject's EMP	—
<(Empathy x 20 meters)	-1 level	Psychic Tracking+Subject's EMP	—
<(Empathy x 20 km)	—	Psychic Tracking+Subject's EMP	—
<(Empathy x 200 km)	+1 level	Psychic Tracking+Subject's EMP	—
<(Empathy x 2000 km)	+2 levels	Psychic Tracking+Subject's EMP	—
>(Empathy x 2000 km)	—	—	Not Possible

Project Emotion

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Project Emotion+EMP	—
Relaxed	Average	Project Emotion+EMP	—
Normal Stress	Difficult	Project Emotion+EMP	—
Great Stress	Formidable	Project Emotion+EMP	—
Incredible Stress	Impossible	Project Emotion+EMP	—

Psychic Beacon

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Psychic Beacon+EMP	—
Relaxed	Average	Psychic Beacon+EMP	—
Normal Stress	Difficult	Psychic Beacon+EMP	—
Great Stress	Formidable	Psychic Beacon+EMP	—
Incredible Stress	Impossible	Psychic Beacon+EMP	—

Project Thought

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Project Thought+EMP	—
Relaxed	Average	Project Thought+EMP	—
Normal Stress	Difficult	Project Thought+EMP	—
Great Stress	Formidable	Project Thought+EMP	—
Incredible Stress	Impossible	Project Thought+EMP	—

Time "Travel"

Task	*Difficulty*	*Skill*	*Notes*
<1 year	Easy	Astral Travel+EMP	—
1-2 years	Average	Astral Travel+EMP	—
2-10 years	Difficult	Astral Travel+EMP	—
10-100 years	Formidable	Astral Travel+EMP	—
100+ years	Impossible	Astral Travel+EMP	—
Unclear Destination	Impossible	Astral Travel+EMP	—

Dream Intrusion

Task	*Difficulty*	*Skill*	*Notes*
Enter Dream	Easy	Dream Intrusion+EMP	—
Alter Dream	Average	(Dream Intrusion+Subject's Willpower/2)+EMP	—

Exorcism

Task Difficulty	*Skill*	*Notes*	
Total Security	Easy	Exorcism+EMP	—
Relaxed	Average	Exorcism+EMP	—
Normal Stress	Difficult	Exorcism+EMP	—
Great Stress	Formidable	Exorcism+EMP	—
Incredible Stress	Impossible	Exorcism+EMP	—

Hypnosis (Parlor Trick)

Task	*Difficulty*	*Skill*	*Notes*
Induce Trance	Difficult	Hypnosis+EMP	—
Get True Answer	Average	Psychology+INT	—
Change Behavior	Average	Hypnosis+EMP	—
Implant Suggestion	Difficult	Hypnosis+EMP	—

Hypnosis (Mystic)

Task	*Difficulty*	*Skill*	*Notes*
Induce Trance	Difficult	Hypnosis+EMP	—
Implant Command	Variable	Hypnosis+EMP	See text for difficulty levels

Possession

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Possession+EMP	—
Relaxed	Average	Possession+EMP	—
Normal Stress	Difficult	Possession+EMP	—
Great Stress	Formidable	Possession+EMP	—
Incredible Stress	Impossible	Possession+EMP	—

Psychic Invisibility

Task	*Difficulty*	*Skill*	*Notes*
Total Security	Easy	Psychic Invisibility+EMP	—
Relaxed	Average	Psychic Invisibility+EMP	—
Normal Stress	Difficult	Psychic Invisibility+EMP	—
Great Stress	Formidable	Psychic Invisibility+EMP	—
Incredible Stress	Impossible	Psychic Invisibility+EMP	—

Psyche Surgery

Task	*Difficulty*	*Skill*	*Notes*
Cure Minor Phobia	Easy	[(Project Thought+Psychology)/2]+INT	—
Cure Major Phobia	Average	[(Project Thought+Psychology)/2]+INT	—
Cure Normal Disorder	Difficult	[(Project Thought+Psychology)/2]+INT	—
Cure Major Disorder	Formidable	[(Project Thought+Psychology)/2]+INT	—

Astral Combat

Task	*Difficulty*	*Skill*	*Notes*
Brute Psychic Assault	Difficult	Astral Combat+EMP	—
Emotional Attack	Formidable	Project Emotion+EMP	—
Psychic Destruction	Formidable	Astral Combat+EMP	—
Willpower Drain	Formidable	Astral Combat+EMP	—
Defensive Tactic	Formidable	Astral Combat+EMP	—

Astral Combat rating = Astral Travel rating
Astral Damage = (Astral Travel skill x Willpower skill)/20 (rounded down)
Astral Hits = Willpower x Empathy



CHAPTER SIX

Combat & Damage

In **Dark Conspiracy**, the most expert adventurers rely heavily upon careful investigation and thorough planning before making their move. Even the experts make mistakes sometimes, however. That's when good combat skills become extremely important.

THE COMBAT TURN

Each combat turn is 30 seconds long and is divided into six five-second combat phases. A character may perform one action per combat phase, and each action is considered to take the entire phase to complete. An action is a precisely defined activity as listed below.

A combat turn doesn't always have to be broken down into discrete phases, however. Some encounters, such as long car chases with sporadic gunfire for instance, may be better handled by treating the combat turn as a whole. In such a case, the players tell the referee what their characters intend to do during the turn. The referee then determines the activities of the NPCs, resolves fire, and tells the players what their characters see and hear as a result. In many cases, however, it is important to preserve a more rigorous division of time and action.

COMBAT MOVEMENT

Movement and relative positions of figures during combat can be handled in many different ways, depending upon the exact situation being represented. In some cases—those involving only a very few figures, for example—characters' changing positions can be kept track of in the players' heads, as the referee describes them. In slightly more complicated situations, a rough sketch on paper can often serve well enough. Even more complex combats can be represented with counters or miniatures on a more detailed map. Any convenient scale can be used; movement rates and weapon ranges in this book are listed in meters.

Humans: In general, humans move at one of four different rates: crawl (2 meters), walk (8 meters), trot (15 meters), or run (30 meters). Burdened characters travel half this fast. Note that crawling characters are considered prone.

THE GRID SYSTEM

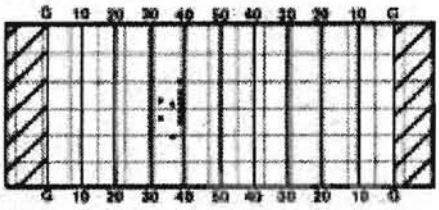
All maps included in **Dark Conspiracy** products are executed with a square grid to help measure movement and firing ranges. Two different scales of grids are used, one for large-scale, outdoor combats and another for smaller-scale combats such as inside buildings or in alleys. The outdoor grid uses squares representing eight meters on a side. Obviously it is fairly easy for people to move about a square this large without interfering with one another. In the first diagram, this large grid system has been superimposed upon an American-style 100- yard football field, in order to give a good sense of the actual area covered within each of these squares. In the diagram, the offensive team

is shown lined up for a play with the ball on its own 40-yard line.

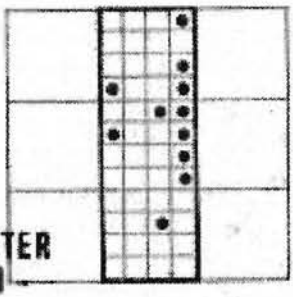
The indoor grid is used for smaller areas, and generally includes more detail of the contents of such areas. Therefore, a two-meter grid is used for these. In the second diagram, the same offensive line shown on the eight-meter grid above is shown again on a two-meter grid. Note that three large eight-meter squares are reproduced and broken into their component two-meter squares. At this scale, each person occupies a single square. Theoretically, it is possible for more than one to occupy a two-meter area, but it would difficult for both of them to conduct any sort of activity without interfering with each other.

These grid sizes have been chosen to make them as easy as possible to use with the movement rates and ranges in **Dark Conspiracy.** For example, when using the two-meter grid, a character can crawl one grid square, walk four, trot eight, and run 15 in each action. When using the larger grid, the same character could walk one, trot two and run four squares per action. It would take four actions worth of crawling to move one square.

It is completely possible to move and fire diagonally through a square as well as orthogonally (straight up and down or from side to side), but the diagonal distance is greater. This can be represented fairly accurately by counting a square as being half again as long diagonally as it is orthogonally. In other words, a two-meter square counts as three meters diagonally, and an eight-meter one counts as 12.



FOOTBALL FIELD



TWO-METER GRID

ACTIONS

A character may only perform one action per combat phase. Players decide each of their characters' actions only when it is actually time for the character to act. The possible combat actions are explained below:

Fire: The character fires a weapon at any target that is within line of sight or that has been within line of sight at some point during the current phase. With some weapons, this actions can be combined with a walk or trot.

Aim: Aiming improves the chances of hitting a target. It is done immediately before firing. Aiming at a target or area also enables characters to fire at any target which moves through their line of sight in a later phase. In effect, the firing character is waiting for the target to appear before taking a shot.

Reload: It generally takes one combat phase to reload a weapon, although some weapons take longer (and thus require several reload actions to finish).

Melee: This constitutes either an armed attack with a melee weapon (which may be combined with a walk or a trot) or an unarmed or hand-to-hand attack. There are four

types of unarmed attacks: strike, grapple, escape (any of which may be combined with a walk or a trot), and diving blow (which may be combined with a walk, trot or a run).

Ready/Change Equipment: This can consist of putting down your rifle and taking out a knife, drawing a pistol, linking two ammo belts together, readying a radio to transmit, etc.

Crawl: The character moves two meters (one small grid square) in a prone position.

Walk: The character moves eight meters (one large grid square).

Trot: The character moves 15 meters (two large grid squares).

Run: The character moves 30 meters (four large grid squares).

Go Prone/Stand Up: A crawling character is prone. A prone character may stand up at any time, either as an action by itself or as part of a walk, trot, or run action. Standing up cuts the distance moved in an action in half.

Mount/Dismount: Get in or out of a vehicle (on or off a mount such as a horse).

Talk: During combat, players will often want to discuss their plans. But for realism's sake, the referee is encouraged to keep these discussions to a reasonable length and complexity. Since each action is only five seconds long, players should not say more than one sentence or so during a combat phase. Note that while talking can be combined with most other actions, it cannot be combined with firing.

INITIATIVE

The number of actions that characters may conduct in a combat turn, and the order of their actions, is determined by Initiative values (as explained under "Sequence," below). These numbers range from 1 to 6 initially, but they can be reduced due to panic or wounds.

Characters who are slightly wounded have their Initiative reduced by 1, by 3 if seriously wounded. Characters who have had their Initiative level reduced to 0 may not act at all. (They are not necessarily unconscious, merely too wounded, stunned, and frightened to act effectively.)

TURN SEQUENCE

The six phases of a turn are numbered in reverse order, with phase 6 coming first, phase 5 second, and so on. In each phase all characters with an Initiative equal to or greater than the phase number may conduct an action. In phase 4, for example, all characters with Initiatives of 4, 5, and 6 conduct actions.

Actions in each phase are conducted in a specific order. Characters with the same Initiative as the phase number go first, followed by the next higher Initiative, followed by the next, and so forth. The referee will moderate this flow of actions by calling out Initiative numbers in the order in which they act. When a character's Initiative number is called, the responsible player tells the referee the action the character is conducting, as in "firing at the creatures in the doorway."

When an NPC's turn comes to act, the referee will announce that NPC's action provided it is detectable to the characters.

The effect of this sequence is both to limit the number of actions a character can perform to his or her Initiative rating and also to regulate the sequence of actions in a turn.

A typical turn proceeds as follows:

Phase 6: 6 acts.
Phase 5: 5 acts, 6 acts.
Phase 4: 4 acts, 5 acts, 6 acts.
Phase 3: 3 acts, 4 acts, 5 acts, 6 acts.
Phase 2: 2 acts, 3 acts, 4 acts, 5 acts, 6 acts.
Phase 1: 1 acts, 2 acts, 3 acts, 4 acts, 5 acts, 6 acts.

Note that this not only means that high-Initiative characters may attack more frequently in a turn than may lower-initiative characters, it also means that if they choose to move, they can usually move farther. This does not mean that high-Initiative characters could run faster in normal competition, only that they can in a combat situation because they hesitate less. Even lower-Initiative character have the option of choosing movement as a repetitive action, however, and thereby may move as far in one turn as a high-Initiative character.

Agility and Weapon Bulks: If two characters have the same Initiative and are conducting actions at the same time that may interfere with each other (such as firing at each other), the character with the highest Agility goes first. However, for purposes of this determination, subtract the bulk rating of each character's weapon from that character's Agility.

Repetition: A character who decides to do exactly the same thing for an entire turn may conduct that action in every phase of the turn. All repetitive actions are conducted at the beginning of the phase, regardless of the Initiative level of the characters conducting them. However, characters who interrupt their repetitive actions in the middle of a turn may not take any other action until their next regular opportunity to do so in the action sequence, and that next action may only be to go prone or to duck behind cover.

Opportunity Fire: Characters who are aiming in a specified direction or at a specific area may fire immediately upon an enemy who passes through their fine of sight. This fire is resolved as if it happened simultaneously with the target's movement. If the target was visible at the beginning of the aiming character's action, the first shot fired counts as an aimed shot; otherwise all individual shots are considered quick shots. In the case of automatic fire, no shots count as aimed fire.

Characters may fire opportunity fire in a phase in which they would not normally be able to take an action. Once they fire opportunity fire in such a phase, however, they may not do so again until they conduct an additional aim action.

A character who conducts opportunity fire is considered to have taken an action for that phase and may not take another, even if it is his or her normal turn to do so. In the next phase the character is still considered to be aiming at the same point until she or he takes some other action.

A player may only conduct opportunity fire once during a phase.

Ambush: An ambush consists of one or more characters firing at any enemy force from previously undetected positions. Since the ambushers will be undetected, it is probable that the moving force is not conducting combat movement, but simply moving. For purposes of this first combat turn, then, all characters in the moving force with

an Initiative other than 6 are considered to be conducting repetitive movement, and thus move every phase. (Characters with an Initiative of 6 may take actions normally.) The ambushers may open fire when one or more of them reach a phase in which they normally can act, or, if they are aiming, when the target enters their line of fire.

PANIC

Whenever characters are knocked down by wound damage or surprised (attacked from an unexpected direction, ambushed, etc.), there is a chance that they will panic. This is not blind panic which sends them screaming away, but which rather causes them to freeze momentarily.

To determine if a character panics, roll 1D6. If the result is greater than that character's Initiative rating, the character panics. A panicked character may not conduct any action for a number of phases equal to the amount by which the die roll exceeded the character's Initiative. However, a character who is forced to freeze for more than one combat phase may choose to go prone in the second phase, in which case he or she remains there until able to act again.

Charge: Characters on foot who are charged by a vehicle (not a bicycle) or running horse within 100 meters (that is, they are about to be run over by something large and fast) must each check for panic. Any character who panics does not hesitate; instead, he or she runs. Subtract 1 from the panic roll of any character holding weapon with a good chance of stopping the attacker, if that character is prepared to fire it.

FEAR

Dark Conspiracy is a game set in a time full of fear. Fear is a worse and more terrifying thing, the primal horror that lurks within all humanity. After all, being eaten alive is far more horrible than being shot.

The referee determines the fear situation and difficulty level. For instance, suddenly discovering that the girl (or guy) you're kissing is a bloodkin would be a Difficult test. On the other hand, being accosted by morlocks would only be an Easy test—they're ugly, but more-or-less normal looking. The fear level is largely determined by the fearfulness of the creature. If the fear situation has an appropriate setup, an atmosphere that has the characters half-frightened out of their wits before they encounter the creature, increase the level of difficulty by one level. If the characters know what they're going to see or have seen it before, lower the difficulty level by one.

The Fear test is made using Willpower skill. Alternatively, PCs may use Initiative as a total skill level, if their Initiative is higher than their Willpower skill.

Success allows the character to act normally. Failure means that the character is frozen in place with terror, unable to do anything. A terrified character may use his actions to test again, at one level of difficulty lower, hoping to snap out of it and do something. Outstanding Success allows the character to take one free action immediately, even out of phase, to react to the situation. Catastrophic Failure means that the character is panic-stricken and can only flee for his life; if flight is impossible, the character curls into a fetal position and whimpers/quivers/is otherwise totally useless. A character suffering the effects of Catastrophic Failure can test to remove its effects once the source of the fear is gone (Easy: Willpower or Initiative) or if a friend motivates him—"Snap out of it!" *Slap!* (Difficult: Willpower or Initiative).

This test is made in addition to the normal Panic test, if the situation calls for a Panic test as well.

UNARMED MELEE COMBAT

Characters must be within two meters of each other to make unarmed combat attacks. There are five types of unarmed attacks: strikes, grapples, escapes, strangling, and diving blows. Strikes and diving blows attempt to do damage to the target, while grapples and escapes attempt to seize and hold the target or to escape from a hold. Strangling is similar to grappling, except that once a secure hold is achieved, damage begins to be inflicted on the target. As with other actions, a character may make only one unarmed combat attack per combat phase.

Strike Attacks: A strike attack is a Difficult task versus Melee Combat (Unarmed) skill. Success means that the attack hits. An outstanding success does double damage.

Blocks: If a character successfully hits an opponent, the opponent may be able to block the blow. Characters may attempt to block an attack at any time when a blow is directed at them, but the block counts as one of the blocker's actions for that combat turn.

For example, Gigi, a character with an Initiative of 3, is struck in phase 5 and elects to block. She must choose to lose an action in phase 3, 2, or 1, the phases in which she would normally act. She could elect to act in phase 3, lose her action in phase 2, and act again in 1, for example. Or she might decide to lose phase 3, then act in 2 and 1, or act in 3 and 2 but not in 1. The decision need not be made immediately; it can be made as each phase comes up.

Blocking is a Formidable task versus Melee Combat (Unarmed) skill. Success means that the attack has no effect. An outstanding success means that the blocking character does not lose an action.

Surprise attacks cannot be blocked (that's why they're called a surprise).

Aimed Attacks: Characters may decide to concentrate their attacks against one particular body part. This is a Formidable level task versus Melee Combat (Unarmed) skill. If such an attack succeeds, the die roll for hit location is not made; instead, the attacker chooses the hit location. (An outstanding success still doubles the damage done.)

Hit Location: Hit location (if the attack succeeds and is not blocked) is rolled on the appropriate column of the Human/Animal Hit Location Chart (biped or quadruped). The die roll for hit location is not made for a surprise attack (an unexpected strike from behind) nor for an aimed attack. In both of these cases, the attacker is allowed to choose the hit location.

Damage: Damage inflicted from a strike is equal to either the attacker's unarmed combat damage rating or the damage value of the weapon used.

Armor: Armor absorbs points of damage equal to its armor value from each strike attack and suffers no damage itself. For every two hits absorbed, one hit (round off to the nearest whole number) is inflicted on the body part the attacker used to make the strike (right arm, left arm, right leg, left leg, or—in some rare cases—head).

Thus, if Sarah Mitchell landed a right hook into Big Daddy G's abdomen and caused 6 points of damage, but Daddy was wearing a flak jacket, Daddy would only suffer 5 hits, while Sarah's right arm would suffer 1 hit.

Grappling: Grappling is a Difficult task versus Agility. It is somewhat simpler to resolve than a strike because blocking is not possible, there is no hit location to be rolled, and armor has no effect.

While grappling "damage" is calculated in the same way as for a strike, the results of the attack are termed controlling hits. They are not actual damage, but rather a measure of the extent to which one character has physically controlled another (with a hammer lock, a bearhug, etc.). Once a character has inflicted controlling hits on another character equal to or in excess of the target character's Strength, that character is totally controlled and ceases struggling. The controlled character may not move, nor may the controlling character move without releasing control (all controlling hits disappear). Until that time, however, the target character may attempt to escape or may grapple with the original attacking character. If both characters grapple, the first one to achieve hits equal to the opponent's Strength controls the other.

Escape: An escape attempt is resolved in exactly the same way as a grapple, but if the attempt is successful, hits are removed from the accumulated total which the other character has already built up.

Strangling: Strangling is handled like grappling, with three main differences: (1) It *may* be blocked; (2) armor *does* have effect; and (3) a character who becomes "totally controlled" becomes unconscious and begins to suffer head wounds equal to the attacker unarmed combat value *every phase* thereafter, for as long as the hold is maintained. If the hold is released before death ensues, the victim rolls to regain consciousness per the serious wound rules. Garottes double the attacker's unarmed combat damage rating for strangling attacks.

Diving Blows: Diving blows are attempts to throw oneself at an enemy and knock him or her down. Blocking a diving blow is not possible and armor and has no effect.

Avoidance: If a character is surprised (an unexpected attack from behind) the attack always hits. If not surprised, the character may attempt to avoid the attack: a Difficult test versus Agility. If this succeeds, the attacker is knocked down, but an outstanding success means the avoidance does not use up the target's action for the phase. A catastrophic failure means the avoider takes double damage from the attack. If the attack is not avoided, it automatically hits.

Effects: If a diving blow hits, either the attacker or defender is knocked down and suffers wounds. If 1D6+(2xCON) of the attacker is greater than the Strength of the defender, the defender is knocked down and suffers hits equal to the difference. Otherwise, the attacker is knocked down and suffers hits equal to the difference. Defenders who are surprised use only their Constitution for the comparison.

ARMED MELEE COMBAT

Armed melee combat is conducted with hand-held striking weapons.

Range: There are two general categories of melee weapons: short and long range. Characters must be within two meters of each other (the same as for unarmed combat attacks) for short-range attacks, or within three meters for long-range attacks. If a character with a short-range weapon (including unarmed combat) encounters a character with a long-range weapon, the short-range weapon may not attack in the first phase of contact (although a short-range melee weapon may be used to block in this case).

Hit Procedure: An armed melee attack is a Difficult task versus Melee Combat (Armed). In the case of a surprise attack (an unexpected attack from behind), no roll is made; the attack automatically hits.

Modifiers: Some melee weapons add a modifier to the character's Melee Combat skill, as shown on the Melee Weapon Chart. This modifier is added to or subtracted from the character's skill; however, it may never reduce the character's skill below level 1.

Blocks: If the target of a melee attack is also armed with a melee weapon and wishes to attempt to block the strike, the character may do so. However, the block counts as one of the character's actions for the combat turn.

For example, Jerome, with an Initiative of 2, and Miguel, with an Initiative of 3, are battling each other with machetes. In phase 3, Miguel makes a successful attack on Jerome, who decides to try and block it. (Jerome knows that he is going to run out of actions before Miguel does, but he is hoping that Miguel will miss in a later attack or that someone will come to his rescue.) The block is successful, so it stops Miguel's attack, but Jerome has spent an action for the turn. When phase 2 comes, he will have to decide whether to take another action then and lose his chance to act in phase 1, or skip his action in phase 2 and retain the opportunity in phase 1.

A block is a Formidable level task versus Melee Combat (Armed). Success means the attack is blocked, but an outstanding success means the blocking character does not lose an action for the turn.

Hit Location: Hit location is rolled on the appropriate hit location chart. The die roll for hit location is not made for a surprise attack, however. Instead, the attacker picks the location.

Aimed Attacks: An attacker may attempt to specify the hit location before making a melee attack, but this makes the task Formidable level. If the attack succeeds, the attacker chooses the location hit.

Other Considerations: The referee may choose to mandate hit locations if the situation seems to warrant it. For example, if an injured character crawls up to an enemy and attacks with a knife, the attack is unlikely to hit the target anywhere but in the legs. Similarly, a character standing on the roof of a truck and swinging a short chain is not going to hit the leg of an opponent on the ground.

Damage: Damage inflicted from a melee attack depends upon the type of weapon being used. The Melee Weapons Chart gives the number of damage dice rolled for each type of weapon.

Some melee weapons have a notation indicating that the Strength rating, or half the Strength rating, of the attacker is added to the total from damage dice rolled. This reflects added damage caused by heavy blows from stronger characters.

Armor: Armor absorbs hits equal to twice its armor level from each armed melee combat attack and suffers no damage itself.

Nonlethal Melee Combat: Sometimes it's more important to knock someone out than it is to kill them. This can be done with a number of blunt weapons (unarmed combat, axe, club, garrote, hatchet, machete, nunchucks, quarterstaff, sai, spear, sword, tonfa). Nonlethal combat is conducted in the same method as normal lethal combat, but the combatant using it must declare nonlethal blows. These blows cause no real physical damage; any damage they cause is checked off as damage, but goes away after the victim is rendered unconscious (head, torso, or abdomen receives enough damage to be "Critical"). Causing nonlethal damage is a normal Melee Combat task with unarmed combat, club, nunchucks, quarterstaff, or tonfa. With axe, garrote, hatchet, machete, sai, spear, or sword, it is one level of difficulty greater.

Example: Joe and Charlie duke it out. Joe has his fists (STR 8 and Unarmed Combat 7/15; 5 points Unarmed Combat Damage); Charlie has a hatchet (STR 5, Armed Combat 4/9). They are trying to knock each other out. Both have Initiative 3;

Charlie has the agility advantage and goes first. Their fight is too close for either to try a diving blow. On Phase 4, Charlie tries to hit Joe (Difficult: Armed Melee Combat, because he's trying to do nonlethal damage) and rolls a 4, succeeding and hitting Joe in the left leg for 3 points of damage. Joe strikes back, trying to one-punch Charlie by aiming for the head (Formidable: Unarmed Combat), rolling a 20 but not achieving Catastrophic Failure. On Phase 5, Charlie strikes again and rolls a 17 (avoiding Catastrophic Failure); Joe punches and misses. On Phase 6, Charlie smacks Joe's left leg again for 7 points—Joe is feeling it now, he's Slightly wounded. Joe gives up trying his one-punch and switches to steady beating, attacking Charlie in the abdomen for 5 points.

On the next turn, Charlie and Joe miss one another in Phase 4. On Phase 5, Joe rolls a 1 and connects with Charlie's left leg, crippling it and forcing Charlie to the ground. The fight is essentially over, and no one is really hurt.

Melee Weapons Specialty: Some characters focus on a particular melee weapon type and become expert at it. Expertise with a particular weapon can be gained through extensive practice. To represent this dedication, players may designate the specialty weapon as a sub-cascade of the Melee Combat (Armed) skill on their character sheet. The detriment to this is that Melee Combat (Armed) skill for other melee weapons will be considered half of the specialty weapon. The benefit is that the character may be able to do extra damage with the specialty weapon. This damage is applied as an additional modifier to the damage roll for the weapon, and it is equal to the skill in the specific weapon, multiplied by the character's Strength and the result divided by 10 (round down). The equation is Damage Modifier = [Melee Combat (Armed: Weapon Specialty) x STR]/10

For example, if Chocko, a Strength 8 character, has chosen the spear as a specialty weapon and brought his Melee Combat (Armed: Spear) skill up to 5, he would gain a +4 to damage rolls with the spear (8x5/10=4). Chocko's skill with other melee weapons would be 2 (5/2, rounded down = 2).

Vehicles and Melee Combat: Vehicles cannot be attacked by melee weapons. Not even an axe is going to do significant damage to a car or AFV.

MELEE WEAPONS CHART

Weapon	*Range*	*Hit Mod.*	*Damage*
Axe	L	-2	1D6+STR
Bayonet*	L	+1	1D6+STR/2
Bottle	S	—	1D6+2
Club	S	-1	1D6+STR/2
Garrote	S	+1	Special**
Hatchet	S	—	1D6+STR/2
Knife***	S	+2	1D6
Machete	L	+1	1D6
Spear	L	—	1D6+STR/2
Sword	L	—	1D6+STR

* When on rifle.
** Unarmed combat damage x2
*** Including bayonet, when not on rifle.

FIRE COMBAT

Obviously, fire combat can be conducted at considerably greater distances than any sort of melee combat. Weapons capable of firing more than a single type of round have one listing per type. The use of this information is explained in the subsequent rules.

There are two general varieties of fire combat: direct fire and indirect fire. Direct fire is conducted by characters who can actually see their target and who fire in a direct line toward it with the intention of obtaining a direct hit. Indirect fire is usually conducted by characters who cannot see their target and instead fire at a high angle to lob their rounds over intervening obstacles with the intention of coming down in the near vicinity of the target. For the most part, only certain heavy weapons (grenade launchers, mortars, and howitzers) are capable of indirect fire.

Human Limits: A single character can fire only one weapon at a time. Character with no skill in particular weapon type may not fire it.

Rate of Fire: Each shot in the game represents a single bullet. It is, however, possible to fire more than a single bullet from most weapons in a five-second action phase. All weapons in the game have either a reload rating (Rld) or a rate of fire (ROF) rating.

Weapons with a reload rating hold only one round in the weapon at a time, and once that round has been fired (one action), a number of action phases must be spent reloading before the weapon can be fired again. The reload rating defines how many reload actions are required. If the weapon is listed as having more than one loader as part of its crew, each loader must spend the indicated number of actions reloading. For each loader missing from the crew, add 1 to the reload rating for all other crewmembers.

Weapons with a rate of fire listing have either a letter code or a number. These notations are explained below:

SS (Single Shot): This weapon can only fire one round and then must be reloaded.

BA (Bolt Action), LA (Lever Action): These weapons can fire one round per phase. Each time a round is fired from one of these weapons, the bolt or lever must be worked to eject the spent casing and chamber a new round. But this can be done in the same phase in which the weapon is fired.

PA (Pump Action), DAR (Double Action Revolver): These weapons may fire up to three rounds per phase. Pump action refers to shotguns, and involves working a lever between shots to eject the spent cartridge and chamber a fresh one. A double action revolver cocks its hammer with the first part of the trigger pull, then fires with the second. This makes the trigger pull somewhat harder than in a semiautomatic pistol.

SA (Semiautomatic): Semiautomatic weapons may fire up to five shots per action phase. Each squeeze of the trigger fires one round, and the force of its firing automatically recocks the weapon.

Automatic Fire: Weapons with a number instead of a letter code are capable of fully automatic fire as well as semiautomatic fire. The number shown is the number of bullets in a typical burst from the weapon. Each automatic weapon can fire up to either five individual shots or five bursts per fire phase. As a practical matter, however, no character may fire at more than three different targets in the same fire phase.

Reloading: All small arms have a magazine (Mag) listing which consists of a number and, in some cases, a letter code. This shows the type of feed device used for ammunition in the weapon and the number of rounds in it. The most common form of feed device in small arms is a box magazine which attaches through the stock or pistol grip.

Weapons with no letter code after their feed value are fed by box magazines, each of which contains the number of rounds shown.

One reloading action is sufficient to detach an empty box magazine and insert a full one.

Other forms of feed devices are noted by letter code as explained below:

R (Revolver): A revolver's feed device is a nondetachable revolving cylinder which usually holds six bullets. If loaded individually, three bullets can be put into the cylinder per reloading action. If a quick-loader is available (a circular clip holding six cartridges which enables all six to be dropped into open cylinder at once), one reloading action is sufficient to reload the weapon.

i (Individual): Weapons with nondetachable magazines, particularly under-barrel tubular magazines, often have to be reloaded one shell at a time. Up to three bullets may be loaded into an i-class feed device per reloading action.

B (Belt): The weapon, either a machinegun or automatic rifle, is fed by a belt usually containing from 50 to 100 bullets. Two reloading actions are necessary to replace a belt. However, if the machinegun has a two-man crew (gunner and loader), this requirement can be met by both expending one action reloading in the same phase.

C (Cassette): A cassette is a large self-contained ammunition feed system which takes one full turn to replace.



DIRECT FIRE HIT PROCEDURE

Direct fire is one of the two most common forms of combat in the game (the other being melee). In direct fire, the target is visible to the firing character. Both small arms and heavy weapons use direct fire.

Small arms are rifles, pistols, machineguns, shotguns, and the like. Their two principal distinguishing characteristics are that they are generally man-portable and they fire a simple nonexploding round of less than 20mm in diameter. Small arms fire is most effective against living targets, but it can be used against other types of targets, such as vehicles, for instance.

Heavy weapons fire rounds which are 20mm in diameter or greater, and which are capable of containing a significant explosive filler. Most heavy weapons in **Dark Conspiracy** are man-portable. They include such things as grenade launchers, rocket launchers, and some antitank missiles. Other heavy weapons must be mounted on vehicles or heavy field carriages (things such as howitzers). Few combats in **Dark Conspiracy** will involve such large weapons, but rules for their use are included for those rare exceptions.

Heavy weapons use high-explosive (HE) and other similar ammunition to attack living targets and light vehicles, but some may have an array of specialized rounds for attacking armored vehicles.

In direct fire, the chance of hitting a target with individual shots is dependent primarily on three things: marksmanship, range, and recoil. The combination of these factors will produce a D20 chance of hitting a target. The person controlling the firing player rolls 1D20 for each bullet fired. Any die that has a result less than or equal to the necessary hit number means that the bullet it represents has hit the target. Any roll higher than the hit number means that bullet missed.

Automatic Miss: A roll of 17-20 results in an automatic miss when using firearms or any missile weapons.

Marksmanship: All small arms use Small Arms (the appropriate subskill) as their marksmanship skill except for bows, which use the Archery skill. Crossbows use Small Arms (Rifle). Large-caliber guns and howitzers use Heavy Weapons. Grenade launchers use Small Arms or Heavy Weapons, whichever value is greater. All other heavy weapons use the Heavy Weapons skill.

Aimed Shots: An aimed shot is an action that takes place after one action (phase) has been spent aiming the weapon. For an aimed shot to be allowed, the target must be visible in both the aiming and firing phases. Also, the player must declare the target being aimed at. While it is possible to aim at one target and then fire at a different one, the benefits of the aiming action are lost in doing so.

Targeted Shots: Only aimed shots may be targeted; if multiple shots are fired, any shots after the first (or the first three if using a laser scope and within 40 meters) roll randomly to see what locations they hit, if they hit. For instance, a sniper at Medium range aiming at a target's head would have a Difficult: Small Arms task (Difficult for Medium range, modified to Average for aiming, further modified back down to Difficult for targeting a specific location). Subsequent shots in the same action would be counted as unaimed, striking random hit locations.

This option may also be used for anti-vehicle fire, assuming that the aiming action indicates that the firer is bracing and carefully aiming for a specific point on the target.

If successful, the firer may choose the area hit, which determines the armor coverage and the appropriate sub-table-the actual amount of damage done to the vehicle still depends on the AV versus Penetration result on the Vehicle Damage Resolution Chart. If multiple damage results are indicated, both hit the targeted area.

Quick Shots: Any shot that is made without being preceded by an aiming action is considered a quick shot. (This includes shots at a target other than the one originally aimed at.) Even if an aiming action is performed prior to fire, if more than one shot is fired in the phase, only the first counts as aimed; all subsequent shots are considered quick shots.

All quick shots are conducted at one level of difficulty higher than normal (i.e., an Easy difficulty shot becomes Average, an Average becomes Difficult, etc.).

Laser Sights: Laser sights may be fitted to any small arm (at additional cost), and can only be used in semiautomatic fire. Laser sights may only be used at 40 meters or less, and enable up to three shots fired during a phase to count as aimed shots instead of only the first one (all other shots fired in the phase count as quick shots). All other modifiers (movement by target, movement by firer, etc.) still apply. Ultraviolet and infrared laser versions exist.

Range: There are four ranges for direct fire: short, medium, long, and extreme. *The value printed in the range column of the weapons tables is the weapon's short range in meters. Medium range is twice short range, long range is twice medium, and extreme range is twice long range.*

For example, a weapon with a printed range of 50 has a short range of 50 meters, a medium range of 100 meters, a long range of 200 meters, and an extreme range of 400 meters.

It is an Average task versus the appropriate marksmanship skill to hit a target with direct fire at short range. At medium range it becomes a Difficult task. At long range, the task becomes Formidable. At extreme range, the task becomes Impossible. (Remember to always round down.)

Characters firing quick shots at extreme range will be checking versus one eighth their marksmanship skill level (marksmanship quartered for range, and halved again for a quick shot).

Rifle Scopes: Sniper rifles come with a scope fitted to them, and other rifles may be purchased with a scope attached, for an additional price. The printed range on the appropriate tables is for a rifle without a scope. If a scope is mounted, add 15 meters to the printed range figure *when conducting aimed shots.* In addition, aimed shots at extreme range are conducted as if at long range for purposes of hit determination. Note that scopes have no effect on quick shots.

For example, a rifle with a printed range of 75 and a scope would be treated as having, for purposes of aimed fire, a short range of 90 meters (Average task versus marksmanship), a medium range of 180 meters (Difficult task), a long range of 360 meters (Formidable task), and an extreme range of 720 meters (also a Formidable task, because of the scope).

Recoil: Recoil is a measure of how much a weapon kicks when it is fired. This recoil affects accuracy in two ways. First, people tend to flinch in anticipation of the kick. Second, when firing shots in rapid succession (i.e., more than one per phase), recoil moves the weapon off target for all shots after the first.

For the purposes of this game, recoil affects only small arms, not heavy weapons. Each small arm has a recoil value listed for a single shot. If it is capable of automatic fire, it also has a recoil value listed for firing a burst. Whenever a character fires a small arms weapon, total the amount of recoil the weapon generates that phase by multiplying the recoil of a single shot or a burst by the number of single shots or bursts fired.

For example, Nicki has an M60 slung from a shoulder strap and is firing it on full automatic. She fires five bursts for the phase, each with a recoil value of 4, for a total recoil of 20 for the phase. If, instead, she were firing two single shots from a .357 magnum, her total recoil for the phase would be 6 (two shots with a single-shot recoil value of 3).

Once you know how much recoil the weapon generates in a phase, compare the total to the firing character's Strength. If the recoil is equal to or less than the character's Strength rating, fire is resolved normally. If it is greater than Strength, reduce the final hit number (after range, etc.) by the difference.

In the example above, if Nicki has a Strength of 7, the recoil from her shots with the pistol are less than her Strength, so she suffers no negative effects to her shots. If she were to fire three shots, however, recoil would jump to 9, so she would be at -2 to hit. (Recoil effects from autofiring the M60 are figured slightly differently, as explained under Automatic Fire.)

This means that high recoil weapons can physically be fired as rapidly as low recoil weapons, but it becomes much more difficult to hit anything with them.

Pistols: Pistols may be steadied by using both hands and bracing yourself. This may only be done while stationary, and it reduces the printed recoil value by 1.

Two Weapons: Characters who are carrying two weapons at once (one in each hand) may fire either one in a single phase, but not both. For purposes of controlling the recoil of either weapon the effective Strength ratings of such characters are reduced by 10%, rounding fractions down.



AUTOMATIC FIRE

Automatic fire uses a somewhat different procedure from that for individual shots. To determine hits in a burst of fully automatic fire, roll 1D20 for each round in a given burst (the size of the burst is indicated in the ROF column of the firing charts for a given weapon), treating each round fired as an Impossible (i.e., 1/4 chance to hit) Small Arms skill test to hit. Characters may fire up to five bursts a turn, as limited by recoil and their own judgment.

For instance, when Nicki fired the M60 in the previous example, she actually put out 25 rounds in the phase (5 bursts of 5 rounds each, because the M60 has an ROF of 5). Therefore her player would roll a total of 25D20 for hits, were it not for the effects of recoil and range.

The actual number of dice rolled per burst may be reduced by range and/or recoil.

Range: Subtract one die from each three-round burst, two dice from each five-round burst, and three dice from each 10-round burst for each range band beyond short.

For example, a small arm weapon which fired 10-round bursts would roll 10D20 per burst at short range, 7D20 at medium, 4D20 at long, and 1D20 at extreme range. A weapon which fired five-round bursts would fire 5D20 at short range, 3D20 at medium, and 1D20 at long.

Recoil: Recoil is calculated in the same way as for individual shots. If it is greater than the character's Strength, reduce the number of dice rolled per burst by the difference. For weapons with 10-round bursts, reduce the number of dice rolled per burst by twice the difference.

For example, suppose Nicki is firing that same M60 toward a motorcycle gang that is pursuing her and has reached short range. The M60's recoil rating is 2 per burst. Nicki could fire up to three bursts (a total recoil of 6) without penalty. If she fired four bursts, her total recoil would be 8, which is one greater than her Strength of 7, so she would have to subtract one die from each of the four bursts. If she were firing an M249 from a bipod, instead, her total recoil in each case would be the same, but because the weapon fires 10-round bursts, she would have to reduce each burst by two rounds when her total recoil reached 8. Now imagine that the motorcycle gang begins fleeing, and Nicki keeps shooting at them. When they reach medium range, if she fires four bursts from the M60, she will have to subtract two dice from each burst: one for recoil and one for range. If she is firing the M249 instead, she subtracts four dice: two for recoil and two for range.

Danger Zone: The danger zone is the area where characters that are not actually aimed at may be hit by stray bullets from a burst of automatic fire. The danger zone is an area four meters to either side of a line drawn between the firing character and the target, and including all potential targets which are within the same range band as the target.

Once a player had rolled all automatic fire hit dice and noted how many rounds hit, half of the dice which missed (rounding fractions down) are taken and rolled again. Each hit rolled on this second set of dice is a hit on some other target in the danger zone. The referee will assign these hits to the other targets, beginning with those closest to the intended target.

Any dice which missed from this second roll (or half of all dice that missed the first roll, if there were no other potential targets) are set aside and will be used to attack any

character moving through the weapon's danger zone until the character's turn for action in the next combat phase. (if the character would normally receive no action in the next phase, the danger zone lasts only until the end of the present phase.)

Through this effect, automatic weapons fire can be used to interdict movement or keep enemy troops under cover by simply firing through open doorways, over the tops of walls, etc.

Minimum Dice: A three- or five-round burst will never be reduced to less than one die per burst, regardless of the number of reductions made for range and/or recoil. A 10-round burst will never be reduced to less than two dice per burst.

Long Bursts: Some Gatling-type miniguns in future and compatible products have a burst size of 50. Treat this as a 10-round burst for purposes of hit determination, but each hit achieved counts as three actual hits.

Small Arms Expertise: A character can specialize in a specific firearm. The benefit to the specialization is less chance to automatically miss and extra "STR bonus" for controlling recoil.

For instance, Vanna has STR 5, Small Arms (Rifle) skill of 5/10, and has spent 10 experience points to purchase a Level I expertise with her AK-74. Her skill is listed as "Small Arms (Rifle) 5/10: AK-74 I." Her skill with all rifles, including AK-74s, is 5/10, but she gains two benefits when firing an AK-74. First, if she fires with quick shots at a short-range target and rolls a 17 and a 19, she will hit with the first bullet, despite the auto-miss rule, and miss with the second. Second, her adjusted STR of 6 (her own 5 plus expertise bonus of 1) is sufficient for her to handle the recoil of two shots from the AK-74 without fire penalty.

The following table indicates the benefits and experience cost of such specialization. Each specialization must be taken with a specific weapon.

SMALL ARMS SPECIALIZATION TABLE

Level	XP Cost	Auto Miss	STR Bonus
None	—	17-20	—
Level I	10	18-20	+1
Level II	12	19-20	+2
Level III	14	20	+3

MOVEMENT AND FIRE

Movement by either the firing character or the target reduces the chance of scoring a hit.

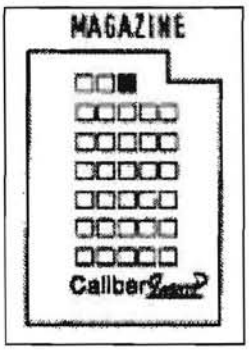
Advancing Fire: Characters may not fire while crawling or running. No aimed fire is possible while walking or trotting, but characters may fire quick shots or bursts. For purposes of controlling recoil, however, a walking character's Strength is reduced by 10% and a trotting character's Strength is halved (rounding fractions down).

Fire From Moving Vehicles: Characters may not conduct aimed fire from a moving vehicle. They may fire quick shots or bursts at one level greater difficulty than normal.

Fire From the Saddle: Characters firing while mounted on a draft animal or saddle horse do so the same as dismounted characters, with two exceptions. First, their

movement category is based on the movement of the animal. Thus, characters on running animals may not fire at all. Second, the marksmanship skill used to determine the chance of hitting with single shots is either the character's appropriate weapons skill or Horsemanship skill, whichever is lower.

Target Movement: If the target is moving 30 meters or more in the current phase, any attempt to hit it is conducted as if at greater than normal range. For normal fire, this merely means one stage more difficult than normal, but for automatic fire, it means that the number of dice rolled per burst is reduced.



AMMUNITION

Every time a weapon fires, it uses ammunition. Players should keep track of the ammunition their characters are carrying. Write down by each magazine the type of bullets loaded and mark off the excess rounds so you know the number of bullets loaded. When a magazine is loaded into weapon, simply circles it and marks off bullets as they are fired. Players can create an ammo box like the one above.

SPECIAL CASES

The following special cases further modify the basic firing rules.

Target Obscured: If the target is partially obscured (in brush, fog, mist, light smoke, etc.) attempts to hit it with direct fire are made at one level greater difficulty than normal.

Firing at Riders: If the target is a rider on an animal, motorcycle, or bicycle, attackers must declare whether they are firing at the rider or the mount. In either case, fire is resolved normally, but if a single shot misses its intended target it has a 10% chance of hitting the other. In the case of automatic fire, misses are rerolled for additional hits in the danger zone as noted above, but half of all such additional hits are taken on the secondary target.

Multiple Modifiers: All modifiers to the number of dice rolled or the range at which fire is delivered are cumulative. However, when firing single shots (either aimed shots or quick shots), all rolls of 17 or higher miss the target and all rolls of 1 hit the target, regardless of the character's skill level or any modifications to it. When a weapon is firing bursts, the number of dice is never reduced to zero.

DIRECT FIRE DEVIATION

Certain weapons, such as rifle grenades and grenade launchers deviate if they miss, when fired in direct fire. The die is rolled for distance and direction in the same way as for indirect fire as noted below; the distance die roll is multiplied by one meter.

INDIRECT FIRE

Indirect fire is generally fired at a target which the firing character cannot see, in which case the firer is directed by a forward observer who can see the target. Only weapons with an indirect fire range (listed on the weapons chart) may use indirect fire. There are rifle grenades, grenade launchers, howitzers, and mortars.

Calling Fire: In order for indirect fire to be possible, the firing character or gun crew must be in communication (usually by radio) with a character (called a forward observer) who can see the target. The target is actually a stationary position; it can be a building but not a moving vehicle (although it can be the place where the forward observer believes the vehicle will be when the fire hits). Before fire begins, the forward observer must talk to the firer for one turn. After fire has begun, the forward observer may want to call in corrections to make the fire more accurate. The same restrictions on both characters' actions apply as with other communication; in particular, the firer may not fire the weapon during the conversation.

Hit Difficulty Level: Conducting indirect fire is a Formidable task versus the Heavy Weapons skill of the firing character or of the forward observer, whichever is less.

Exception: Indirect fire with a rifle grenade or hand-held grenade launcher (M203) is one degree more difficult—an Impossible task, in other words.

Deviation: If the round deviates, the referee determines the distance and direction from the target of the impact point. First the referee rolls 1D20 for distance of deviation. For grenade launchers and rifle grenades, the result is multiplied by 2.5 meters. For mortars and howitzers, it is multiplied by 5 meters. If the indirect fire weapon is firing at greater than half its indirect fire range, double the result of the deviation roll.

After determining distance of deviation, the referee rolls 1D20 and consults the Scatter Diagram on this page to determine the direction of deviation.

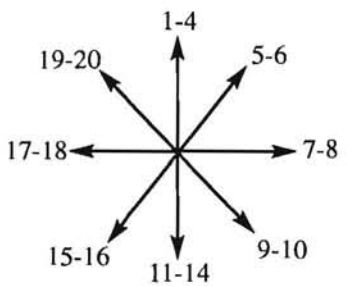
Corrections: If the shot doesn't hit, the forward observer may call in corrections. After each correction, add 2 to the chance of a hit and subtract 2 from the die roll for distance of deviation if the round misses. Thus, four corrections would raise the chance of a hit by 8 and would lower the deviation die roll by 8. A deviation roll of less than 0 is changed to 0. There must be at least one additional shot after each correction before another correction is possible.

Accuracy: There is a maximum limit to the accuracy of indirect fire. The maximum chance of a hit is 14; for rifle grenades and hand-held grenade launchers, the maximum chance is 10. In addition, the deviation distance roll may never be reduced by more than 10; for rifle grenades and hand-held grenade launchers, the roll may never be reduced by more than 6.

Subsequent Shots: If a shot hits, subsequent shots will continue to deviate around the target because of the maximum limits of indirect fire accuracy. If a shot does not hit, subsequent shots will deviate around the initial impact point (not the target). In both cases, the deviation distance roll is reduced by 10 (for most weapons) or 6 (for rifle grenades and hand-held grenade launchers).

For example, Wako has an M203 grenade launcher and a Heavy Weapons skill of 9. His partner, Monty (skill 6), is on a hillcrest watching a group of mercenaries coming up the hill at him. Wako is on the other side of the hill. Monty radios Wako and tells him to fire, giving approximate direction and distance to aim for. Wako fires one grenade, rolling for a 6 on 1D20 (a Formidable task versus the lower of their skills, in this case Monty's). A 10 is rolled, indicating a miss. Now the referee checks for deviation distance, rolling an 16: The grenade misses the target by 40 meters. A roll for direction comes up 12, so the round falls short.

SCATTER DIAGRAM



Wako fires another; this time there is no roll to hit, and the grenade deviates from the point where the first grenade hit. The referee rolls a 6 for distance, reduced by 6, which makes the deviation distance 0; a direction roll is unnecessary and the grenade hits in the same place.

Monty radios a correction, which takes up the next combat turn. This correction increases the chance of a hit to 8 (the base of 6, plus one correction). On the turn following, Wako fires again but rolls a 10, thus missing again. The referee rolls a 12 for distance. Because of the correction, this is reduced to a 10, or 25 meters from the target. A 8 is rolled for direction, meaning the round falls to the right.

The next turn Monty radios another correction and when Wako fires again he has a hit chance of 10. This time he rolls a 5 and hits the target. Having hit the target, all further deviation is around the target, subtracting 10 from the distance roll.

Self-Observed Fire: Firing characters may act as their own observer if they can see the target. (This is done if the target is out of the weapon's direct fire range or if the weapon is a mortar with no direct fire capability.) The rules above apply except that there is no delay for corrections; fire is corrected automatically after every shot until a hit is scored.

Large-Caliber Penetrators: All API (armor-piercing incendiary), APFSDS (armor-piercing, fin-stabilized, discarding-sabot) and APFSDSDU (armor-piercing, fin-stabilized, discarding-sabot, depleted uranium) rounds are large-caliber penetrators. These weapons each have three or four different Penetration values. If there are three values, the first is for both Close and Medium range, the second for Long, and the third for Extreme. If there are four values, they are for Close, Medium, Long, and Extreme, respectively.

The damage column for these weapons is only for attacks against personnel and animals. Body armor does not reduce this damage rating. For damage against vehicles, roll 2D6 and add the total to the weapon's Penetration rating. The result is the attack's final Penetration value.

Meters diagonally, and an eight- meter one counts as 12.

THROWN WEAPONS

Any hard object can be thrown at a target. Hitting the target with an object weighing one kilogram or less, at a distance less than or equal to a character's throw range (as calculated in character generation) is a Difficult task versus Thrown Weapons skill. Long range is twice the normal throw range and requires a Formidable check versus Thrown Weapon. If the thrown object weighs more than one kilogram, the character's normal throw range is divided by the weight of the object to determine an adjusted throw range.

For example, Manfred Vandermark has a normal throw range of 12 meters. It is a Difficult task versus Thrown Weapons for him to hit a target within 12 meters with a one-kilo weight, or within six meters with a two-kilo weight, or within four meters with a three-kilo weight, and so on. He can hit a target within 24 meters with a one-kilogram weight if he succeeds at a Formidable task versus Thrown Weapons. If he wanted to throw a six-kilo weight, it would be a Difficult task up to two meters away, or a Formidable one up to four meters distance.

If a thrown object hits, it causes damage equal to the throwing character's Strength divided by 2 plus the object's weight in kilograms [(STR/2) + weight]. Thrown objects have an armor penetration of Nil.

Exception: A throwing knife will always inflict 1D6 hits, regardless of the range or the Strength of the thrower. Its armor penetration is likewise Nil.

Like other ranged weapons, a roll of 17-20 results in an automatic miss.

HAND GRENADES

Like other thrown weapons, hand grenades are thrown at specific targets. The basic procedure for doing so is exactly as described under Thrown Weapons, above.

If the throw misses, roll for distance and direction of deviation in the same manner as for indirect fire, but multiply the distance of deviation die roll by one meter if within normal throw range, or by two meters if within long range. The total deviation may never be greater than half the distance to the target. Thus, if a grenade is thrown at a target 20 meters away, it cannot deviate more than 10 meters.

A character may throw additional grenades at the same target to increase chances of hitting. If the target does not move, add 2 to the thrower's Thrown Weapons skill for all grenades after the first.

Referees may alter the chances of a hit based upon other factors. For example, a referee might reduce the difficulty level by one for throwing a grenade at a large target like a semi truck, or increase it by one for trying to toss a grenade through a second-story window.

CHEMICAL GRENADES AND ROUNDS

Occasionally, characters will find smoke or tear gas grenades to be useful (or perhaps they will find them being used against them). Smoke and tear gas can also be delivered in rounds from some indirect fire weapons. When a chemical round explodes, the cloud released has a width equal to the round's listed burst radius, and its length is four times that distance. A chemical grenade with a burst radius of 12, for instance, would release a cloud 12 meters wide and 48 meters long. This cloud begins at the point of impact and extends downwind.



If characters are within the burst radius when the round explodes, they have a chance of suffering damage from fragmentation. However, as this burst is designed to spread the chemical cloud (not specifically to cause damage), the explosive force is less than with true explosive rounds. To reflect this, fragmentation damage is restricted to 1D6/2, with a penetration of Nil, and it hits only one random location on a character. (See "Explosions" for an explanation of explosive damage effects, and the Human/Animal Hit Location Chart for hit location procedure.)

Smoke: Smoke is intended to obscure vision; it causes no damage of itself. It can be generated by rounds of HC (hexochloroethane) or WP (white phosphorus, which can also cause burns). During the turn in which the round lands, not enough smoke is emitted to have an effect. For the next six combat turns, however, enough smoke is in the air to obscure visibility. On the seventh turn, the smoke has thinned enough to be of no effect once again. Smoke can also be generated by normal fires.

Tear Gas: As with smoke, a tear gas round has no effect during the turn in which it bursts. For the next six combat turns, however, it can cause temporary choking and blindness.

When characters first come into contact with tear gas, they must make a panic check. If they fail this check, they must flee the cloud and spend one combat turn (not phase) recovering. Also, during each combat turn that characters are in contact with a tear gas cloud, they must make a Difficult check versus their Constitution to avoid being overcome by the gas.

PCs who fail the Constitution check are temporarily blinded and incapacitated by coughing (disoriented, confused, and only able to move at a crawl). They remain incapacitated for 20 turns (but need make no further checks for panic or incapacitation).

Characters who pass both rolls may function normally.

SHOTGUNS

Shotguns may fire either slugs or buckshot rounds. Slugs are fired in the same way as any other small arms fire, using the ratings provided on the small arms chart for the weapon. If the shotgun fires buckshot, however, several special rules apply.

Buckshot may only be fired at short and medium range; it may not be fired at long or extreme range.

At short range, each shot is treated as a normal single shot, but it does 9D6 damage. At medium range, each shot is treated as a 10-round burst of automatic fire (and reduced immediately to 7 dice for being at medium range). Each round which hits does 1D6 damage.

A CAW is a shotgun capable of automatic fire. At short range it rolls 5D20 for hits (as modified by recoil and such things as target movement), with each hit causing 9D6 damage. At medium range, calculate the number of dice normally rolled for a five-round burst (subtracting 2 immediately for being at medium range) and after all reductions are done, multiply the remaining number by 7 to determine the number of D20 rolled for hits. Each hit does 1D6 damage.

Buckshot has a penetration of Nil at all ranges.

EXPLOSIVES AND DEMOLITIONS

Explosives, in addition to providing the bang for high-explosive rounds, are used to demolish structures and breach barriers.

Types of Explosives: For simplicity's sake, these rules deal only with the two most common types of explosives: dynamite and plastic explosive. The units used in these rules are the quarter-kilogram stick of dynamite and the one-kilogram block of plastic explosive. All demolition effects are resolved in terms of the number of demolition points (DP) used. A stick of dynamite has one DP; a block of plastic explosive has six. Plastic explosive is flexible and may be molded to any shape desired or broken into smaller charges of one or more demolition points. Several sticks of dynamite and/or blocks of plastic explosive may be joined to form larger charges.

Setting Charges: Each demolition charge takes 15 minutes (30 turns) to emplace. A demolition charge is defined as one or more sticks of dynamite and/or blocks of plastic explosive connected to each other, up to a maximum weight of 10 kilograms. Additional explosives may be attached as extra charges, but they require additional time to emplace. If several larger charges are emplaced, several characters may work on emplacing them simultaneously.

Setting a charge requires a detonator, and may require fuses or electrical wire. A character must have a demolition kit, or must have improvised the required parts. Improvised fuses/detonators will have a mishap on a D10 roll of 8+. Such a mishap is a hangfire (10-20 on 1D20) or a complete dud (1-8 on 1D10). A hangfire will detonate 1D20/2 phases later than expected; a dud will not detonate at all. The referee will make these rolls secretly.

Setting a charge is an Average task versus Demolitions skill, with failure indicating that the charge does not go off when triggered, and catastrophic failure indicating that the charge goes off while being set.

Radio Detonation of Explosives: Detonating explosive by radio is a risky business, not because it is hard but because it is so easy (some electrical blasting caps can be accidentally detonated by induced current from radio signals). Rigging an explosive to be radio-detonated requires an explosive charge, a standard electrical blasting cap, and a radio detonation receiver (all with the charge), plus a broadcast unit to send the required signal. The task is Difficult: Demolitions or Electronics given proper equipment, Formidable: Demolitions or Electronics given improvised equipment. Ordinary failure means the charge does not detonate. Catastrophic failure means the charge detonates prematurely (at a time determined by referee).

Improvising a radio detonation receiver or transmitter from a normal radio is a Difficult: Demolitions or Electronics task. The task becomes one level more difficult without an electronics tool set.

Tamping: Tamping consists of covering a charge so that the force of the explosion is contained and directed in toward a structure. Tamping must be done with dense or heavy material, such as rocks, sandbags, steel plates, etc. Tamping generally adds five minutes to the time required to set the charge, but the referee may increase this time requirement for difficult tamping jobs. (It is very difficult, for example, to tamp a charge taped to the side of a free-standing girder.)

Effects: Like anything which blows up, explosives have a concussion, burst, and penetration value.

Concussion: It requires progressively larger quantities of explosives to produce a linear increase in concussion. To determine the concussion of a charge, consult the

Demolition Table. This lists demolition points and their corresponding concussions. In reading the chart, you will notice that there are several gaps in the listing of demolition points. The DP value listed for a given concussion is the minimum number of DPs required to achieve that value.

If more precise results are desired, the following formulas can be used to calculate the concussion value of a given demolition charge and the size of charge needed to achieve a given concussion. To determine the concussion of a charge, divide the DP value of the charge by 2, extract the square root of the result, and multiply by 5. To determine the number of demolition points needed to achieve a given concussion, divide the concussion by 5, square the result, and multiply that result by 2.

$$C=5(\sqrt{DP+2})$$

C: **Concussion**
DP: **Demolition points.**

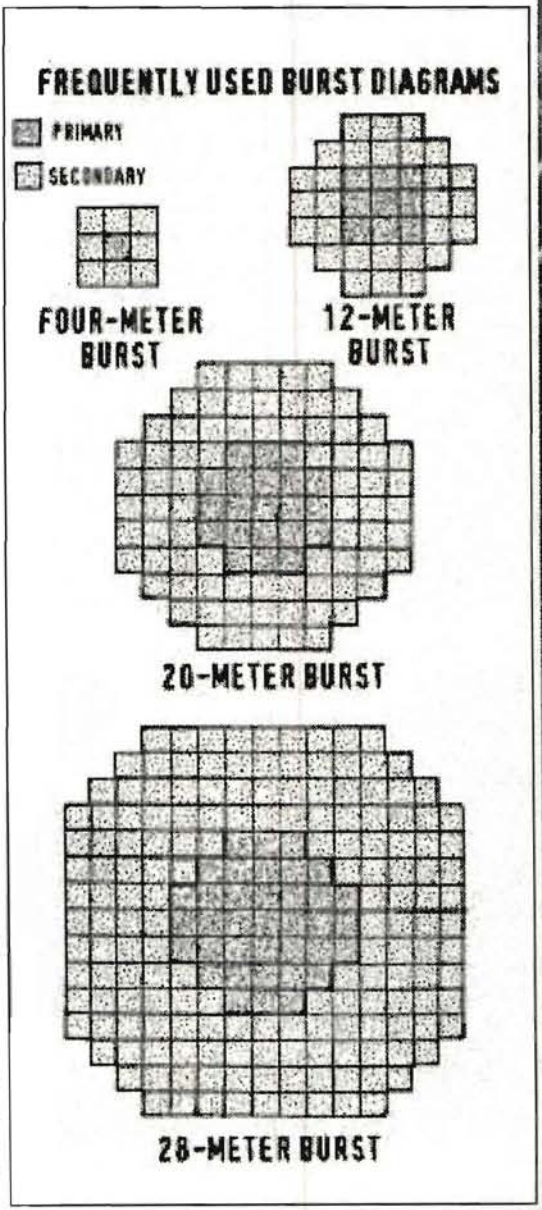
$$DP=2[(C\ 5)^2]$$

C: **Concussion** ***DP:*** **Number of damage points needed to arrive at a certain concussion.**

Burst: Once the concussion of the explosion has been determined, determine the maximum concussion radius of the explosion the same way as for a high-explosive round, as described above. This maximum radius of concussion is also the primary burst radius of the explosion. The secondary burst radius is twice this.

Unlike a high-explosive artillery round, a demolition charge does not contain the material necessary to produce a large quantity of fragments, but these are usually produced by the destruction of the object being demolished. If the demolition charge is simply lying on the ground, it does not produce fragments.

Penetration: The base penetration of a demolition charge is the same as its concussion value, but is modified by its means of emplacement. If the charge is tamped, its penetration is doubled. If the charge is



simply laying on top of or leaning against a structure (as in the case of a thrown satchel charge or stick of dynamite) its penetration is halved. Unlike other explosions, the listed penetration value of a demolition charge is its actual penetration—do not add a roll of 2D6 to it.

Breaching Barriers: Breaching a barrier basically means blowing a hole in it. Demolition charges can be used to breach walls, armor plate, embankments, etc.

To determine the size of the breach made by a demolition charge, first determine its maximum penetration. To do so, divide the penetration value of the charge by the armor value constant of the material of the barrier. This constant is listed on the Armor Equivalent Table. The result is the number of millimeters penetrated by the charge.

For example, a charge with a penetration of 8 would penetrate 40 millimeters of armor plate (8/0.2), 267 millimeters of brick or concrete (8/0.03), and 400 millimeters of stone, packed dirt, or wood (8/0.02).

Next, the actual diameter of the breach made is determined. The diameter of the breach, in millimeters, is the penetration (in millimeters) of the charge minus the thickness (in millimeters) of the barrier.

For example, Vanna wants to breach a 500-millimeter thick (about half a yard) reinforced concrete wall. The character is using nine one-kilogram blocks of plastic explosive (a total of 54 DP). Consulting the Demolition Chart she uses the 50 row for DPs and notes that this has a penetration of 25. She spends an extra five minutes carefully placing and tamping the charge for maximum effect, thus doubling the penetration to 50.

She divides the penetration value of 50 by the reinforced concrete's armor value constant of 0.04, obtaining a total penetration of 1250 millimeters.

Subtracting the thickness of the wall from this leaves a hole 750 millimeters (3/4 meter, or over two feet) across.

Characters should take cover from the blast, as an explosion with a concussion value of 25 will injure characters within three eight-meter grid squares (24 meters) of the explosion, and it will throw concrete shards to twice this distance.



DEMOLITION TABLE

DP	*Concussion/Penetration**
1	3
2	4
3	6
4	7
5	8
7	9
8	10
9	11
11	12
13	13
15	14
18	15
32	20
50	25
72	30
96	35
128	40
162	45
200	50

* Penetration is modified by emplacement. *Tamped:* Pen x 2. *Laying or Leaning Against:* Pen/2.

ARMOR EQUIVALENT

Material	*Millimeters per Armor Value 1*	*Armor Value Constant*
Armor plate	5	.2
Sheet steel	6	.16
Reinforced concrete	25	.04
Concrete and bricks	35	.03
Stone, packed dirt, wood	50	.02
Loose dirt	250	.004

DAMAGE

There are several ways in which a character can be injured as a result of combat.

GUNSHOT WOUNDS

Each hit by gunfire wounds the targeted character. The extent of the injury is determined by three factors: hit location, weapon damage rating, and target protection.

Hit Location: Whenever a character is hit, roll 1D20 and consult the Human/Animal Hit Location Chart. This indicates the body part struck and injured by the shot.

Weapon Damage: All weapons do the same damage at all ranges. The damage value of each weapon is listed (see *Equipment* chapter) and is the number of D6 rolled. Some weapons have a damage value of -1. In this case, roll the die and subtract 1 from the result.

Some weapons fire exploding rounds. These weapons have a damage rating consisting of two separate listings: concussion and burst.

Penetration (Target Protection): If the target is wearing body armor and the bullet strikes a protected body part, the bullet may not be able to penetrate the armor. Flak jackets and Kevlar vests protect both the chest and abdomen. Helmets partially protect the head. If a round hits the head, roll 1D6. The bullet strikes a steel helmet on a roll of 1-3, a Kevlar helmet on a roll of 1-4. On any other result, the round misses the helmet and strikes an unprotected body portion of the head.

Each weapon has a penetration rating that reflects its ability to punch through armor. This rating may consist of the simple notation Nil, indicating that the bullet will be stopped by any armor protection, or it may have up to three different numeric ratings. If so, *the first rating applies to both short and medium range, the second to long range, and the third to extreme range.* If a weapon's penetration drops to Nil at any range band, it remains unable to penetrate armor at longer ranges (which is why no additional entries are made on the charts).

The penetration value of a weapon is the number of damage dice it loses for each armor value that it is required to penetrate. Multiply the target's armor protection by the weapon's penetration value and subtract the result from the weapon's damage value. If the remainder is a positive number, the bullet penetrates and that many dice are rolled for damage. If the remainder is zero or a negative number, the round fails to penetrate.

For example, Marco fires a S&W Model 29 .44 magnum at short range and hits his target in the chest, which is protected by a Kevlar vest. The Model 29 has a damage value of 3, a penetration of 2 at both short and medium ranges, and the Kevlar vest has an armor value of 1. Multiplying the penetration (2) by the armor value (1) and subtracting the result (2) from the weapon's damage value (3) leaves a remainder of one die's worth of damage that penetrated the armor.

Blunt Trauma: When a small arms bullet strikes a person, it packs considerable force, and it will cause injury even if it does not penetrate the target's body armor. This damage is called blunt trauma. *A target suffers one actual point of damage for each die worth of damage absorbed by the armor.* Bullets which penetrate and cause some normal wound damage will still also cause blunt trauma damage.

In the example of Marco firing the Model 29, above, the target would take two points of blunt trauma damage for the two damage dice absorbed by the Kevlar vest.

Cover: Characters and vehicles may hide behind obstacles as protection from fire. If the hit location rolled is covered by the obstacle, the shot has no effect unless it is able to penetrate the obstacle. The Armor Values of Cover Chart gives the armor values of common types of cover.

For example, Marco is under cover behind the corner of a brick building. The referee decides that, since Marco is firing a weapon, his head and right arm are exposed, and that because the corner is actually two walls meeting, the cover value is 9, as. for a thick brick wall. If Marco is hit in the chest, the bullet strikes the building instead, which provides an armor value of 9.

Obviously, damage dice absorbed by cover do not cause blunt trauma injuries against the target character.

Quick Kill: An Outstanding Success in an Armed or Unarmed Melee Combat roll (or a roll of 1 if the attacker has any appropriate skill at all, but too low to get an Outstanding Success) cripples the body area that is hit by the damage. If hit in the head, torso or abdomen, an NPC is dead or critically wounded. Since surprise attacks automatically hit, roll anyway to see if the hit is an Outstanding Success (Average: Unarmed or Armed Combat). For automatic fire, roll only once per phase (regardless of the number of shots that hit). This rule should be applied only to NPCs. It is recommended that PCs who suffer a killing wound instead suffer enough damage to increase the wound level of the head or chest to at least serious if unwounded (and critical if already serious), and in addition take the normal damage inflicted by the round.

SLAP Rounds: Note that the M2HB machinegun may fire the special SLAP (Saboted, Light Armor Piercing) round in addition to its normal ammunition. Characteristics of the SLAP round are the same as the normal .50 BMG round except that the penetration is superior.

ARMOR VALUES OF COVER

Cover	*AV*
Sandbag (250mm)	5*
2" wooden plank (50mm)	1
Timber house wall (200mm)	4
Cinderblock wall (300mm)	9
Stone wall (300mm)	6
Thick stone wall (600mm)	12
Brick wall (100mm)	3
Thick brick wall (300mm)	9

* Per sandbag. ** Per 250mm.

HUMAN/ANIMAL HIT LOCATION CHART

Die Roll	*Biped and Prone Biped*	*Quadruped*
1-2	Head	Head
3-4	Right Arm	Forequarter
5-6	Left Arm	Forequarter
7-8	Chest	Forequarter
9-10	Abdomen	Chest
11-12	Abdomen	Chest
13-14	Right Leg	Abdomen
15-16	Right Leg	Hindquarter
17-18	Left Leg	Hindquarter
19-20	Left Leg	Hindquarter

Biped: Table assumes front/rear shot. For side shots, far side hit equals near side hit.

Prone Biped: Table assumes top shot (shooting down onto target). For side shots, far side hit equals near side hit. For front shots, a leg or abdomen hit equals a miss. For rear shots, a head, arm, or chest shot equals a miss.

Quadruped: Table assumes side shot. For front shots, a hindquarters or abdomen hit equals a miss. For rear shots, a head or forequarters hit equals a miss.

BURNS

Characters may suffer burn damage from exploding vehicles, flamethrowers and other pyrotechnic weapons (WP grenades, etc.), and open flames.

Characters come in contact with burning fuel by being inside or near a vehicle when its fuel tanks explode. The primary burst radius of an exploding vehicle is 1.2 meters. All characters inside the vehicle when it explodes are covered with burning gasoline.

PCs come in contact with burning fuel from a flamethrower if hit by a burst from such a weapon.

Characters come in contact with thermite or white phosphorus when they are hit by fragments from the explosion of one of these types of shell or grenade. Whether the character is hit and by how many fragments is determined exactly as for normal fragments, as explained in the explosions rule below, but if a character is hit by a fragment, burn damage is suffered instead of a normal wound.

Characters come in contact with open flames when moving through a burning structure or a grass fire, usually to escape, but perhaps to rescue a wounded companion.

The amount of burn damage caused is determined by the temperature of the flame and the length of exposure.

Temperature: Thermite and white phosphorus cause 2D6 damage per second in contact with a body part. Burning gasoline causes 1D6 damage per second in contact with a body part. Moving through a burning structure or grass fire causes 1D6 damage per phase per body part in proximity to the flame.

Exposure Time: In the case of open fires, the exposure time is measured in terms of combat phases actually in close proximity to the fire. In the case of burning fuel, exposure time begins at the start of the combat phase immediately after the character was hit. Characters hit by burning fuel will instantly begin attempting to extinguish the flames. *They will make one such attempt per second in the phase, as an Average test versus Agility.* Each successful attempt extinguishes the flames on one body part (character's choice of which body part), although characters still suffer burn damage during the second in which they extinguished the flames.

For example, Sybil's minicopter has been shot out of the air, and as Sybil crawls from the wreckage, the fuel tank explodes, spraying her with blazing fuel. She begins rolling on the ground in an attempt to extinguish the flames, but in the first second she fails to extinguish any fires and takes 1D6 damage to each hit location. In the second, she manages to smother the flames on her head, but still takes 1D6 in all locations. In the third second, she extinguishes her right arm, then takes 1D6 damage to each location except her head (which was extinguished one second ago). At the end of the next second, she will take no damage to head or right arm, and so on.

A character who suffers sufficient damage to lose consciousness partially through a phase (perhaps after three or four seconds) will remain conscious until the end of the phase and can continue to work at extinguishing flames until then.

Other characters may help extinguish the burning character, making one attempt per second of the phase in the same way as described above.

Protection: Any sort of helmet will protect the head from an open flame. Blazing fuel will bum through a helmet, or its heat will be conducted through after one turn. The helmet may be removed and discarded in one second without need for an Agility check. Flak jackets and Kevlar vests will protect characters from open flames, but they will catch fire if contacted by burning fuel.

EXPLOSIONS

Many types of ammunition do damage mainly by virtue of their kinetic energy, their impact, in other words. (Of course, the holes that they create in their targets tend to have an important effect, as well.) In this section, however, we will delineate the effects of explosive ammunition.

Descriptive Terms: The power of an explosion is described by two ratings: concussion and burst. Concussion is the effect of the massive overpressure wave generated by the explosion, while the burst radius is the area filled with small, high-energy fragments, often called shrapnel. These jagged metal fragments can cause severe injury, but they lose energy quickly due to their eccentric ballistic shape, and thus do not travel anywhere near as far as a bullet.

Concussion: Concussion can affect part or all of the body, so the number of concussion damage dice called for are rolled and divided evenly among the various body parts. Simply divide the total damage suffered by seven (representing the seven hit locations) and add that many points to each body part. All points left over which are not evenly divisible by seven are added to body parts as instructed by the referee. At least one of the extra points should be added to the head, and the remainder should be distributed on the side facing the explosion or on any previously injured part.

The listed concussion value for an explosion is the number of damage dice rolled if a character is in physical contact with the explosion. Characters not in physical contact but within the same eight-meter grid square as the explosion suffer half this concussion (rounding fractions down). Characters in an adjacent eight-meter grid square receive one-quarter of the original concussion value, rounded down, and so on until the concussion is reduced to 0.

The following example table shows the reduction of concussion damage at successive ranges for an explosion with a concussion value of 30.

Range	*Concussion*
Contact	30
Same square	15
1 square	7
2 squares	3
3 squares	1
4+ squares	None

Cover: Characters completely under solid cover, such as behind a thick wall, completely inside a trench or foxhole, or inside an armored vehicle, do not suffer the effects of concussion. Characters under partial cover (such as partially behind a wall, in a foxhole, or in the hatch of an armored vehicle) or prone, halve the concussion value of any attack on them. (This does not apply to explosions which are in physical contact with them, such as grenades dropped into their laps.)

Fragmentation: The burst rating for an explosion is its primary fragmentation radius, the area saturated with a high density of fragments. The secondary burst radius, which has a lower concentration of fragments, is twice this. Primary and secondary burst radii are expressed in meters but are stepped in increments usable with the tactical grid system. Explosions with a burst rating of four meters, for example, include the impact square in the primary burst radius and the surrounding adjacent squares in the secondary burst radius. Explosions with a burst rating of 12 meters include the impact square and all adjacent squares in the primary burst radius, the next two squares out in the secondary burst radius, and so on.

Hit Procedure: Roll 1D20 for each character within either the primary or secondary burst radius of an explosion. Characters within the primary burst radius are hit by multiple fragments on a roll of 1-6, a single fragment on a roll of 7-13, and no fragments on a roll of 14-20. Characters in the secondary burst radius are hit by multiple fragments on a roll of 1-4, a single fragment on a roll of 5-9, and no fragments on a roll of 10-20.

If a character is hit by multiple fragments, roll 1D6 to determine the number.

Damage and Penetration: Fragments do damage as small arms fire. Fragments closer to the explosion are more dangerous than those farther away. Fragments in the primary burst area do 2D6 damage and expend 1 damage die per level of armor value (AV) struck. (Thus, they may penetrate AV1 and still do 1D6 damage.) Fragments in the secondary burst area do 1D6 damage and will not penetrate armor.

Explosive Rounds: When a high-explosive round (HE, HEAT, etc., any round with a "C" penetration) hits a living target, roll a number of D6 damage dice equal to the round's penetration or concussion value, whichever is greater, and apply the entire damage rolled to the hit location that received the impact.

Penetration: All exploding rounds have a listed penetration value expressed as the minimum armor value of penetration. The actual penetration of the round is the listed penetration plus the roll of 2D6 (except for rounds with a listed penetration of Nil). If the target was a vehicle, compare this to the armor value of the target vehicle and consult the Vehicle Damage tables for details.

FALLING DAMAGE

Characters falling or jumping from a height may take damage upon hitting the ground depending on how high they start. This damage is equal to 2D6 per meter fallen, and is distributed according to the hit location chart as follows: Roll three locations. The first location takes half the total damage points, the second location takes one quarter the total, and the last location takes the remainder. If the same location is rolled twice, it takes additional damage accordingly. It is possible for the same location to receive full damage.

Damage from falls can be reduced by Agility: Roll a number of D6 equal to the numerical value of the character's Agility and reduce the damage by that amount (removing damage points from locations at the character's discretion). Unconscious characters may not use their Agility in this manner, and characters who burdened may only use half their Agility (round down) in this manner.

Referees may adjust the total number of damage dice at their discretion to reflect factors such as soft surfaces (deduct several dice for landing in soft snow or mattresses, double the dice for landing on a metal picket fence or sharp rocks, etc.)

Falling off or out of a moving vehicle can also be damaging. if a character falls off or out of a moving vehicle, the character takes damage as it he fell one meter per 10 meters of combat move/7 kilometers per hour of speed.

Example: Frank bails out of a hovering helicopter at four meters altitude, landing on normal ground. Frank takes 8D6 damage, translating into 33 points to three locations (left leg, head, and head). His left leg takes 16 points, and his head takes 17 points of damage. Frank's Agility of 3 allows him to subtract 3D6 from the damage. Frank rolls a 6. Even subtracting all of this from the head leaves 11 points there. Frank's head isn't that hard (CON 5), and he's unconscious.

The helicopter moves on, and Dave jumps out when it's not quite so high off the ground. Unfortunately, the helicopter is moving fairly swiftly (20 meters combat move) and Dave doesn't wait for it to stop. The fall is only three meters, into a big bush (subtracting 1D6 from the fall), so Dave takes 5D6 damage for 7 points to his right leg, 4 points to his chest, and 3 points to his abdomen. Dave's Agility is 4, so he subtracts 4D6 from the damage he took. He rolls 12, and subtracts the damage from his chest and abdomen and takes all but 2 points from his right leg.



POISON

Some creatures, such as vipers, do little actual damage with their claws and/or teeth, but are able to inject poisons into their prey Damage listings for these creatures are given in the form of a number followed by a small *p* (for *poison*) then another number. The first number represents the number of hits actually done by the delivery system (fang, stinger, etc.). If these hits are negated by armor, then no damage is suffered from the poison. However, if any damage does get through the armor, the target takes that damage on the round in which was hit, and on each succeeding round it also takes damage from the poison. Poison damage is always applied to the target's chest, and it is expressed as a number of dice, as indicated by the number following the *p*.

For example, imagine that Octavius has been stung by assassinoids twice in the right arm, once in the head, and once in the chest, which is protected by a flak jacket. Assassinoids have a damage rating of 1p1, so on this phase Octavius takes two points of damage to the arm and one point to the head, but the jacket stops the chest wound. On the next phase and each thereafter, Octavius will take 3D6 points to the chest, from the wounds to head and arm.

For simplicity's sake, poison damage is considered to continue until the character's chest wound level becomes critical. If the referee desires more realism (and more complexity) each poison wound can be considered to cause damage for 12 phases (one minute), after which the toxin becomes dispersed enough to lose its potency.

CHAPTER SEVEN

Wounds & Healing

Wounds cause a variety of effects, some temporary and some more lasting. Those effects are explained here.

KNOCKDOWN

Characters who suffer more points of damage in an action phase than their current Agility are knocked down and may not conduct any other actions for the rest of the current turn. Concussion damage counts the same as gunshot and fragmentation wounds for determining knockdown, but burn damage and cumulative poison damage do not.

STUN

Any damage to the head, including burn damage, has a chance of stunning a character. To avoid stun, roll 1D6 and add the damage suffered from the wound. If the result is equal to or less than the character's Constitution, the character is unaffected. If the result is greater than the Constitution rating, the character is stunned and remains unconscious for a number of combat turns equal to the amount by which the total exceeded the Constitution rating.

For example, Tiger Jones suffers a 3 point wound to the head and rolls a 6, for a total of 9. His Constitution is 7, so he is stunned (unconscious) for two combat turns. Not surprisingly, stunned characters are also considered to be automatically knocked down.

WOUND SEVERITY

There are four levels of wound severity: scratch, slight, serious, and critical. If one of a character's body parts has taken damage less than or equal to half its hit capacity (round down), it is "scratched." If one of a character's body parts has taken damage more than half of its hit capacity up to equal to its hit capacity, it is slightly wounded. If it has taken more damage than its hit capacity, but less than or equal to twice its capacity, it is seriously wounded. If it has taken damage in excess of twice its hit capacity, it is critically wounded.

If a character takes enough damage from a hit to immediately take a part of his body from unwounded to slightly wounded, the effects of a scratch wound are superseded by the effects of the slight wound.

Scratch Wounds: Scratch wounds mainly represent the initial shock of suddenly being *hurt*. The first time that a character takes damage during combat, he loses his next action. Characters never suffer more than one lost action per day (24-hour period) for scratch wounds, regardless of how many they suffer in a combat.

Slight Wounds: A slight wound immediately reduces the character's Initiative rating by 1 point. However, characters never suffer more than one Initiative reduction for slight wounds, regardless of how many they suffer. Slight wounds have no other effect on combat, although the referee may decide to penalize actions making use of slightly injured arms or legs.

Serious Wounds: A serious wound reduces a character's effective Strength by half (rounding the final Strength rating down) and causes an additional immediate 2 point reduction of the character's Initiative rating (for a total of three, including the slight wound reduction). Characters whose Initiative ratings are reduced to 0 or less may not take any further actions during this combat.

Characters who suffer a serious injury must also make an Impossible roll versus Constitution rating to avoid losing consciousness. The roll must be repeated every combat turn in which the character attempts to conduct any activity. A serious injury to the head automatically causes loss of consciousness. Unconscious characters make an Impossible roll versus Constitution rating at the start of each combat turn to attempt to regain consciousness.

Finally, a serious wound to the leg or arm causes the character to lose the use of that limb until it is healed.

Critical Wounds: A critical head injury causes immediate death. Critical injuries to other body parts cause immediate loss of consciousness and require medical attention within 10 minutes or the character will die from loss of blood.

Characters who lose consciousness due to a critical wound make a percentile roll against their Constitution at the start of every other combat turn to attempt to regain consciousness. Once such characters regain consciousness, their Strength is halved (round down) and they also receive an additional immediate 2 point reduction to their Initiative rating. Characters whose Initiative ratings are reduced to 0 or less may not take any further actions during this combat.

HEALING

Each of the body's seven hit locations may be wounded to one of four levels: scratch, slight, serious, or critical (as explained above). In general, as wounded body parts heal, their wound level decreases through those levels in reverse order until they are no longer wounded—critical heals to serious, serious heals to slight, and slight heals to unwounded (healed). (Scratch wounds, though, are a special case.) When a wound level decreases from critical to serious, the damage points are reduced to the mid-point of the serious level. When a wound level decreases from serious to slight, the damage points are reduced to the mid-point between slight and zero (which is technically the high mark for the scratch wound level—but the scratch wound level is ignored once a wound reaches slight, so this status is still considered slightly wounded). When a wound level decreases from slight, it reduces to unwounded.

For example, Hadyn Nakamura's arm has a hit capacity of 28 points and has taken 32 points of damage. It is seriously wounded. When it heals to slightly wounded, the damage points are reduced to 14, which is halfway between the top end of the limb's slightly wounded status and zero.

Penalties caused by a wound level (such as Initiative reductions) remain in effect until that wound level is reduced to the next level (at which point penalties for the next level remain in effect).

FIRST AID

It is best to treat wounds as soon as possible after they are incurred. In order for first aid to be effective, it must be applied within six turns of the time the wound was received. Effective first aid will reduce a critical wound to a serious one, or reduce the healing time of a serious wound by two days. First aid has no effect on slight or scratch

wounds, except to prevent infection. To administer first aid to damage caused by poison requires an antivenin autoinjector or a doctor's medical kit (which contains them).

First aid is a Difficult: Medical task, assuming a doctor's medical kit is on hand. If such a kit is not available, the task becomes Formidable. Conscious characters can attempt first aid on themselves.

STABILIZING CRITICAL WOUNDS

Critical wounds must be stabilized within 10 minutes or the injured character dies. (Remember, though, that death is automatic with a critical wound to the head.) Stabilizing a critical wound is a Difficult: Medical task, but certain types of equipment add points to the effective skill level of the character performing the treatment. Blood plasma, strong sedatives, or a medical kit of some sort each add +1 to the skill level, and these things can be used in conjunction with one another for a collective bonus. In a hospital or clinic setting, whole blood may be used instead of blood plasma, for a bonus of +2 instead of +1.

BASIC HEALING RATE

A character without medical attention may heal from a slight wound level to unwounded in three days. To go from serious to slight takes four days, and from critical to serious takes one week. Note that healing of various body parts goes on simultaneously.

For example, on Monday, Pigeon is nearly eaten by a humongous sewer-dwelling alligator and receives a slight wound to his head, a serious wound to his chest, and a critical wound to each leg. An ambulance team stabilizes his critical wounds, and Pigeon's roommate takes him home to recover.

Three days later, on Thursday, his head wound has healed. By Friday, his chest wound has reduced to slight. On the next Monday, both critical wounds reduce to serious, and his slight chest wound reduces to unwounded (it has been three days since Friday). Four days later, on Friday, both legs reduce to slight, and Pigeon gets in a fight with his roommate, taking another slight wound to the head. By the next Monday, all three slight wounds have healed completely. Now Pigeon is totally ready to go out and get himself all messed up again.

RECOVERY FROM SCRATCH WOUNDS

Scratch wounds require 24 hours to heal to an unwounded state. If a scratch wound is taken to a body part, and then further wounds to that body part during the day push that body part's wound level to slight, the rates and rules for healing from a slight wound are used. Slight wounds do not heal to a scratched state, they heal to unwounded without passing through the scratch wound level status.

MEDICAL CARE

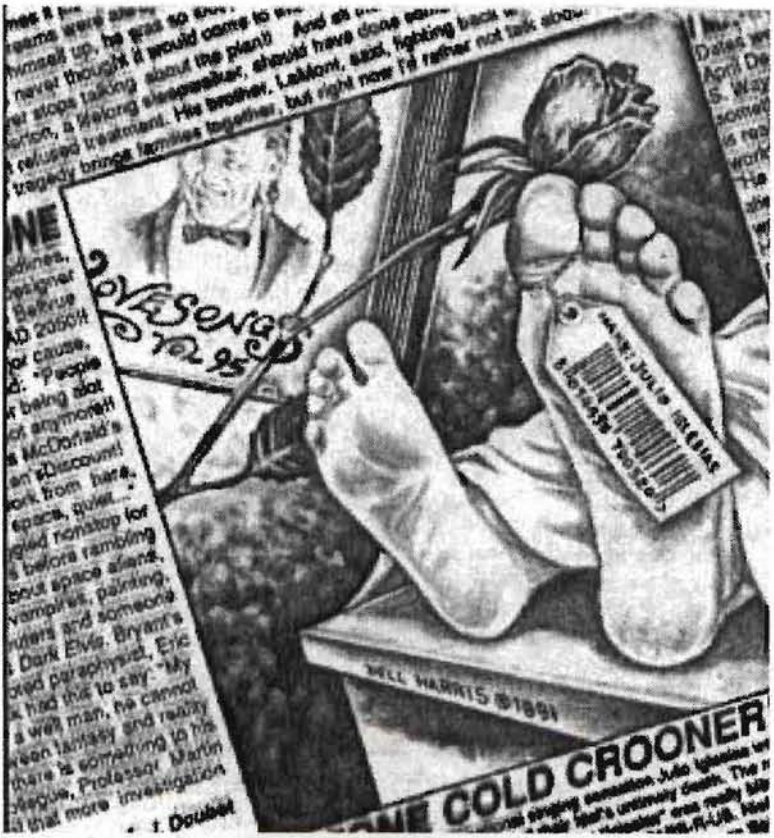
Medical care and supervision will increase an injured character's basic healing rate. If a character is under successful medical care while healing, two days are trimmed from each stage of healing. In other words, critical wounds heal in five days, serious wounds in two days, and slight wounds in one day. (In the example above, Pigeon would have healed completely in eight days, rather than two weeks.)

Successful medical care requires two things. First, the caregiver must spend half an hour per wound level, per body area damaged, per day, tending to the wounds. (For instance, when Pigeon was first injured, he would require four and a half hours of care per day. When he reached only three slight wounds, only an hour and a half of care was required per day.) Second, once per day the caregiver must pass an Average: Medical check. If no medical equipment is available (a doctor's kit is minimum), then the task check becomes Difficult.

Failure means that one of the two days' worth of time to be saved was lost. In other words, if the task is failed one day during the treatment period, only one day is saved from the normal healing time. If the task is failed twice, no days are saved. Failing the task a third time (or more) does not add time to the basic healing rate unless a catastrophic failure is rolled on this third check (or beyond).

TREATING POISON WOUNDS

Poison wounds can be treated just like regular wounds, with the exception that either a doctor's kit or an antivenin autoinjector is essential rather than optional and confers no bonus point to the task. note that a successful first aid roll has the normal effect on wounds incurred and halts any further damage from the poison.





ADEQUATE DIET AND SHELTER

If the referee decides that a wounded character has inadequate food or shelter, each wound level will require an extra day to reduce to the next level. These penalties are additive, meaning that a character with both inadequate food and inadequate shelter will take two extra days to reduce each wound level. For instance, imagine that Pigeon, in the example above, is hiding out in an abandoned warehouse and subsisting on nothing but water and a case of stale cheese crackers. This is certainly inadequate diet, so he'll suffer an additional day to heal each wound level. If the weather is cold, the heatless warehouse will also qualify as inadequate shelter, so Pigeon will require two extra days to heal each level. Now, instead of healing his slight head wound on Thursday, it will take until Saturday, the serious chest wound will take until Sunday to become slight, and the two critical leg wounds will take until the next Wednesday to reduce to serious.

SURGERY

Surgery can reduce a critical wound drastically. Like any other medical care, it will usually be performed at a hospital, where all necessary equipment is available and quality post-operative care is available. But occasionally a character might have reasons for not going to a hospital for this care (such as insufficient money, or being sought by assassins). In these cases, a friend might be asked to perform the surgery.

Surgery can only be performed by someone with at least Medical 3, and it requires the use of surgical instruments. It is a Formidable task versus Medical to reduce a critical wound to serious, but if the task roll is successful, the reduction occurs immediately after surgery is completed. The use of blood plasma and local anesthetic each add +1 to

the surgeon's effective Medical skill, and are cumulative. If whole blood is used instead of plasma, it adds +2 to the effective skill level. Total anesthetic adds +3 if it is used instead of local anesthetic.

Only one surgery attempt can be performed per critical wound. Failure means that the wound remains critical. Catastrophic failure can result in extra healing time, loss of limb, or loss of life, depending upon the hit location receiving surgery, the severity of the critical failure, and the referee's judgment of the situation as a whole.



CHAPTER EIGHT
Equipment

Equipment listings in **Dark Conspiracy** include an availability code next to the price. The availability code is in two parts. The code to the left of the slash means availability status without contacts; the code to the right of the slash means availability with contacts. The abbreviations are: V=very common, C=common, S=scarce, and R=rare. A dash means unavailable except at referee's discretion. Weight remains the same in all versions.

CONSUMER GOODS

These are items available to wealthy consumers in **Dark Conspiracy**. While most are unworthy of the truly rich, they are quite popular among the merely rich and people who like to put on airs.

Holographic Art

In some circles, holographic wall still-lifes and family portraits are the latest rage. As well, many people have taken to having holographs made of deceased loved ones before interment in order to maintain a feeling of "remaining close" to them.

Wt: 0.1-20 kg

Price: $250-70,000 (S/C)

Holostars

Holostars are artificially star-shaped gems that hold holographic scenes at their centers. Typically, the image is of a love one—making the object something of a combination between a piece of jewelry and a locket. Some are tastefully done, but a great many are rather tacky.

Wt: 0.05 kg or less

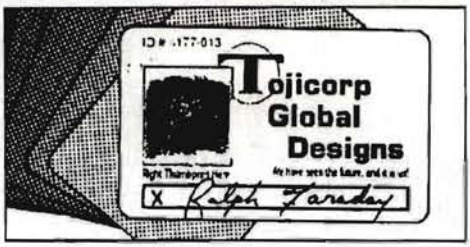
Price: $20-5000 (C/V)

Interactive TV

Interactive TV is a service option available to cable users. It costs about $100 extra per month but allows a subscriber to conduct almost all forms of business by television, much the way computer users do with the business internet service. Interactive TV also allows users to participate in real-time, at-home, audience-involvement programming, which ranges from game shows to call-in video conferences (for those users with teleplexes).

Wt: 0.1 kg (connection box with keypad)

Price: $350 start-up fee, plus $100 per month (C/V)



Opticards

Opticards are the newest financial "convenience" in North America, currently being offered by the new conglomerate Visamericard Credit Corporation. Each Opticard contains a datachip with the individual's complete transaction record. This record includes not only the amount of money of every transaction, but the time, place, and vendor with whom the business was conducted. For individuals who subscribe to interactive TV or who use the business internet computer services, the card activity is integrated with those services.

The Opticard credit line is always set at one-half the user's net worth (all assets integrated). This credit can be drawn as cash or applied to purchases. The cards are color-coded to indicate credit levels, which means they also serve as indicators of income and general status.

The list below ranks the cards in descending order of importance/credit.

OPTICARD TYPES

Color	*Credit Line*	*Falsification**
Black	$5M+	Not possible
Platinum	%500K-5M	One-eighth skill test
Gold	$10K-500K	Impossible
Blue	$1K-10K	Formidable
Yellow	$500-1K	Difficult
Gray	$0-500	Average

Abbreviations: K=thousand, M=million

* Test versus lower of Forgery and Electronics. Assumes the availability of an electronics kit.

Currently, most individuals with Opticards receive them through a sponsoring megacorporation. Many consider the cards to be the ultimate financial convenience. Others see them as an insidious megacorporate strategy to ensure control of their employees.

Wt: 0.01 kg

Price: None (S/V)

Teleplex

The teleplex is a multi-purpose communications/data station common to the houses of the wealthy and the intelligentsia. It is a combination TV, VCR, modem, video telephone, and answering machine. Computers can be added to the system by modern or dataport connection.

Individuals with teleplexes do not need newspapers; they download them onto digital video disks or straight onto a data disk.

Wt: 26.5 kg

Price: $17,300 (R/S)

Variable Glasses

Variable glasses have dynamic oil lenses whose curvature can be adjusted by the user, allowing for prescription changes as needed, as well as for temporary magnification. The oil is contained between two thin, semirigid membranes; adjusting the tension on these membranes is what changes the lens' curvature.

While the spectacles are currently experiencing great popularity, there are several consumer reports connecting the lenses to accelerated eye degradation, apparently as a result of eye strain due to improper settings.

Wt: Negligible

Price: $550 (C/C)



Wall Screens

Wall screens are color, LCD screens that can be used as computer displays or television screens. A popular basic setting for wall screens are landscapes—most of which are live scenes, transmitted via cable or direct broadcast (satellite) channels. Some are unchanging views of a certain part of the world (coastlines, coral reefs, city centers, and views from orbit are all popular). Others offer a changing number of such scenes, usually nature-oriented "beauty shots" from around the globe. Also offered are animation, fractals, and computer-generated interplanetary or interstellar voyages.

Among gnomes, the screens are plasma instead of LCD. And instead of computer-generated space voyages, the biggest recent fad is live views of Jupiter and its moons in motion. A broadcast satellite was recently inserted into Jupiter orbit specifically for this purpose.

The weight and prices below are per square meter of visual surface.

Wt: 13 kg

Price: LCD: $5500 (S/C), Plasma: $26,000 (—/R)

DOCUMENTS

Genuine documents can be obtained through the normal channels for such things, and usually involve only nominal fees. Weight is negligible in all cases.

Forged Passport, Ordinary Identity Papers, etc.

Price: $1500 (—/S).

Forged Security Pass

Unavailable except through criminal, police, or government connections. Price depends on sensitivity of installation the pass gives access to (referee's discretion).

Price: $10,000-100,000 (—/S).

Other Forged Document

The referee may change the price or availability for extremely rare or hard to duplicate documents.

Price: $1000 (—/S).

Security Pass

This is a piece of plastic approximately eight centimeters by five centimeters. It carries a photo of the bearer, fingerprints, and a bar code that can be read by security robots and electronic locks. The bar code is generated by machine that encodes a retina scan of the bearer, meaning that the challenging machine must also take a retina scan and compare it with the card for complete identification. Scanning machines can do this from a distance of up to one meter. The machine works fast enough that several scans can be made in a few hundredths of a second, minimizing potential for error.

Unavailable except through proper channels.

Price: None

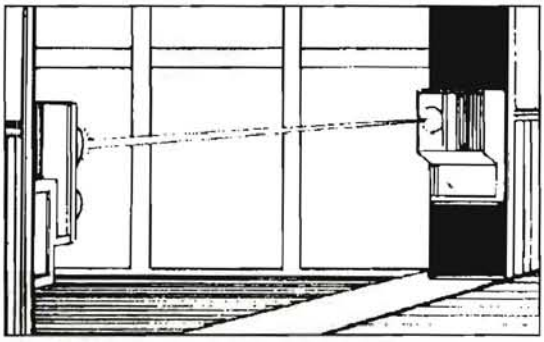
ELECTRONICS

Alarm, Beam

The beam alarm is a two-piece system incorporating a beam generator and receiver. Interruption of the beam (e.g., a person walking through it) triggers the alarm.

Wt: 7 kg (*Generator:* 5 kg, *Receiver:* 2 kg)

Price: $700 (C/V)



Audio Recorder, Xomax (Simple)

This is an inexpensive cassette recorder/player (Indonesia makes the best ones), available at any shopping mail electronics store. It uses standard audio recording cartridges.

Wt: 0.3 kg
Price: $75 (V/V)

Broadcast Monitoring Equipment

This kit, combined with an electronics repair too kit, permits characters with Electronics skill to listen in on cellular phones, radio, etc., provided the operating frequency of the device is known.

Wt: 1 kg
Price: $400 (R/C)

Bug-Detecting Tools

This kit (about the size of a briefcase) contains several sophisticated electronic devices designed to detect the most common bugging devices and partially or completely neutralize them. All bugs (whether broadcasting or not) emit certain distinctive forms of radiation which can be detected if the operator knows what to look for. Once located, bugs can be physically dug out and destroyed, neutralized with jamming signals (a signal generator is included), or masked with a white noise generator (also included).

Locating an Eavesdropper I bug without these tools is a Formidable: Observation. No other bug may be located without these tools.

Locating an Eavesdropper I bug with bug detecting tools is Average: Electronics. Locating an Eavesdropper II bug with bug detecting tools is Difficult: Electronics. Locating an Eavesdropper III bug with bug detecting tools is Formidable: Electronics.

Wt: 6 kg
Price: $2400 (R/C)

Camera, Kodak-Disney EZ Snap Still

This is a fixed focal length, plastic, disposable instant camera (made in Singapore). No film to buy (it's inside); you take the whole shebang to a fast photo developing booth at the mall, drop the camera in the slot and out come the 24 pictures five minutes later (development and printing fees are included in the price of the camera).

Wt: 0.3 kg
Price: $10 (C/C)

Camera Set , Nikon DLR-35 Advanced Still

This is a sophisticated 35mm SLR camera, and a set of professional accessories (telephoto lenses, filters, and so on). It uses film, unlike the disposable camera. The kit also includes a compact darkroom setup to enable the user to develop and print photographs. Everything comes packaged in a padded shoulder bag.

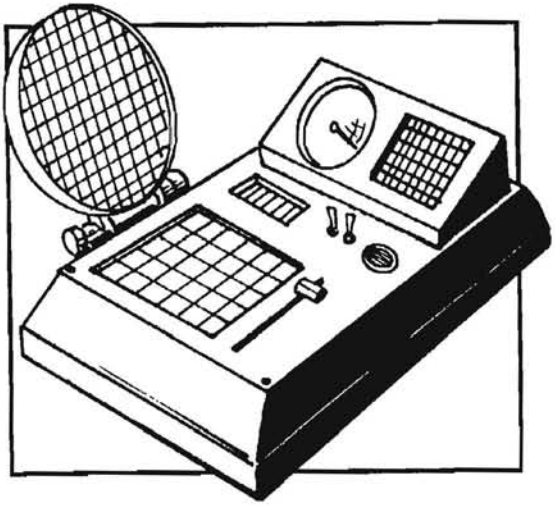
Wt: 3 kg
Price: $850 (C/C)

CompuAID

A CompuAid (*compu*ter *a*udio *i*nput *d*evice) is an "add-on," expert-system package that includes the hardware and software necessary to allow a user to input computer data vocally, rather than with a keyboard. CompuAID requires at least 2.5 megabytes of dedicated RAM to function, and it takes a few days to set up properly (as it "learns" the user's vocabulary and pronunciation).

Wt: 1.8 kg

Price: $14,200 (S/V)



CompuNav

CompuNav (*compu*ter *nav*igation) is an inertial location system that continually updates the user's position on a mapping program (usually used with a laptop or palmtop computer). If up/downlink capabilities are possessed, satellite cross-checks are possible to keep the system perfectly accurate (a small service fee is charged by the communication company owning the satellite). Update chips are available as cartographic actualities change (which is quite frequent in the world of **Dark Conspiracy**). The same information revisions can be downloaded via various on-line data services.

Consequently, CompuNav is a must for the wary traveler. Note, however, that while downloaded data offers immediate access to developing needs, the data can also be tampered with—if someone wants the downloader to take a wrong turn somewhere.

Wt: 5 kg

Price: $21,500 (R/S)

CompuPad

An increasingly common office convenience, the CompuPad is simply a writing pad and electronic stylus that stores handwritten data as graphics files. These graphics files are then analyzed by scanners (which have been "taught" the user's handwriting) and the information is converted into computer text.

Wt: 0.35 kg

Price: $750 (S/C)

Computer, GE9000 Personal

In the present world situation, few people have need of sophisticated personal computers. Only a few members of the middle class use them, for freelance engineering, writing, art, graphic design, and so on.

Wt: 8 kg

Price: $6500 (S/C)

Computer, Laptop

Made by a wide variety of firms (mostly Japanese, some Korean, and a few American), laptops are portable computers small enough to rest upon the user's lap during operation. The following are two examples of "cutting edge" laptops. Models whose performance emulates those of the 1990s are still available for about 60 percent of the cost of these two.

Featherlite (NEC 686sx): Almost a palmtop computer, the Featherlite is almost all keypad and plasma screen. With 128 MB of RAM, a single disk drive, a CD-ROM interface, and a 5Gb hard drive, it is nonetheless a powerful computing device.

Wt: 0.9 kg

Price: $2100 (S/C)

Notebook (Toshiba T12886sx): Factory-equipped with 224 megabytes of RAM, a 20Gb hard-disk, a CD-ROM interface port and two disk drives, this computer represents the state of the art in portables. It also has an attached (recessed) cellular phone that is integrated with an internal modem, allowing remote access of information from virtually anywhere. Processing speed is extraordinary.

Wt: 1.6 kg

Price: $4200 (R/S)

Computer, Palmtop (Hewlett-Zenith)

Hewlett-Packard and Zenith were conjointly contracted to create a belt-carried computer for the US armed forces in 1999. Their model proved to be not only a military success, but a commercial hit as well.

The HZ palmtop features a roll-up, touch-sensitive "tap pad" instead of a keyboard, a single disk drive, a 3Gb hard drive, an internal modem, and 64 MB of RAM. It is about the size of a large paperback novel and is primarily screen.

Wt: 0.65 kg

Price: $2800 (C/V)

Computer, Zenith FX2 Portable

These small, portable computers are about the size of notebook, and designed to be used by corporate executives when they are away from their mainframe networks through a phone line.

When linked to a cellular telephone unit, they can communicate with a network without direct connection.

Wt: 2 kg

Price: $4500 (R/C)

Data Services

Phone- accessible data services are not an item, but are an important "tool" of the **Dark Conspiracy** world (particularly for fast-moving investigators). As long as the user has access to a phone or modem, and an active telecommunications account, all manner of information is available. Examples and costs are listed below.

The cost is a general benchmark. Generally, referees can assume that this is what it will cost to gather complete information on a given topic, to send a long letter, etc. Short uses can be ignored as representing insignificant costs. The point of all this is that investigators can conduct a lot of their fact-finding searches just by tapping into the world's on-line communication services.

VARIOUS DATA SERVICES AND COSTS

Information Type	*Cost (US$/hour)*
Weather (local, regional, global)	1
Transportation (scheduling/booking)	10
Business internet (bills, accounts, stocks, etc.)	10
Electronic mailboxes	2
News items (general or sorted by subject)	5
Mail order electronic malls	Free
SIGs (special-interest groups)	2
Entertainment (various)	3-30
Professional publications (electronic or hard copy)	20
Academic publications	30
General libraries	15
Special-topic encyclopedias	25
Corporate (or government) reports	5
Help-wanted compendiums	10
Dating, personal, escort services	15
Shareware software	5-100 (per program)
Bootleg/pirated software	5-1000 (per program)
CompuNav global locational satellite	50 services
Real-time information services	35
Coded SIGs	Free*

* By invitation or discovery, typically with ever-changing decoding requirements. You'll find anything from "secret clubs" of 11-year-olds to organized-crime links to Dark Minion-hunter communiques—if only you can tell which is which!

Eavesdropper I, Radio Shack

This is the cheapest, least sophisticated bugging device (it is about 2x3x1 centimeters, with a three-centimeter whisker antenna), consisting of a cheap solid-state transmitter, a sound pickup, and a small power supply. It has a range of 500 meters, a duration of 24 hours between recharges unless it is hooked into a building's electrical system (an Average: Electronics task), and is not voice activated (it broadcasts continuously, which makes it easy to find). Any civilian FM radio can receive the signal if tuned to the right frequency.

Wt: Negligible

Price: $120 (C/V)

Eavesdropper II, Radio Shack

This is a smaller, more sophisticated bugging device than an Eavesdropper I (it is a cube, one centimeter on a side, with a three-centimeter whisker antenna). It has a range of one kilometer, and a duration of 36 hours of continuous broadcasting (longer if voice activated).

Wt: Negligible
Price: $450 (S/C)

Eavesdropper III, Radio Shack

This is a very small bug, about the size of a grain of rice, with a three-centimeter whisker antenna. It has a range of 200 meters, and a duration of 12 hours of continuous broadcast

Wt: Negligible
Price: $1100 (R/S)

Eavesdropper Monitor, Radio Shack

This is a special radio with an integral audio recorder. Can be tuned to any bug frequency. It uses standard phones, radios, etc., audio recording cartridges.

Wt: 0.6 kg
Price: $550 (S/C)

Facsimile Machine, Sony Global FAXMan Portable

Connected to a radio or cellular phone, this enables documents to be sent and received in remote locations.

Wt: 6 kg
Price: $1800 (C/C)

Film, Fuji Conventional (Color/ B&W)

This is film for use in the advanced still camera. It is a 24- exposure of 35mm professional quality film.

Wt: Negligible
Price: $8 (V/V)

Heads-Up Eyepiece

This data-screening device is handy when a standard computer (or television) monitor isn't practical (or feasible). It consists of a projection unit and a small, monocle-sized panel upon which the projected images are displayed. The eyepiece's projector must be mounted on a headband and worn back near the ear. The eyepiece itself can be mounted on the edge of eyeglasses, goggles, or a rigid armature linked to the projector.

Text data generally has to be presented in a revised form since a standard screen reduced to matchbook size is both difficult to read and conducive to tremendous eye strain. The projector can be linked to any data- feed system by jack. Many real-time data users download data into a radio modem within a belt-worn palmtop computer, which in turn is jacked into the Heads-Up Eyepiece. This gives them portable, hands-free access to real-time data feeds.

Wt: 0.3 kg
Price: $525 (S/C)

Holoweb

The holoweb is a dynamic holographic communication technology made possible by renegade humanoid ET assistance to human technology. A holoweb is comprised of two disks—one above and one below the viewing area—each of which sprouts four long and four short projection wands toward the open space in between them. (From some angles, this cluster of wands gives the device a web-like appearance.)

The disks and wands can generate a 3-D, moving, holographic image. Holographic communication is possible, but each speaker must be inside what is referred to as a surround-booth or a surround-studio (since 360-degree data is required in order to produce a full, 3-D hologram). Because the data required for the projection of a holoweb image is so tremendous, very few holoweb units exist thus far. Those that do are reserved for use by clandestine government agencies.

The holoweb currently comes in two sizes. The first is a portable, table-top unit; the second is a room-sized, permanent construct.

Wt: Tabletop Model: 18 kg, Room-Sized Model: 340 kg

Price: Tabletop Model: $780,000 (—/R), Room-Sized Model: N/A (—/—)

Leap Frog

The Leap Frog is a device that measures distance using ultrasound in a sonar-like capacity. While the system is limited to detection ranges of 100 meters and less, this is a good way to achieve range-finding tasks without giving away one's position with a laser range finder. It can also be set to "see" through objects, passing its waves through the first object it encounters and "pinging" off the second. (it is from this ability that the device garners its name.)

Wt: 0.8 kg

Price: $220 (C/V)

Maglock

Maglocks (*mag*netic *locks*) are in some ways superior to mechanical locks in that there is no weak point to cut through and no keyhole to pick. The two plates of the lock are bonded by magnetism. The only weakness of the maglock is its dependence upon electric current to maintain its magnetism. Therefore, the lock usually has a physical interlock component as well, which remains shut if power is lost to the magnet. This physical lock can typically only be unlocked if current is restored.

Another advantage of the maglock is its portability: It can be attached to any door or gate. If metal surfaces are available, the lock can be self-attaching via a magnetizable back-plate. Maglocks come in small and large varieties (for personal-sized and vehicle-sized portals, respectively). If the large variety is emplaced upon a personal-sized portal, such a lock may well be impossible to breakthrough, short of demolition work.

Wt: Small Version: 1.8 kg, Large Version: 7 kg

Price: Small Version: $2300 (R/S), Large Version: $550 (S/C)

MaxiGard Multilock

The MaxiGard Multilock is a security system designed to accept a variety of modular upgrades. The system integrates an adjustable, physical-locking device (usually

mounted at ground level on the opposite side of the portal in question) and a bypass system that can be adjusted to handle a variety of clearance criteria. The MaxiGard has a numeric keypad, keycard port, and hand/fingerprint analyzer built in. However, modular interfaces allow the addition of tissue (genetic) sampling and retinal scan regimens as well. (Although voice analysis is still used in some places, this is considered a "backward" security measure since voice duplication techniques have advanced to the point where they can fool such machines at least 50 percent of the time.)

Wt: 7.6 kg (*Lock:* 4.2 kg, *Clearance Monitor:* 3.4 kg before add-ons)
Price: $2675 (S/C)

Microcam

This portable video camera is about the size of a paperback novel, and is designed to be rugged and user-friendly. The videotape cartridge is about the size of an audio cassette tape and can record up to four hours of footage.

Wt: 0.5 kg
Price: $450 ($25 per tape cartridge) (C/V)

Microphone, Shure SM80&D Directional

Also called a "shotgun mike," this is a device which permits the user to electronically eavesdrop on normal conversations at ranges of up to 500 meters. It functions off an internal battery, and requires 30 seconds to set up and tune.

Wt: 5 kg
Price: $3000 (C/C)

Micro-Transponder, Tojicorp Discreet

A smaller, more expensive version of the transponder described on page 233, with a one-kilometer range (it can't be hooked up to an antenna, however). This device is about the size of an aspirin tablet, and one side is self-adhesive (peel off the backing paper and stick it in place) for attachment to a car bumper or whatever. Removing the device from its plastic carrying case activates it, and the internal battery will last for six hours. It is rechargeable by anyone with Electronics skill and an electronics tool kit.

Wt: Negligible
Price: $1800 (—/S)

Microwave Communicator, Personal

Distinguishable by a large dish that resembles an overgrown wok, this microwave **communication system is large, line-of-sight only, and of limited range. However, it allows users to communicate without fear of jamming or signal interception.**

The device must remain stationary during communication. Situations that affect visibility (smoke, fog, rain, etc. but not darkness) can obstruct or preclude communications. Maximum range is three kilometers under perfect conditions. Referees may reduce this range to reflect current conditions.

Wt: 6 kg
Price: $1600 (R/C)

Microwave Communicator, Large

Simply a larger version of the personal model, the large microwave communicator has increased range and (if computer-coordinated and slaved to an automated attitude adjustment system) can remain in communication with other similar units even if sender and/or receiver are moving. At speeds up to 30 kph, an Easy test of the moving user's Intelligence maintains communication. At 60 kph, the test becomes Average. At 90 kph it becomes Difficult. If both sender and receiver are moving, each must make this test (at his or her own speed) to maintain contact. Failure by either user disrupts the communication. Once communication is lost, both units must stop to reestablish contact.

Maximum range under perfect conditions is 10 kilometers. As with the personal communicator, certain low-visibility conditions can disturb communications, and referees should adjust this range to reflect such conditions.

Wt: 23 kg

Price: $5800 (—/S)

Motion Detector, Radio Shack MST 3000

An electronic monitor that uses doppler shifts in reflected ultrasonic or infrared waves to detect moving objects. When set up, the device must be run for at least five minutes to allow the machine to "learn" what its surroundings look like, and adjust itself accordingly. After that time, any moving object larger than a centimeter in any one dimension will trip the device (speed can be adjusted as needed). Motion detectors can be programmed to sound an alarm, send a signal to a switchboard, or activate another device (like a video camera or a mine). IR motion detectors can be spotted by anyone wearing IR goggles or similar devices, since they emit beams of IR radiation. Motion detectors are not very useful in areas where there is constant random motion, such as near trees or bushes, due to the unpredictable nature of such movement. Any constant, regular motion (such as the pendulum of a clock) will be discounted by the detector during setup, however. The detector can cover an area up to five meters in radius, but they can be programmed to operate in chains or lines. Motion detectors on security robots are more sophisticated than stand-alone models, due to the greater analytical power available in the robot's "brain."

Wt: 2 kg

Price: $3600 (R/S)

Portaphone

An even more lightweight, compact version of the cellular phone, the portaphone's about the size of a pack of cigarettes and folds out into an ultraslimline phone with a two-foot-long aerial. Within civilized areas it is never out of communication range since portaphone transceivers have been mounted on phonelines throughout most cities. However, in more rural or abandoned areas, the portaphone may be outside the range of any transceiver (about 100 kilometers). However, public jack connections have been mounted in some rural areas (instead of phone booths). Note, though, that when out of the cities or the 'burbs, users of portaphones should stick close to telephone lines if they want to remain in contact.

The portaphone has a jack interface, which also allows it to be integrated with a laptop modem for "wireless-datanetting" purposes.

Radio, Miltech Ltd. 2km Hand

Also known as a walkie-talkie, this is a small, readily portable radio similar to the US AN/PRC-68 or Soviet R-126. Powered from internal batteries.

Wt: 0.5 kg

Price: $250 (C/C)

Radio, Miltech Ltd. 5/25km Manpack/Vehicular

Small, portable radio similar to the US AN/PRC-77 or Soviet R-107. Powered from internal batteries (for five-kilometer range) or a vehicle (25-kilometer range).

Wt: 5 kg

Price: $800 (C/C)

Radio, Miltech Ltd. 5/25km Secure Manpack/Vehicular

A small, portable radio similar to the AN/PRC70 (US). Powered from internal batteries (for five-kilometer range) or vehicle (25-kilometer range). Includes an integral scrambler/descrambler (conversations can only be understood by another unit with a scrambler/descrambler).

Wt: 10 kg

Price: $1100 (S/C)

Radio, Miltech Ltd. 50km Vehicular

Vehicular radio similar to US AN/VRC -12. Powered by a vehicle.

Wt: 15 kg

Price: $1200 (C/V)

Radio, Miltech Ltd. 50km Secure Vehicular

A vehicular radio capable of scrambled broadcasts. Powered by a vehicle, with integral scrambler/descrambler.

Wt: 15 kg

Price: $1450 (S/C)

Radio, Miltech Ltd. ITR-VII Individual Tactical

A small radio of limited range (one kilometer) designed to be used by small groups who require precise coordination and hands-free operation. The radio consists of a voice-activated throat mike (strapped over the larynx), a headset with bone-conduction earphones, and a battery case (usually carried in a shirt pocket). This radio is hands-free, **and allows the wearer to hear more-or-less normally when in use. The set also incorporates a manual "beeper" button, enabling Morse signals to be sent if the sender does not** want to speak. These are relatively sophisticated radios, and are more expensive than the normal walkie-talkie.

Wt: 0.5 kg

Price: $550 (S/R)

Radio, Tandy Jackrabbit Frequency-Hopping

This radio resists jamming and interception by shifting among several preset frequencies at preset intervals. Unless a listener knows the frequencies and intervals, they cannot remain locked onto the signal. All sets in a system must be synchronized in order to communicate.

Wt: 10 kg
Price: $800 (R/S)

Radio Direction Finder, Teledyne S1965B

A specialized radio receiver designed to determine the specific direction a particular radio broadcast is coming from. These are useful for a variety of tasks. Getting a directional fix using one of these is a task (Average: Electronics) and requires 30 seconds (provided that the signal stays on the air that long). The result is a compass bearing, not a distance. Two or three such RDF units, spaced far apart, can get two or more bearings for triangulation of a broadcast source.

Wt: 2 kg
Price: $1500 (C/C)

RASL

Also known as the Laser Ear, the RASL (reflective audio sensor, laser) is the ultimate in shotgun-type eavesdropping devices. Instead of attempting to amplify sonic emissions, the RASL measures the vibratory effect of those sounds upon nearby physical objects. Hard but flexible surfaces generally offer the best reception opportunities (things such as wood planking, metal sheeting, or glass). Hard but inflexible surfaces and porous materials (slate, for instance, or cinder blocks) are somewhat problematical, while soft, absorptive surfaces (such as foam) may fail to give any coherent reading at all.

The RASL is a big device, having a Bulk rating of 6. Since it is also fairly heavy, it has the drawback of being rather cumbersome, leading to the predictable user jokes about "RASLing" the thing into position. However, it is the premier line-of-sight eavesdropping device, providing clean reception at ranges up to 800 meters. It takes one minute to set up and runs off internal batteries (six hours of duration).

Wt: 9.2 kg
Price: $11,500 (R/S)

Recording Camera, Tojicorp Kapture II Video

This is a digital video camera/recorder capable of recording both audio and video.

Wt: 4 kg
Price: $500 (C/C)

Recorder, dbx 162X Audio (Advanced)

This is a sophisticated digital recording machine (Thailand makes the best ones), capable of picking up a greater variety of sounds (including ultrasonic and subsonic), playback at a variety of speeds, and so on. It uses standard audio recording cartridges.

Wt: 2 kg
Price: $750 (S/S)

Recording Cartridge, Verdadero Audio

A cassette-like device capable of recording up to six hours of sounds when placed in an appropriate machine.

Wt: Negligible

Price: $5 (V/V)

ROM Burner, Tojicorp

A device used to record a specific programming sequence onto a computer chip. The chips themselves are quite inexpensive ($25 each for a ROM chip, $35 for a PROM) compared to the machine required to use them. A PROM (Programmable Read-Only Memory) or ROM chip may be programmed for use in the maintenance and repair with a ROM burner. PROMs can be changed (often their programming can be erased by exposing them for a certain length of time to certain frequencies of light), but ROMs can be programmed only once, and cannot be changed thereafter. Using a ROM burner is a Difficult: Computer test. Installing the chip in an electronic device is a Difficult: Electronics test. ROMs and PROMs are often programmed with codewords and phrases which trigger electronic devices (like radio detonators).

Wt: 20 kg

Price: $275,000 (—/R)

Satellite Downlink Subsystem, Zeiss-Krupp ZK-1956 PSD Portable

A one-meter dish antenna system permitting radio communication via a geosynchronous satellite with practically any location in the world when linked into a proper radio in place of the normal antenna. It requires five minutes to erect and align, two minutes to dismantle.

Wt: 4 kg

Price: $12,000 (R/S)

Price: $8 (V/V)

Scrambler/Decoder, Communication Detachable

This device can be placed at any point in an electronic data flow and will scramble the communications in such a fashion that they are only decipherable by another individual with a properly programmed decoder.

Wt: 0.4 kg

Price: $500 (S/C)

Scrambler/ Descrambler, Miltech Ltd. Model IX

Used with telephone or voice radio unit, this scrambles conversation to seemingly random noise at the transmitter and back to conversation at the receiver. Both transmitter and receiver must be programmed to the same preset scrambler code, otherwise they do not work.

A sophisticated computer analysis can descramble a particular conversation within hours, and once the scramble pattern is known, it can be used to program another scrambler with the same code.

Wt: Negligible

Price: $2000 (R/S)

Scanner, Expert

This combination of visual input hardware and "self-teaching" software allows computers to decipher handwriting and turn it into text data. In order to function, the system must receive about four hours of samples and user guidance as it learns how to distinguish the handwriting of a given individual.

The expert scanner must be connected to (and driven by) a computer with at least two MB of RAM in order to work. This device can also be used for handwriting identification.

Wt: 0.6 kg
Price: $600 (C/V)

Shreek'n'Shok

The Shreek'n'Shok is a common piece of equipment for employees of some large corporations and inmates of many low-security penitentiaries. It is a heavy bracer to be worn around the right wrist to ward the wearer away from restricted areas. The Shreek'n'Shok's green LED remains lit as long as the wearer remains in areas for which he/she has clearance. However, when approaching within 20 meters of a secure area, a red LED comes on in place of the green. This is simply to alert wearers that they are approaching a secure zone.

If the wearer actually enters the outer perimeter of a secure area, the Shreek'n'Shok emits a piercing screech. If the wearer continues to proceed to the inner security perimeter, the device will then impart a powerful shock. (An Average test of Constitution is required for the wearer to remain conscious; even if successful, the individual suffers a penalty of -1 Initiative and -1 on all AGL- and STR-based skills for one combat turn).

The Shreek'n'Shok also works as a transponder, allowing security coordination centers to keep a constant fix on each wearer.

Wt: 0.75 kg
Price: $260 (C/V)

Sonar, Portable

This man-portable sonar system can easily be deployed over the side of a watercraft. and comes with a variety of adjustable braces and straps for securing purposes. It has a reliable range of 70 meters; farther away than that, readings become suspect. The system can also be mounted on submersibles for navigational assistance.

Wt: 15.5 kg
Price: $3750 (S/S)

Talk Programmer

The Talk Programmer is a special computer program, which, when used with CompuAID, allows users who are not familiar with programming languages to create programs by describing what they want, then waiting for the computer to create that effect with machine codes.

There are a number of drawbacks to the system. For one thing, it is brand new and is therefore prone to errors (often hilarious, sometimes disastrous). It is also fantastically expensive. Finally, it is a ravenous consumer of RAM (4Gb dedicated are required) and is (by the standards of modern computing) a slow worker. However, for

those people who need a program written and can't—or won't—get a human expert, the Talk Programmer software is the only way to go.

Wt: 0.1 kg
Price: $16,000 (R/S)

Tap, Cable

This device, when attached to a cable carrying electronic signals, can detect those signals. In some cases, the connection must be physical (using clips and/or plugs); in others, it can be merely proximity (reading the magnetic and /or radio effects of a cable carrying current). Typically, the tap is used in conjunction with a recording device or a computer.

Wt: 0.5 kg
Price: $325 (S/C)

Telephone Unit, Tojicorp VHC13 Cellular

This is a portable telephone linked to a global wireless telephone network.

Wt: 1 kg
Price: $800 (C/C)

Transponder, Tojicorp Tagalong

Special radio transmitter designed to broadcast a specific signal at a specific frequency to provide a homing beacon for pickup aircraft, radiation homing missile, etc. The device has a one-kilometer range without antenna, 10 kilometers with antenna. Its internal battery will power the broadcast for 18 hours, and can be started with an internal timing circuit up to 72 hours after emplacement.

Wt: 1 kg
Price: $1800 (S/C)

Video Cartridge, Verdadero

This is a cassette for use in the video camera, and can record both audio and video signals.

Wt: 0.2 kg
Price: $12 (C/C)

Vision Adapter, Nikon Special

This is a device to allow an advanced still camera or video camera to be attached to an IR scope, starlight scope, or image intensifier.

Wt: Negligible
Price: $15 (S/C)

VISMAP

A VISMAP (*vi*sual *s*ensor, *m*osaic *a*ssessment *p*olling)—is basically an automated watchdog. It integrates expert-system programming with a grid-based visual data processor, and is preprogrammed by the user to recognize and identify motions by type, vector, etc., in a given scene. The scene is established by "showing" the VISMAP what it should expect to see (i.e., the default visual values). Then the device monitors the

assigned area for any divergence from this default. It does so by breaking the scene into a grid of 1200 sectors (30x40 cells, usually), and then conducting a rapid sampling loop. It generally checks about 4600 cells per second, which means that it cycles through the entire scene four times a second. This translates into an effective absolute reaction time of a little less than 0.25 seconds.

Any changes to the scene are automatically flagged for user attention. The parameters that constitute a "flaggable" change are user defined so as to eliminate objects smaller than human-sized (for instance) or to include everything down to the size of a mice. Only visual resolution limits detection abilities.

A single VISMAP unit can handle up to 10 such scenes simultaneously. Memory-expansion kits (along with additional datafeed input buses) are available to increase the capacities of a basic VISMAP unit (each expansion kit allows the VISMAP to handle an additional 10 scenes).

While the VISMAP is a rather expensive system that cannot be set up too rapidly, it offers security-conscious installations (and individuals) a number of distinct advantages. It is a constant and customizable watchman that never gets tired, never demands a salary, and never has to answer the call of nature. It can be cross-indexed with robots, security beacons, transponder carriers, and other security locational systems (e.g., the Shreek'n'Shok). Although it is more reliable and sharp-eyed than human watchmen in terms of detection, it is also "twitchier" if improperly employed (e.g., assigned a perimeter full of wildlife) or programmed (not set to distinguish blowing debris from a running person, for instance). Usually, therefore, VISMAPs are used as an inner, secure-perimeter devices, and they are very effective in that role.

Wt: 8.2 kg (*Expansion Kit:* 0.2 kg)
Price: $4800 (*Expansion Kit:* $1150) (S/V)

White Noise Generator

The white noise generator creates sound ranging from a gentle hiss to a heavy static, which serves to "wash out" other audio emissions and makes eavesdropping a difficult (or impossible) proposition. Also, white noise is of considerable usefulness in long-term prisoner interrogation; its constant presence tends to unnerve confined individuals and (if set loud enough) can aid attempts to cause sleep deprivation in such subjects.

Wt: 2.4 kg
Price: $450 (R/S)

Wire-Tapping Tools

This kit, combined with an electronics repair tool
kit, permits characters with Electronics skill to tap into and monitor electronic telecommunications lines (telephone, fax, teletype, etc.).

Wt: 2 kg
Price: $300 (R/C)

FUEL

Commonly available fuels include:

Alcohol
Wt: 1 kg per liter
Price: $35 per liter (C/C)

Avgas
Wt: 1 kg per liter
Price: $50 per liter (C/C)

Diesel
Wt: 1 kg per liter
Price: $0.4 per liter (C/C)

Gasoline
Wt: 1 kg per liter
Price: $0.5 per liter (V/V)

MEDICAL SUPPLIES

Anesthetic, Total (100 Units)
Available in two forms: liquid (for injection) and gas.
Wt: 0.1 kg
Price: $1000 (R/C)

Anesthetic, Local (100 Units)
Available only in liquid form (for injection)
Wt: 0.5 kg
Price: $1000 (R/C)

Antivenin Autoinjector
A specially built, one-use autoinjector designed to administer the correct dose of a specially designed generic antivenin in case of snakebite, manticore sting, etc. An autoinjector is essential to enable treatment of poison to proceed (a doctor's medical kit is amply supplied with these).
Wt: 0.3 kg
Price: $45 (R/S)

Blood, Whole (1 Unit)
Wt: 0.5 kg
Price: $25 (—/C)

Empathy Booster Drug
Empathy boosting drugs add a temporary +1 to all Empathy skills for 2D/3 hours (rolled for each injection). Referees should keep the length of the drug's effective period a secret, but can allow the character to feel the power weakening for 10 minutes or

so before it cuts off completely. Doubling the dose gives a temporary +3 to all Empathy skills for the same random period, but also reduces Initiative and Willpower by 1 point each for the same duration. Injection of more than six doses in a 24-hour Period, or more than a double dose, causes unconsciousness lasting 1D6 hours. Empathy booster cannot be bought, but can only be obtained in 10-dose units by character who have served at least one term as paraphysicists, or as a refill for a paraphysicist's field kit (described below).

Wt: Nil

Price: Special (—/—)

Medical Kit, Steri-Med Personal

An individual's first aid kit. Includes bandages, one unit of antibiotic, and other first aid materials. This kit is used up in one first aid operation.

Wt: 0.2 kg

Price: $100 (V/V)

Medical Kit, BroMenn Corporation Doctor's

Medical equipment and drugs. Includes 10 units of each drug type, plus bandages and tools for minor surgery.

Wt: 5 kg

Price: $1000 (—/C)

Pain-Reliever, Mild (100 Units)

Oral (pill) form only.

Wt: 0.5 kg

Price: $500 (C/V)

Paraphysicist's Field Kit, Alba Industries

This is a black bag containing simple equipment for a number of empathic detection tests (cards, crystals, etc) and a small quantity of drugs (10 doses each of mild pain reliever, mild sedative, strong sedative and Empathy booster) and hypodermic syringes. The kit cannot be bought; it is obtained free of charge by serving one term as a paraphysicist. Refills are obtained free of charge after each adventure (or at the referee's discretion) through the paraphysicists normal contacts (players may not accumulate more than one kit's worth). The empathic test equipment enables the trained user to detect empathic talent in other characters or creatures. The pain relievers and sedatives enable the user to relax test subjects.

The following tasks require the kit: Detecting empathic talents in a cooperative subject is Easy: Empathy. Detecting empathic talents in an uncooperative subject is Average: Empathy. Making the attempt at a range of greater than five meters makes the task one level more difficult (10 meters is the maximum range for the attempt). Detecting empathic talents in a nonhuman subject is one level more difficult.

Wt: 5 kg

Price: Special (—/—)

Plasma (1 Unit)
Wt: 0.5 kg
Price: $10 (—/C)

Sedative, Mild (100 Units)
Oral (pill) form only.
Wt: 0.5 kg
Price: $500 (C/V)

Sedative, Strong (100 Units)
Liquid (for injection) form only.
Wt: 0.5 kg
Price: $500 (S/C)

Surgical Instruments
Scalpels, forceps, hemostats, clamps, and other tools for major surgery.
Wt: 5 kg
Price: $2500 (R/C)

NBC EQUIPMENT (NUCLEAR, BIOLOGICAL, CHEMICAL)

Gas Mask, Miltech PSDM17
A standard gas mask used around the world. Similar to US military models.
Wt: 1 kg
Price: $150 (S/C)

Geiger Counter, Gruman D3
Detects nuclear radiation. Powered by internal batteries.
Wt: 0.5 kg
Price: $500 (C/C)

PERSONAL GEAR

Fatigues, Big Ben Thermal
Includes boots, socks, etc.
Wt: 6 kg
Price: $100 (C/C)

Field Pack, Grizzly
A pack is capable of carrying up to 30 kilograms of equipment. Weight given is empty.
Wt: 2 kg
Price: $20 (V/V)

Flashlight

Powered by internal batteries.

Wt: 0.2 kg

Price: $20 (V/V)

Handcuffs

Used for the physical restraint of undesirables, these come in two types: the metal, reusable kind (unlocked with a key) and the plastic, disposable kind (these must be cut off). Applying handcuffs counts as an action, and takes five seconds.

Wt: 0.2 kg (metal); 0.00 1 kg (plastic)

Price: $20 (metal) (S/C); $2 (plastic) (S/V)

Laser Sight

A laser sight is mounted atop a weapon in the same way as a telescopic sight, and must be carefully fitted and sighted in (Average: Small Arms—Rifle or Pistol), a task requiring 30 minutes and 10 rounds. The laser is adjusted to put a red dot on the target at the point of impact for that particular weapon, and hitting the target becomes easier (although it still requires some skill). Ultraviolet and infrared laser versions exist.

Laser sights may be fitted to any small arm, and can only be used in semiautomatic fire. Laser sights may only be used at 40 meters or less, and enable up to three shots fired during a phase to count as aimed shots instead of only the first one (all other shots fired in the phase count as quick shots). All other modifiers (movement by target, movement by firer, etc.) still apply.

Wt: 1 kg

Price: $800 (S/C)

Laser Sight, AN/PAQ-4A IRLS/Allard Technologies Espion UV

The AN/PAQ-4A is an infrared laser version of the laser sight, meaning that only those wearing IR goggles can see the dot (the firer, of course, requires such goggles—not included in the price or weight given below). The Allard Espion is a UV version, and requires a UV version of the goggles or a similar vision device ("sunglass"/visor versions could conceivably be built).

Wt: 1 kg

Price: $1800 (—/S)

Parka, Grizzly

Includes overboots, socks, etc.

Wt: 3 kg

Price: $150 (C/C)

Sleeping Bag, Mountainaire

Wt: 4 kg

Price: $50 (V/V)

Sunglasses, Serengeti

Available in a variety of lens colors, frame colors, and styles, Serengeti Vermillions (a style with reddish tinted lenses) have become an unofficial badge of opposition to the Dark Lords in some places. The price below is for a stylish pair with boosted UV blocking capacity and a logo stenciled on one lens.

Wt: Negligible
Price: $300 (S/C)

TOOLS

Aircraft Tools

Same as wheeled vehicle tools, but for aircraft.
Wt: 22 kg
Price: $ 1100 (S/S)

Arc Welder

Operates off of an integral generator, which cannot be modified for other use.
Wt: 75 kg
Price: $850 (C/C)

Basic Tool Kit

Small hand tools which are suitable for a variety of purposes. These may include wrenches, pliers, screwdrivers, and so on.
Wt: 5 kg
Price: $250 (V/V)

Construction Tools

Hammers, saws, squares, hatchets, chisels, and other woodworking tools.
Wt: 30 kg
Price: $400 (V/V)

Electrical Repair

Specialized tools for work on electrical appliances, wiring, and nonsolid-state equipment.
Wt: 3 kg
Price: $275 (V/V)

Electronic Repair

Same as electrical repair tools, but for work on solid state electrical devices such as radios, computers, etc. It is also used for field expedient modification of solid-state equipment.
Wt: 3 kg
Price: $350 (V/V)

Excavating Tools

Picks, shovels, mattocks, and so on.

Wt: 20

Price: $250 (V/V)

Heavy Ordnance Tools

Specialized tools for use in the maintenance repair of heavy ordnance.

Wt: 25 kg

Price: $2400 (—/S)

Lockpick Tools

Picks, torsion wrenches, shims, a stethoscope, and other equipment to open all types of locks.

Wt: 0.5 kg

Price: $50 (—/C)

Portable Machine Shop

A trailer containing powered machine tools, including a bench grinder, horizontal and vertical boring machines, a milling machine, metalworking and woodworking lathes, and numerous other machine tools. Exact components and uses are left to the discretion of the referee. It can be towed by any truck except a 1/4-ton.

Wt: 1.75 tons

Price: $12,000 (S/S)

Power Hand Tools

A selection of power tools including a chainsaw, nine-inch rotary saw, drill, and other electrical tools.

Wt: 35 kg

Price: $1200 (V/V)

Small Arms Tools

Specialized tools for use in the maintenance and repair of small arms. These tools are not suitable for the purpose of the construction of weapons from scratch, however.

Wt: 5 kg.

Price: $750 (S/C)

Heavy and Tracked Vehicle Tools

Same as wheeled vehicle tools, but for heavy and tracked vehicles.

Wt: 15 kg

Price: $2200 (—/S)

Wheeled Vehicle Tools

Specialized tools for repair and maintenance of wheeled vehicles. These vehicle tools include spark plug wrenches, torque wrenches, a grease gun, and so on.

Wt: 10 kg

Price: $800 (V/V)

VISION DEVICES

Binoculars, Zeiss-Krupp 4x

Allows the user to see longer distances than normal.

Wt: 0.5 kg

Price: $75(V/V)

Image Intensifier, GE 25x

Allows the user to see in very little light. Powered from internal batteries. These act as binoculars, also.

Wt: 1 kg

Price: $2500 (R/S)

Goggles, IR

Powered from internal batteries. IR goggles allow the user to see at night by means of infrared (IR) light. The UV goggles work essentially the same, and allow the user to see at night by means of ultraviolet light.

Wt: 0.5 kg

Price: $850 (R/C)



Goggles, UV

UV goggles allow a wearer to see light in the ultraviolet spectrum (including, for example, UV targeting beams).

Wt: 0.3 kg

Price: $450 (S/C)

Spotlight, Miltech Ltd IRS-T4 IR

Powered by a vehicle. IR goggles must be used to see by this light.

Wt: 3 kg

Price: $5000 (R/C)

White Light Spotlight, Martin Dynatech Deer Stalker

Powered by a vehicle.

Wt: 5 kg

Price: $100 (V/V)

MISCELLANEOUS EQUIPMENT

20-Liter Jerrycan
For fuel and other liquids.
Wt: 1 kg (empty)
Price: $25 (V/V)

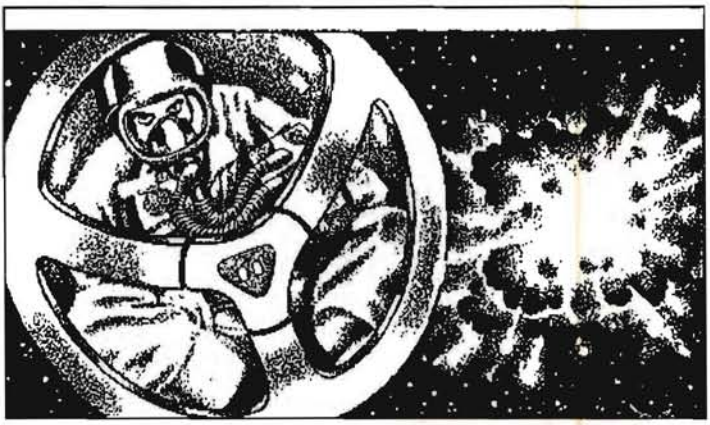
Air Compressor
For filling aqualung tanks, tires, rafts, and other items needing compressed air.
Wt: 45 kg
Price: $200 (C/C)

Air Tank, Aqualung
For use with aqualung. Can be refilled in five minutes with a compressor.
Wt: 5 kg
Price: $100 (C/C)

Airlock, External
Adapted from modular airlocks developed for the NASA shuttle orbiter, this is a one-person airlock (two in a pinch) for use in space. It can be connected to almost any portal. Emplacing it takes from one to eight hours of work, depending upon the relative compatibility of the airlock connector and the portal.
It takes 30 seconds to cycle the airlock from vacuum to 1.0 standard atmospheres.
Wt: 2.8 tons
Price: $8,000,000 (—/—)

Autobeacon, Emergency
An emergency autobeacon is a battery-powered radio device designed to signal for help during an emergency. To save its batteries, the beacon incorporates a channel scanner, preset to sequentially monitor all standard rescue and emergency bands and burst into full signal only when it detects radio traffic on a channel.
The beacon contains a prerecorded SOS message (in Morse code), but it is possible for users to add to that message in order to include more detailed information to rescuers. The signal has a maximum range of 100 kilometers.
Most emergency autobeacons also include a self-inflating flotation belt to keep them afloat and a flashing red light that can be activated by the user. The internal batteries provide the system with 48 hours of power in monitor mode. Each minute of actual broadcast counts as 10 minutes of battery use, and each minute the light is powered counts as five.
Wt: 3.2 kg
Price: $1825 (S/C)

Pepsico Merlite Aqualung
Two compressed air tanks, fins, mask, and regulator. One tank contains enough air for 30 minutes underwater. Up to two may be connected to a single regulator for use.
Wt: 12 kg
Price: $300 (C/C)



Ball, Emergency

The emergency ball is a rescue device for space personnel who do not have spacesuits and must be transported through vacuum. The ball is 76 centimeters in diameter and comes with a portable oxygen system that the individual straps on. Getting into the ball unassisted takes one minute. With assistance, it takes about 15 seconds.

The air supply in the ball can sustain an individual at full awareness for one hour. If the user is willing to risk hypoxia, this can be extended to two and one-half hours.

Wt: 2.2 kg
Price: $65,000 (—/R)

Bezubovo Ventures Desert Wind Four-Man Tent

Wt: 12 kg
Price: $100 (C/C)

10-Man Tent

Wt: 35 kg
Price: $250 (S/S)

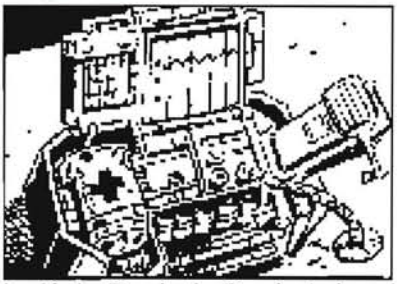
Chemical Analysis Kit

This kit has a spectroanalyzer which enables chemical analysis of substances. It includes a small laser for vaporizing samples in order to study the reflective properties of the gases, as well as a collection of reagents for more mundane analyses of their overt chemical composition.

Wt: 3.5 kg
Price: $2100 (S/C)

Doc in the Box

The automated medical resource, known euphemistically as "Doc in the Box," is a medical kit that includes a diagnostic program for any computer with at least 2Gb of RAM. With this program, a user can quickly receive a diagnosis and suggested treatment course for a wide range of injuries and illnesses. The most recent Doc in the Box—version 8.32—has had a very good track record, though earlier versions were somewhat "rougher" in diagnostic accuracy.



Besides the software itself, the Doc in the Box includes a large case filled with simple diagnostic tools. Also in that case are miniature versions of a number of key medical technologies: blood sampler/analyzer, oxygen mask, IV kit with fluids (including blood plasma), cardiac shock pads, portable X-ray unit, autosuturer (crude and painful, but effective), EKG (cardiac monitor), EEG (brainwave monitor), simple surgical tools, and basic drugs (including local anesthetics and antibiotics).

A Doc in the Box is an excellent resource for both first aid and general illness treatment (the kit gives a +3 bonus to effective Medical skill level). But it won't give a complete novice the hands of a surgeon (minimum skill level of Medical 1 is required to use the kit).

Wt: 30 kg
Price: $34,500 (R/S)

FaxMaster

A refinement of the Hydra technology pioneered in the early 1990s, the Hydra II FaxMaster is a portable unit that combines the functions of a fax machine, laser printer, and desktop copier all in one unit. It is the size of a briefcase and can be interfaced with any contemporary computer data systems.

Wt: 4.6 kg
Price: $2650 (R/S)

Flare Gun

This pistol-like device is capable of launching both signal and illumination flares. In an emergency, it can also be pressed into service as a weapon, if necessary. Note that flares can be launched as either direct or indirect fire.

Ammo: Flare
Wt: 1.2 kg (*Pistol:* 1.0 kg, *Flare:* 0.2 kg)
Mag: 1 integral
Price: $165 (*Illum Flare:* $2, *Signal Flare:* $1) (C/C)

Grapnel Gun

Although usually used with hook grapnels as a means of scaling buildings, shipsides, etc., a grapnel gun may also fire magnetic or penetrator grapnels (the latter having heads which function as self-driving pitons). Magnetic and penetrator grapnels are both likely to come loose under tension than are hook grapnels, however. During each phase in which a magnetic or penetrator grapnel is supporting more than 100 kilograms, there is a five percent chance that it will come loose from the surface it is affixed to.

Each grapnel trails 25 meters of climbing line behind itself when it is launched.
Ammo: Grapnel
Wt: 2.5 kg (*Gun:* 2 kg, *Grapnel:* 0.5 kg)
Mag: 1 integral
Price: $175 (*Hook:* $7, *Magnetic:* $25, *Penetrator:* $105) (S/C)

FLARE GUN AND GRAPNEL GUN WEAPON DATA

Weapon	*Mag*	*ROF*	*Rng*	*IFR*	*Recoil*	*Rnd*	*Dam*	*Pen*
Flare gun	1i	SS	20	150	1	Illum	B: 60*	Nil
						Signal	-1	Nil

* Burn damage

Weapon	*Mag*	*ROF*	*Rng*	*Recoil*	*Rnd*	*Dam*	*Pen*
Grapnel	1i	SS	20	4	Hook	1	Nil
					Magnet	1	Nil
					Penetrator	2	2

Grapple

This is a multiple-pronged hook designed to be used at the end of a length of rope to assist in climbing walls, etc. It can be thrown as any other object, but counts as two kilograms instead of only one (because of the rope also attached). Some models are designed to fold, collapse, or otherwise dismantle for ease of transport.

Wt: 1 kg
Price: $60 (C/C)

Horse Tack

Saddle, bridle, straps, stirrups, saddle blanket, and so on.
Wt: 10 kg
Price: $50 (C/C)

Lantern, Solar-Powered

This fluorescent lantern can be charged to full battery capacity over the course of eight hours of direct sunlight. Twice that time is required in overcast conditions. A full charge provides five hours of light.

Wt: 2.1 kg
Price: $180 (S/C)

Liquid Nitrogen Cylinder

For cooling various lasers.
Wt: 1 kg
Price: $45 (—/R)

Multitool, EVA

This recently developed multi-purpose space tool is rapidly becoming standard equipment for all space personnel.

The multitool is a tube 1.35 meters in length and 10 centimeters in diameter. It includes the following system: maneuver jets (at one end), vacuum-rated grapnel gun (at the other end), radio booster module (for increased range and enhanced reception), magnetic mooring pad (for easy attachment to metallic surfaces), laser range finder, and Geiger counter. The multitool is also equipped with white locator lights (which can be set for steady or strobe, and can be changed to red to indicate emergency/distress).

In addition, the grapnel gun end is also a gas-recoil shock absorber with variable resistance (user-determined), allowing persons to soften their contact with objects that they're intercepting at high speeds.

The maneuver jets have about two minutes of total endurance. Most EVA maneuvers (other than high-speed intercepts) take only three seconds of jet fuel.

Each grapnel has 100 meters of line). Two types of grapnel are detailed.

Wt: 8.2 kg

Price: $63,000 (*Penetrator:* $175, *Magnet:* $45) (—/S)



Multitool Weapon Data

Weapon	*Mag*	*ROF*	*Rng*	*Recoil*	*Rnd*	*Dam*	*Pen*
Grapnel	1i	SS	100*	4	Magnet	1	Nil
					Penetrator	2	2

* Only 25 if in an environment with more than 0.3 G.

Optilink

Optilink is a video/audio/vital-sign relay package that can be mounted on individual soldiers, optimizing unit control and guaranteeing up-to-the second battle data. It can be mounted easily on most types of helmets, with biosensor leads affixed to the wearer's neck by tape or gel. (In terribly hot or dirty environments, however, making the leads stick may be difficult.)

Wt: 0.6 kg

Price: $1925 (R/S)

Pack Saddle

A saddle especially designed for cargo.

Wt: 5 kg (empty)

Price: $40 (C/C)

Paraglider

This steerable parachute permits a passenger to direct his or her descent more than is possible with a normal parachute. If recovered, the paraglider can be repacked and reused.

Wt: 16 kg
Price: $650 (S/C)

Pepsico Eelcraft Raft, Inflatable

Inflates using an air compressor in two minutes, or using hand-pump in 10 minutes. Capacity is 1000 kilograms.

Wt: 30 kg
Price: $500 (C/C)

Ford-Revlon Moray Rebreather

A device which absorbs carbon dioxide from exhaled air and bleeds pure oxygen into it. One oxygen tank is used at a time with it, and it contains enough for 30 minutes underwater. Fins and a mask are included.

Wt: 10 kg
Price: $400 (C/C)

Rebreather Recharge Kit

For use with the rebreather. This kit includes a can of carbon dioxide absorbent and a small tank of pure oxygen (enough to recharge a rebreather for 30 minutes underwater).

Wt: 5 kg
Price: $100 (C/C)

Rescue Markers

Phosphor dye markers are used for night-time water rescues, since their glow guides emergency units to the parties in distress. The phosphorescence lasts for four hours, but water currents may disperse the dye beyond usefulness long before that.

Wt: 0.2 kg
Price: $80 (S/V)

Road Flare

This is a simple pyrotechnic device intended for emergency signaling and illumination purposes. When ignited, it generates an extremely bright light (radiating slightly into the UV spectrum), and enough heat to be a source of ignition.

Wt: 0.3 kg
Price: $10 (V/V)

Rope

This is high-quality, 11mm-diameter climbing and rappelling line.

Wt: 5 kg per coil
Price: $100 per 50m coil (V/V)

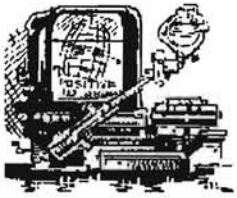
RPV

While RPVs (remote-piloted vehicles) come in many sizes and shapes, the following one is a frequently encountered variety. It is essentially a tiny, skeletal VTOL aircraft that is used to provide aerial reconnaissance. The craft is equipped with a video camera and a frequency-hopping transceiver (which can send scrambled video signals and/or craft-guidance commands). The camera can be upgraded with vision enhancements, and there are provisions are made for mounting a microwave relay system (in place of the broadcast system). However, weight carried by the RPV cannot exceed eight kilograms.

RPV Statistics
Price: $3500 (S/C)
Armament: N/A
Fuel Type: G
Load: 8 kg
Veh Wt: 32 kg
Crew: 0
Night Vision: None
Min. Runway, Takeoff: 1 m
Min. Runway, Land: 1 m

Cruise Speed: 135
Com Move: 18
Fuel Cap: 2
Fuel Cons: 1.6

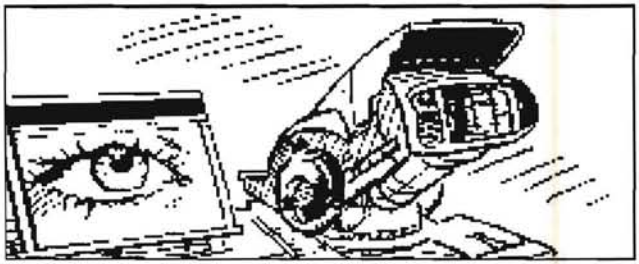
Damage Record
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Wings: Damaged❑ Destroyed ❑



Scanner, Genetic

The Zeiss-Krupp ZK-90 genetic scanner is a high-priced personnel-screening system which conducts chemical and electron-microscopic assessment of genetic material to establish a subject's identity. The genetic scan requires a small skin scraping (accomplished by a rasp resembling very fine sandpaper) and takes about 15 minutes. There is no known 100 percent reliable method of fooling this system (although a clone could fool it).

Wt: 13 kg
Price: $223,600 (—/R)



Scanner, Retinal

Like the genetic scanner described earlier, the ZK-32 retinal scanner is often integrated into general security systems to provide high-confidence personnel screening. Persons to be identified put their eyes to a visor mounted on the scanner, and it takes an electronic "snapshot" of their retinas, then compares them to records on file.

Wt: 8 kg

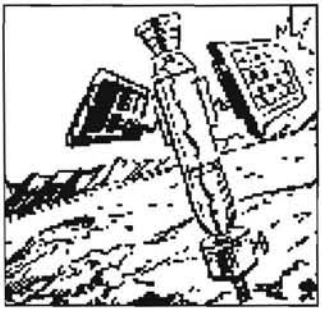
Price: $24,100 (—/S)

Epoke-Rosignoll Cross-Country Skis

Includes poles, skis, boots, and binders.

Wt: 8 kg

Price. $250 (C/C)



Solar Still

The Bezubovo Ventures Solex solar still is a device used to gather drinkable water from the atmosphere by condensation. It is powered by small solar panels, which collect enough excess energy to run the unit throughout the night, allowing around-the-clock operation. The solar still can collect 1.6 liters of water per full 24 hours (of which 1.2 liters are gathered during the night). The still takes approximately 30 minutes to set up and break down.

A solar still (which is actually a misnomer, since no real distillation takes place) is a specialty item, generally used only by explorers of the high-desert, or as a shipboard emergency device. Only if a user is anticipating the possibility of being isolated from standing water and plentiful combustibles is the solar still a preferable option to a normal still. However, the solar still is increasing in popularity, particularly amongst environmental subculture groups.

Wt: 7.1 kg

Price: $2800 (—/S)

Spacesuit, Standard

This is a slightly modified version of the NASA spacesuit designed for use with the shuttle program.

All physical skill attempts by the wearer are at one level of increased difficulty.

Duration: 7 hours

Wt: 29 kg

Price: $1,250,000

Steri-Med One Count Tranq Autoinjectors

Similar to the atropine autoinjectors used as anti-nerve agent injectors by the US Army, but loaded with a fast-acting tranquilizer drug, these devices were originally made for use by mental hospitals and police. Applied to an unresisting target (one surprised or subdued by unarmed combat), it hits the body part of the user's choice. Resisting targets must be subdued using unarmed combat before the injector can be applied.

As with tranq darts, a hit in any part of the body will be effective eventually, but some areas give faster results than others. Head hits result in instant unconsciousness. Chest and abdomen hits result in unconsciousness after 1D6/2 phases (5-15 seconds). A limb hit requires the target to make an Average: Constitution roll, succeeding to stay awake each phase. The drug will take effect even if the injector is removed immediately. Tranq autoinjectors also affect dogs in the same way as tranq darts.

Wt: 0.1 kg per set of three

Price. $75 per set of three (—/S)



Survival Kit

This Bezubovo Ventures Desert Fox survival kit includes lightweight versions of a number of helpful implements: a reflective shelter half, collapsible one-liter canteen, two packages of combat rations, salt tablets, folding shovel, survival knife (with matches and sewing kit in a hollow handle, compass in the pommel cap), mirror/flasher for day or night signaling, and personal medical kit.

Wt: 2.5 kg

Price: $470 (C/V)

Thermal Suit

A thermal suit is used for sub-zero conditions and has been popularized by Antarctic explorers of the late 1990s. The Miltech Ltd. thermal suit is a prime example,

combining heat-retaining fabrics with an internal matrix of Mylar lining and thermal filaments. When powered by its integral battery (or other power source), these filaments produce heat. (The battery is good for 12 hours of operation down to -45 C.) A system of small heat-bleed flaps are available for the user as a means of cooling off should things get too warm. The suit includes a face shield and integral utility harness.

Wt: 3.8 kg

Price: $970 (—/S)



Undersea Hardsuit

This hardsuit is a hardened diving suit for use at extreme depths (200+ meters). It includes a complete, self-contained life-support system, robotic hands slaved to sensor gloves worn by the user, integral distress beacon and 50-kilometer radio, and tool harness. External lights are shoulder mounted. The hardsuit is, however, cumbersome and exhausting for wearers (minutes of operation before exhaustion equal user's CONx20). All AGL and STR-based tasks are increased one level in difficulty while using the hardsuit.

Wt: 42 kg

Price: $28,000 (—/R)

Vacuum Hardsuit

The very latest in EVA wear, the hardsuit is very resistant to damage and radiation, and is designed to accept various electronic/modular add-ons. It provides the wearer with the equivalent of 2 points of armor (1 point to the helmet front, unless the outermost impact shield has been slid down over the faceplate, reducing vision to a narrow slit).

All physical skill attempts by the wearer of a vacuum hardsuit are at two levels of increased difficulty (which is why space agencies try to make the tasks so easy in the first place).

Duration: 24 hours

Wt: 38 kg

Price: $2,150,000

Vacuum Patch

Emergency patches come in packs of 10 and are used to seal any spacesuit breaches that might occur during EVA operations. They can also be used to temporarily seal small vehicle breaches, but generally need to be triple-layered. Even so, they do not retain pressure integrity for very long. Each patch is 20x20 centimeters.

Wt: 0.75 kg (entire pack)

Price: $400 (R/S)



Zero-G Transfer System

The zero-G transfer system (ZTS) is a device that is used to establish transfer lines between spacecraft (once the craft have matched vectors). The ZTS is similar in appearance to a small recoilless rifle. Loaded with a rocket-assisted grapnel, the device sends electronic data from its integrated laser designator/range finder to the warhead during its flight. This allows the rocket to be guided accurately to the target (the target being acquired through a 10x scope with both passive IR and image enhancement). In the event of electronic failure, the operator can use the grapnel line to direct the rocket via fly-by-wire techniques.

Once the rocket has reached its target and the magnetic grapnel head has made connection, the firing end is then connected to the user's craft by means of a grounding cable (contained in the rear of the system). With the guide cable unwound from the ZTS's launching tube, the user is now ready to perform a craft-to-craft transfer. This is initiated by squeezing a second trigger, which engages an electronic pulley within the ZTS. The pulley elevates into contact with the guide cable and begins to tow the user forward. Direction of transfer can be reversed by clicking this second trigger again.

The ZTS can tow two individuals at a greatly reduced rate, but the pulley will not function properly when saddled with the inertial resistance of three or more persons.

The zero-G transfer system's grapnel is reusable and travels at relatively slow, controllable speeds. It draws on a spool of 2000 meters of wire (which remains within the ZTS unit itself).

Wt: 8.7 kg (loaded)

Price: $17,400 (R/S)

ZERO-G TRANSFER SYSTEM WEAPON DATA

Weapon	*Mag*	*ROF*	*Rng*	*Recoil*	*Rnd*	*Dam*	*Pen*
ZTS	1i	SS	100*	4	Magnet	1	Nil
					Penetrator	2	2

* Only 50 if an environment with more than 0.3 G.

WEAPON ACCESSORIES

Bianchi Shoulder Holster

This type of holster is specially designed to be worn under a jacket or loose shirt/blouse, holding the weapon close against the body for maximum concealment. It works only with pistols and SMGs having a bulk of 2 or less (weapons of bulk 3 can be concealed under a long raincoat or similar garment, but shoulder holsters are not made for them... weapons of greater bulk than 4 cannot be concealed). The harness provides a holster for the weapon and space for two extra magazines (or two to three quick-loaders, if a revolver). Spotting a shoulder holster is an Average: Observation task. A thorough frisk will always reveal its presence, however.

Wt: 1 kg
Price: $50 (C/C)

Bianchi Small Concealed Holster

A holster designed to hold a pistol of bulk 0 in a position where it can be concealed. Such holsters can be fastened around an ankle, clipped to a waist belt or brassiere, or concealed in some other spot upon the person. Such holsters do not hold extra ammunition or magazines. Spotting such a holster is a Formidable: Observation task. A thorough frisk will boost this to Average: Observation.

Wt: 0.3 kg
Price: $15 (C/C)

Silencer/Suppresser

A kit of parts which, when fitted to a firearm, reduce the sound of the discharge. Nothing can completely eliminate the sound of a weapon firing. There is always some sound, even from the best of silenced/suppressed weapons, even if its only the clack of the action and the click of the hammer failing. Weight and price below do not include the weapon. Price includes the cost of a gunsmith's modification (revolvers cannot be silenced).

Wt: 0.5 kg (pistol), 1 kg (SMG/rifle)
Price: $1000 (S/C)

Weaver M-22 Telescopic Rifle Sight

May be attached to any rifle (Formidable: Small Arms—Rifle). If a scope is mounted, add 15 to the printed range for the rifle when conducting aimed shots. In addition, aimed shots at extreme range are conducted as if at long range for hit determination. Scopes have not effect on quick shots.

Wt: 0.5 kg
Price: $750 (C/C)

Teledyne Catseye Starlight Scope

Powered from internal batteries. May be attached to a rifle (Difficult: Small Arms—Rifle), making direct fire possible at night, but it is not telescopic and does not improve the chance to hit.

Wt: 2 kg

Price: $1250 (R/S)

Tripods

A tripod for a weapon must be purchased separately.

NLT (NATO light Tripod): Accepts M60 and MG3.

Wt: 7 kg

Price: $500 (—/C)

NMT (NATO Medium Tripod): Accepts MAG.

Wt: 10 kg

Price: $650 (—/C)

NHT (NATO Heavy Tripod): Accepts M2HB, and Mk-19.

Wt: 22 kg

Price: $800 (—/C)

AMMUNITION

Weights per magazine include weight of magazine (which is negligible in most cases) and ammunition.

Magazines are purchased separately and cost $1 per three rounds of capacity, except the 1000-round drum for 5.56mm N ammunition, which costs $200.

Small Arms & Machineguns

Longbow Arrow

Wt: 3 kg per 24

Price: $36 per 24 (C/C)

Crossbow Bolt

Wt: 3 kg per 24

Price: $36 per 24 (C/C)

Flamethrower Fuel Canister: A canister of jellied gasoline (napalm) for flamethrowers. Canisters can be refilled with ordinary gasoline at a cheaper price, but at a cost in range.

Wt: 10 kg

Price: $120 (—/R)

Loose Black Powder and Ball: These are most commonly premeasured and wrapped in paper in ready-to-use units.

Wt: 1 kg per 40

Price: $25 per 40 (C/C)

Stun Dart Package: This is a preloaded dart assembly and CO_2 cartridge for propelling it from a stun gun. Police or military contacts are required.

Wt: 1 kg per case of 10

Price: $50 (—/R)

4.7mm Cls (4.7x21mm Caseless)

Wt: 10 kg per case of 1800, 1 kg per 50-round magazine

Price: $1300 per case (—/S)

5.45mm B (5.45x39mm Bloc)

Wt: 10 kg per case of 840, 0.5 kg per 30-round magazine, 0.6 kg per 40-round magazine

Price: $170 per case (S/C)

5.56mm N (5.56x45mm NATO)

Wt: 10 kg per case of 840 or 4 belts, 0.5 kg per 30-round magazine, 2 kg per 200-round belt.

Price: $160 per case (C/C)

.22 LR (5.7x17mmR Long Rifle)

Wt: 20 kg per case of 5000, 0.1 kg per 7-round magazine

Price: $110 per case (V/V)

7.62mm T (7.62x25mm Tokarev)

Wt: 35 kg per case of 2500, 0.2 kg per 8-round magazine, 0.6 kg per 32-round magazine

Price: $375 per case (R/S)

.30-30 (7.62x51mmR)

Wt: 20 kg per case of 1000, 50 loose rounds per kilogram

Price: $130 per case (V/V)

7.62mm N (7.62x51mm NATO)

Wt: 15 kg per case of 600, 0.75 kg per 20-round magazine, 1.5 kg per 50-round belt, 3 kg per 100-round belt

Price: $75 per case (C/V)

.30-06 (7.62x63mm)

Wt: 15 kg per case of 500, 35 loose rounds per kilogram

Price: $95 per case (C/C)

.32 ACP (7.65x17mm SR)

Wt: 20 kg per case of 2000, 0.1 kg per 10-round magazine, 0.2 kg per 20-round magazine

Price: $240 per case (V/V)

8mm M (7.92x52mm Mauser)

Wt: 10 kg per case of 300, 20 rounds per kilogram

Price: $45 per case (C/C)

.380 ACP (9/17mm)

Wt: 15 kg per case of 1500, 0.1 kg per 7-round magazine

Price: $240 per case (V/V)

9mm P (9x19mm Parabellum)

Wt: 15 kg per case of 1500, 0.1 kg per 8-round magazine, 0.2 kg per 13- and 15-round magazine, 0.3 kg per 25- and 30-round magazine, 0.4 kg per 32- and 34-round magazine

Price: $195 per case (V/V)

.38 Special (9x29mm R)

Wt: 15 kg per case of 1000

Price: $90 per case (V/V)

.357 Magnum (9x33mm R)
Wt: 18 kg per case of 1000
Price: $100 per case (V/V)
10mm ACP (10x21mm)
Wt: 18 kg per case of 1500, 0.2 kg per 14-round magazine, 0.3 kg per 30-round magazine, 0.1 kg per 6-round magazine
Price: $205 per case (S/S).
.44 Magnum (11.2x32.8mm R)
Wt: 20 kg per case of 1000.
Price: $120 per case (V/V)
.45 ACP (11.43x23mm)
Wt: 20 kg per case of 1000, 0.3 kg per 7-round magazine
Price: $110 per case (V/V)
.475 WM (12x60mm Wildey Magnum)
Wt: 18 kg per case of 500, 0.4 kg per 7-round magazine
Price: $110 per case (V/V)
12.5mm Cls (12.5x24mm Caseless)
Wt: 11 kg per case of 1800, 0.4 kg per 20-round magazine
Price: $1100 per case (—/S)
.50 BMG (12.7x99mm Browning Machinegun)
Wt: 15 kg per case of I belt, 13 kg per 105-round belt
Price: $75 per case (S/V)
.50 SLAP (12.7x99mm Saboted Light Armor Piercing)
Wt: 15 kg per case of 1 belt, 13 kg per 105-round belt
Price: $85 per case (S/V)
15mm Dart/Cartridge: This is a hypodermic dart and compressed gas cartridge designed for use with the tranquilizer gun.

The darts come prefilled with a tranquilizer compound. They must be fired from the gun in order to take effect.

Wt: 0.1 kg (including dart, drug, and CO_2 cartridge)

Price: $45 (including dart, drug, and CO_2 cartridge) (—/S)

18mm Cls (18x34mm Caseless)
Wt: 12 kg per case of 1800, 1.2 kg per 50-round magazine
Price: $1400 per case (—/S)
12 Gauge (12 Gauge All-Brass)
Wt: 15 kg per case of 240, 1 kg per 10-round magazine (15 loose rounds per kilogram)
Price: $110 per case (V/V)
20mm S (20mmx 118mm Short): from the M203.
Used in XM7 Storm Gun.
Wt: 32 kg per case of 100, 1 kg per 5-round magazine
Price: $110 per case (—/S)

Heavy Weapons

25mm HE: Used in the 25mm gun carried by the RamTech Roboguard-IV and on the RAH-66 Comanche.

Wt: 100 kg per case of 33, belted

Price: $950 per case (—/S)

Grenade Launcher Rounds

40mm HE: Fired from the M203 grenade launcher.

Wt: 0.3 kg, 25 kg per case of 72

Price: $3 each, $200 per case (—/V)

40mm HEDP: Fired from the M203.

Wt: 0.3 kg, 25 kg per case of 72

Price: $4 each, $250 per case (—/C).

40mm CHEM: Tear gas only. Fired from the M203

Wt: 0.3 kg, 25 kg per case of 44

Price: $3 each, $120 per case, (—/S)

40mm, ILLUM: Fired from the M203.

Wt: 0.2 kg, 20 kg per case of 44.

Price: $2 each, $75 per case (—/C)

40mm Stun: This grenade can be fired from the M203. The grenade fires a nylon "bean-bag" that fans out after firing to spread its impact over a wide area. The grenade is designed to incapacitate its target without doing permanent damage, and has no explosive filler (and no concussion or fragmentation damage). A target hit with this grenade is knocked down, loses all remaining actions for the turn, and rolls an Average test of Constitution each turn thereafter to recover. No actual damage is suffered. The grenade can only be used in direct fire. It hits one target.

Wt: 0.3 kg, 20 kg per case of 44

Price: $20 each, $800 per case (—/S)

40mm Grapple: This grenade can be fired from the M203 and propels a grappling hook and an attached rope up to 50 meters straight up. The grapple must be inserted separately into the front of the launcher.

Wt: 0.3 kg, 20 kg per case of 36

Price: $20 each, $800 per case (—/S)

40MM STUN GRENADE

Type	*ROF*	*Mag*	*Rng*	*IFR*	*Rnd*	*Damage*		*Pen*
40mm	Stun	SS	li	10	—	Stun	*	Nil

* Target knocked down, loses remaining actions for the turn, and must roll Average: CON each turn thereafter to recover.

Rockets

82mm SMAW HE: Fired from the M12 SMAW.

Wt: 0.2 kg, 7 kg per case of 6

Price: $35 each, $180 per case (—/S)

82mm SMAW HEAT: Fired from the M12 SMAW.

Wt: 0.2 kg, 7 kg per case of 6

Price: $35 each, $180 per case (—/S)

Rifle Grenades

These weapons are fired using Heavy Weapons skill.

HEAT: Fired from any battle rifle or assault rifle.

Wt: 0.7 kg, 20 kg per 10-round case

Price: $8 each, $65 per case (—/C)

WP: Fired from any battle rifle or assault rifle.

Wt: 0.7 kg, 20 kg per case of 10

Price: $14 each, $100 per case (—/C)

140mm RAW (Rifle Assault Weapon) HE: A rocket-propelled grenade which can be fired from any assault rifle which fires 5.56mm N ammunition.

Wt. 3 kg

Price: $36 each (—/R)

140mm RAW (Rifle Assault Weapon) HEAT: As above, but with a HEAT warhead.

Wt: 3 kg

Price: $48 each (—/R)

Antitank Missile

These are fired using Heavy Weapons skill.

152mm HEAT (Tank Breaker): Fired from a Tank Breaker launcher. A self-guiding missile with a HEAT warhead.

Wt: 18 kg

Price: $75,000 (—/S)

127mm HEAT (Dragon PIP): Used with the Dragon launcher.

Wt: 7 kg

Price: $3000 (—/C)

Surface-to-Air Missiles

These are fired using Heavy Weapons skill.

FIM-92A Stinger Missile: A surface-to-air missile.

Wt: 16 kg

Price: $450 (R/R)

FIM-99 Scorpion Missile: A surface-to-air missile.

Wt: 12 kg

Price: $595 (R/R)

MBB-7 *Venusfliegenfalle* Missile: A surface-to-air missile.

Wt: 11 kg

Price: $595 (R/R)

SA-27 Grappler Missile: A surface-to-air missile.

Wt: 12 kg

Price: $250 (R/R)

Mortar Rounds

60mm HE

Wt: 25 kg per case of 12

Price: $72 per case (—/C)

60mm WP
Wt: 25 kg per case of 12
Price: $75 per case (—/S)
60mm ILLUM
Wt: 25 kg per case of 12
Price: $75 per case (—/S)

Hand Grenades

Antitank: The grenade is designed to explode on impact. It contains a shaped charge and is stabilized by fins so that grenade flies with the shaped charge pointing forward.

Wt: 1 kg, 25 kg per case of 15
Price: $24 each, $325 per case (—/C)

Chemical: Same as a chemical round for large-caliber guns. Two types are available: HC smoke and tear gas

Wt: 0.5 kg, 16 kg per case of 16
Price: $3 each, $18 each, $250 per case for smoke, double prices for tear gas (smoke, S/C; tear gas, R/S).

Concussion: The grenade consists of explosive filler in a cardboard or plastic container. Upon explosion it will knock people down, but causes no lethal fragmentation.

Wt: 0.5 kg, 20 kg per case of 20
Price: $8 each, $120 per case (—/V)

Fragmentation: The grenade, upon exploding, scatters metal fragments throughout its burst radius.

Wt: 0.5 kg, 30 kg per case of 30
Price: $10 each, $150 per case (—/V)

Thermite: The grenade has little blast or fragmentation, but it bums with intense heat. It also produces significant amounts of visible light and light in the ultraviolet portion of the spectrum.

Wt: 1 kg, 20 kg per case of 16
Price: $18 each, $250 per case (S/C)

WP (White Phosphorus): The grenade scatters incendiary fragments throughout its burst radius and burns with intense heat. It also produces significant amounts of both visible fight and fight in the ultraviolet portion of the spectrum.

Wt: 1 kg, 20 kg per case of 16
Price: $12 each, $170 per case (—/C)

TYPES OF ROUNDS

Autocannon rounds, grenade rounds, missiles, and rockets come in several types. Each weapon can fire one or more of these types.

CHEM (Chemical): A hollow shell which, upon landing, burns and releases a gas or smoke. The most common chemical is hexachloroethane (HC) smoke, and all prices given later are based on that round. Rounds may also be filled with tear gas (double price). In all cases, the chemical cloud will cover an area the width of the given burst area and four times as long as the burst area. The cloud will originate at the impact point of the round and stretch downwind.

HE (High Explosive): A high-explosive round is a hollow casing containing an explosive compound. Set to detonate on impact or at a selected altitude, it is useful against infantry and some larger targets. It is the least expensive (and thus most common) indirect fire round used.

HEAT (High Explosive Antitank): A hollow shell filled with explosive compound. An inverted cone in the nose of the shell directs the explosive force forward into a high-energy jet of super-heated gas and molten metal, reducing the effectiveness of the round against soft targets, but vastly increasing it against armor.

HEDP (High Explosive, Dual Purpose): A hollow round containing an explosive compound filler with a shaped charge director in the nose to provide the round with an enhanced armor-penetrating capability.

ILLUM (Illumination): A hollow round containing a parachute flare which will illuminate the area defined by the round's burst radius for two combat turns (one minute). The round radiates in the visible ultraviolet and infrared spectrums.

WP (White Phosphorus): A hollow round filled with white phosphorus. Upon detonation, it scatters burning white phosphorus throughout its burst radius. WP rounds also generate thick, white smoke.

EXPLOSIVES

RamTech Radio Detonation Receiver Unit: An electrical device which enables a charge to be detonated from a remote location via radio signal. The receiver and its associated broadcast unit are specially adapted to send and receive coded signal to prevent accidental detonation by harmonics or by induction. Addition of a voice-recognition chip to the circuit (Average: Electronics) makes possible detonation by a single specific word or sound sent by the transmitter. The unit is about the size of a pack of chewing gum, and contains a ROM or PROM chip and a battery. It is attached to a normal electrical blasting cap.

The unit may send and receive signals from up to one kilometer. Longer distances may be possible with units improvised from longer-ranged radios.

Wt: Negligible

Price: $250 (—/R)

RamTech Radio Detonation Broadcast Unit: An electrical device which enables a charge to be detonated from a remote location via radio signal. The broadcast unit is specially adapted to send a coded signal to prevent accidental detonation of the charge by harmonics or by induction. The unit may broadcast signals up to one kilometer. Longer distances may be possible with units improvised from longer-ranged radios.

Wt: 0.3 kg

Price: $350 (—/R)

Hercules Powder Co. Dynamite Stick: The most common explosive used by civil engineers for demolitions, it is relatively easy to manufacture and is coming into more common military use. A quarter-kilogram stick has a DP value of 1.

Wt: 30 kg per case

Price: $8 per 0.25-kilogram stick, $600 per case of 100 sticks (S/V)

Hercules Powder Co. Plastic Explosive: Plastic explosive can be molded into desired shapes and will adhere to desired surfaces. It will not explode if burned, and can only be detonated by another explosion, usually provided by a blasting cap. A one-kilogram block has a DP value of 6.

Wt: 30 kg per case

Price: $35 per 1-kilogram block, $600 per case of 20 blocks (—/C)

Czech State Factories Semitek: A slightly more potent and form of plastic explosive manufactured in Czechoslovakia. Its properties are similar to plastic explosive. It has a DP value of 8 per kilogram.

Wt: 30 kg per case

Price: $40 per 1-kilogram block, $750 per case of 20 blocks (—/R)

McFadden Industries Engineer Demolitions Kit: This kit contains an assortment of items to enable a character to rig explosive charges and fuse them for detonation. Weight and price are given for individual items, as well as for the kit as a whole. Items without weight, etc., are not available separately. The explosives must be purchased separately.

A single charge uses up one blasting cap, and whatever fuse, detonators, and so on that the character chooses to use. Wire, tools, and the blasting machine can be recovered after a blast, but all other items are used up. Quantities in a kit are noted in parentheses.

Tools (1 Set): Pliers, knife, tape, cap crimper, and other items needed to prepare explosive charges. *Wt:* 4 kg. *Price:* $35 (C/V).

Cap, Blasting, Electric (50): At least one blasting cap is required to set off a charge. *Wt:* Negligible. *Price:* $2 (R/C).

Cap, Blasting, Nonelectric: (50): At least one blasting cap is required to set off a charge. *Wt:* Negligible. *Price:* $1 (R/C).

Wire, Electrical (2x100m Spools): For use with electrical blasting caps. Any length can be fastened to up to 10 caps. Not normally reused. *Wt:* 5 kg/spool. *Price:* $20 (V/V).

Wire, Trip (1x500m Spool): A thin wire used in booby traps and the like. Trip wires can be of any reasonable length, but it makes no sense to have them longer than the blast radius of the explosive. *Wt:* 2 kg/spool. *Price:* $30/spool (V/V).

Blasting Machine (1): A hand-cranked electrical igniter which can fire up to 10 caps electrically. The machine generates current by muscular motion and never needs recharging or battery changes. *Wt:* 0.5 kg. *Price:* $95 (S/C).

Fuse, Instant (2x100m coils): Burns 5900 meters per second; for use with nonelectric blasting caps. May be ignited by any igniter or by flame, and it can be combined with itself (to set off more than one cap) or with time fuse. *Wt:* 3 kg/coil. *Price:* $15/coil (S/C).

Fuse, Time (2x100m Coils): Burns 100 seconds per meter, for use with nonelectric blasting caps. May be ignited by any igniter or by flame, and it can be combined with itself (to set off more than one cap) or with instant fuse. *Wt:* 3 kg/coil. *Price:* $25/coil (S/C).

Igniter, Fuse (50): A weatherproof pull igniter, which can be used to light either instant or time fuses. This igniter can be used in simple (pull-only trip wire) booby traps. Only one trip wire per igniter. It can be fixed directly to a nonelectric blasting cap. *Wt:* Negligible. Price: $3 (S/C).

Timer (5): This detonator has a digital timer which can be set to any time from 30 seconds to 48 hours, in 30-second increments. It will fire up to 10 electrical caps. Once set and sealed, it is waterproof, but it cannot be set underwater. *Wt:* 0.25kg. *Price:* $20 (S/C).

Igniter (5): A pull/release detonator, used for sophisticated booby traps. It will detonate either when pressure is placed on a trip wire or released from the trip wire (if a wire is cut, for example). Up to three trip wires may be attached. *Wt:* Negligible. *Price:* $75 (P/C).

Full Kit: All of the above, packed in a wooden chest for transport. *Wt:* 30 kg. *Price:* $500 (R/C).

Hercules Powder Co. Frame Charge: A prepared explosive charge used to blow in locked windows or doors, even those equipped with bars or metal plate up to two centimeters thick. It requires two phases (10 seconds) to emplace (using prefitted, double-sided tape or an integral wooden brace), and can be either command or remotely detonated, or rigged with a timer. The charge can also be used to blow holes in walls, provided they are not too thick. The frame charge has a penetration value of 2, but automatically counts as tamped and has only a concussion value of 1 due to the shape and composition of the charge.

Wt: 2 kg

Price: $100 (—/R)

Hercules Powder Co. Primercord: A rope-like plastic explosive used in various demolition jobs. Primercord can be wrapped around conduits or small girders to sever them, or taped to a wall (in a circle) to blow an entry hole. It can also be used to link other explosive charges together for almost instantaneous detonation (it will detonate other explosives by itself, without need for a blasting cap). Primercord itself requires a blasting cap. Primercord has a DP value of 3 per meter. *Wt:* 0.5 kg per meter. *Price:* $15 per meter (—/C).

BODY ARMOR

CES IIb

The CES (combat environment suit) IIb is essentially a head-to-toe, multipiece Kevlar garment with joint and seam seals, and micropore filter masks for use in contaminated environments. Only a relatively few such suits exist, and the majority of them belong to special operations units of national governments.

The suit is fairly heavy, although it represents a vast increase in agility and dexterity over its predecessors, CES I, Ib, and IIa. These prototypes never caught on due to their being impossibly cumbersome. The CES IIb causes a -1 modifier to its wearer's Initiative (to a minimum of 1) and prevents the user from moving faster than at a trot. Its armor value is 1 (over the entire body), and it has an attachment for an ice box.

Wt: 10 kg

Price: $2700 (—/S)

ExoSkel

ExoSkel (exoskeletal armor), or ExoArmor, is the latest joint human/humanoid ET development in personal protective wear. It is designed for small-team use in high-intensity conflict (commando units, special assault forces, etc.) for the assurance of maximum survivability and offensive impact. It is available in a vacuum-rated model (including life-support systems) at 1.5 times the normal mass.

ExoSkel has a general armor value of 3, except for the rear, which is rated at 2. It incorporates state-of-the-art alloys, ceramics, and plastics in an overlapping mesh arrangement. An inner lining is designed for more generalized kinetic shock absorption (reduces all concussion damage by 4 points) and for optimized heat retention, allowing limited control of personal IR signature.

The helmet is a high-threat evolution of the US Kevlar helmet, featuring a detach-

able, solid chin guard and flexible gorget, a transparent flip-up facial blast shield, and a "ducktail" extension to offer further neck protection from the rear (all head hits strike the helmet, which is AV 2 at the rear). Recessed slots are available for the addition of individual tactical radios and other electronic gear.



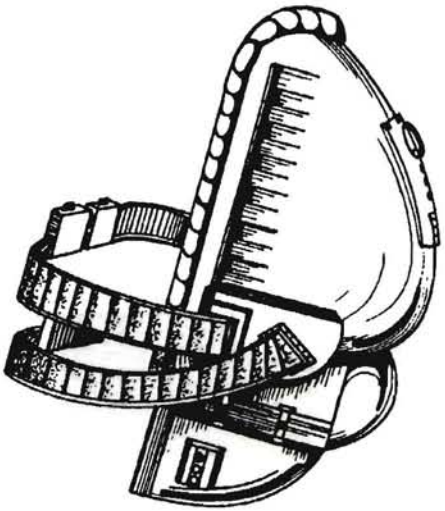
While some people call ExoSkel "powered armor," this is an exaggeration. Servos are present to offer a power-assist for leg and upper arm movements, primarily as a means of offsetting the otherwise oppressive weight of the armor. Internal active battery life for these servos is 12 hours, and the batteries can be taken off-line at will, allowing waiting troops to conserve their servo time. With the servos activated, the apparent weight of the armor (for purposes of maneuver and movement) is 15 kilograms: All tasks are conducted as though they were one difficulty level greater, Initiative suffers a -1 modifier, and the user can move no faster than a trot. In the case of a vacuum-rated ExoSkel, the Initiative modifier is -2, and movement is restricted to a walk.

One should not make the mistake of believing the ExoSkel vacuum model to be the equal of a true space suit. It allows short excursions (two hours maximum) in vacuum, assuming nominal conditions, but endurance, versatility, and maneuverability are all substandard by comparison to regular vacuum suits.

ExoSkels are possessed by only the most wealthy megacorporations, and their technology is guarded extremely carefully to prevent other organizations from acquiring it.

ExoSkel
Wt: 23 kg (15 kg apparent, with servos)
Price: $775,000 (—/—)

Vacuum ExoSkel
Wt: 35 kg (20 kg apparent, with servos)
Price: $1,150,000 (—/—)



Ice Box

The Ice Box is a small waste-heat processing unit that is an add-on for various kinds of pressurized/sealed armors. Depending upon the quality of the suit's environmental seal, the Ice Box can increase the difficulty of IR-spotting tasks against the user by up to two levels. (Generally, only customized ExoSkel suits have seals of this quality, unless the armor is being used in thermally invariant, temperate environments, in which case seal quality becomes less critical.)

The Ice Box needs a new coolant packet after four hours of constant use. It must vent its waste heat as steam at least once every 20 minutes. Careful users are always trying to find a place to vent the accumulated heat, even if only after a minute or two of usage.

Wt: 2.3 kg
Price: $1550, Coolant Packet: $120 (—/—)

RamTech Bodyguard Kevlar (Ballistic Nylon) Vest

This type of body armor is intended to provide protection from fragments, not to protect against direct hits from small arms.

Wt: 4 kg
Price: $800 (S/C)

Security Industries Flak Jacket

This type of body armor is intended to provide protection from fragments, not direct hits from small arms.

Wt: 8 kg

Price: $400 (R/C)

Miltech Ltd. KV1 Kevlar (Ballistic Nylon) Helmet

This is intended to provide protection from fragments, not direct hits from small arms.

Wt: 0.5 kg

Price: $100 (S/C)

Garcia-Seguro Steel Helmet

This is intended to provide protection from fragments, not direct hits from small arms.

Wt: 1 kg

Price: $50 (C/V)

RamTech Close Assault Armor

Improved, but bulky body armor incorporating additional layers of Kevlar and metal/ceramic plate inserts. It protects chest and abdomen with an armor value of 2, arms and legs with a value of 1. Because of the armor's bulk, wearers may not move faster than a trot. All tasks become one level more difficult for wearers of this armor.

Wt: 16 kg

Price: $1200 (—/S)

CYBER HANDS

These alien artifacts cannot be purchased, and thus prices and availability are not given for them. Each weighs one kilogram, although this is of importance only to characters who have accumulated several. All hands fit standard wrist connectors (installed in place of the character's normal hand as part of the cyborg escapee career) and cannot function when not hooked up to one. Cyber hands draw power from the body of the wearer by means of a sophisticated and totally mysterious thermocouple system.

Basic hands occur in left and right versions, all others may be fitted to either arm as necessary (the hands automatically perform the needed adjustments). Many come with natural appearing plastic coverings that mimic human skin (automatically adjusting themselves to the skin color and age of the wearer).

All hands can be dismantled, but their inner workings are unfathomable to the present-day human mind.

Basic: The basic cyber hand duplicates the appearance, function, and capabilities of a normal human hand. To the casual glance, it cannot be distinguished from a normal hand (it feels warm to the touch), but a close examination will reveal its true nature.

Power Hand: A normal-appearing cyber hand allows up to 10 times the normal gripping strength to be exercised, but retains the sensitivity of the normal human hand. What this means in practice is up to the referee, but bear in mind that this does not permit the character to lift any greater load than normally, merely to grip or crush things normally uncrushable.

Chainsaw Hand: This attachment is a 30-centimeter chainsaw, evidently intended for use by construction workers, but also a devastating melee weapon. It is not normal in appearance.

Blade Hand: This hand appears to be a normal basic hand, but each finger and the thumb contain 10 centimeter-long, razor-sharp blades which may be extended at will. When retracted, the hand appears to be a normal human hand (how the fingers remain flexible with the blades retracted is a mystery).

Tentacle-Fingers Hand: This hand appears to be a normal basic hand, but each finger and the thumb can be telescoped to form a tentacle up to three meters in length. Each tentacle has the strength of a normal human arm, and the hand can be used for climbing, grappling, and a thousand other uses limited only by the imagination of the character and the generosity of the referee.

Gun Hand: This hand appears to be a normal basic hand, but the index (first) finger contains a pistol mechanism. The finger flexes normally when not firing, although it must be held straight for the weapon to be used. The hand fires standard 9mmP ammunition, retaining the casings inside for disposal during reloading. When reloading, each round must be inserted separately.

Tractor/Pressor Hand: This hand allows the user to attract and repel objects of up to 10 kilograms in weight (suspending them in the air), or drag/push heavier objects (up to 100 kilograms in weight). Maximum range for this effect is 10 meters and the object must be in sight of the user. Duration is four turns per 24 hours (with one spent turn being regained per six hours of "rest"). The means by which this is accomplished is unknown.

This hand appears to be a basic hand in all other respects.

Grapple Hand: This normal-appearing hand can be fired up to 20 meters in any direction, connected to the user's arm by means of a length of extremely strong cable. The hand contains 100 meters of cable, which can be reeled in or out at will, and is strong enough to support up to 200 kilograms (the attachment to the wearer's arm is the limiting variable here). The hand can function as a grappling hook, wherever there is a handhold capable of supporting it. This hand can be used to descend as well as ascend.

Picklock Hand: This hand enables the user to open locks as if in possession of a set of lockpick tools. The internal microprocessor contains programming equivalent to Lockpick 3 skill. The hand can open conventional key locks, combination locks, or electronic locks. It is not normal in appearance.

Torch Hand: This hand is a laser cutting/welding torch, incorporating internal capacitors which contain power enough for two minutes (four turns) of constant operation. (Each six hours of "rest" restores 30 seconds of capacity.) It is not normal in appearance.

Utility Hand: This is a heavy duty hand which duplicates the functions of a basic tool kit. It is not normal in appearance.

Fine Utility Hand: This hand contains numerous attachments for very delicate electronics, and can be used as if it were an electronics tool kit. It is not normal in appearance.

Surgical Hand: This hand counts as a set of surgical instruments. Its miniaturized microprocessor contains the equivalent of Medical 4 skill, enabling nondoctors to perform surgery as long as they are wearing the hand. It is not normal in appearance.

CYBER HANDS

Weapon	*Range*	*Hit Mod.*	*Damage Value*
Power Hand	S	—	2D6+Strength
Chainsaw Hand	S	—	2D6+Strength
Blade Hand	S	+2	1D6+(Strength/2)
Torch Hand	S	—	3D6

Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Gun Hand	5	2	Nil	0	8	5	7	20

WEAPONS

The following notes explain the headings on the weapons cards and notations in the weapon card statistics. Magazines and ammunition (and tripods for machineguns and grenade launchers) must be purchased separately, and are not counted into weight or price.

Ammo: This lists the type of ammunition used.

Mag (Magazine): All small arms have a Mag listing (short for magazine) which consists of a number and, in some cases, a letter code. This shows the type of feed device used for ammunition in the weapon and the number of rounds in it. The most common form of feed device in small arms is a box magazine which attaches through the stock or pistol grip. *Weapons with no letter code after their Mag value are fed by box magazines,* each of which contain the number of rounds shown.

One reload action is sufficient to detach an empty box magazine and insert a full one.

Other forms of feed devices are noted by letter code as explained below:

R (Revolver): A revolver's feed device is a nondetachable revolving cylinder which usually holds six bullets. If loaded individually, three bullets can be put into the cylinder per reload action. If a quickloader is available (a circular clip holding six cartridges which enables all six to be dropped into the open cylinder at once), one reload action is sufficient to reload the weapon.

i (Individual): Weapons with nondetachable magazines, particularly underbarrel tubular magazines, often have to be reloaded one shell at a time. Up to three bullets may be loaded into an individual-class feed device per reload action.

B (Belt): The weapon, either a machinegun or automatic rifle, is fed by a belt usually containing from 50 to 100 bullets. Two reload actions are necessary to replace a belt. However, if the machinegun has a two-person crew (gunner and loader), this requirement can be met by both expending one action reloading in the same phase. Two or three belts may be linked together if the weapon is not moved (i.e., if vehicle- mounted or firing from a dug-in position). Linking belts counts as an action, but can be done by the weapon's loader while the weapon is firing.

C (Cassette): A cassette is a large, self-contained ammunition feed system which takes one full turn to replace.

ROF (Rate of Fire): Each shot in the game represents a single bullet. It is, however, possible to fire more than a single bullet from most weapons in a five second action phase. All weapons in the game have either a reload (Rid) rating or a rate of fire (ROF) rating.

Weapons with a reload rating hold only one round in the weapon at a time, and after firing that round must reload before firing again. The reload rating is the number of reload actions necessary to prepare the weapon to fire again.

Weapons with an ROF listing have either a letter code or a number. The various letter codes are listed below:

SS (Single Shot): This weapon can only fire one round and then must be reloaded.

BA (Bolt Action), LA (Lever Action): These weapons can fire one round per phase. Each time a round is fired from one of these weapons, the bolt or lever must be worked to eject the spent casing and chamber a new round. But this can be done in the same phase in which the weapon is fired.

PA (Pump Action), DAR (Double Action Revolver): These weapons may fire up to three rounds per phase. Pump action refers to shotguns, and involves working a lever between shots to eject the spent cartridge and chamber a fresh one. A double-action revolver cocks its hammer with the first part of the trigger pull, then fires with the second. This makes the trigger pull somewhat harder than in a semiautomatic pistol.

SA (Semiautomatic): Semiautomatic weapons may fire up to five shots per combat phase. Each squeeze of the trigger fires one round, and the force of its firing automatically recocks the weapon.

Automatic Fire: Weapons with a number instead of a letter code are capable of fully automatic fire as well as semiautomatic fire. The number shown is the number of bullets in a typical burst from the weapon. Each automatic weapon can fire up to either five individual shots or five bursts per fire phase. As a practical matter, however, no character may fire at more than three different targets in the same fire phase.

Dam (Damage): For ranged combat weapons, *Dam* indicates the number of D6 to be rolled for each round that hits the target. A listing of "-1" means roll 1D6-1. Listings of "C:5," "B:20," etc., indicate explosive rounds.

Pen (Penetration): This indicates how many D6 the damage rating is decreased by per point of armor on the target location. *Nil* means the damage rating is decreased to 0. If there are multiple listings, the first applies to short and medium range, the second to long, and the third (if any) to extreme. Each die of damage rating reduced becomes 1 point of blunt trauma damage to the target.

Rld (Reload): If a weapon has a reload rating listed, it indicates the number of actions necessary to reload the weapon between shots.

Blk (Bulk): This is an indication of how clumsy the weapon is to move, and serves as a modifier to Agility when determining which of two characters with the same Initiative will act first.

Recoil: Recoil can affect fire accuracy. *SS* means single shot, and *Brst* means Burst. When a character fires a weapon, multiply the recoil rating by the number of shots or bursts fired, and if the result exceeds the character's Strength, the excess is subtracted from the character's chance to hit with single rounds, or from the number of dice rolled per burst for autofire.

Rng (Range): This number is the weapon's short range in meters. Medium range is twice short range; long range is twice medium; and extreme range is twice long.

IFR (indirect Fire Range): Only weapons with an indirect fire range may use indirect fire. These are rifle grenades, grenade launchers, howitzers, and mortars. The range listed is the weapon's maximum range in meters.

Rnd (Round): This indicates the type of projectile fired by mortars and the like.

Weapon Types: A brief explanation of each weapon type follows.

Revolvers and Single-Shot Pistols: Revolvers carry their rounds (usually six of them) in a revolving cylinder. Recocking the pistol after firing advances the cylinder and brings a fresh cartridge in line with the firing pin. Single-shot pistols have no feed mechanism and thus require reloading after every shot. All types are fired using Small Arms (Pistol).

Automatic Pistols: Automatics are fed from a magazine held in the pistol grip. Each time the pistol fires, the recoil energy is used to eject the spent cartridge, recock the pistol, and move a new cartridge into the chamber. They are fired using Small Arms (Pistol).

Submachineguns: Submachineguns are light-weight automatic weapons. Almost all such weapons fire pistol ammunition to reduce recoil, although a few submachineguns are simply cut-down assault rifles. They are fired using Small Arms (Rifle).

Sporting Rifles: These include a variety of civilian rifles used for hunting or target practice. They are fired using Small Arms (Rifle).

Sniper Rifles: Sniper rifles are standard semiautomatic or bolt-action target rifles fitted with telescopic sights. They are fired using Small Arms (Rifle).

Assault Rifles: Assault rifles are capable of firing either single shots or bursts of automatic fire. To make controlled firing easier, they generally fire less powerful cartridges than those fired by traditional rifles. This may be achieved either by firing a standard rifle bullet but with a weaker powder charge (as with the 7.62mm Short fired by the AKM) or a smaller rifle bullet fired with a full powder charge (as with the 5.56mm NATO fired by the M16). They are fired using Small Arms (Rifle).

Battle Rifles: Battle rifles are very similar to assault rifles in design, but fire full-power rifle cartridges. This gives them greater range and penetration, but makes it more difficult to control them. They are fired using Small Arms (Rifle).

Automatic Rifles: Automatic rifles are either heavy versions of battle rifles (fitted with bipods and heavy barrels to reduce overheating) or very light machineguns firing assault rifle cartridges. They are fired using Small Arms (Pistol).

Shotguns: Shotguns are usually civilian hunting weapons. Their standard ammunition in a combat setting is 00 Buckshot, which at longer ranges produces a fair approximation of the area fire effects of a burst of submachinegun fire while at closer ranges it produces devastating wounds. They are fired using the Rifle cascade of the Small Arms skill.

Machineguns: Machineguns are belt-fed automatic weapons firing rifle cartridges. They are generally fired from bipods, tripods, or vehicle mounts. Very strong (or very foolish) characters can fire them from the hip without benefit of a mount. They are fired using Small Arms (Rifle).

Heavy Machineguns: These are identical in function to other machineguns except that they fire very powerful bullets. They are fired using Heavy Weapons skill.

Grenade Launchers: Grenade launchers use a low or high-low pressure system to propel 30-40mm grenades in excess of 100 meters. Most break open like a shotgun, but the American M203 has a unique slide-open system. They are fired using Small Arms or Heavy Weapons skill, whichever is greater.

Rocket Launchers: The rocket launcher is one of the most important developments of the modern battlefield, giving a readily portable and quite lethal antitank punch to infantry. These weapons, in company with the antitank missile, set the tone of modern ground combat. They are fired using Heavy Weapons skill.

Antitank Missile Launchers: The development of a weapon that could punch through a tank's armor without requiring a giant gun to shoot it is probably the salient feature of modern ground combat. Relatively small vehicles can now overpower tanks that would have required gigantic antitank guns not all that long ago. They are fired using Heavy Weapons skill.

Mortars: Mortars are fired using Heavy Weapons skill.

Surface-to-Air Missiles: SAMs are fired using Heavy Weapons skill.

MELEE WEAPONS

Axe

A long, shafted, heavy chopping instrument.

Wt: 2 kg

Price: $50 (V/V)

Bayonet

A military knife which can be held in the hand or attached to the end of an assault or battle rifle.

Wt: 0.25 kg

Price: $20 (C/C)

Club

Blunt, a half-meter long, used as a bashing instrument.

Wt: 2 kg

Price: Free for the taking in most places (V/V)

Garotte

A length of rope or piano wire used to strangle a victim.

Wt: 0.1 kg

Price: Usually improvised (V/V)

Hatchet

Short-handled chopping tool used to trim firewood.

Wt: 1 kg

Price: $20 (V/V)

Knife

About the size of a kitchen butcher knife. Of limited use because of its short reach, but deadly in the right hands.

Wt: 0.25 kg

Price: $5 (V/V)

Machete

A long-bladed slashing tool to clear away underbrush.

Wt: 1.5 kg

Price: $50 (C/C)

Minisaw

The minisaw is a small chainsaw that is a gruesome gang weapon, popular in some European metroplexes. Sporting a pistol grip and wrist brace, the minisaw creates its mayhem with a six-inch circular blade made from carbon composites bonded and an alloy mesh.

The minisaw has an internal battery giving it one minute (12 phases) of use, or it can be powered from a belt pack that has a life of 15 minutes. The only drawback is that any attack blocked by the minisaw is likely to damage its blade or motor. The minisaw can sustain only 4 points of damage before it ceases to operate. At 10 points, the damage becomes irreparable. Determine the points of damage as per normal attack procedures.

Wt: 0.9 kg

Price: $650 (R/S)

Weapon	Range	Hit Mod	Damage
Minisaw	S	-1	4D6

Spear

A short, broad blade mounted on a long, wooden shaft.
It is a thrusting weapon—awkward, but useful because of its reach.
Civilians use spears as defense against animals.

Wt: 2 kg

Price: $10 (V/V)



Stun Stick

The stun stick is an increasingly common sight in the hands of law enforcement officials throughout the US. Its weapon characteristics are equivalent to a normal club, but with the addition of a stunning charge of electricity, one that represents a major advancement over previous hand-held electric stunners. The stun stick resembles a

police nightstick that is covered by a grid of small metal studs along its striking surface. These studs serve as both contact sensors and conduction points. When the stick is activated and strikes an object, a microprocessor registers pressure on the studs and sends a jolt of electricity through those making the best contact.

The resulting shock can be set from mild discomfort to incapacitation (which can also cause cardiac arrest in susceptible individuals). The club has an internal battery sufficient for two heavy charges (called "zaps!") or as many as 20 light taps ("zips"). But most frequently, the weapon is powered by a belt pack and cable unit (providing 10 times the capacity of the internal battery).

An individual hit by a full-power zap (zips merely cause pain) must succeed at a Difficult test of Constitution in order to remain conscious. Individuals who fail the roll can make another Difficult test of CON at the beginning of each new combat turn to regain consciousness. Characters who remain conscious (or regain consciousness) suffer a -2 penalty to Initiative and Agility for one combat turn (outstanding success at the roll reduces the penalty to -1).

While stun sticks were originally restricted for police use, some locales are now allowing civilian ownership.

Wt: 1.2 kg
Price: $250 (—/R)

Weapon	*Range*	*Hit Mod*	*Damage*
Stun stick	S	0	*

* See text for stun effects. If used as a club, see club stats.

Sword

A slashing and/or thrusting weapon, usually a meter in length.
Wt: 2 kg
Price: $350 (S/S)

Bows

Once only for hunting and target practice, bows are now used in combat where ammunition is scarce. While the longbow requires special Archery skill, a crossbow uses Small Arms (Rifle).

Longbow

Includes fiberglass composite bows and wooden self-bows, of 30 to 50 pounds pull.
Ammo: Arrows
Wt: 1 kg
Price: $300 (C/C)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Rld*	*Blk*	*SS*	*Brst*	*Rng*
Longbow	SS	-1	Nil	1	5	10	—	15

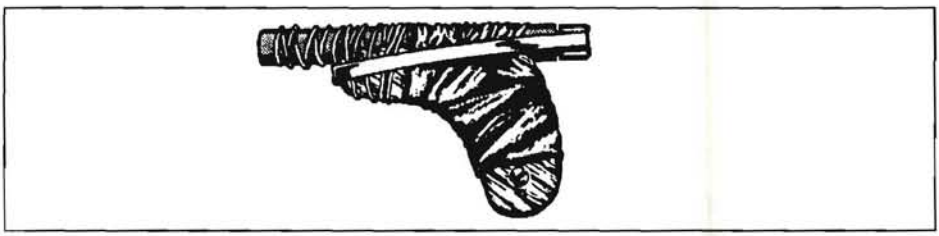
Crossbow

Includes pre-war manufactures and recent weapons produced from old rifle stocks and truck springs. Pulls vary from 100 to 200 pounds.

Ammo: Bolts
Wt: 4 kg
Price: $350 (C/C)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Rld*	*Blk*	*SS*	*Brst*	*Rng*
Crossbow	SS	-1	Nil	4	6	4	—	20

FIREARMS

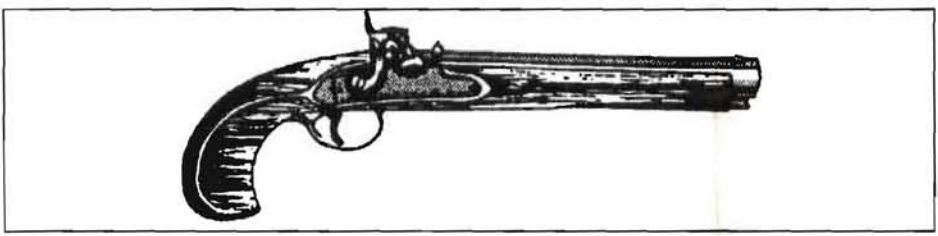


Zip Gun (Single-Shot Pistol)

This is a primitive, one-shot firearm jury-rigged out of pipe, wood, and other non-standard materials. It is designed to fire standard ammunition—usually small—caliber pistol ammo. The end result is much the same, regardless of ammunition

Ammo: .22 or .380 ACP
Wt: 0.5 kg
Mag: 1 individual
Price: $75 (V/V)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Rld*	*Blk*	*SS*	*Brst*	*Rng*
Zip Gun	SS	-1	Nil	1	1	2	—	6

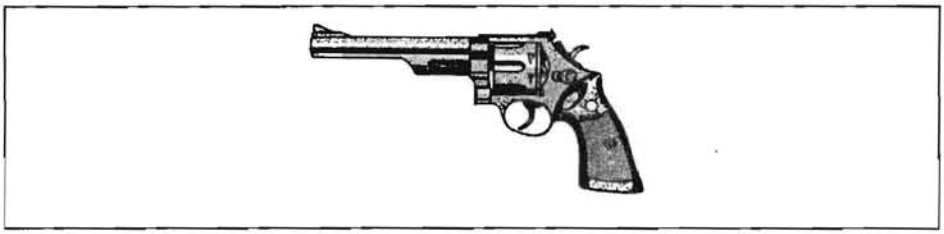


Black Powder Pistol

Either a museum piece or a modern sporting reproduction.

Ammo: Loose black powder and ball
Wt: 0.5 kg
Mag: 1 individual
Price: $125 (S/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Rld*	*Blk*	*SS*	*Brst*	*Rng*
BP Pistol	SS	1	Nil	2	2	3	—	8

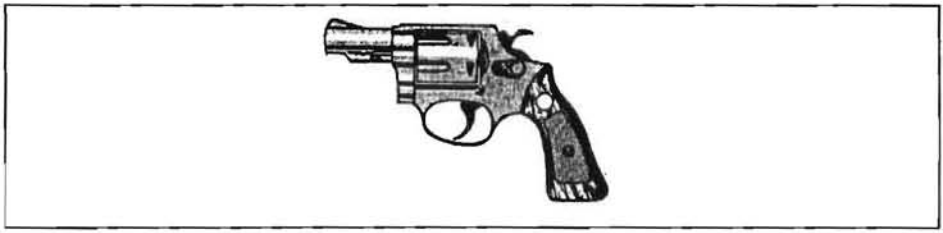


S&W Model 29/16.5

What Sean Connery's portrayal of James Bond did for the Walther PPK, Clint Eastwood as San Francisco detective Inspector Harry Callahan did for the Smith & Wesson Model 29 .44 magnum revolver. The Model 29 is a large frame revolver and looks like it could bring down a buffalo.

Ammo: .44 magnum
Wt: 1.5 kg
Mag: 6 revolver
Price: $500 (R/S)

					—Recoil—			
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
S&W 29/16.5	DAR	3	2-Nil	2	6R	4	—	16

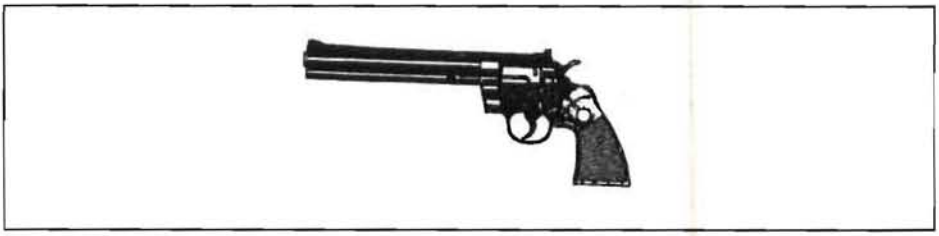


S&W Model 36

The S&W Model 36 (nicknamed the Chief's Special) is built on the small "J" frame, and its cylinder has room for only five rounds. Because of this, the Model 36 is favored by plain-clothes detectives who must carry revolvers.

Ammo: .38 special
Wt: 0.7 kg
Mag: 5 revolver
Price: $315 (S/S)

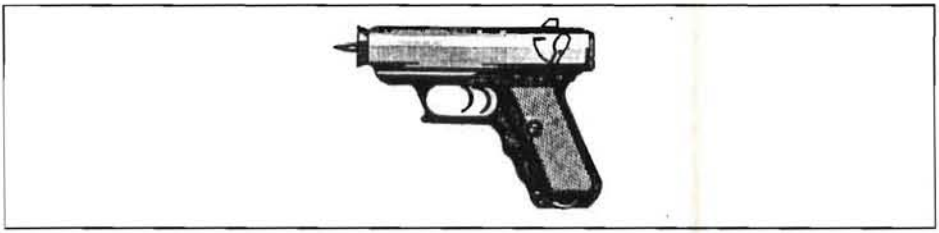
Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng
S&W 36	DAR	1	Nil	1	5R	6	—	4



Colt Python/20.3

A very long-barreled version of the basic Python.
Ammo: .357 magnum
Wt: 1.6 kg
Mag: 6 revolver
Price: $425 (S/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng
Python/20.3	DAR	2	1-Nil	2	6R	3	—	18



Martin Dynatech Pacifier Stun Gun

A pistol-sized weapon used to stun rather than kill, the stun gun fires two small darts and two lengths of light wire into the target, then administers a mild electric shock. It doesn't always succeed in stunning the victim. With a successful hit anywhere on the target, that character immediately loses two Initiative levels for six phases and must make an Average: Constitution roll to stay conscious. Failure means the target loses consciousness for six phases. Reloading the stun gun consists of removing the expended dart package and loading a new one. The dart package contains a charged battery, darts, three meters of fine wire and a compressed gas cylinder to propel the darts.

Ammo: Dart package
Wt: 0.5 kg
Mag: 1i
Price: $600 (R/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng
Stun gun	SS	*	Nil	1	1i	1	—	1

* Damage is special and is described above.

Sonic Stunner

This weapon does not cause unconsciousness, but generates a nonlethal level of neurological disorder in its targets, lasting for approximately 30 seconds. Individuals who have been hit must roll a Difficult: Constitution test in order to remain functional. Even if they succeed, they suffer a penalty of -2 to their Initiative, AGL, STR, and all related skills for 30 seconds, unless they rolled an outstanding success, in which case they suffer only a -1. Even the device's operator must make an Easy: Constitution test to avoid its effects.

The stunner's muzzle is comprised of a long, bell-shaped device that focuses sound waves, giving the weapon a distinctive and decidedly futuristic-looking appearance. The magazine is a battery pack worn on the belt and connected to the stunner by a power cable. It holds power enough for 10 shots and can be recharged from any standard electrical outlet at a rate of five minutes per shot.

Wt: 9 kg *(Weapon:* 7.5 kg, *Mag: 1.5* kg)

Mag: 10 charges

Price: $23,000 (—/R)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Sonic stunner	1	*	*	5	10	—	—	25

* See text.

SOCCM

The SOCCM (sonic crowd control machine) is a powerful (if harsh) crowd control device. A larger version of the sonic stunner, it is less potent against individuals, but capable of covering a much wider area. This weapon causes targets to experience headache, disorientation, and irritability, though not unconsciousness. The effects last as long as the SOCCM is active and for 30 seconds thereafter.

The device's area of effect is a forward-projecting cone 100 meters in length and 50 meters wide at the terminus. Individuals in the machine's area of effect must succeed at a Difficult test of Constitution in order to remain fully functional. (Any sound-protective headgear reduces this test to Average difficulty, and sound-protective headgear that fully encloses the head makes it an Easy test.) Any targets that do not succeed at this roll suffer a penalty of -2 to their Initiative, AGL, STR, and all related skills for the duration of the SOCCM's operation and for 30 seconds thereafter.

Individuals who have been repeatedly "socked" tend to become jittery and/or violent (medical experts are trying to pin down the precise reason for this reaction), as do SOCCM operators after a period of time. But many megacorps continue to use the system freely for dispersing crowds.

Wt: 175 kg

Price. $372,500 (—/S)



High Standard .22 (Automatic Pistol)

This is a very reliable, lightweight, easily handled automatic pistol in a small caliber.

Ammo: .22 long rifle
Wt: 1.3 kg
Mag: 10 box
Price: $250 (C/C)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
HS .22	SA	-1	Nil	0	10	2	—	10



Browning HP-35 (Automatic Pistol)

The standard military sidearm of the British (and several other armies). It is considered by many to be the finest 9mm automatic pistol made.

Ammo: 9mm P
Wt: 1.1 kg
Mag: 13 box
Price: $450 (S/C)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
HP-35	SA	1	Nil	1	13	2	—	12



Desert Eagle

An automatic pistol chambered to fire the rimmed .357 magnum and .44 magnum cartridges, the Desert Eagle is popular with some because of the power of its cartridge and its large magazine capacity (compared to revolvers).

Ammo: .357 magnum, .44 magnum
Wt: 1.3 kg
Mag: 9 box (.357 magnum), 8 box (.44 magnum)
Price: $750 (R/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
DE .357 mag	SA	2	1-Nil	1	9	3	—	18
DE .44 mag	SA	3	2-Nil	1	8	4	—	14



Colt Krait (Automatic Pistol)

The Krait is a large-capacity automatic, chambered for a variety of calibers, of which 10mm is the most popular. A wide variety of accessories are available.

Ammo: 10mm ACP
Wt: 1.4 kg
Mag: 14 box
Price: $400 (S/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
10mm	SA	2	1-Nil	1	14	3	—	15



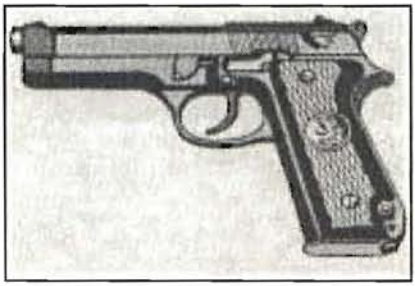
Colt M1911A1 (Automatic Pistol)

The standard military side arm of the United States until the late 1980s, the M191 1A1 has been supplanted as general issue by the 9mm M9. However, M9 procurement has never been sufficient to completely replace the M1911A1 in military use, and thus it is still encountered, especially in National Guard units.

A number of civilian versions of the M1911Al are made, including conversions to other calibers. The conversion to 10mm is among the most popular.

Ammo: .45 ACP
Wt: 1.4 kg
Mag: 7 box (6 box for 10mm variant)
Price: $275 (C/V)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M1911A1	SA	2	Nil	1	7	3	—	12
M1911A1 10mm	SA	2	1-Nil	1	6	3	—	15



M9 (Beretta M92S) (Automatic Pistol)

The standard side arm for US military forces. It is essentially identical to the M92S (the civilian version).

Ammo: 9mm P
Wt: 1 kg
Mag: 15 box
Price: $350 (C/V)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M9 (M92S)	SA	1	Nil	1	15	3	—	12



Walther PPK (Automatic Pistol)

The Walther PPK (Polizzei Pistole Kriminalor criminal police pistol) is a German pistol favored by European police agencies. It is best known as the weapon of the British MI-5 and MI-6 organizations. It was made famous in the public eye by Sean Connery's use of it in the *James Bond* films.

Ammo: .380 ACP
Wt: 0.8 kg
Mag: 7 box
Price: $350 (S/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Walther PPK	SA	1	Nil	1	7	3	—	10



Vz-52 (Automatic Pistol)

Standard side arm of Czech military forces.

Ammo: 7.62mm T
Wt: 0.5 kg
Mag: 8 box
Price: $350 (—/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Vz-52	SA	1	Nil	1	8	4	—	12



XM26 APW (Automatic Pistol)

The XM26 Advanced Personal Weapon is a smaller version of the XM22 AIW, firing a smaller cartridge. It is likewise available only through contacts in the Advanced Weapons Research Laboratory.

Ammo: 12.5mm caseless
Wt: 1.4 kg
Mag: 20 box
Price: $900 (—/—)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
XM 26 APW	SA	3	1-Nil	3	20	4	—	25

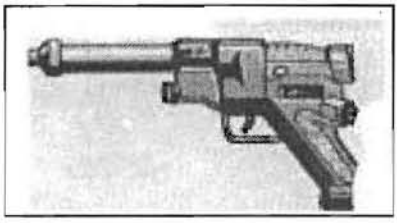


Wildey .475 WM (Automatic Pistol)

Also known as the Wildey Wolf, this weapon is a custom-made version of the Wildey pistol.

Ammo: .475 Wildey magnum
Wt: 1.5 kg
Mag: 7 box
Price: $1900 (—/—)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Wildey .475 WM	SA	4	2-Nil	1	7	4	—	25



Armington Laser Pistol

ALP (Laser): The Armington laser pistol is a prototype laser personal defense weapon, consisting of the pistol, a belt battery pack/capacitor, and a power cable linking the two. The ALP is less powerful than the ALC, and does not require a liquid nitrogen cooling cylinder, but it is limited in its rate of fire to one shot per 15 seconds (otherwise the heat of firing will damage its components). A discharged backpack requires three hours to recharge. An unknown number were UV lasers.

UV Lasers: Ultraviolet lasers are not in regular production, and the few in existence are special models produced for the government or private corporations, or one-of-a-kind modifications to existing weapons by private craftsmen, who claim this gives the weapon enhanced effectiveness against trolls and vampires.

Price for UV lasers is doubled, and availability is always (—/—). Weights may Vary slightly from weapon to weapon.

Ammo: —

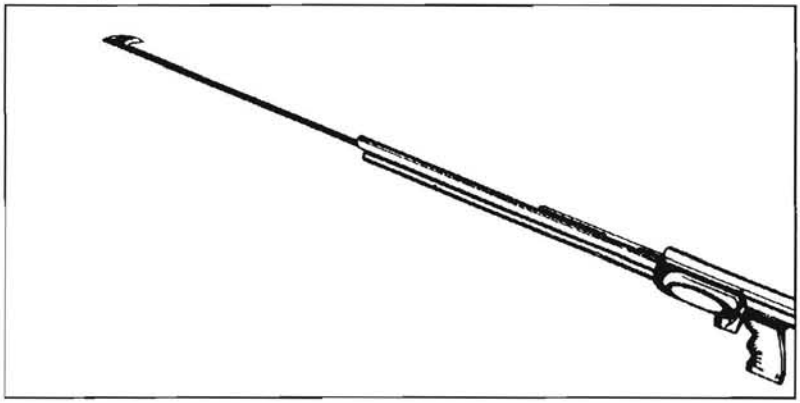
Wt: 4 kg (*Pistol Wt:* I kg; *Belt Battery Pack/Capacitor:* 3 kg)

Mag: A belt pack is good for 18 shots per charge.

Price: $3200 (—/R)

							—*Recoil*—		
Weapon		*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
ALP	(1)*	4	2	3	—	—	—	30	

* One shot per 15 seconds.



Speargun

This weapon is used for spear fishing and, occasionally, self-defense. The cartridge is good for three shots.

Ammo: Light underwater spear

Wt: 1.75 kg (0.4 kg per spear)

Mag: 1 integral

Price: $275 ($22 per spear) (C/V)

					—Recoil—			
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Speargun	SS	-1*	Nil	4	1i	2	—	6**

* 1 if used out of water.

** 8 if used out of water.



AKR (Submachinegun)

The standard Eastern Bloc military submachinegun (with few exceptions), the AKR is merely a cut-down version of the AK-74. Although a bit heavy for a submachinegun, it has good accuracy and stopping power.

Ammo: 5.45mm B
Wt: 4 kg
Mag: 30 box
Price: $500 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
AKR	5	3	1-Nil	2/3	30	3	8	30

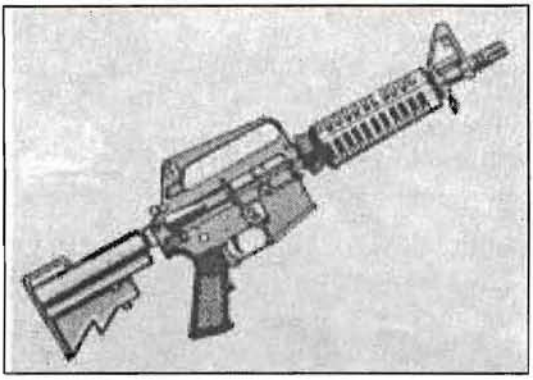


M3A1 (Submachinegun)

Called the "grease gun" because of its fancied resemblance to an automotive maintenance tool, this weapon is no longer in US Army service, but it is used by a number of other armies and some police forces throughout the world.

Ammo: .45 ACP
Wt: 4.5 kg
Mag: 30 box
Price: $500 (—/R)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M3A1	5	2	Nil	3/4	30	2	4	30

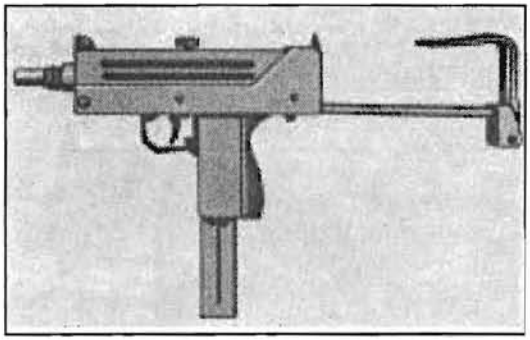


M177 (Submachinegun)

The M177 is a shortened carbine version of the M16 assault rifle. It cannot be fitted with the M203 grenade launcher, but it can use rifle grenades.

Ammo: 5.56mm N
Wt: 2.5 kg
Mag: 20 box or 30 box
Price: $750 (—/V)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M177	5	3	1-Nil	3/4	20/30	3	8	40



Ingram M10.45 (Submachinegun)

The Ingram was designed especially for clandestine work and has acquired a large body of enthusiasts (and detractors). The barrel is threaded to take a specially designed suppresser. This model is chambered for .45 ACP and is somewhat less controllable in fully automatic fire than the other models.

Ammo: .45 ACP
Wt: 3.8 kg
Mag: 30 box
Price: $650 (R/R)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M10 .45 10	2	Nil	1/3	30	2	10	20	

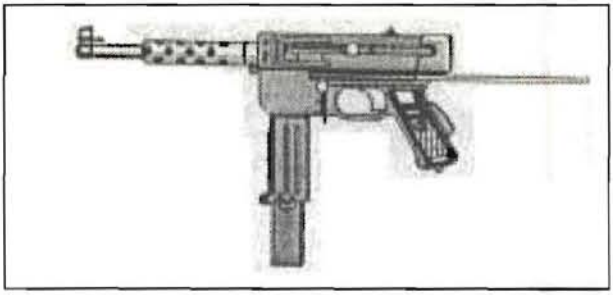


M231 (Submachinegun)

The standard firing-port weapon on the M2 Bradley, the M231 is a satisfactory vehicle weapon for suppressive fire but a mediocre submachinegun. It cannot be fitted with the M203 grenade launcher.

Ammo: 5.56mm N
Wt: 3 kg
Mag: 20 box or 30 box
Price: $700 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M231	5	2	1-Nil	3/4	20/30	1	4	25

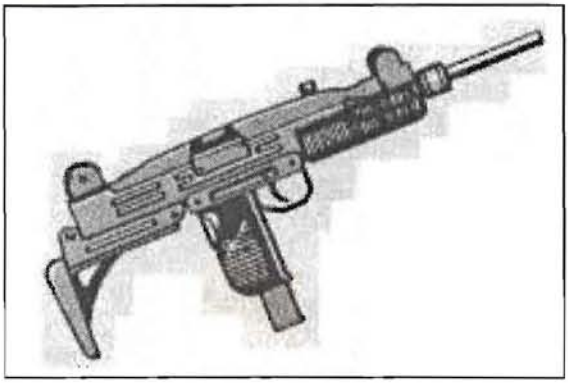


MAT-49 (Submachinegun)

The French standard military and police submachinegun.

Ammo: 9mm P
Wt: 4.8 kg
Mag: 32 box
Price: $650 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
MAT-49	5	2	Nil	3/4	32	1	4	30



Uzi (Submachinegun)

The Israeli-designed Uzi is the most common SMG. It is used by armies and police agencies worldwide, including the US Secret Service and US Federal Marshal Service.

Ammo: 9mm P
Wt: 4 kg
Mag: 25 box or 32 box
Price: $500 (—/V)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Uzi	5	2	Nil	2/3	25/32	2	5	30



MP-7 (Submachinegun)

An improved version of the MP-5 series, chambered for the popular 10mm cartridge.

Ammo: 10mm ACP
Wt: 3 kg
Mag: 30 box
Price: $750 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
MP-7	5	2	1-Nil	4	30	2	6	30

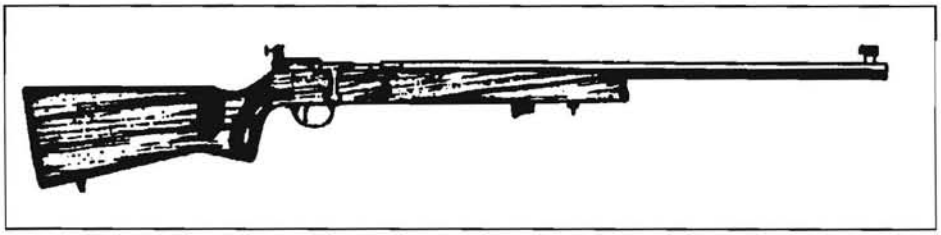


Vz-61/62 Skorpion (Submachinegun)

Commonly referred to as a machinepistol, the Skorpion is small enough to carry in a shoulder holster. Its short range and underpowered ammunition make it of limited combat value, but its ease of concealment has made it very popular with Warsaw Pact covert agents. It is also frequently carried by Czech airborne forces, particularly by officers.

Ammo: .32 ACP
Wt: 1.6 kg
Mag: 10 box or 20 box
Price: $800 (—/R)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Vz-61/62	5	1	Nil	1	10/20	3	7	4
stock	5	1	Nil	3	10/20	1	4	12

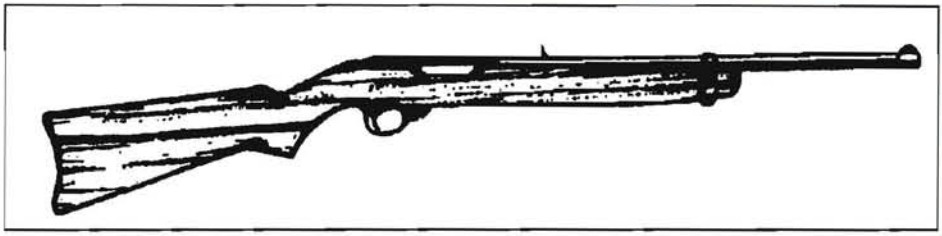


Remington-Peters .22 Bolt-Action Rifle (Sporting Rifle)

A widely available light hunting rifle, the .22 is excellent for squirrels and other small game, but it does not have sufficient stopping power to be reliable against larger targets.

Ammo: .22 LR
Wt: 2 kg
Mag: 5 individual
Price: $150 (C/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
.22	BA	-1	Nil	4	5i	2	—	50

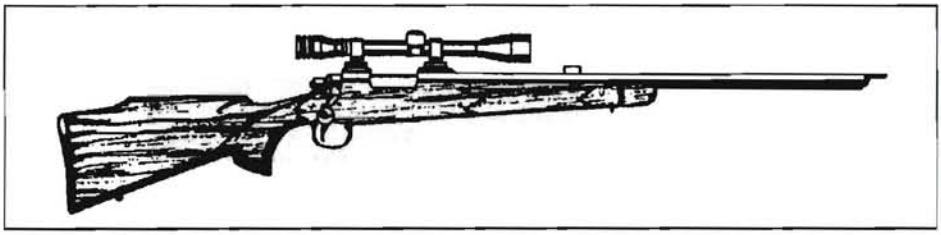


Ruger .22 Semiautomatic (Sporting Rifle)

Another widely available light hunting rifle, this version of the .22 is semiautomatic.

Ammo: .22 LR
Wt: 2 kg
Mag: 10 box
Price: $300 (C/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
.22	SA	-1	Nil	4	10	2	—	50

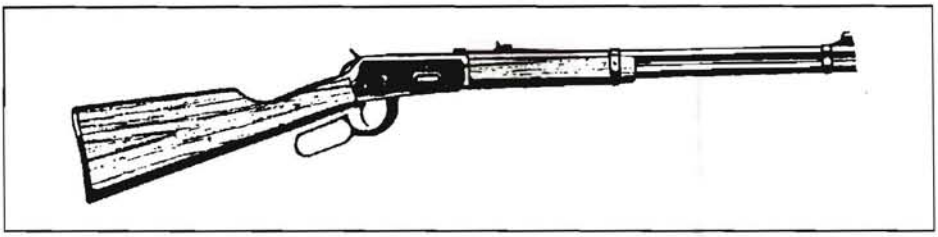


Marlin .30-06 Bolt-Action (Sporting Rifle)

Another popular hunting rifle, this .30-06 is a bolt-action rifle.

Ammo: .30-06
Wt: 4 kg
Mag: 5 individual
Price: $300 (C/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
.30-06	BA	4	2-3-Nil	5	5i	2	—	75

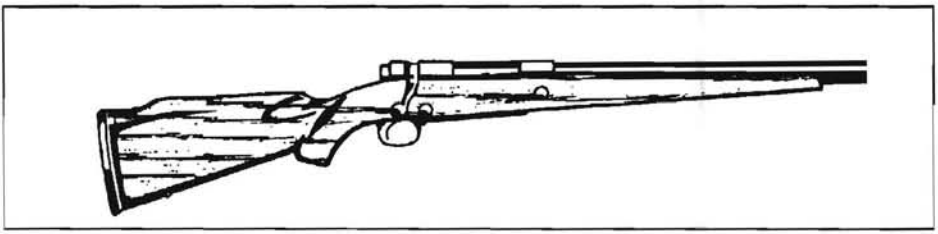


Winchester 1894 (Sporting Rifle)

This rifle is a modernized version of the Winchester 1873. Improved versions are still used as hunting weapons in the US.

Ammo: .30-30
Wt: 3.1 kg
Mag: 6 individual
Price: $275 (C/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
1894	LA	3	2-Nil	5	6i	4	—	50



Tranquilizer Gun

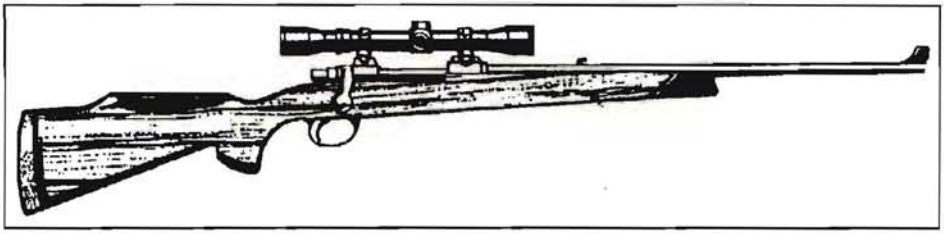
A specially made weapon designed to fire hypodermic darts containing a tranquilizer or other drug by means of compressed $C0_2$ cartridges. These were designed originally for administering drugs to dangerous animals, but the mercenary industry soon adopted them for its own purposes.

A hit in any part of the body will be effective eventually, but some areas give faster results than others. Head hits result in instant unconsciousness. Chest and abdomen hits result in unconsciousness after 1D6/2 phases (five to 15 seconds). An arm hit requires the target to roll Average: Constitution to stay awake each phase. The drug will take effect even if the dart is removed immediately. Animals such as guard dogs will be rendered instantly unconscious from any hit (since their smaller body weight allows the drug to take effect faster). Tranquilizer guns count as medical equipment for contact assistance.

Ammo: 15mm hypodermic dart
Wt: 3 kg
Mag: 1 individual
Price: $1200 (—/R)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Tranq gun	SS	*	Nil	1	1i	3	—	8

* Damage is special.



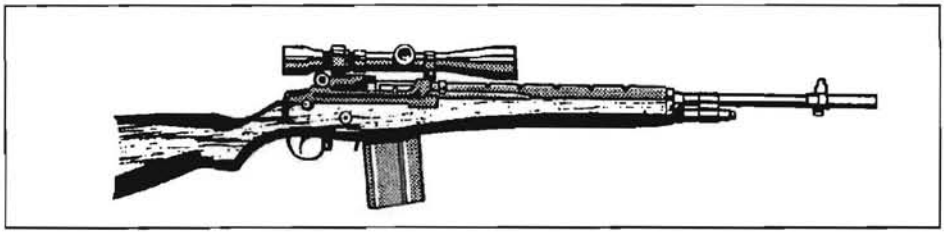
C3 (Parker Hale) (Sniper Rifle)

The standard Canadian sniper rifle is a well-made civilian hunting rifle adapted to military use and fitted with a telescopic sight. It is known as the Parker-Hale in its civilian version.

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shot), this modifier is not added.

Ammo: 7.62mm N
Wt: 4 kg
Mag: 3 individual
Price: $800 (C/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
C3	BA	4	2-3-Nil	5	3i	5	—	75



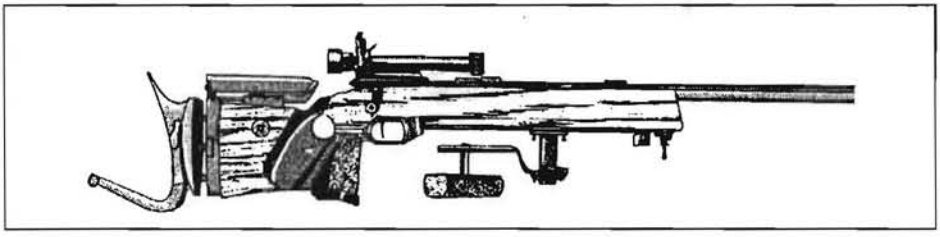
M21 (Sniper Rifle)

The standard US Army sniper rifle, the M21 is essentially a well-made M14 assault rifle (the US Army's service rifle prior to the M16) fitted with a telescopic sight and a bipod.

Ammo: 7.62mm N
Wt: 5.4 kg
Mag: 20 box
Price: $800 (S/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M21	SA	4	2-3-Nil	6	20	4	—	65
bipod	SA	4	2-3-Nil	6	20	2	—	75

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shots) this modifier is not added.



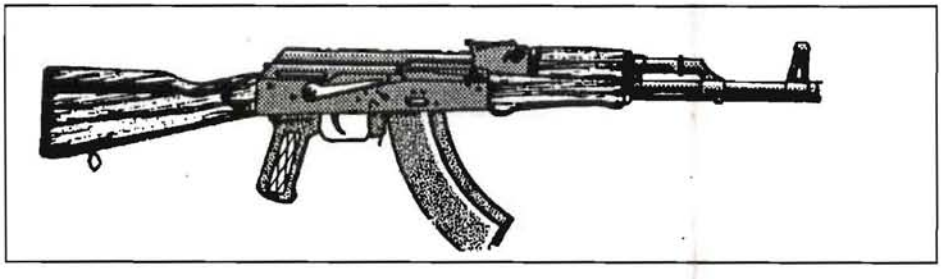
M27 (AR-27 Keyholer) (Sniper Rifle)

The Armalite AR-27 is a development of Armalite's AR-22 Olympic-grade target rifle, upcalibered for use as a military sniper rifle. It was adopted by the US Army as the M27 in 1998.

Ammo: 7.62mm N
Wt: 8 kg
Mag: 20 box
Price: $950 (—/R)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
AR-27	SA	4	2-3-Nil	6	20	6	—	85

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shot), this modifier is not added.



AK-74 (Assault Rifle)

The standard combat rifle of what were formerly known as the Eastern Bloc forces.

Ammo: 5.45mm B
Wt: 4 kg
Mag: 30 box
Price: $500 (—/V)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
AK-74	5	3	1-Nil	5	30	3	7	50



AKM (Assault Rifle)

The modern version of the ubiquitous AK-47. It is perhaps the most widely used military small arm in the world, and is very popular despite its underpowered and unstable cartridge.

Replaced in front-line service by the AK-74, many AKMs were rechambered to fire 5.45 Bloc ammunition (designated AKMR for AKM rechambered). Thus, true AKMs are mostly found in use by militia units.

Ammo: 7.62mm S
Wt: 4 kg
Mag: 30 box
Price: $500 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
AKM	5	3	2-Nil	5	30	3	8	50

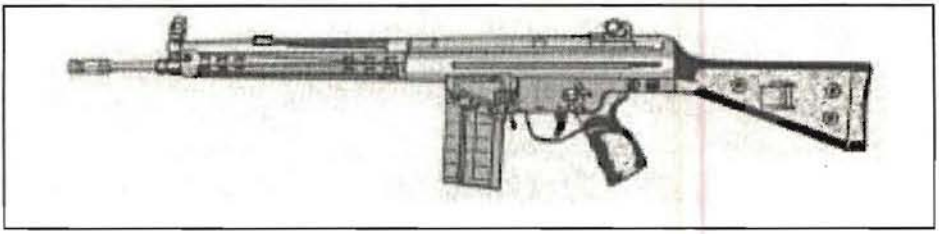


AKMR (Assault Rifle)

As the AK-74 supplanted the AKM in AKM in service, large numbers of AKMs were rechambered to fire the AK-74's 5.45 cartridge to enable standardization of supply without discarding mountains of AKMs. Widely used in Eastern Bloc military units alongside the AK-74.

Ammo: 5.45mm B
Wt: 4 kg
Mag: 30 box
Price: $550 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
AKMR	5	3	1-Nil	5	30	3	7	45



G11 (Assault Rifle)

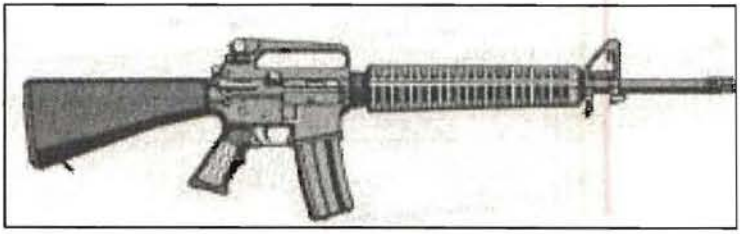
A weapon of radical design and great effectiveness, the G11 replaced the G3 as the standard assault rifle and the Uzi as the standard submachinegun of the German Army. It is a bullpup-configuration weapon, which means that the action is placed behind the firing hand, in the normally empty stock. This means that bullpup rifles can have a shorter overall length without the necessity for a shorter barrel.

It differs from other combat rifles in that it fires caseless 4.7mm bullets. The compact nature of the weapon and low recoil of its round make it as handy as a submachinegun (even though it is a rifle).

Its caseless ammunition is extremely compact, allowing a large magazine capacity. Since there is no spent cartridge casing to eject, the rifle's action is completely enclosed and thus is very reliable in a dirty environment. However, there is no way to reload the round since it is completely consumed.

Ammo: 4.7mm caseless
Wt: 4.5 kg
Mag: 50 box
Price: $800 (—/S)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
G11	3	3	1-Nil	4	50	2	3	55

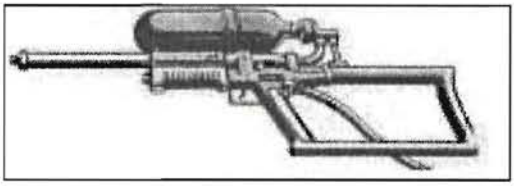


M16A2 (Assault Rifle)

The standard combat rifle of the US and Canadian armies, the M1 6A2 (commonly called just the "M16") is in widespread use and is a popular and effective weapon. The AR-15 is the semiautomatic civilian version.

Ammo: 5.56mm N
Wt: 3.8 kg
Mag: 20 box or 30 box
Price: $400 (-/C) M16A2; $500 (C/C) AR-15

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M16A2	3	3	1-Nil	5	20/30	3	5	55
AR-15	SA	2	1-Nil	5	20/30	2	—	55



ALC-2 (Laser)

The ALC-2 (Armington Laser Carbine Model 2) is extremely rare. Developed by Armington Laboratories as a testbed for a laser carbine, the ALC never entered full production, although an unknown number of prototypes (each essentially hand-made) were produced. The carbine incorporates a liquid nitrogen cooling system (the N_2 bottle is plainly seen over the action) which vents itself after each shot, producing a tendril of "steam" that can be disconcerting to the uninitiated. The carbine is connected by a power cable to a rechargeable backpack filled with batteries and a capacitor which requires 30 seconds to recharge after a shot (leading to the weapon's nickname, "Blue Moon," since that was how often it could be fired ("once in a blue moon"). A pair of LEDs on the left side indicate the weapon's status (red for charging, green for charged). A discharged backpack requires six hours to recharge.

Ammo: —

Wt: 26 kg (Carbine Wt: 5 kg; Backpack Wt: 21 kg)

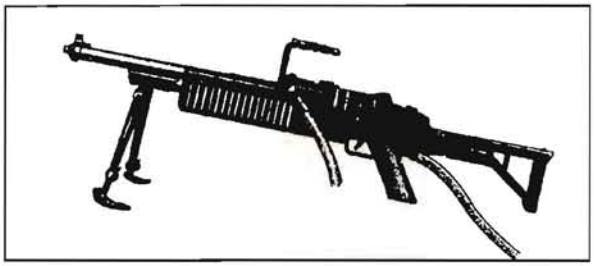
Mag: A backpack is good for 12 shots per charge

Price: $12,000 (—/—)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
ALC-2	1*	12	2	5	12**	—	—	60

* One shot per 30-seconds.

** Backpack is good for 12 shots; none are actually carried "in" weapon.



Laser, High-Cycle

Utilizing advanced materials technology and hydrogen fuel cell designs of humanoid ET origin, DARPA (Defense Advanced Research Projects Agency) laborato-

ries have been able to produce a limited number of improved hand-laser systems. The battery pack is now capable of powering 30 shots between recharges, and, even more importantly, the weapon has vastly improved internal components that allow one shot per phase without suffering heat damage. These weapons are not available for private purchase, although very occasionally one might show up on the black market.

Wt: 4.5 kg (Pistol: 1. 25 kg, Belt Battery Pack/Capacitor: 3.25 kg)

Mag: Belt pack provides energy for 30 shots

Price: $350,000 (—/—)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
HC Laser	1	4	2	3	—	—	—	30

LazBlinder

The LazBlinder (laser blinder) is arguably the last (if brutal) word in controlling large, violent crowds. Whereas the generation of a lethal laser beam requires tremendous amounts of power, it is considerably easier to construct a laser that only sears skin tissue slightly. However, given the narrow beam of the laser and its ability to play across a large area with great thoroughness (like the raster in a television tube), this makes the laser a particularly good blinding device since it can hit and burn the retinae of approaching individuals.

The LazBlinder is little more than a medium-power ruby laser hooked up to a ladar sweeping system. It appears as a large, black- faced and smooth-ended solid cone, mounted above a squat platform (the generator, which is often wreathed in coolant mists). The cone itself does not move; the laser and the sweeping mechanism are contained within it. In the absence of the generator, the weapon can run off of any kilowatt-rated power supply via cable connection.

The LazBlinder has an effective range of 100 meters and a long range of 300 meters. It has a triangular area of effect, in which the side opposite the laser itself is always one-half the length of the legs (so at 10 meters, the area swept is five meters wide; at 50 meters, it is 25 wide, etc.). All targets within the effective-range area must make a Difficult test of Agility to avoid retinal damage; those at long range must make an Easy test. Targets that avoid retinal damage are still blinded for one combat turn (and will have a whopper of a headache for the next hour), unless they roll an outstanding success, in which case they avoid all effects. Individuals who fail their roll must make an Easy: Constitution test to avoid permanent blindness.

There is no to-hit roll necessary when firing the LazBlinder; if people are looking the right direction, they will get hit. In the case of approaching crowds, this means anyone who does not specifically say that they are closing or covering their eyes. If a milling crowd is the target, one-third of all individuals are assumed to be facing the LazBlinder when it fires. The beam moves so quickly through such a large area, that it does not really appear as a beam: The visual effect is more like a wash of dim red light and a sudden, mild heating of the skin. Unknowing individuals may, therefore, actually turn to see where the light is coming from.

Wt: 800 kg

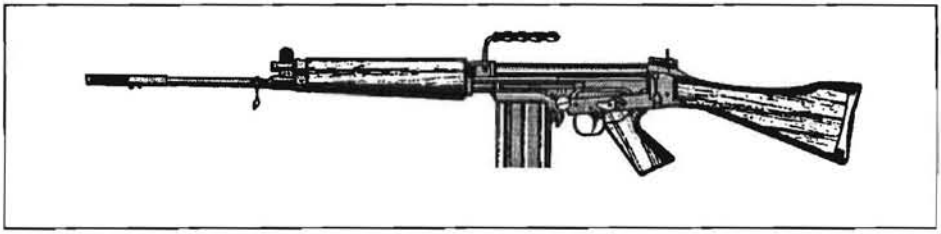
Price: $135,000 (—/R)

UV LazBlinder

The UV LazBlinder is an extremely rare device designed for use against creatures who are especially sensitive to the effects of ultraviolet light. It affect them in the same way that the standard LazBlinder affects humans, though at only half the range. Against humans, it has exactly the same effects as a normal LazBlinder, including normal range.

Wt: 800 kg

Price: $380,000 (—/—)



FN-LAR/L1Al (Battle Rifle)

A Belgian rifle adopted as the standard rifle of the British Army, the LAR has been replaced in service by the L85. The primary differences between the FAL and the LAR are that the FAL has a full auto option, while the British FAL/L1A1 does not. The magazines are not interchangeable.

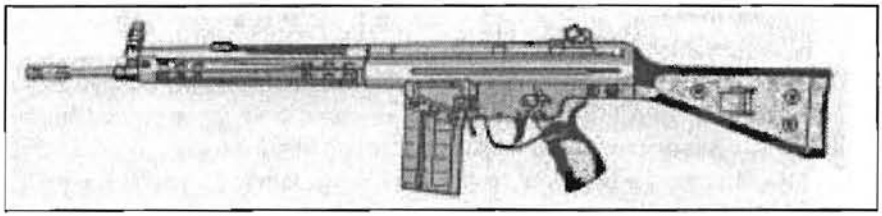
Ammo: 7.62mm N

Wt: 5 kg

Mag: 20 box

Price: $750 (—/V)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
FN-LAR/L1A1	SA	4	2-3-Nil	5	20	4	—	65



G3 (Battle Rifle)

The standard German assault rifle until replaced by the G11, the G3 was still widely used by territorial and internal security troops and is now back in service with German troops. It is quite popular in Latin America, possibly since it is taken from an earlier Spanish design.

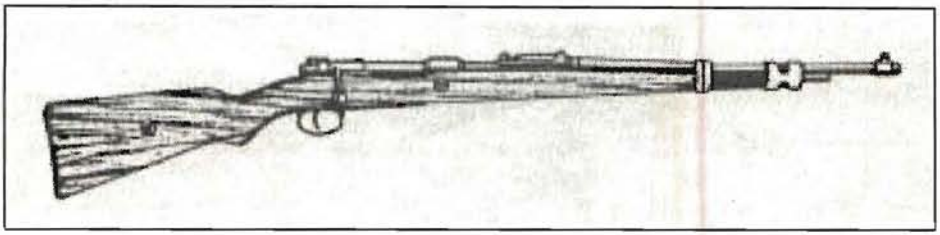
Ammo: 7.62mm N

Wt: 5 kg

Mag: 20 box

Price: $750 (—/V)

							—Recoil—	
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
G3 5	4	2-3-Nil	5	20	4	9	65	



KAR-98K (Battle Rifle)

The standard rifle of German troops in WWII.

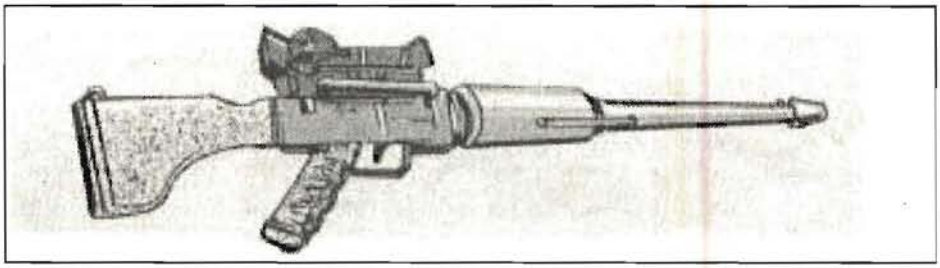
Ammo: 8mm M

Wt: 4 kg

Mag: 5 individual

Price: $300 (R/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
KAR-98K	BA	4	2-3-Nil	5	5i	4	—	65



XM22 (Battle Rifle)

The XM22 Advanced Infantry Weapon is an experimental military rifle. It is a bullpup-configuration weapon, which means that the action is placed behind the firing hand, in the normally empty stock. This means that bullpup rifles can have a shorter overall length without the necessity for a shorter barrel. Its caseless ammunition is extremely compact, allowing a large magazine capacity. Since there is no spent cartridge casing to eject, the rifle's action is completely enclosed and thus very reliable in a dirty environment.

A special recoil compensation system makes the weapon fairly controllable under semiautomatic fire, and not unreasonably wild for larger individuals in fully automatic mode. The weapon is available only through the US Army's Advanced Weapons Research Laboratory, and can be obtained only through contacts.

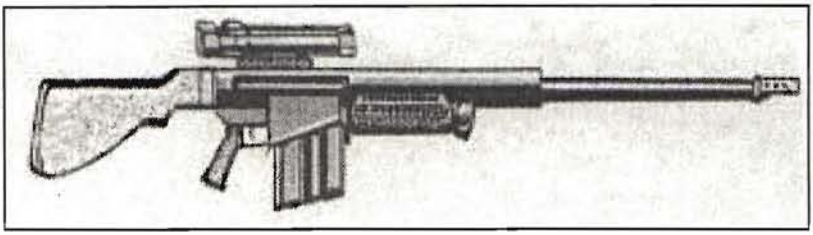
Ammo: 18mm caseless

Wt: 3.5 kg.

Mag: 50 box

Price: $1500 (—/—)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
XM22 AIW	3	6	2-3-Nil	4	50	4	6	55



XM7 Storm Gun (Automatic Rifle)

The XM7 is a prototype man-portable assault cannon of advanced design. Incorporating a radically new muzzle brake and an advanced recoil compensation system, the XM7 can be carried and fired by one person (a special harness is standard equipment, and most people prefer to fire the weapon from this position than from the conventional shoulder position). The weapon is fitted with a special laser targeting system (the laser beam is visible only when viewed through a special set of goggles issued with the weapon), which enables reasonably accurate shots from the hip. It can also be fired from a bipod at greater range.

Ammo: 20mm S
Wt: 29.5 kg
Mag: 5 box
Price: $27,000 (—/R)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
XM7 Storm Gun	SA	16	1-2-3	5	5	8	—	80
bipod	SA	16	1-2-3	5	5	4	—	120

M249 SAW (Automatic Rifle)

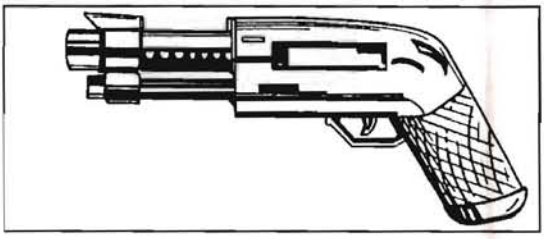
The M249 Squad Automatic Weapon (SAW) is the standard US light automatic support weapon. It can accept either the standard 30-round magazine of the M16A2 or a 200-round belt. It is equipped with a bipod.

Ammo: 5.56 N
Wt: 7 kg
Mag: 30 belt or 200 belt
Price: $750 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M249 SAW	10	2	1-Nil	5	30/200B	1	3	60
bipod	10	2	1-Nil	5	20/200B	1	2	75

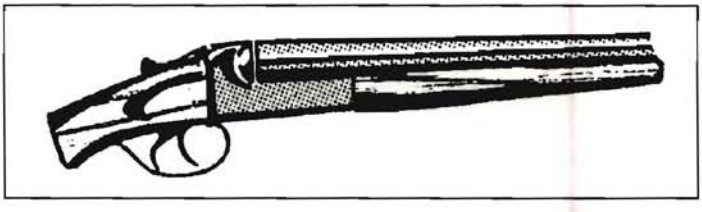
Shotgun Derringer (S&W Handcannon)

The Smith & Wesson Handcannon is a shotgun Derringer optimized for right-handed users. This optimization is achieved by a slightly skewed barrel that compensates for the inevitable out-and-up thrust of the recoil. The Handcannon is a favorite with unskilled individuals who need a concealable, lethal weapon that is very likely to score a hit in close quarters.



Ammo: 12 gauge
Wt: 0.68 kg
Mag: 1 individual
Price: $325 (R/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Handcannon	SS	5	3-4-Nil	1	1i	9	—	2
Short	SS	9	Nil					
with buckshot								
Medium	5x10	1	Nil					
with buckshot								

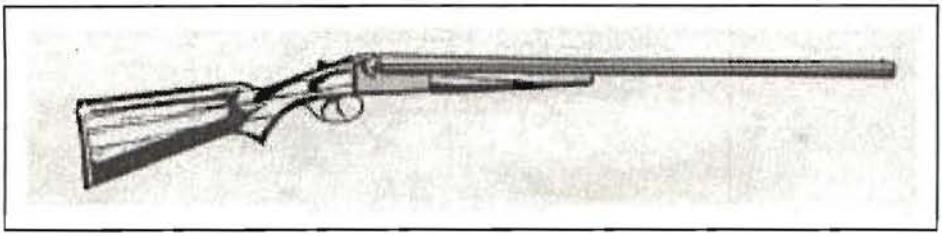


Shotgun, Sawed-Off

Also known as "whippit guns"—because of the ease with which you can "whip it out" from under a raincoat or long jacket—sawed-off shotguns are not normally sold on the open market. This is because they are highly illegal under most jurisdictions. Consequently, the weapons are usually made by buying a standard shotgun, and cutting the barrel and stock off with a hacksaw (the price and availability given below are for a weapon purchased on the black market). Their advantage is their ease of concealment and devastating firepower at close range; their disadvantages are that their range is so short and that they are almost uncontrollable, even when fired with both hands.

Ammo: 12 gauge
Wt: 2.5 kg
Mag: 2 individual
Price: $475 (—/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Sawed-off	SA	4	3-4-Nil	3	2i	7	—	6
Short	SA	9	Nil					
with buckshot								
Medium	5x10	1	Nil					
with buckshot								



Savage 311-R (Shotgun)

This weapon is one of the last of the double-barreled shotguns designed for police and prison guard use (hence its nickname of the "guard gun"). It is representative of double-barreled shotguns in general.

Ammo: 12 gauge
Wt: 3.5 kg
Mag: 2 individual
Price: $350 (C/C)
—Recoil—

Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
311-R	SA	4	3-4 Nil	5	2i	5	—	40
Short	SA	9	Nil					
with buckshot								
Medium 5x10		1	Nil					
with buckshot								

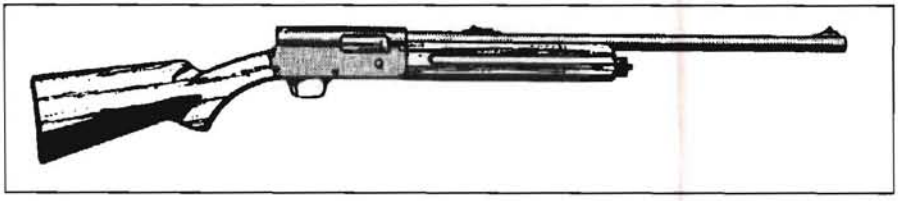


Armalite AR-12 Stormcloud (Shotgun)

The Armalite AR-12 Stormcloud is a combat shotgun by a firm known primarily for assault rifles. Since the Stormcloud is a shotgun capable of automatic fire, it needs a special rule: At short range, roll 5D6 for hits (as modified by recoil and possibly range, if any factor such as target movement causes it to be treated as at a longer range), with each 6 hitting and each hit causing 9D6 damage. At medium range, calculate the number of dice normally rolled for a five-round burst (subtracting two immediately for being at medium range) and after all reductions are done, multiply the remaining number by 7 to determine the number of D6 rolled for hits. Each hit does 1D6 damage.

Ammo: 12 gauge
Wt: 4 kg
Mag: 12 box
Price: $1200 (—/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Stormcloud	5	4	3-4-Nil	4	12	3	8	45
Short	5	9	Nil					
with buckshot								
Medium 5x10		1	Nil					
with buckshot								



Browning Autoriot (Shotgun)

This weapon is a Belgian-built semiautomatic shotgun used by the British in anti-guerrilla actions in Malaya after WWII. The weapon is still in common use as a riot gun by police departments worldwide.

Ammo: 12 gauge
Wt: 4 kg
Mag: 5 individual
Price: $450 (S/S)

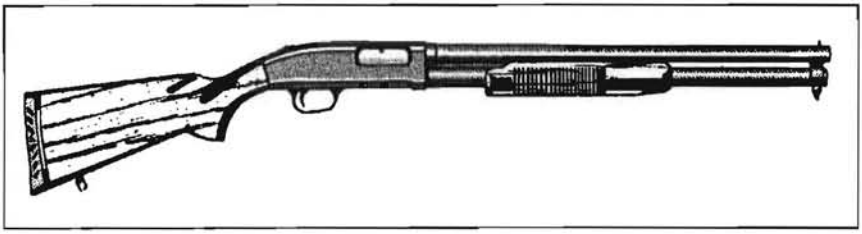
						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Autoriot	SA	4	3-4-Nil	5	5i	3	—	40
Short	SA	9	Nil					
with buckshot								
Medium 10		1	Nil					
with buckshot								

H&K CAW (Shotgun)

The Honeywell & Koch (formerly Heckler & Koch) CAW (Combat Assault Weapon) is the standard combat shotgun of the German and US armies (the US weapon being a slightly modified version produced under license by Olin. The CAW is a bullpup-configuration weapon, like the G11. Since the CAW is a shotgun capable of automatic fire, it needs a special rule: At short range, roll 5D6 for hits (as modified by recoil and possibly range, if any factor such as target movement causes it to be treated as at a longer range), with each 6 hitting and each hit causing 9D6 damage. At medium range, calculate the number of dice normally rolled for a five-round burst (subtracting two immediately for being at medium range) and after all reductions are done, multiply the remaining number by 7 to determine the number of D6 rolled for hits. Each hit does 1D6 damage.

Ammo: 12 gauge
Wt: 4 kg
Mag: 10 box
Price: $1100 (—/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
H&K CAW	5	4	3-4-Nil	4	10	3	8	40
Short	5	9	Nil					
with buckshot								
Medium 5x10		1	Nil					
with buckshot								

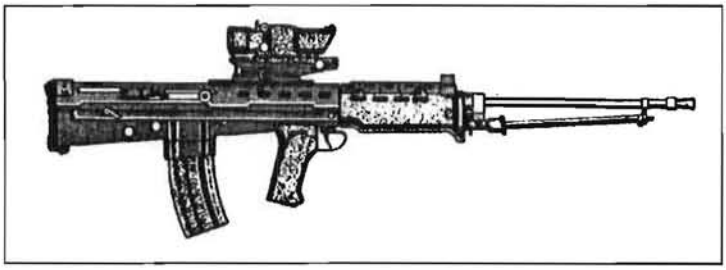


Mossberg M500 (Shotgun)

The Mossberg M500 is a typical pump shotgun designed for police or home defense use rather than hunting.

Ammo: 12 gauge
Wt: 4 kg
Mag: 8 individual
Price: $350 (C/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M500	PA	4	3-4-Nil	5	8i	4	—	40
Short	PA	9	Nil					
with buckshot								
Medium 5x10	1	Nil						
with buckshot								

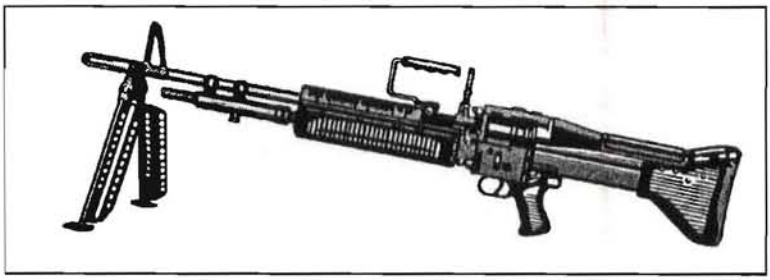


L86A1 LSW (Machinegun)

The heavy-barreled support version of the L85, the L86A1 uses either 100-round belts or the same magazines as the L85. It is equipped with a bipod.

Ammo: 5.56mm N
Wt: 4.5 kg
Mag: 30 box or 100 belt
Price. $1500 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng
L86A1 LSW	10	3	1-Nil	5	30/100B	2	11	50
bipod	10	3	1-Nil	5	30/100B	1	6	65

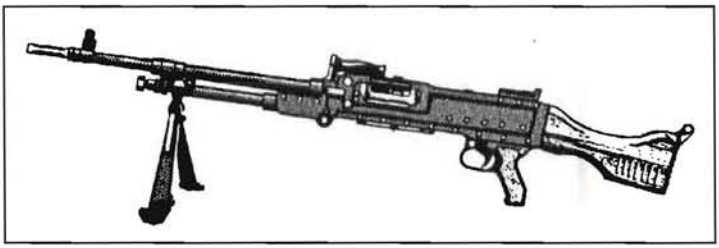


M60 (Machinegun)

The standard US general-purpose M60 machinegun, a development of the WWII German MG42. It is equipped with a bipod and can also be fired from a tripod (NLT). It accepts 100-round belts.

Ammo: 7.62mm N
Wt: 10 kg
Mag: 100 belt
Price: $1800 (—/V)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng
M60	5	4	2-3-Nil	6	100B	1	4	65
bipod	5	4	2-3-Nil	6	100B	1	2	90
tripod	5	4	2-3-Nil	6	100B	1	1	125

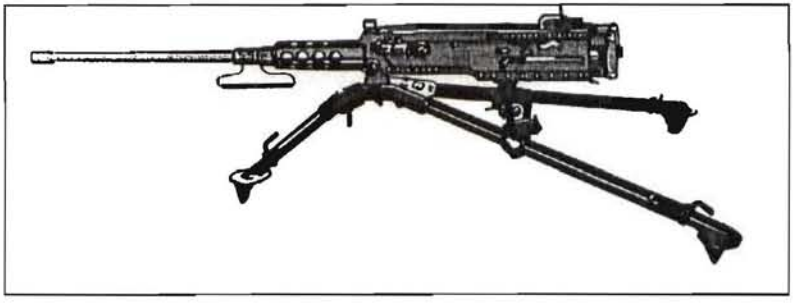


MAG (MAG-58, L7A2 GPMG) (Machinegun)

This weapon (also known as the MAG-58 and as the L7A2 GPMG in British service) is the standard general-purpose machinegun of the Belgian and British armies (as well as others) and is often used as a coaxial (i.e., mounted with the primary gun) MG in US vehicles. It is equipped with a bipod and can also be fired from a tripod (NMT). It accepts 100-round belts.

Ammo: 7.62mm N
Wt: 12 kg
Mag: 100 belt
Price: $1500 (—/S)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
MAG	10	4	2-3-Nil	6	100B	1	7	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125



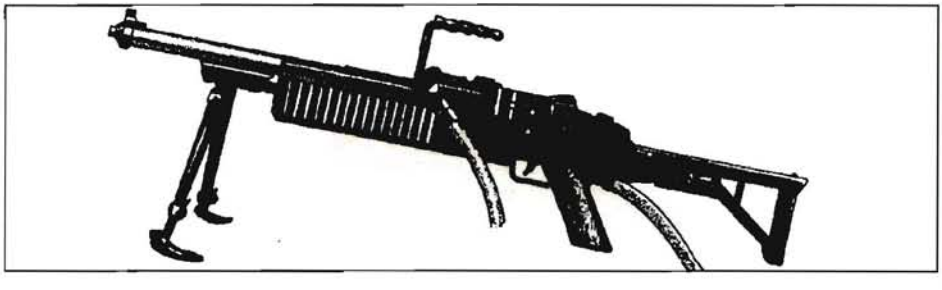
M2HB (Heavy Machinegun)

The M2 Heavy Barrel is the standard heavy machinegun of every western European army. It accepts round belts and may be fired only from a tripod (NHT) or from a vehicle mount.

Ammo: .50 BMG
Wt: 51.2 kg *(Tripod Wt:* 19.3 kg)
Mag: 105 belt
Price: $3500 (—/C)

						—Recoil—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M2HB	5	8	2-2-3*	8	105B	3	14	65
tripod	5	8	2-2-3*	8	105B	2	7	150

* .50 SLAP ammunition has a penetration value of 1-1-2.



AHL (Laser)

The Armington Heavy Laser is the largest prototype laser built by Armington Laboratories, and is extremely rare because of its size. The AHL requires a tripod or vehicular mount (NHT equivalent), because it is too heavy to be aimed accurately when hand held. The AHL is powered by a 600 kilowatt portable generator and a capacitor, linked by a cable to the weapon.

The weapon comes with a portable cooling system, which is also powered by the generator and linked to the weapon via an insulated cable. This cable circulates a liquid cooling compound through a cooling jacket surrounding the laser and through a refrigerator-coil system to keep the weapon from overheating. The generator consumes fuel at a rate of 10 liters per hour.

An unknown number of these prototypes were UV (ultraviolet) lasers.

Ammo: —

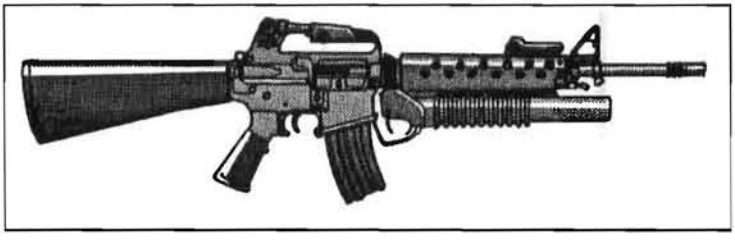
Wt: Weapon Wt: 54 kg (*Laser Wt:* 32 kg; *Tripod Wt:* 22 kg; *Cooling System Wt:* 95 kg (*Cooling System Wt:* 35 kg; *Generator Wt:* 60 kg)

Mag: Generator/capacitor lasts as long as it has fuel

Price: $75,000 (—/—)

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
AHL	(1)*	14	5	—	—	—	—	80

* One shot per 15 seconds



M203 (Grenade Launcher)

The standard infantry grenade launcher of the US and Canadian armies, the M203 is a single-shot launcher which is attached to the bottom of an M16 rifle. A product-improved (PI) model can be detached and fired from a removable shoulder stock, but by 1995 this model had not completely replaced older versions in military inventories. The PI version is available for $700 (R/S) and weighs two kilograms with shoulder stock.

Ammo: 40mm grenades

Wt: 1.4 kg

Mag: 1 individual

Price: $550 (—/C)

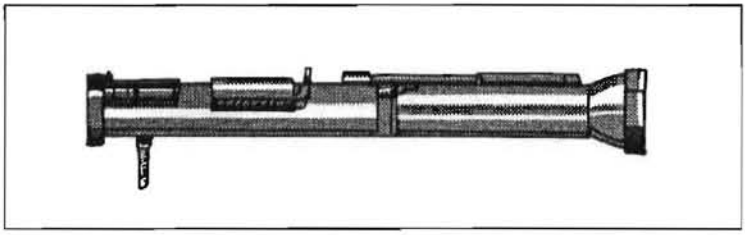
Type	*Mag*	*ROF*	*Rng*	*IFR*	*Rnd*	*Dam*	*Pen*
M203	1i	SS	100	400	HE	C:3, B:12	Nil
					HEDP	C:3, B:12	4C
					CHEM	C:1, B:4	Nil
					ILLUM	B:100	

Mk-19 (Grenade Launcher)

The standard infantry- support grenade launcher in the United States Army, the Mk-19 is a tripod-mounted (NHT), belt-fed automatic weapon. It may also fire unbelted individual grenades (ROF 1). It may be fired only from a tripod or vehicle mount.

Ammo: 40mm grenades
Wt: 40 kg
Mag: 50 belt or 1 individual
Price: $5000 (R/S)

Type	*Mag*	*ROF*	*Rng*	*IFR*	*Rnd*	*Dam*	*Pen*	
MK-19	50B or 1i		I	100	400	HE	C:3, B:12	Nil
				HEDP	C:3, B:12		4C	
				CHEM	C:1, B: 4		Nil	
				ILLUM	B: 100	Nil		



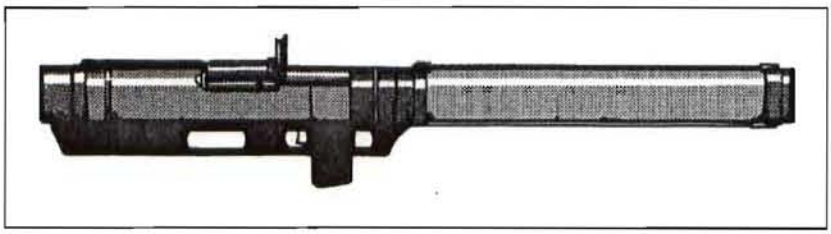
M136 (Rocket Launcher)

This disposable system is used in some numbers by the United States Army to supplement the M72 LAW and Armbrust.

Ammo: 84mm HEAT rocket
Wt: 6 kg
Price: $200 (—/C)

Type	*ROF*	*Rld*	*Rng*	*Round*	*Damage*	*Pen*
M136	1	*	75	HEAT	C:4, B:4	70C

* Single-shot disposable. Cannot be reloaded.



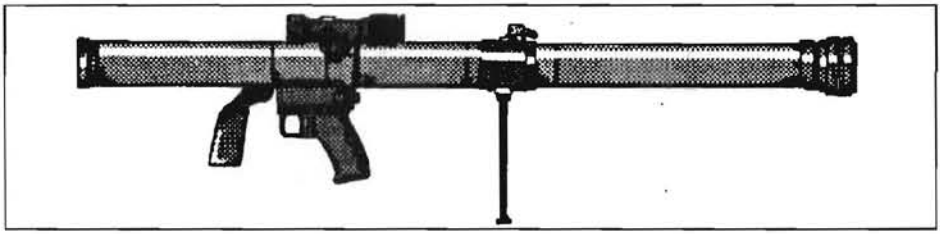
LAW 80 (Rocket Launcher)

The replacement for the M72 LAW in British service, this is a 94mm disposable antitank rocket launcher. While it is quite a bit heavier than the M72, it has considerably improved performance.

Wt: 9.5 kg
Price: $250 (—/C)

Type	*ROF*	*Rld*	*Rng*	*Round*	*Damage*	*Pen*
LAW 80	1	*	125	HEAT	C:6, B:4	100C

* Single-shot disposable. Cannot be reloaded.

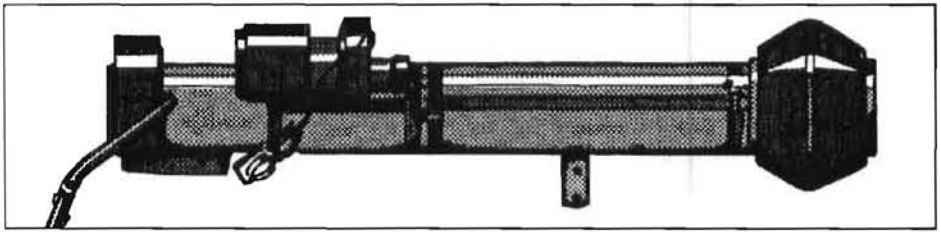


M12 SMAW (Rocket Launcher)

A shoulder-fired "bunkerbuster" issued to US Marine Corps troops, but never formally adopted by the US Army.

Ammo: 82mm SMAW (HE or HEAT)
Wt: 3.5 kg
Price: $1800 (—/R)

Type	*ROF*	*Rld*	*Rng*	*Round*	*Damage*	*Pen*
M12 SMAW	1	2	100	HEAT	C:4, B:4	55C
			125	HE	C:12, B:12	5C

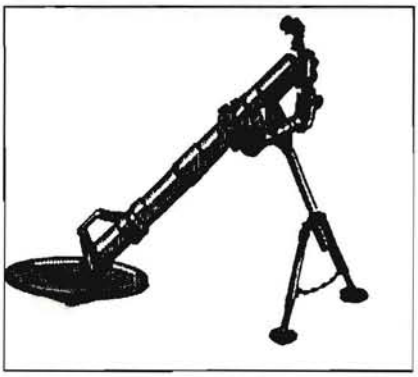


Dragon PIP (Antitank Missile Launcher)

The Dragon PIP (Product Improved) is a man-portable antitank missile designed to give the rifle squad some means of dealing with armored vehicles at medium to long range.

Ammo: Dragon PIP
Wt: 8 kg
Price: $9000 (—/S)

Type	*Rld*	*Rng*	*Round*	*Damage*	*Pen*
Dragon PIP	2	1000	C:12, B:12	13	5C

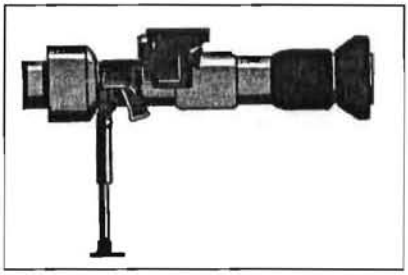


60mm Mortar (Mortar)

Standard light mortar for the US Army. It can be disassembled into three loads (bipod, baseplate, tube) for easier transportation. Individual rounds are dropped down the tube by the loader. Requires two combat turns to set up.

Wt: 20 kg (*Bipod Wt:* 8 kg; *Baseplate Wt:* 4 kg; *Tube Wt:* 8 kg)
Mag: 1 individual
Price: $5000 (—/C)

Type	*Round*	*Damage*	*Pen*
60mm	HE	C:5, B:20	Nil
IFR: 4 km	WP	C:2, B:12	Nil
	ILLUM	B:400	Nil

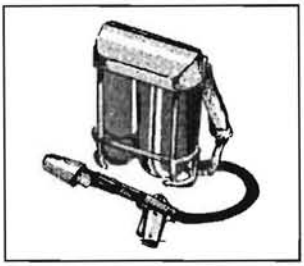


Tank Breaker (Antitank Missile Launcher)

A man-portable launcher fired from an integral rest, Tank Breaker fires a homing fire-and-forget missile which can be set either to hit the target directly, or fly over it and attack from above where the armor is generally thinner.

Ammo: Tank Breaker
Wt: 10 kg
Price: $7500 (—/R)

Type	*Rld*	*Rng*	*Damage*	*Pen*
Tank Breaker	2	2000	C:6, B:4	90C



M9AI Flamethrower

Flamethrowers squirt a stream of gasoline at their targets, using compressed gas (nitrogen is preferred) as a propellant. The stream may be "cold" (unignited) or "hot" (ignited) at the firer's option (ignition is provided by a "glowplug" attachment at the nozzle). Originally designed to deal with bunkers and other underground complexes (killing the inhabitants by consuming all the oxygen inside), flamethrowers are also useful against armored vehicles and for clearing away underbrush, destroying supply dumps, and so on.

Each shot covers a square area four meters on a side with burning gasoline, which will continue to burn for one minute (12 turns) or until extinguished (other flammable items in the square will be ignited and may burn longer). The fuel is napalm (jellied gasoline) but can be ordinary gasoline (at half the ranges noted). Fuel canisters have an armor value of 1, and a hit on one is resolved as a fuel hit on a vehicle (no doubt causing some minor unease among users).

Ammo: Fuel canister
Wt: 23 kg
Mag: 5 internal (a tank of gasoline)
Price: $1200 (—/S)

						—Recoil—		
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
M9A1 Flameth.	SA	*	Nil	4	5	4	—	5

* Burning damage.

FIM-92A Stinger (Surface-to-Air Missile)

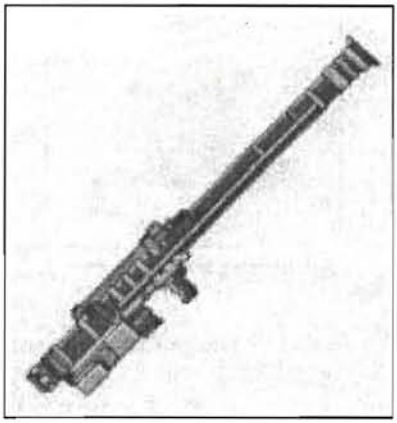
The Stinger is an American-built surface-to-air missile with advanced IR homing capability.

Range: 6 km
Accuracy Level: Average
Wt: 20 kg
Price: $1500 (—/R)

MBB-7 *Venusfliegenfalle* (Surface-to-Air Missile)

The German-built *Venusfliegenfalle* (Venus Flytrap) is a shoulder-fired, surface-to-air missile with televisual and advanced IR homing capability.

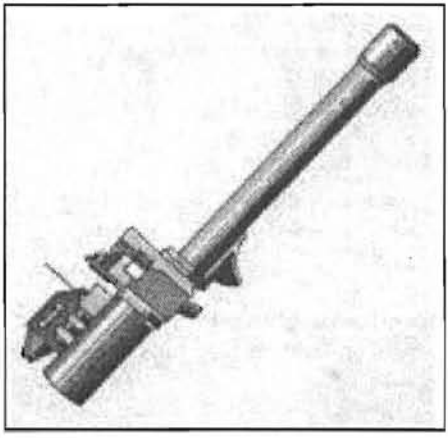
Range: 7 km
Accuracy Level: Easy
Wt: 14 kg
Price: $1850 (—/R)



FIM-99 Scorpion (Surface-to-Air Missile)

The Scorpion is an American-built, shoulder-fired, surface-to-air missile with televisual and advanced IR homing capability.

Range: 7 km
Accuracy Level: Easy
Wt: 16 kg
Price: $1750 (—/R)



SA-27 Grappler

SA-27 Grappler (Surface-to-Air Missile): Code-named the Grappler by the NATO powers, the SA-27 is a Soviet-built surface-to-air missile with televisual and advanced IR homing capability.

Range: 6 km
Accuracy Level: Easy
Wt: 15 kg
Price: $1000 (—/R)

VEHICLES AND ROBOTS

Price: Includes all weapons listed under *Armament*, all ammunition listed under Ammo, and one full load of fuel.

RF: Range finder bonus.

Stabilization: Any special weapon stabilization machinery.

Armament: Weapons with which the vehicle is normally equipped and which are included in its price (*MG:* Machinegun, *GL:* Grenade launcher).

Ammo: The amount of ammunition carried in ammunition stores (additional ammo may be purchased and carried, but counts as cargo).

Cruise Speed: Travel movement.

Com Mov: Combat movement.

Fuel Cap: Fuel capacity, in liters.

Fuel Cons: Fuel consumption rate, in liters of gasoline per hour.

Fuel Type: Types of fuel the vehicle can use (*G:* Gasoline, *AvG:* Aviation gasoline, *D:* Diesel, *A:* Alcohol—methanol and ethanol, *C:* Coal, *W:* Wood).

Load: Interior cargo capacity, given in kilograms unless otherwise noted.

Veh Wt: Gross weight, including ammo and fuel but not cargo.

Crew: Number of crew + number of passengers.

Weapons Mounts: Most weapons are fired by the gunner. Weapons fired by other crewmembers are mounted in weapons mounts. Weapons mounts will accept any MG or the Mk-19 grenade launcher; most mounts have a weapon in them, but it may be removed. The vehicle entry will explain the location of weapons mounts (if any) and who fires weapons in them (*C:* Commander, *P:* Passenger).

Firing Ports: Firing ports am small doors in the sides of some vehicles which allow passengers to fire certain small arms from inside. Only assault rifles, battle rifles, submachineguns, and sporting rifles may be used in firing ports. Drivers and gunners may not use firing ports, but all other crewmembers may (one each). Range is limited to short.

Combat Statistics: *Config:* Configuration, *Std:* Standard, *Trt:* Turreted, *CIH:* Crew in hull, *Susp:* Suspension, *W:* Wheeled, *T:* Tracked *HR:* Front hull armor value, *HS:* Side hull armor value, *HR:* Rear hull armor value, *TF:* Turret front armor value, *TS:* Turret side AV, *TR:* Turret rear AV.

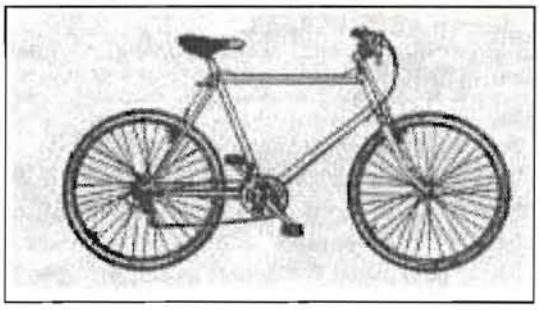
Conquistador Bicycle (Unarmored Cargo Vehicle)

A ruggedly built cross-country or mountain model. Bicycles are the cheapest private vehicle to operate, and one of the most common in cities these days.

Price: $120 (V/V)
Veh Wt: 15 kg
Crew: 1

Cruise Speed: 30/10
Com Move: 15/4

Combat Statistics
None. Driver and passengers are fired at as mounted targets



Damage Record
Crewmembers: Driver ❑
Suspension: Minor damage ❑ Immobilized❑

Horse (Broken)

Used as a mount for sport riding by nomenklatura and as transport in certain wilder areas of the country. Some people (Native Americans, for example) have a particular affinity for horses.

Price: $2000 (S/S)
Hits: 60
Feed: 12 kg + graze
Load: 120 kg
Wt: 350 kg
Cruise Speed: 10/10
Com Mov: 10/30/60



Suzuki Sparrow Motor Scooter (Unarmored Cargo Vehicle)

A small, lightweight, and inexpensive motorbike, very popular with those who need more speed than a bicycle can give (and who can afford the gasoline).

Price: $950 (C/C)
Fuel Type: G, A
Load: 50 kg
Veh Wt: 95 kg
Crew: 1
Night Vision: Headlight

Cruise Speed: 100/40
Com Move: 50/25
Fuel Cap: 12
Fuel Cons: 0.75

Combat Statistics
None. Driver is fired at as a mounted target.

Damage Record
Crewmembers: Driver ❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Yamaha Apache Motorcycle (Unarmored Cargo Vehicle)

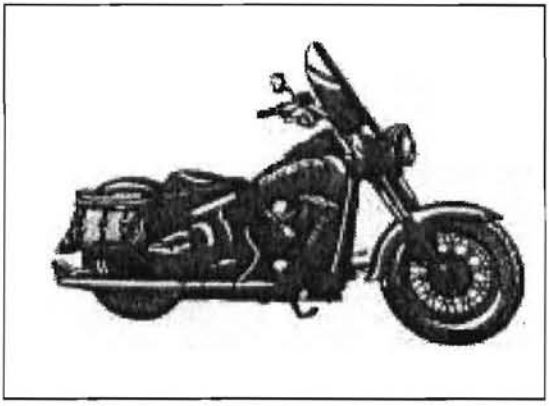
One of a variety of small dirt and cross-country models, used primarily by the military for scouting and by certain rural criminal gangs for transportation.

Price: $5000 (V/V)
Night Vision: Headlight
Fuel Type: G, A, AvG
Load: 300 kg
Veh Wt: 156 kg
Crew: 1+1

Cruise Speed: 95/37
Com Move: 45/20
Fuel Cap: 16
Fuel Cons: 2

Combat Statistics
None. Driver and passenger are fired at as mounted targets.

Damage Record
Crewmembers: Driver ❑
Passengers: 1 ❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Harley-Davidson Motorcycle (Unarmored Cargo Vehicle)

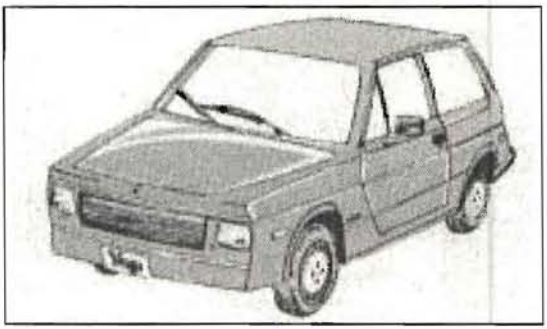
This is one of a variety of street-legal machines, some used primarily by young, up-and-coming executives trying to cultivate a daredevil image, others used by gangs who don't need to cultivate an image; they live it.

Price: $8500 (C/C)
Fuel Type: G, A
Load: 100 kg
Veh Wt: 140 kg
Crew: 1+1
Night Vision: Headlight

Cruise Speed: 95/40
Com Move: 50/20
Fuel Cap: 16
Fuel Cons: 2

Combat Statistics
None. Driver and passenger are fired at as mounted targets.

Damage Record
Crewmembers: Driver ❑
Passengers: 1 ❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Yugo Contempo (Unarmored Cargo Vehicle)

The cutting edge of Serbo-Croatian design technology, used for rental cars, cabs, and by middle-class types who have saved enough to get off a bicycle. Lower-echelon executives also use Yugos if they are on their way down and can't afford extravagances.

Price: $7000 (C/C)
Fuel Type: G, A
Load: 300 kg
Veh Wt: 1 ton
Crew: 1+3
Night Vision: Headlights

Cruise Speed: 90/15
Com Move: 50/10
Fuel Cap: 80
Fuel Cons: 5

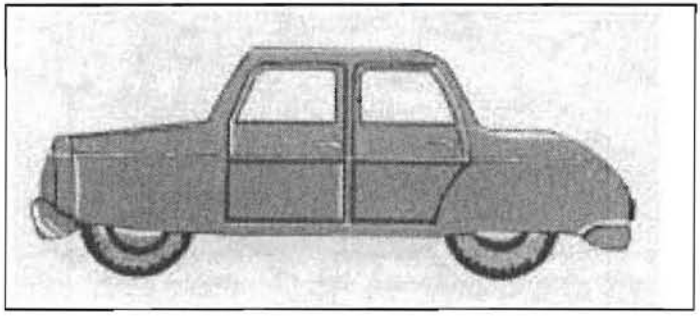
Combat Statistics
Config: Stnd HF: I
Susp: W(2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Zil Tovarisch (Unarmored Cargo Vehicle)

The Zil is a Russian-designed competitor to the Yugo. It is cheaper, but has a reputation for being less well-made.

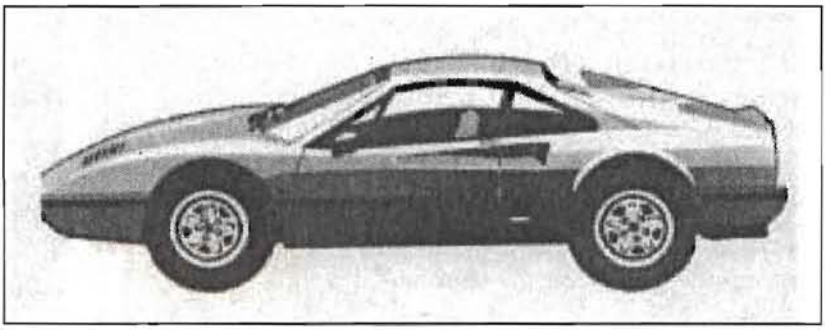
Price: $6000 (C/C)
Fuel Type: G, A
Load: 400 kg
Veh Wt: 1 ton
Crew: 1+3
Night Vision: Headlights



Cruise Speed: 90/15
Com Move: 45/8
Fuel Cap: 80
Fuel Cons: 5

Combat Statistics
Config: Stnd HF: I
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Ford-Revlon Elite (Unarmored Cargo Vehicle)

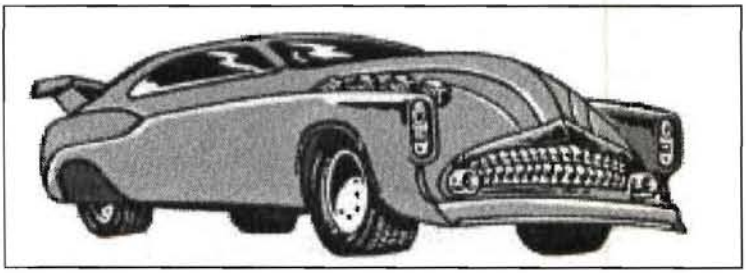
The Elite is one of the most popular modern sports cars. Its electra-glide engine provides smooth acceleration. The Elite is known to have the most well-equipped glove compartment on any current model (due to the influence of the Revlon arm of the conglomerate) with an automatic, lighted, pop-down makeup mirror and completely stocked makeup kit, including ail relevant applicators. The Canadian humorist Anton Wilson Peale says of this car: "My ex-wife had an Elite, but she had to trade it in. It ran out of lip-gloss."

Price: $55,000 (S/C)
Fuel Type: G, A
Load: 0.5 tons
Veh Wt: 1 ton
Crew: 1+2
Night Vision: Headlights

Cruise Speed: 110/17
Com Mov: 60/10
Fuel Cap: 80
Fuel Cons: 5

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



General Dynamics Motors Lancer (Unarmored Cargo Vehicle)

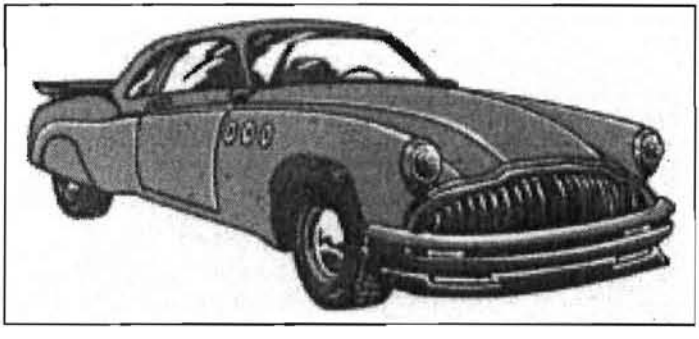
The GDM Lancer is a good, solid car—almost a throwback to another era. But it is also one of the most luxurious animals on the road, with a plush interior, a high-response, high-powered engine, top-of-the-line stereo, soundproofing, extra safety features and near-race car quality braking and fuel injection systems. With its distinctive lines it has often been described as "the shark of the road."

Price: $695,000 (S/S)
Fuel Type: G, A
Load: 0.6 tons
Veh Wt: 1.2 tons
Crew: 1+4
Night Vision: Headlights

Cruise Speed: 100/17
Com Mov: 60/10
Fuel Cap: 100
Fuel Cons: 6

Combat Statistics
Config: Stnd HF: 1
Susp: W (3) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑ 4❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



GDM Ariel (Unarmored Cargo Vehicle)

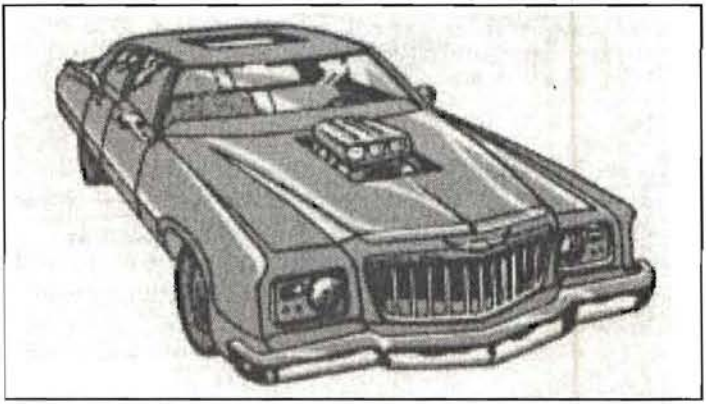
GDM has discovered that the Ariel's design and appearance appeals mostly to young professional women, and advertises it accordingly.

Price: $85,000 (S/S)
Fuel Type: G, A
Load: 0.4 tons
Veh Wt: 1 ton
Crew: 1+3
Night Vision: Headlights

Cruise Speed: 100/15
Com Mov: 60/10
Fuel Cap: 100
Fuel Cons: 6

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Chrysler LeBoeuf (Unarmored Cargo Vehicle)

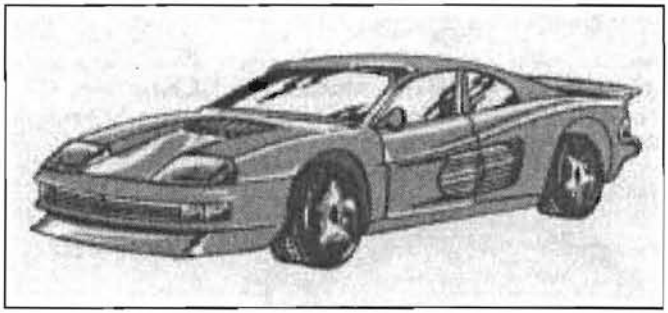
Sometimes nicknamed the "Bulgemobile," the LeBoeuf is a large, rugged sedan. Certain criminal types favor the vehicle for its large trunk and rugged, though sporty, nature.

Price: $25,000 (C/C)
Fuel Type: G, A
Load: 0.7 tons
Veh Wt: 1.6 tons
Crew: 1+4
Night Vision: Headlights

Cruise Speed: 90/15
Com Mov: 50/10
Fuel Cap: 120
Fuel Cons: 5

Combat Statistics
Config: Stnd HF: 1
Susp: W (3) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑ 4❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Mitsubishi-Ferrari Kamikaze (Unarmored Cargo Vehicle)

Labeled the "testosterossa" by the Canadian humorist Anton Wilson Peale ("My nine-year-old son got in one at the dealership, and it jump-started him into puberty"), the Kamikaze is one of the hottest, most expensive sports cars on the road. It also merits the highest insurance premiums of any vehicle on the American road.

Price: $980,000 (S/S)
Fuel Type: G, A
Load: 0.2 tons
Veh Wt: 1 ton
Crew: 1+1
Night Vision: Headlights

Cruise Speed: 130/17
Com Move: 80/10
Fuel Cap: 60
Fuel Cons: 7

Combat Statistics
Config: Stnd HF: 1
Susp: W (1) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Mazda Firefly Convertible (Unarmored Cargo Vehicle)

Although it is not the only "ragtop" left, the Firefly is by far the most popular convertible available today. The vehicle is in such demand that the manufacturers have established a waiting list for purchasers, and used Fireflies can be sold almost instantly.

Price: $300,000 (S/S)
Fuel Type: G, A
Load: 0.4 tons
Veh Wt: 1.1 ton
Crew: 1+3
Night Vision: Headlights

Cruise Speed: 110/20
Com Move: 70/15
Fuel Cap: 100
Fuel Cons: 6

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

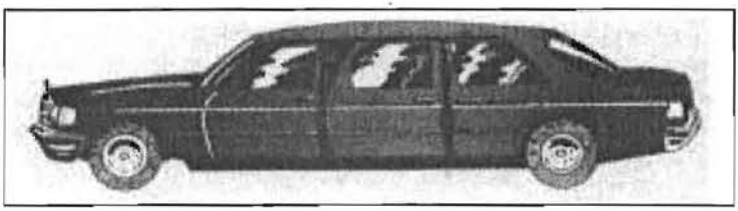
Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Mercedes-Benz 750 SLX (Unarmored Cargo Vehicle)

An armored luxury automobile, with an extra-large, customized interior. Vehicles such as these are used by extremely wealthy individuals, high government officials, or by high-level corporate executives. They are often equipped with entertainment centers, cellular telecommunications devices, computers, and mobile fax machines. Most also

have a two-way radio (secure channel) to enable security personnel in other vehicles to communicate with the driver and vice versa. Many have a sealed passenger/driver compartment with a 1-2 hour internal air supply (to foil chemical or flamethrower attacks).

Price: $1,910,000 (S/R)
Fuel Type: G
Load: 600 kg
Veh Wt: 2 ton
Crew: 1+4 (or 2+4)
Night Vision: Headlights



Cruise Speed: 90/17
Com Move: 45/8
Fuel Cap: 180
Fuel Cons: 11

Combat Statistics
Config: Stnd HF: 4
Susp: W (4) HS: 4
HR: 4

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑ 4❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

BMW 1700xhi

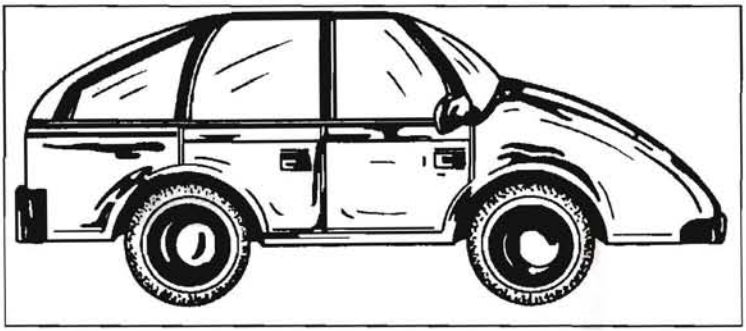
The BMW 1700xhi (or "17-shy," as many auto enthusiasts refer to it) is a radical automotive design, incorporating a liquid hydrogen-burning, mid-body engine. The cryofuel tank is mounted in the rear, well-protected by heavy plating—and baffled for upward-directed explosive blowout in the even of an accident. However, in general, the 1700xhi has proven to be a safe—as well as luxurious—car. Performance certainly does not match that of top-shelf sports cars of conventional design, and the liquid hydrogen fuel is a rarity (available only from special facilities). But the 1700xhi represents a tremendous step forward in terms of reducing dependence upon petroleum products. it also affords users vastly increased range on a single tank of fuel, which is known as

"lide" (from "L-Hyd," for liquid hydrogen).

Price: $190,000 (—/R)
Armament: None
Ammo: N/A
Fuel Type: Liquid hydrogen
Load: 250 kg
Veh Wt: 1.4 tons
Crew: 1+3
Night Vision: Headlights

Cruise Speed: 260/25
Corn Move: 65/5
Fuel Cap: 60
Fuel Cons: 8

Combat Statistics
Config: Stnd HF: 1
Susp: W (3) HS: 1
HR: 1



Suberaru ElectroStar

With the prices of gasoline-powered automobiles always rising and the requirement for long-distance, commuting vehicles continually dropping, a number of low-end automobile manufacturers have begun to aggressively market electric vehicles. Usually small and without many luxuries, these vehicles nonetheless attract buyers who could not otherwise afford personal transportation.

Lacking the gas costs (an overnight charge with a standard extension cord is all that's needed) and other expenses of a vehicle with a combustion engine, the Subaru ElectroStar is a good example of an average electric "econocar." Two cramped rear seats can be folded down for extra cargo space, which is also accessible by a rear hatch. The greatest drawback is the time it takes to charge the batteries.

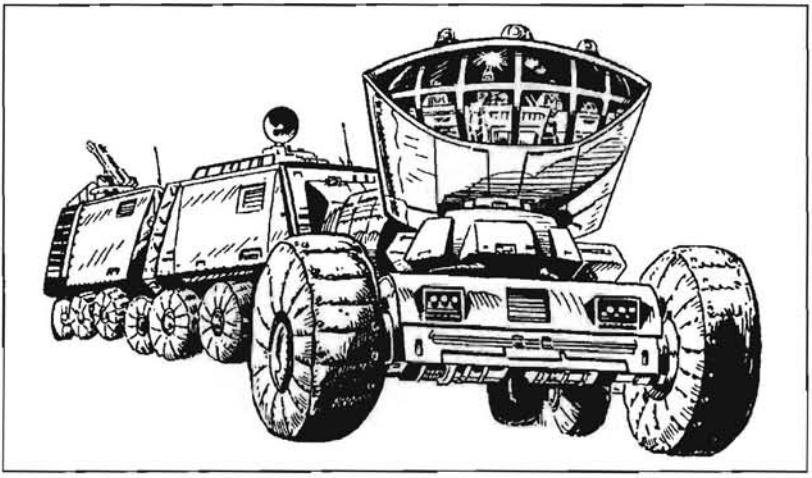
Price: $4600 (S/C)
Armament: None
Ammo: N/A
Fuel Type: AvG

Load: 200 kg
Veh Wt: 0.8 tons
Crew: 1+ 1 (1 +3 if no load)
Night Vision: Headlights

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Cruise Speed: 160/20
Com Move: 40/5
Fuel Cap: 5-hour charge
Fuel Cons: Special: range 100 km per charge

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1



Big Foot

The Ingersoll-Rand Big Foot is a six-wheel ATV (all-terrain vehicle) with an articulated chassis (built as three semidiscrete sections), vast self-sealing tires, an advanced hydraulic variable suspension system, and a powerful hydrojet propulsion system for water operations. The vehicle carries up to five people comfortably, and offers a pressurized environment in segments one (operations) and two (habitation). Segment three is the fuel and power plant section.

Although the vehicle is rated for up to 50 atmospheres of external pressure, it is not designed for use in vacuum (internal structures are not designed to resist outward equalization stresses).

The Big Foot is most noted for its ability to successfully navigate extremely uneven terrain, due to its segmented chassis, which conforms to match the contours of the land.

Price: $1,470,000 (—/S)
Armament: None
Ammo: N/A
Fuel Type: G, D
Load: 6 tons
Veh Wt: 38 tons
Crew: 1+4
Night Vision: Passive IR, floodlights

Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑ 4❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Cruise Speed: 80/70
Corn Move: 60/55
Fuel Cap: 7500
Fuel Cons: 550

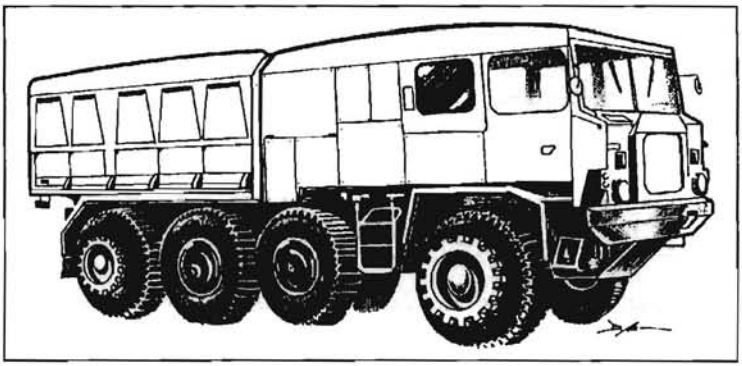
Combat Statistics
Config: Stnd HF: 50
Susp: W (3) HS: 50
HR: 50

Travelmaster

The Ford Travelmaster is a less unusual design than the Big Foot in all but one regard—it is rated for work in vacuum as well as in up to 60 atmospheres of external pressure. A squat, decidedly ugly unibody chassis surmounts eight road wheels which contain retractable tires (inflation/deflation is controlled via on-board air tanks). When the tires are deflated and retracted, the first and fourth road wheels; on each side of the vehicle have sprockets that can accept tank-like treads. The middle two wheels (two and three) work as stabilizing, powered rollers.

An EVA chamber at the front of the vehicle can be used as either an airlock or a hyperbaric chamber. The Travelmaster can maintain a crew of up to six and is equipped with special radiation shielding (although long-term exposure at high levels is still not recommended). Rumors have it that a new, hydrogen-burning version of the vehicle—dubbed the Far Travelmaster—is currently being developed by NASA and (oddly enough) the Nuclear Regulatory Commission.

Price: $6,100,000 (—/—)
Armament: None
Ammo: N/A
Fuel Type: G, D
Load: 6500 kg
Veh Wt: 47 tons
Crew: 1+5
Night Vision: Spotlights



Damage Record
Crewmembers: Driver ❑
Passengers: 1❑ 2❑ 3❑ 4❑ 5❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Cruise Speed: 80/30 (60/50 tracked)
Com Move: 60/20 (45/35 tracked)
Fuel Cap: 6000
Fuel Cons: 600

Combat Statistics
Config: Stnd HF: 60
Susp: W (6) or T: 4 HS: 60
HR: 60

Volkswagen *Kartoffeln* Van (Unarmored Cargo Vehicle)

Designed for business or private use, this van is a one-ton truck with a completely enclosed cargo bed accessible from the passenger compartment. Private models can be fitted with extra seats. Vans with fake business markings are used by the police and others for covert surveillance. Weapons are seldom fitted, but a radio can be. Price does not include any additional equipment fitted. Passenger limitations are primarily comfort related.

Police forces make use of special versions of these vehicles to carry riot control teams (adding sirens, lights, and communications gear) or as prisoner transfer vehicles (at double the passenger capacity given below).

Price: $83,000 (C/C)
Fuel Type: G, A
Load: 1 ton (business); 600 kg (private); 300 kg (surveillance)
Veh Wt: 2 tons
Crew: 1+5
Night Vision: Headlights (private), image intensifier videocam (surveillance)



Cruise Speed: 90/17
Com Move: 45/8
Fuel Cap: 120
Fuel Cons: 8

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers (Business Version): 1❑
Passengers (PrivateVersion): 1❑ 2❑ 3❑ 4❑ 5❑
Passengers (Surveillance Version): 1❑ 2❑ 3❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Chrysler Conestoga 5/4-Ton Pickup Truck (Unarmored Cargo Vehicle)

These medium-sized civilian utility trucks are in common use, and are even considered a badge of status within certain groups. This truck can carry up to 1.25 tons of cargo, or an equivalent load of passengers (although no provision is made for them) in the open back end.

Price: $35,000 (C/S)
Fuel Type: G, A
Load: 1.25 tons
Veh Wt: 2 tons
Crew: 2+6
Night Vision: Headlights

Cruise Speed: 90/20



Com Move: 60/20
Fuel Cap: 105
Fuel Cons: 5

Combat Statistics
Config: Stnd HF: 1
Susp: W (3) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑ *Cab Passenger:* ❑
Passengers (PrivateVersion): 1❑ 2❑ 3❑ 4❑ 5❑ 6❑
Armament (if any): ❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Winnebago Nomad Camper (Unarmored Cargo Vehicle)

This is a specially modified version of the panel van incorporating a small kitchen,

toilet, shower, and folding beds for long-distance cross-country travel or for use as mobile living quarters. Although still used for their original purpose (recreational camping), they are standard housing for an increasing proportion of the population.

Price: $580,000 (C/C)
Fuel Type: G, A
Load: 800 kg
Veh Wt: 2 tons
Crew: 1+4
Night Vision: Headlights

Cruise Speed: 90/17
Com Move: 45/8
Fuel Cap: 120
Fuel Cons: 8



Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Range Rover II (Unarmored Cargo Vehicle)

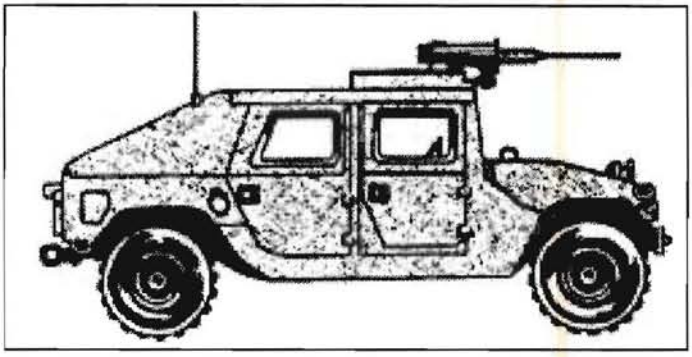
The rugged Range Rover series of vehicles has been popular in some circles for years. The extra capacity fuel tanks and good cross-country capability make it popular with those whose travels take them off of the pavement occasionally.

Price: $50,000 (S/S)
Fuel Type: G, A
Load: 0.5 tons
Veh Wt: 1.5 tons
Crew: 1+4
Night Vision: Headlights

Cruise Speed: 90/30
Com Move: 50/20
Fuel Cap: 150
Fuel Cons: 5

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers : 1❑ 2❑ 3❑ 4❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



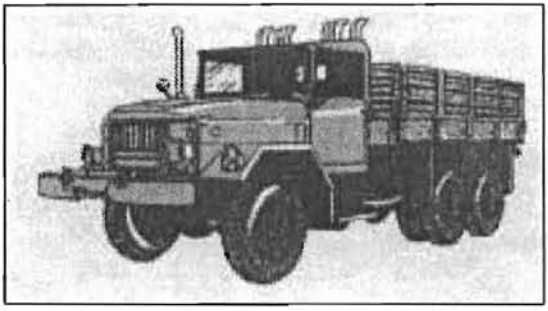
HMMVN (Hummer) (Unarmored Cargo Vehicle)

The above letters stand for high-mobility, multipurpose wheeled vehicle. The HMWV is a four-wheel-drive, off-road vehicle designed as a light scout, utility, and cargo vehicle. Just as the jeep entered civilian use after WWII, so did the HMMWV "Hummer." Many small businesses use them as delivery vehicles.

Price: $18,000 (C/C)
Fuel Type: D, G, A
Load: 1.25 tons
Veh Wt: 2 tons
Crew: 1+5
Night Vision: Headlights
Cruise Speed: 100/30
Com Move: 50/15
Fuel Cap: 90
Fuel Cons: 7

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Orca 2 1/2-Ton Truck (Unarmored Cargo Vehicle)

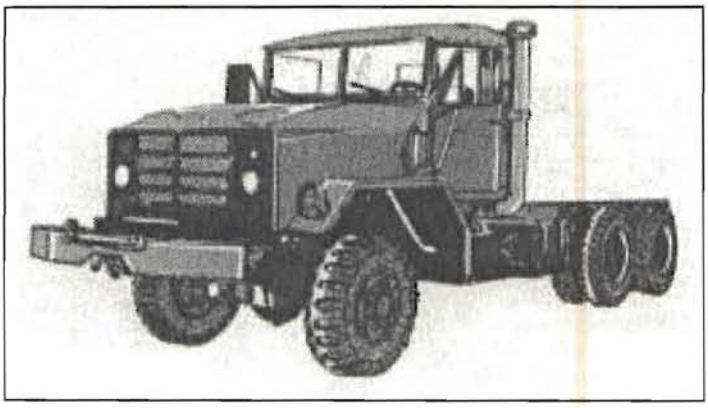
A standard 6x6 cargo truck with moderate cross-country performance, capable of carrying 2-1/2 tons of cargo or an equivalent load of passengers.

Price: $50,000 (C/C)
Fuel Type: D, A
Load: 2.5 tons
Veh Wt: 4 tons
Crew: 2+10
Night Vision: Headlights

Cruise Speed: 90/17
Com Move: 45/8
Fuel Cap: 195
Fuel Cons: 16

Combat Statistics
Config: Stnd HF: 1
Susp: W (3) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑ Cab Passenger ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑ 7❑ 8❑ 9❑ 10❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Kenilworth Piledriver Semi-Trailer Tractor (Unarmored Cargo Vehicle)

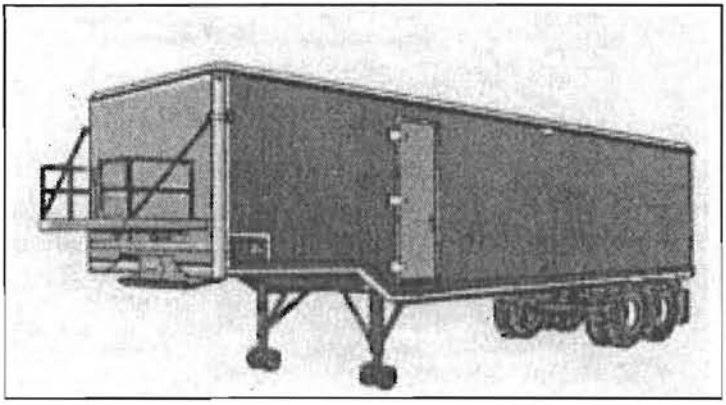
A 4x6 truck engine-and-cab combination used to pull a variety of trailers. This truck is commonly known as a 'semi," a shortened version of its full name. The vehicle does well on the highway, but has very poor cross-country mobility. It is usually equipped with multichannel CB radios and other electronic equipment (radar detectors, etc.).

Price: $87,000 (C/C)
Fuel Type: D, A
Load: 400 kg
Veh Wt: 9 tons
Crew: 1+1
Night Vision: Headlights

Cruise Speed: 80/17
Com Move: 40/8
Fuel Cap: 280
Fuel Cons: 17

Combat Statistics
Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record
Crewmembers: Driver ❑
Passengers : 1❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Enclosed Trailer (Unarmored Cargo Vehicle)

This is a fully enclosed open-cargo trailer designed to be towed by the semi-trailer tractor described above. It is used for cargoes that can readily be loaded through the two rear doors (on some versions, a smaller, side door is fitted). Some versions have integral temperature control equipment for special cargoes. No provision is made for armament. Movement is per towing vehicle.

Price: $24,000 (C/C)
Load: 12 tons
Veh Wt: 16 tons

Combat Statistics
Config: Stnd HF: 1
Susp: W(2) HS: 1
HR: 1

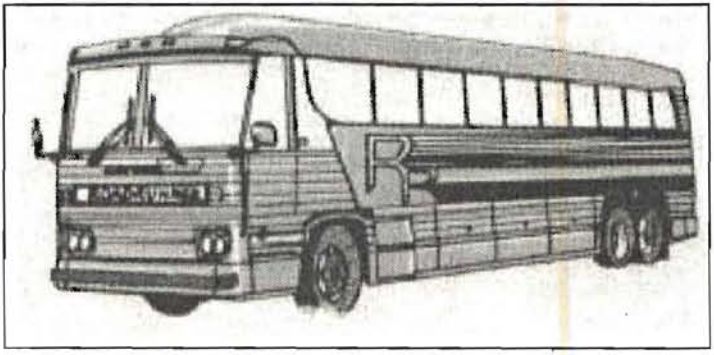
Damage Record
Suspension: Minor damage❑ Immobilized ❑

Roadrunner Passenger Bus (Unarmored Cargo Vehicle)

This is a typical cross-country passenger bus, now mostly used for intermetroplex travel along major interstates. Smaller models are occasionally used by city mass-transit companies, or by private companies.

Price: $100,000 (S/S)
Fuel Type: D, A
Load: 7 tons
Veh Wt: 11 tons
Crew: 1+60
Night Vision: Headlights

Cruise Speed: 80/17
Com Move: 40/8
Fuel Cap: 280
Fuel Cons: 17

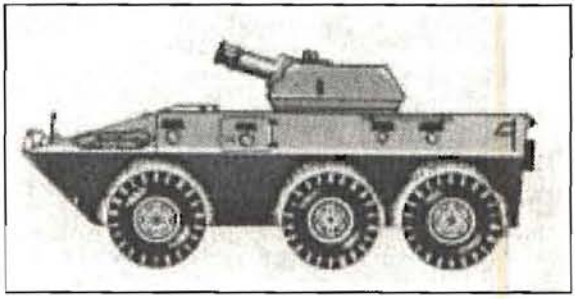


Combat Statistics

Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Damage Record

Crewmembers: Driver ❑
Passengers : 10❑ 20❑ 30❑ 40❑ 50❑ 60❑
Sight/Vision: Night vision equipment ❑
Radio (if any): ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Cadillac-Gage Commando V-300P (Armored Personnel Carrier)

The V-300P (for police) APC is intended for riot control and civil affairs duties by police departments. It is armed with a water cannon and a Mk-19 AGL (usually armed with tear gas rounds only), although a coaxial MAG MG can be also be installed. It has six firing ports, three on the right side and three on the left side. The vehicle comes equipped with an onboard storage tank for the water cannon (the ammunition capacity below), but it is also equipped with a hose for connection to a hydrant, (unlimited "ammunition" at a sacrifice of mobility). Connecting/ disconnecting the hose must be done from outside the vehicle, and takes one person 15 seconds.

Price: $230,000 (—/S)

Armament: Water cannon, Mk-19 40mm AGL coaxial (coaxial MAG MG optional)
Ammo: Water, 100x40mm grenade (1200x7.62mm N optional)
Fuel Type: D, A
Load: 600 kg
Veh Wt: 12 tons
Crew: 3+6
Night Vision: Headlights

Cruise Speed: 100/30
Com Move: 50/25
Fuel Cap: 284
Fuel Cons: 18

Combat Statistics
Config: Trt HF: 6
Susp: W (3) HS: 4
HR: 3

Damage Record
Crewmembers: Commander ❑ Driver ❑ Gunner ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑
Radio (if any): ❑
Water Cannon: ❑
Traverse: ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Weapon Data

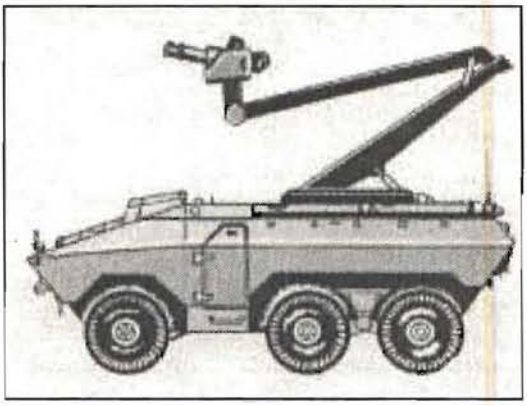
Weapon	*ROF*	*Mag*	*Rng*	*Ammo*	*Damage*	*Pen*
Water Cannon	5	10	5	Water pulse	*	Nil

* All characters within an eight-meter square are knocked down, take 1D6-1 damage to a random location, and lose all further actions for the turn.

					—*Recoil*—			
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
MAG MG	10	4	2-3-Nil	6	100B	1	7	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

Type	*ROF*	*Mag*	*Rng*	*IFR*	*Rnd*	*Damage*	*Pen*
40mm	5	50B or SS	200	3 km	CHEM	C:1, B:4	Nil

Ammunition
Water Pulses
❑❑❑❑❑ ❑❑❑❑❑
40mm Grenade (100 rounds)
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑



RamTech P-320 (Armored Personnel Carrier)

This vehicle represents one of the most advanced police anti-riot APCs available. The 6x6 armored vehicle is designed to carry up to 10 fully equipped riot police and provide them with support as well as transportation. The vehicle is equipped with a "cherry picker" platform, capable of elevation up to 18 meters above street level. This platform carries a remotely operated tranq dart gun, 40mm AGL, video camera, and foam nozzle, all controlled by the vehicle commander from inside the hull. The 40mm AGL has two 50-round bins for ammo storage, selected at will by the commander. It has six firing ports, three on the right side and three on the left side.

The foam nozzle sprays short bursts, each covering a single eight-meter square. The foam is very dense, highly sound-absorbent, and transmits light well, but diffuses it greatly. Victims trapped in it can breathe normally, but are unable to see beyond a few centimeters and cannot hear sounds more than a couple of meters distant. If desired, a knockout gas can also be injected into the mixture (characters must roll Difficult: Constitution to remain conscious each five-second phase exposed to the foam). A harmless dye can also be mixed into the foam, to mark suspects for later retrieval.

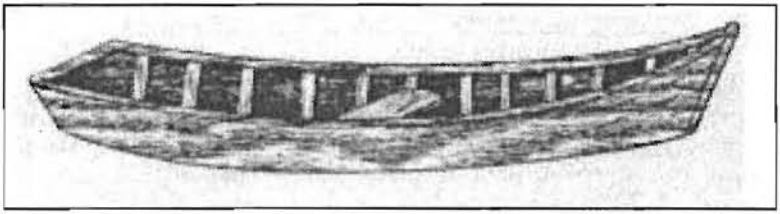
Price: $690,000 (—/S)
Armament: 40mm AGL, tranq dart gun, foam nozzle
Ammo: 100x40mm, 100 x tranq dart, 20 x foam pulses
Fuel Type: D, A
Load: 600 kg
Veh Wt: 12 tons
Crew: 2+10
Night Vision: Headlights

Cruise Speed: 100/30
Com Move: 50/15
Fuel Cap: 284
Fuel Cons: 18
Combat Statistics
Config: Trt HF: 2
Susp: W (3) HS: 2
HR: 2
Damage Record
Crewmembers: Commander/Gunner ❑ Driver ❑

Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑ 7❑ 8❑ 9❑ 10❑
Radio (if any): ❑
40mm AGL: ❑
Foam Nozzel: ❑
Traverse: ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Weapon Data

Type	*ROF*	*Mag*	*Rng*	*IFR*	*Rnd*	*Damage*	*Pen*
40mm	5	50B or SS	200	3 km	CHEM	C:1, B:4	Nil



Small Open Boat

Rowboats, canoes, assault boats, and other open craft four meters long or less. These can often be carried by one or two people, and can usually be stored on top of a vehicle as cargo. Inflatable versions are even more portable than wooden ones.

Price: Metal: $300 (C/C)
Inflatable: $900 (C/C)
Wooden: $2300 (R/C)

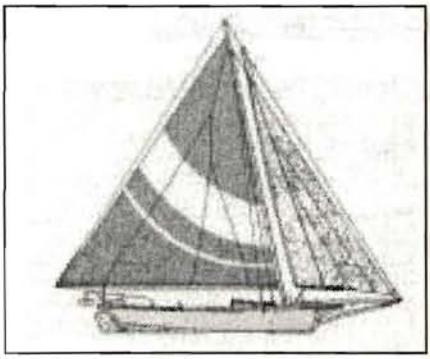
Armament: None
Length: 1
Draft: 0.5 m
Speed: 1
Turn: 4
Acceleration: 1
Pumps: None
Night Vision: None
Load: 100 kg
Minimum/Optimum Crew: 2/4

Cruise Speed: 2/2

Config: Flush deck
Tonnage: 1
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Muscle power
Size: 1

Damage Record

Full Speed	❑
Dead in Water	❑
Sunk	❑



Pepsico Sunray Small Sailing Boat

A sail-powered, wooden-hulled pleasure craft with a small cabin below deck. These boats require little maintenance and no fuel, although they can be hard to maneuver in cramped estuaries and the like.

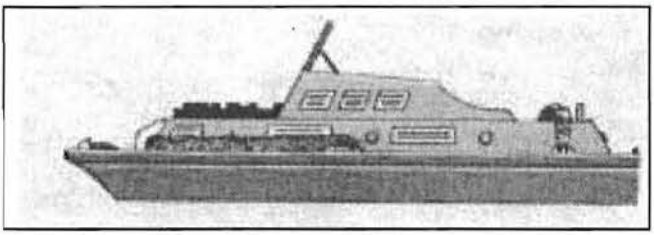
Price: $15,000 (C/C)
Armament: None, although one machinegun can be fitted
Length: 1
Draft: 2 m
Speed: 1D6/2 downwind, 1D6/4 upwind
Turn: 2
Acceleration: 0.5
Pumps: None
Night Vision: None
Load: 1 ton
Minimum/Optimum Crew: 2/4

Cruise Speed: 4/4

Config: Flush deck
Tonnage: 10
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Sails
Size: 1

Damage Record

Full Speed	❑❑❑❑❑ ❑❑❑❑❑
Dead in Water	❑❑❑❑❑ ❑❑❑❑❑
Sunk	❑❑❑❑❑ ❑❑❑❑❑



Cris Craft Runabout Small Motorboat

A wooden-hulled, open, "runabout" pleasure boat or small private fishing boat. It is very handy for those who can afford the gas.

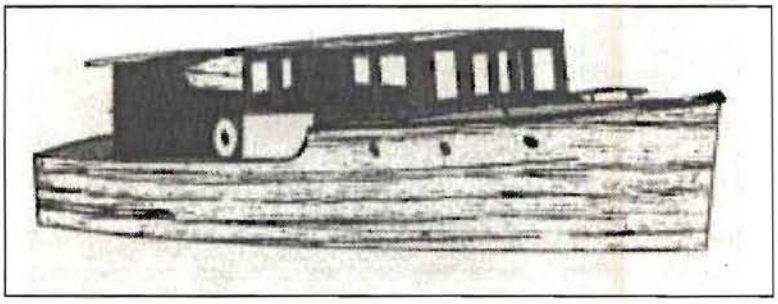
Price: $30,000 (C/C)
Armament: None, although one machinegun or grenade launcher can be fitted
Length: 1
Draft: 1 m
Speed: 4
Turn: 4
Acceleration: 4
Pumps: 1
Night Vision: None
Load: 1 ton
Minimum/Optimum Crew: 1/2

Cruise Speed: 8/8
Fuel Cap: 220
Fuel Cons: 5

Fuel Type: D, A
Config: Flush deck
Tonnage: 10
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Motor
Size: 1

Damage Record

Full Speed	❑❑❑❑❑ ❑❑❑❑❑
Dead in Water	❑❑❑❑❑ ❑❑❑❑❑
Sunk	❑❑❑❑❑ ❑❑❑❑❑



Cris Craft Foamdancer Medium Motorboat

A medium-sized, wooden-hulled pleasure boat with a small cabin (a cabin cruiser) or small commercial fishing vessel. This is the most popular type of craft with small merchants, but fishing boats of this size are usually operated by several families in a communal consortium.

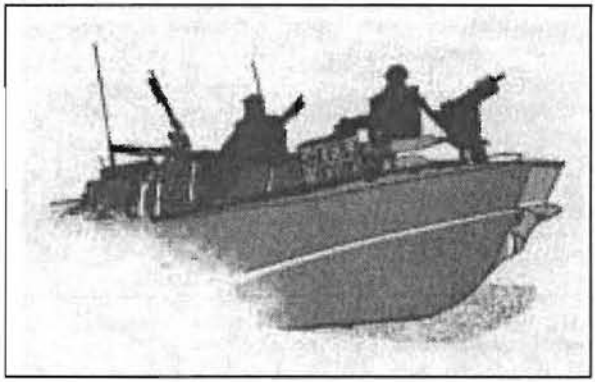
Price: $300,000 (C/C)
Armament: None, although one or more machineguns can easily be fitted
Length: 2
Draft: 1 m
Speed: 3
Turn: 2
Acceleration: 1
Pumps: 1
Night Vision: 1 white light spotlight
Load: 2 tons
Minimum/Optimum Crew: 2/8

Cruise Speed: 6/6
Fuel Cap: 400
Fuel Cons: 10

Type: D, A
Config: Flush deck
Tonnage: 20
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Motor
Size: 2

Damage Record

Full Speed	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Dead in Water	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Sunk	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐



PBR (Patrol Boat, River)

A small, armed, wooden-hulled river patrol boat or its equivalent. Many of these are former government revenue boats or customs patrol boats which are now in private hands.

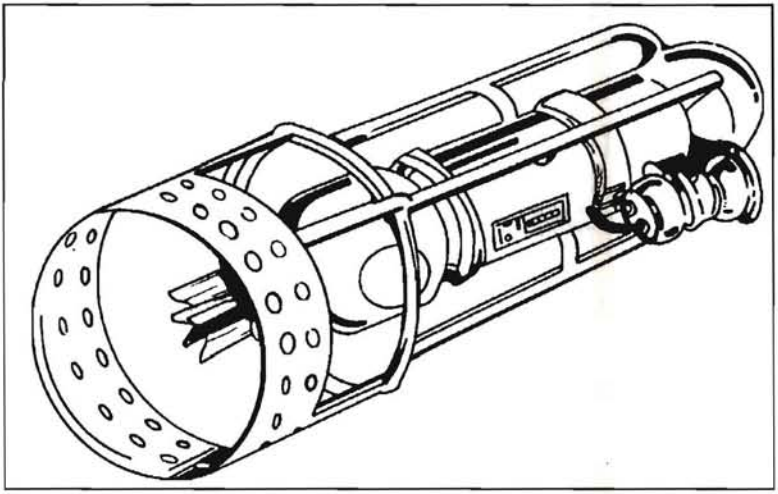
Price: $490,000 (R/R)
Armament: One or two machineguns, at most
Length: 2
Draft: 1 m
Speed: 8
Turn: 4
Acceleration: 4
Pumps: 1
Night Vision: White light spotlight
Load: 1 ton
Minimum/Optimum Crew: 2/8

Cruise Speed: 12/12
Fuel Cap: 500
Fuel Cons: 12

Type: D, A
Config: Flush deck
Tonnage: 20
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Motor
Size: 2

Damage Record

Full Speed	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Dead in Water	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Sunk	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐



Underwater Sled

With the Dark Minion invasion, the Earth's seas have become, more than ever before, realms of deadly mystery. As a result, equipment which once served explorers now serves investigators. Such is the case with the Neko underwater sled.

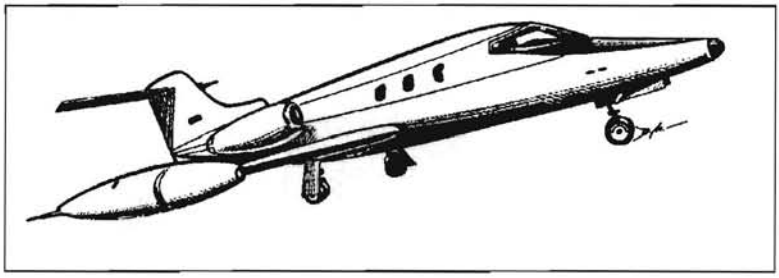
The Neko sled is basically nothing more than a streamlined personal propeller unit, used by divers for faster movement. It is extremely easy to operate. Its internal battery provides up to three hours of continuous use, four if the headlight is turned off.

Price: $675 (S/C)
Armament: None
Fuel Type: Battery
Config: N/A—operator is fired at as mounted target
Veh Wt: 50 kg
Armor: 0
Propulsion: Electric motor
Length: 1 m
Draft: 0.5 m
Speed: 1
Turn: 5
Acceleration: 1
Crew: 1
Night Vision: Headlight

Cruise Speed: 1.5/1.5

Damage Record
Crewmember: Driver ❑

Full Speed: ❑
Dead in Water: ❑
Sunk: ❑



Javelin

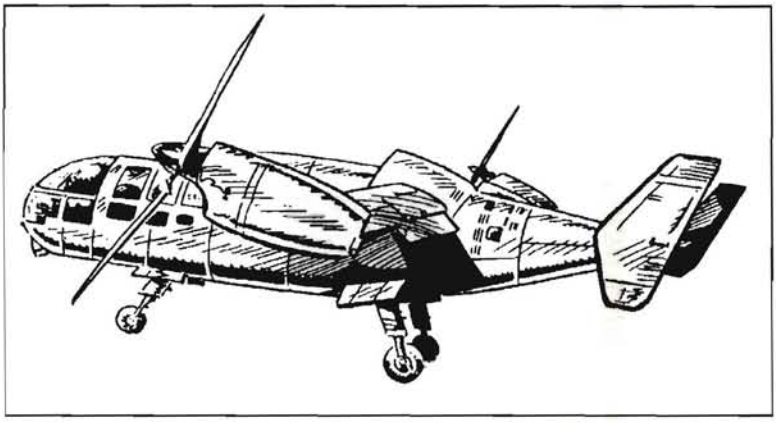
With the dawning of the 21st century, the Lockheed Javelin has replaced the Lear jet as the symbol of high-class, personal travel. Capable of attaining speeds in excess of 1500 kilometers per hour, the Javelin is lavishly appointed, surprisingly agile, and dependable. However, it is an expensive aircraft—both in terms of purchase price and maintenance fees. While not prone to in-flight failure, its systems are quite sophisticated and require constant care.

Price: $3,250,000 (—/R)
Armament: None
Ammo: N/A
Fuel Type: AvG
Load: 300 kg and 8 passengers
Veh Wt: 14 tons
Crew: 2+8
Night Vision: None
Min. Runway, Takeoff: 475 m
Min. Runway, Land: 530 m

Damage Record

Crewmembers: Driver ❑ Copilot ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑ 7❑ 8❑ 9❑ 10❑
Radio: ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Wings: Damaged ❑ Destroyed ❑

Cruise Speed: 1125
Com Move: 155
Fuel Cap: 7000
Fuel Cons: 1400



JumpAbout

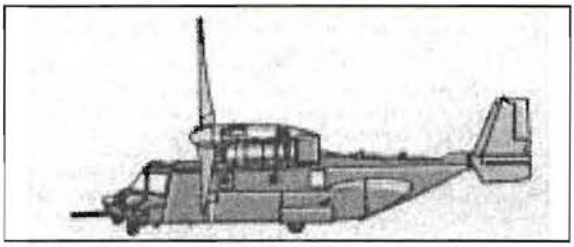
Another example of a VTOL craft, the Sikorsky-Fleetcraft JumpAbout has become a ubiquitous sight in metroplexes and vertiports throughout America, and is becoming increasingly common in Europe and Japan. While not offering much in the way of amenities, the JumpAbout can be easily reconfigured for either passenger or cargo hauling, and a number of nations and megacorporations have adopted it as a troop carrier. Its reputation for sturdiness and reliability have stood up to the rigors of combat without fail. Mounting slots for pintels (equivalent to NHT) are provided at the waist doors on either side.

Price: $1,750,000 (—/S)
Armament: None
Ammo: N/A
Fuel Type: AvG
Load: 3000 kg
Veh Wt: 20 tons
Crew: 2 (+15, if no load)
Night Vision: None
Min. Runway, Takeoff: 40 m
Min. Runway, Land: 40 m

Damage Record

Crewmembers: Pilot ❑ Copilot ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑ 7❑ 8❑ 9❑ 10❑ 11❑ 12❑ 13❑ 14❑ 15❑
Radio: ❑
Waist Gun: ❑
Waist Ammo: ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Wings: Damaged ❑ Destroyed ❑

Cruise Speed: 410
Com Move: 55
Fuel Cap: 8000
Fuel Cons: 615



Teledyne Dornier CV-27 Peregrine (Tilt-Rotor VSTOL)

The Peregrine is a tilt-rotor VSTOL (Vertical/Short Takeoff and Landing) used by the military as a tactical transport, and by some civilian firms as a substitute for helicopters. The cabin has a door on the forward right side and a cargo ramp in the rear, and provision for a cargo hoist capable of carrying a slung load (vertical takeoff only) of up to 4.5 tons at half the aircraft's normal speed (at the expense of part of the internal cargo load). Vertical takeoff is only possible at two-thirds maximum load capacity. Statistics given below are for the executive transport/corporate security model (weapon pods for security model only). For extended range, two 6600 kg fuel pods can be installed on the external hardpoints.

Price: $3,200,000 (S/S)
Armament: 2xM2HB minigun pod (two hardpoints)
Ammo: 1500x.50 BMG
Fuel Type: AvG
Load: 9 tons (up to 4.5 tons slung)
Veh Wt: 24 tons
Crew: 3+18 (executive version)
Night Vision: None
Min. Runway, Takeoff: 24 m (550 m in STO mode)
Min Runway, Land: 24 m (600 m in STO mode)

Cruise Speed: 10/10
Com Move: 50
Fuel Cap: 6215 (+13,200 in drop tanks)
Fuel Cons: 512

Damage Record

Crewmembers: Pilot ❑ Copilot ❑ Flight Attendant ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑ 7❑ 8❑ 9❑ 10❑
11 ❑ 12❑ 13❑ 14❑ 15 ❑ 16 ❑ 17❑ 18❑
Radio: ❑
Gun Pod 1: ❑
Gun Pod 2: ❑
Ammo: ❑
Engine 1: ❑
Engine 2: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Wings: Damaged ❑ Destroyed ❑

Weapon Data

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng
M2HB	5	8	2-3-3*	8	105B	**	**	150

* .50 SLAP ammunition has a Pen of 1-1-2.

** Weapon has negligible recoil when used this way.

MBB/Bell/Textron Model 256 Voyager (Rotary-Wing Aircraft)

The Voyager is a civilian version of the military OH-62 Shawnee observation helicopter. Corporate security versions are sometimes fitted with a pair of M2HB door guns (one per side).

Price: $1,750,000 (S/S)
Armament: 2xM2HB door guns
Ammo: 2000x.50 BMG
Fuel Type: AvG
Load: 2400 kg in four hardpoints
Veh Wt: 2.5 tons
Crew: 2+6
Min. Runway, Takeoff: 24 m
Min Runway, Land: 24 m

Cruise Speed: 376
Com Move: 18
Fuel Cap: 460
Fuel Cons: 153
Damage Record

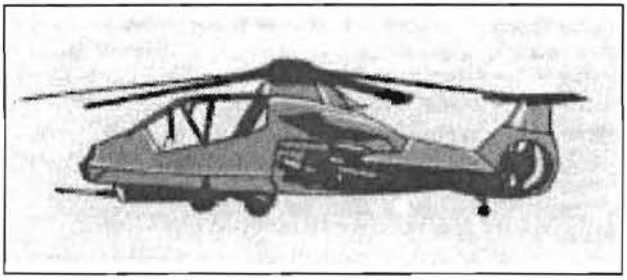
Crewmembers: Pilot ❑ Copilot ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑
Radio: ❑
Door 1: ❑
Door 2: ❑
Ammo: ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Rotor: Damaged ❑ Destroyed ❑

Weapon Data

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng
M2HB	5	8	2-2-3*	8	105B	**	**	150

* .50 SLAP ammunition has a Pen of 1-1-2.

** Weapon has negligible recoil when used this way.



Boeing-Sikorsky RAH-66 Comanche (Rotary Wing Aircraft)

The RAH-66 (recon and attack helicopter) Comanche was developed by Boeing-Sikorsky in the early 1990s for the US Army's LHX program, with the first models entering service in 1997. The aircraft's landing gear and weapon racks retract into the hull for stealth flights, but weapon capacity can be expanded by bolt-on wings with weapon racks. The helicopter has six internal (retractable) hardpoints, but the bolt-on wings add eight additional hardpoints (nonretractable). Each hardpoint can carry two Stingers, one fuel pod, or other weapon pod. Fuel and missile pods cannot be carried internally. Two main armament loads are carried.

Price: $6,500,000 (—/—)

Armament:

Recon Mode: 25mm Gatling autocannon, 6 internal hardpoints

Attack Mode: 25mm Gatling autocannon (internal), 6 internal and 8 external hardpoints

Ammo: 500x20mm autocannon

Fuel Type: AvG

Load: 3200 kg in up to 14 hardpoints

Veh Wt: 4.5 tons

Crew: 2

Night Vision: Thermal Imaging, Image Intensification

Min. Runway, Takeoff: 24 m

Min Runway, Land: 24 m

Cruise Speed: 560
Com Move: 28
Fuel Cap: 1020
Fuel Cons: 400

Damage Record

Crewmembers: Pilot ❑ Weapons Officer ❑

Sight Vision: Gun Sight ❑ Range Finder ❑ Night Vision Equipment ❑

Radio: ❑

25mm Gatling Autocannon: ❑

Ammo: ❑

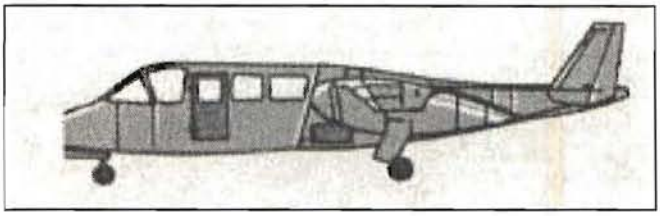
Engine: ❑

Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑

Wings: Damaged ❑ Destroyed ❑

Weapon Data

Weapon	*ROF*	*Mag*	*Rng*	*Ammo*	*Damage*	*Pen*
25mm	5	100B	250	HE	C:1, Brst:2	-BC



McDonnell-Sukhoi *Nochvyéter* (NightWind) (Fixed Wing)

The *Nochvyéter* (NightWind) is a small private jet used by nomenklatura for sport flying and by corporations as an executive transport aircraft. It is not normally armed, but comes with two underwing attachment points for external fuel tanks (300 kilograms each), which are capable of accepting an M2HB gun pod for a small (250-pound) bomb.

Price: $10,650,000 (S/S)
Armament: 800 kg on two hardpoints
Ammo: 1500x.50 BMG
Fuel Type: AvG
Load: 800 kg
Veh Wt: 4.5 tons
Crew: 2+6
Min. Runway, Takeoff: 750 m
Min Runway, Land: 800 m
Cruise Speed: 320
Com Move: 16
Fuel Cap: 750 (+600 in drop tanks)
Fuel Cons: 281

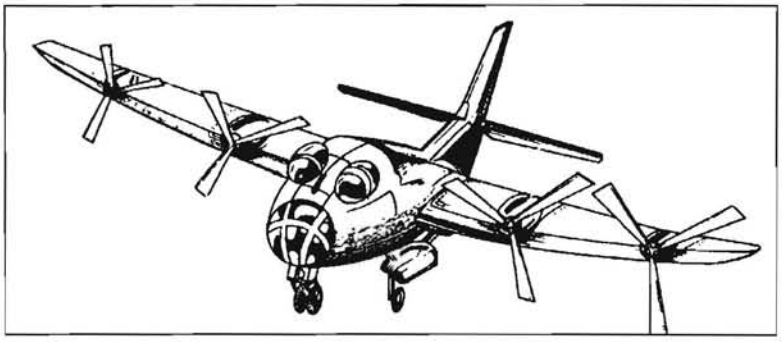
Damage Record

Crewmembers: Pilot ❑ Copilot ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑
Radio: ❑
M2HB Pod 1 (if fitted): ❑
M2HB Pod 2 (if fitted): ❑
Ammo: ❑
Engine 1: ❑
Engine 2: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Wings: Damaged ❑ Destroyed ❑

Weapon Data

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M2HB	5	8	2-2-3*	8	105B	**	**	150

* .50 SLAP ammunition has a Pen of 1-1-2.
** Weapon has negligible recoil when used this way.



Windsprite

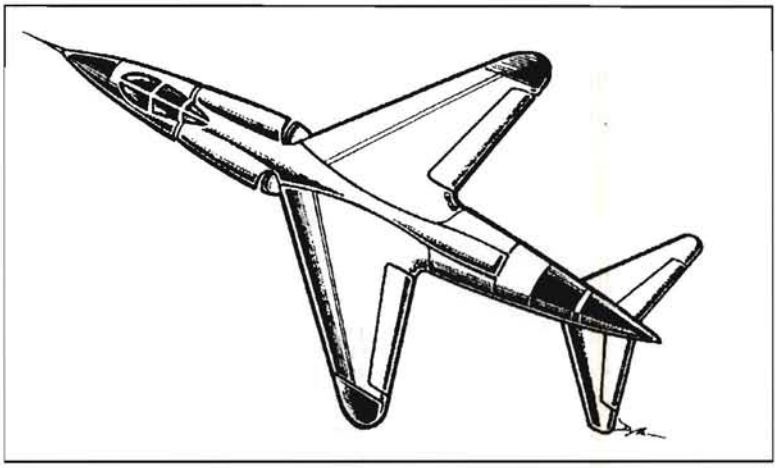
A low-end passenger model, the Boeing Windsprite is a 30-seater that offers a smooth ride, amenities equivalent to coach class in an airliner, and a less expensive price tag than its upscale VTOL competition (such as the Lockheed Javelin). It also comes in a seaplane version (which is reported to be quite popular with smugglers).

Price: $6,000,000 (—/S)
Armament: None
Ammo: N/A
Fuel Type: AvG
Load: 750 kg
Veh Wt: 38 tons
Crew: 3+30
Night Vision: None
Min. Runway, Takeoff: 1010 m
Min. Runway, Land: 600 m

Damage Record

Crewmembers: Pilot ❑ Copilot ❑ Navagator ❑
Passengers : 1❑ 2❑ 3❑ 4❑ 5❑ 6❑ 7❑ 8❑ 9❑ 10❑
11 ❑ 12❑ 13❑ 14❑ 15 ❑ 16 ❑ 17❑ 18❑ 19❑ 20❑
Radio: ❑
Ammo: ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Wings: Damaged ❑ Destroyed ❑

Cruise Speed: 450
Corn Move: 60
Fuel Cap: 15,000
Fuel Cons: 1365



IId

The Petrel IId is one of the smallest of the VTOL aircraft and it is finding its way into the hands of a number of private owners. The craft is a commercial outgrowth of one of the earliest VTOL craft—the larger Osprey—and is known for its maneuverability, reliability and lamentably cramped crew appointments.

A common addition to the IId's basic configuration are 250-liter, external fuel tanks to extend the craft's flight duration ($250 each).

Price: $1,100,000 (—/S)
Armament: None
Ammo: N/A
Fuel Type: AvG
Load: 500 kg
Veh Wt: 5.6 tons
Crew: 2 (2+3 if no load)
Night Vision: None
Min. Runway, Takeoff: 24 m
Min. Runway, Land: 24 m

Damage Record
Crewmembers: Pilot ❑ Copilot ❑
Passengers : 1❑ 2❑ 3❑
Radio: ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Wings: Damaged ❑ Destroyed ❑

Cruise Speed: 525
Com Move: 60
Fuel Cap: 2400
Fuel Cons: 400

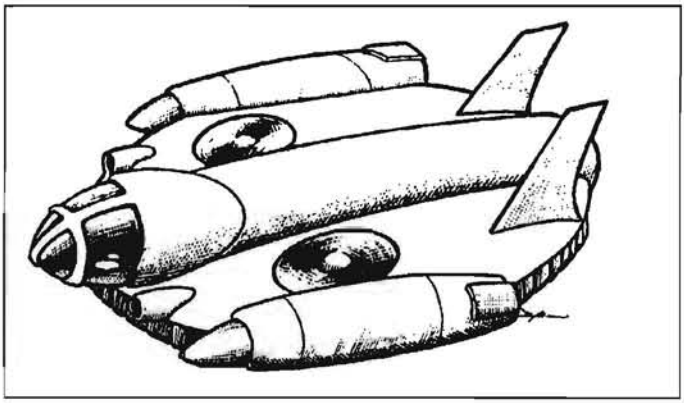
X-12

Another step in an ongoing search to find the optimal mix of mobility and versatility for modem air/land combat, the ACJV X-12 combines air-cushion vehicle and jumpjet technology to produce a ground vehicle with limited flight capabilities. A joint Air Force/DARPA project (with rumors of renegade ET assistance), the ACJV (air cushion jumpjet vehicle) has an unusual, forward-swept disk, VTOL design that allows it to maintain stable flight with minimal computer guidance to the jumpjets. The shape has also given the X-12 its service nickname, the "flying Frisbee" (though detractors have dubbed it the "faltering Frisbee").

With a length of 4.3 meters and width of 3.9, the X-12 is not quite a true saucer, but rather a forward-swept oval. The central crew compartment is cramped, with a very low ceiling. Despite its lack of comfort, the X-12 has its advantages. With a flat-out ground speed of 110 kph, it can nearly match the fastest ACVs in current use. But the X-12 can cover terrain that would stop those ACVs. Two variable-attitude, turbofan, jet engines are located at the extreme left and right edges of the craft (often erroneously referred to as wingtips), allowing the craft limited flight. The skirts fold back to cover the plenum chamber and reduce drag, while the props are retracted into the craft's belly. On-board computers ensure stable flight in all but high winds.

Top speed in jump mode is 600 kph; cruising is 450 kph. Onboard avionics allow nap-of-earth flight at 100 kph. Jump mode is a prodigious consumer of fuel (only 70 minutes, with full tanks), and requires avgas. But normal operation uses regular gasoline, and segmented tankage allows for partial loads of each.

The X-12 is not issued with armament, but has two pintel mounts over the rear hatches. These can be folded—with weapons attached—into deck-top recesses. Two deck-mount weapon racks (to either side of the crew compartment) provide for launched ordnance. A single radar sweep combines an all-weather navigation system with full ground (and limited air) surveillance capabilities.

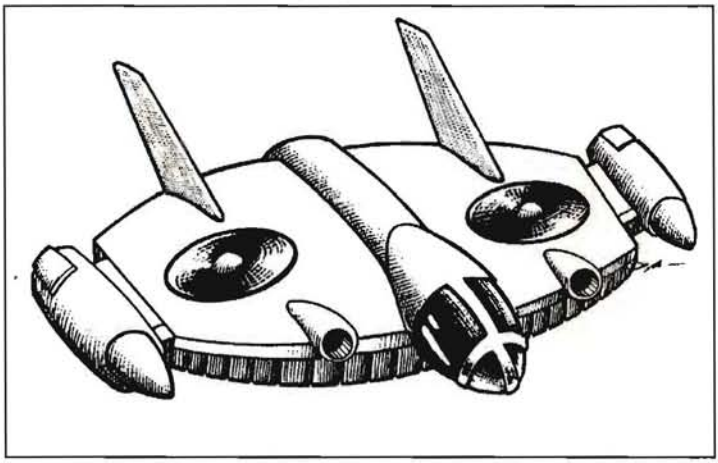


Price: $1,850,000 (—/—)
Armament: Variable
Ammo: Variable
Fuel Type: G, AvG (in jump mode)

Load: 250 kg
Veh Wt: 6.55 tons
Crew: 2+2
Night Vision: Spotlights, passive IR, thermal imaging

Damage Record
Crewmembers: Pilot ❑ Co-pilot ❑
Passengers: 1❑ 2❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Cruise Speed: 220 (ACV mode), 1800 (jump mode)
Com Move: 75 (ACV mode), 240 (jump mode)
Fuel Cap: 1000
Fuel Cons: 1000 (ACV mode), 3350 (jump mode)



X-14

Beyond certain federal agencies—notably DARPA and NASA—almost no one knows that a more advanced ACJV exists. On the surface, the X-14 appears to be identical to the X-12. Inside, however, it is much different.

The major difference is in its power plant and propulsion system, the first ever to incorporate a hydrogen fuel cell. This technology, long under development by the government, gained a considerable boost with the help of the few humanoid ETs who escaped possession by the Dark Ones.

Although slightly heavier (and, therefore, slightly slower) than the X-12, the X-14 is vastly more fuel efficient in ACV mode. Additionally, the "wingtip" VTOL turbofans are configured to burn hydrogen rather than avgas, allowing for uniform fuel requirements. And although the hydrogen fuel does not directly give the X-14 more time in the air, the on ground fuel economy means extended operations overall. The X-14 also

incorporates a number of ET-designed, pilot-assisting computer systems that allow top-speed flight even in high-wind conditions. Additional computers also regulate the fuel tankage, fuel distribution, and jet injection systems.

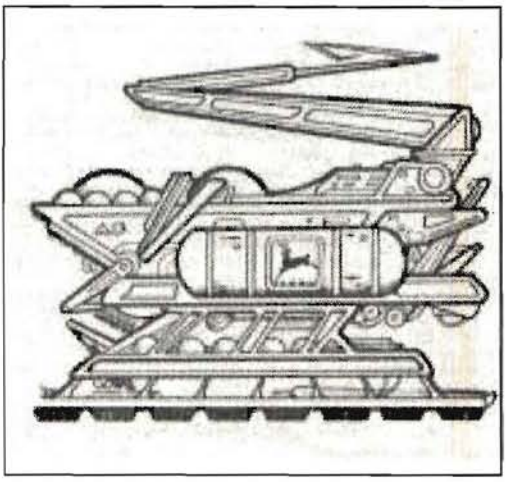
The X-14 is otherwise identical to the X-12, including provisions for weapon mounts, etc.

Price: $2,250,000 (—/—)
Armament: Variable
Ammo: Variable
Fuel Type: Liquid hydrogen
Load: 400 kg
Veh Wt: 6.6 tons
Crew: 2+2
Night Vision: Spotlights, passive IR, thermal imaging

Damage Record
Crewmembers: Pilot ❑ Co-pilot ❑
Passengers: 1❑ 2❑
Sight/Vision: Night vision equipment ❑
Engine: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Cruise Speed: 220 (ACV mode); 1780 (jump mode)
Com Move: 70 (ACV mode); 235 (jump mode)
Fuel Cap: 1000
Fuel Cons: 200 (ACV mode); 3350 (jump mode)

Combat Statistics
Config: Stnd HF: 3
Susp: P* (5) HS: 3
HR: 2
* *Plenum:* Damage as Wheeled.



Kraus Maffei-Deere Auto-Farmer (Vehicular Robot)

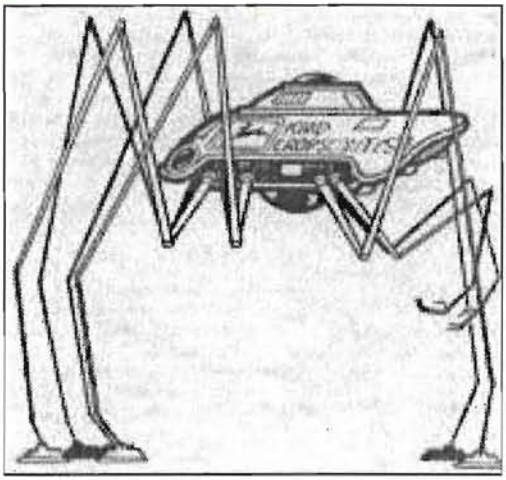
The Kraus Maffei-Deere Auto-Farmer is typical of a number of agricultural drudgebots made by several companies for use by the giant agricorps. The Auto-Farmer is a giant farming machine, combining the functions of tiller/cultivator, planter, and harvester. The machine is gigantic, and covers 64-128 rows of any given crop per pass. Older models of these machines had a human operator, and all models have a compartment for a human in case the robotic brain is damaged for some reason. Some models are rigged up for remote control from a central complex.

Price: $30,000,000 (—/R)
Fuel Type: D
Skills: Observation 3
Wt: 65 tons
Crew: 0 or 1 (Robot Initiative: 2)
Night Vision: Headlights

Cruise Speed: 12/12
Com Move: 12/12
Fuel Cap: 2000
Fuel Cons: 50

Combat Statistics
Config: Stnd HF: 1
Susp: T: 4 HS: 1
HR: 1

Damage Record
Crewmembers (If Present): Operator ❑
CPU: ❑
Other Electronics: ❑
Power Plant: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Kraus Maffei-Deere CropScout (Nonvehicular Robot)

The Kraus Maffei-Deere CropScout is a specialized drudgebot used by agricultural corporations to monitor the condition of fields. CropScouts travel from field to field checking the level of insect, weed, and fungal infestation. When a field reaches a set level of infestation, the CropScout will send for the drone helicopters to spray the field with the appropriate insecticide/herbicide/fungicide combination for its particular infestation. CropScouts resemble giant mechanical spiders, two meters wide and one high (including legs). The CropScout has an internal battery containing power sufficient for up to 18 hours average operation. It uses the *Quadruped* column on the Human/Animal Hit Location Table (with adaptations for the additional legs the multiple legs are treated as one collective hit location). Some models come with internal pesticide sprayers.

Price: $12,565,000 (S/C)
Initiative: 2
Agility: 2
Strength: 2
Constitution: 2
Skills: Observation 6, Unarmed combat damage 1
Wt: 60 kg
Night Vision: White light spotlight

Armor Values
Head: 1
Chest/Abdomen: 1
Arms/Legs: 0

Com Move: 90/50

Damage Record
Head: ☐☐ Chest: ☐☐ Abdomen: ☐☐
R. Arm: ☐☐ L. Arm: ☐☐ Legs: ☐☐



Kraus Maffei-Deere GB-1000 (Nonvehicular Robot)

This robot resembles a one-meter-high garbage can mounted on two tank treads (the "legs"). The top is a small turret-like structure containing a smoke detector, electronic motion sensor, siren, flashers, a spotlight, chemical spray tubes (usually loaded with tear gas), a small loudspeaker, and a paint pellet marker gun (to mark suspects for later identification). Some models also contain provisions for remote operation from a central control room, and many have an internal video camera to record evidence.

The robot is programmed to patrol a fixed route on a fixed schedule, and to read in a number of preprogrammed ways to various situations. It is intended for internal patrols, or paved areas such as parking lots where it doesn't have to cross rough terrain. It also has a small loudspeaker for warnings, challenges, and announcements ("This area is restricted. Please vacate it at once.").

The robot's pattern recognition software is sophisticated enough to recognize the difference between animals such as dogs or cats and humans, reacting to them differently. The robot comes with a standard IR bar code scanner to recognize security passes.

GB-1000 guardbots are little more than moving burglar alarms, although they can videotape their actions, and they are capable of distinguishing between an alley cat and a cat burglar. They use the *Biped* column on the Human/Animal Hit Location Table.

Price: $1,630,000 (—/—)
Wt: 110 kg
Fuel Type: G
Initiative: 2
Agility: 2
Strength: 4
Constitution: 4
Skills: Observation 8
Armament: Chemical projector, paint pellet gun (Range 15 meters)
Sensors: IR motion detector, pattern recognition software (video only)

Armor Values
Head: 1
Chest/Abdomen: 2
Legs: 1

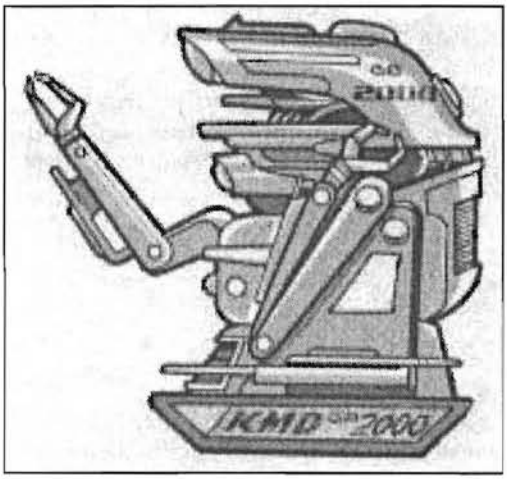
Com Move: 15/6
Fuel Cap: 12
Fuel Cons: 1

Damage Record
Head: ❑❑ Chest: ❑❑ Abdomen: ❑❑
R. Leg: ❑❑ L. Leg: ❑❑
(Treat right or left arm hit results as misses.)

Kraus Maffei-Deere GB-2000 (Nonvehicular Robot)

This is a larger, better armed and armored version of the GB-1000 guardbot. The GB-2000 guardbot is intended for security at factories, minimum-security prisons, etc. It has everything the level one robot has, and an internal tranq dart gun in addition, for apprehension of dangerous animals, escaping prisoners, fleeing felons, etc. It also has two manipulator arms which it uses for applying restraint to suspects, opening doors, melee combat, etc. It uses the *Biped* column on the Human/Animal Hit Location Table.

Price: $4,875,000 (—/—)
Wt: 160 kg
Fuel Type: G
Initiative: 4
Agility: 4
Strength: 6
Constitution: 6
Skills: Observation 8, Small Arms (Rifle) 6, Unarmed combat damage 2
Armament: Chemical projector, paint pellet gun (Range 15 meters), tranq dart gun
Sensors: IR motion detector, voice/pattern recognition software (audio/video)



Armor Values
Head: 3
Chest/Abdomen: 2
Arms/Legs: 2

Com Move: 32/12
Fuel Cap: 18
Fuel Cons: 1

Damage Record
Head: ☐☐☐☐ *Chest:* ☐☐☐☐ *Abdomen:* ☐☐☐☐
R. Arm: ☐☐ *L. Arm:* ☐☐
R. Leg: ☐☐ *L. Leg:* ☐☐

RamTech Roboguard-III (Nonvehicular Robot)

The Roboguard-III resembles a 1.5-meter-tall armored golf cart with three arms, two of them capable of restraining suspects, opening doors, windows, cabinets, or conducting unarmed melee combat. One of the arms has a small rotary saw blade, which it uses to clear obstructions (armed melee stats for the saw are given below).

The robot's on-board computer includes a complex program detailing responses to various situations, and levels of permitted violence depending upon the stimuli. Roboguard-IIIs use the *Quadruped* column of the Human/Animal Hit Location Table (the robots have four small track units as their "legs").

Price: $43,250,000 (—/—)
Wt: 220 kg
Fuel Type: G
Initiative: 5
Agility: 4
Strength: 8
Constitution: 10
Skills: Observation 8, Small Arms (Rifle) 6, Unarmed combat damage 2
Armament: Chemical projector, paint pellet gun, tranq dart gun, integral 5.56mm selective fire rifle, integral 9mm selective fire SMG
Sensors: IR motion detector, voice/pattern recognition software (audio/video), ultrasonic and subsonic sound detectors.

Armor Values
Head: 3
Chest/Abdomen: 2
Arms/Legs: 2

Com Move: 32/12
Fuel Cap: 24
Fuel Cons: 1

Damage Record

Head: ❑❑❑ *Chest:* ❑❑❑❑❑ *Abdomen:* ❑❑❑❑❑
R. Arm: ❑ *L. (Saw) Arm:* ❑
R. Leg: ❑❑❑ *L. Leg:* ❑❑❑

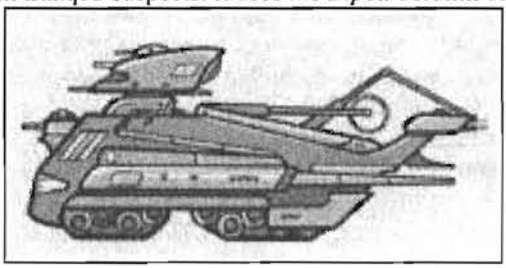
Weapon Data

Weapon	*Range*	*Hit Mod.*	*Damage*
Saw arm	S	+1	1D6+4

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
Int. 9mm SMG	5	2	Nil	1	120	2	5	30
Int. 5.56mm rifle	3	3	1-Nil	2	60	3	5	55

RamTech Roboguard-IV (Nonvehicular Robot)

The Roboguard-IV is intended for military and high-security applications. It resembles a three-meter-tall clam with legs, arms, and a small weapon mount attached to each side under the arm. it is extremely sophisticated and capable of considerable independent action within its preprogrammed parameters. The Roboguard-IV has two manipulative arms to restrain tranqed suspects. it uses the *Biped* column of the Human/Animal



Hit Location Table.

Price: $67,750,000 (—/—)
Wt: 240 kg
Fuel Type: G
Initiative: 6
Agility: 4
Strength: 14
Constitution: 10
Skills: Observation 10, Small Arms (Rifle) 8, Unarmed combat damage 2
Armament: Chemical projector, paint pellet gun, tranq dart gun, integral 9mm SMG (use Uzi stats), M2HB MG, 25mm HE autocannon
Sensors: IR motion detector, voice/pattern recognition software (audio/video, UV included), ultrasonic and subsonic sound detectors, white light spotlight, IR/UV spotlight, ultrasonic motion detector.

Armor Values

Head: 4
Chest/Abdomen: 6
Arms/Legs: 4

Com Move: 30/18
Fuel Cap: 100
Fuel Cons: 5

Damage Record

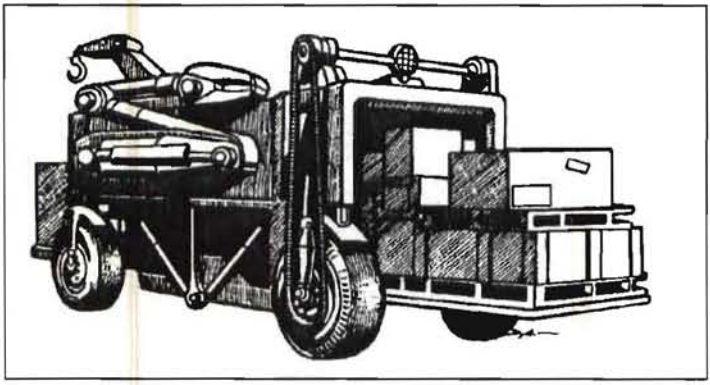
Head: ❑❑❑	*Chest:* ❑❑❑❑❑❑	*Abdomen:* ❑❑❑❑❑
R. Arm: ❑	*L. (Saw) Arm:* ❑	
R. Leg: ❑	*L. Leg:* ❑	

Weapon Data

Weapon	*ROF*	*Mag*	*Rng*	*Ammo*	*Damage*	*Pen*
25mm	5	100B	250	HE	C:1, Brst:2	-8C

						—*Recoil*—		
Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*SS*	*Brst*	*Rng*
M2HB**	5	8	2-2-3*	8	105B	2	7	150
Int. 9mm SMG	5	2	Nil	1	120	2	5	30

* .50 SLAP ammunition has a Pen of 1-1-2.
** Weapon counts as being mounted on tripod.



Loadmaster (vehicular robot)

A purely human design, the Ingersoll-Rand Loadmaster is probably the most successful—and most simple—of all robots. It is designed to identify priority-ordered shipping and to move it to a given area, then load it in a balanced and space-efficient fashion.

Although the Loadmaster is not usually programmed for attack, it can be. This attack consists of an attempt to collide with a target in order to cause damage.

The Loadmaster is basically a large-wheeled chassis equipped with two extra-large, robotic arms, a forklift, and a winch. It can easily lift and manipulate loads up to 700 kilograms. The robot can be left idling in a "wait" mode at 1/20th its normal fuel consumption rate.

Cruise Speed: 50
Com Move: 24/12
Fuel Cap: 60
Fuel Cons: 20

Combat Statistics
Config: Stnd HF: 1
Susp: W: 2 HS: 1
HR: 1

Damage Record
CPU: ❑
Other Electronics: ❑
Power Plant: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

Skills: Unarmed Combat Damage 3
Wt: 1 ton
Price: $1,380,000
Fuel Type: D
Crew: 0 (Robot Initiative: 1)
Night Vision: Headlights



Maid4U (nonvehicular robot)

It is hard to know whether the Mitsubishi Maid4U has succeeded commercially because it is a great help 95 percent of the time or because of its hilarious foul-ups the remaining five percent. The Maid4U is a strongly marketed, domestic-service robot that does very well with area-related tasks such as vacuuming, dusting, window and floor washing, etc. It mixes precise (if uninspired) drinks and does a fair job as a waitress/hostess. However, as a cook it is a dismal failure, and its phone-answering antics (unintentional, of course) are legendary. But owners tend to grow quite fond of the robots.

The Maid4U is a boxy but vaguely anthropomorphic unit propelled by small wheels. It is powered by an internal battery that can be recharged from a wall socket over the course of eight hours. The robot uses the Biped column on the Human/ Animal Hit Location Table (allocating arm hits randomly).

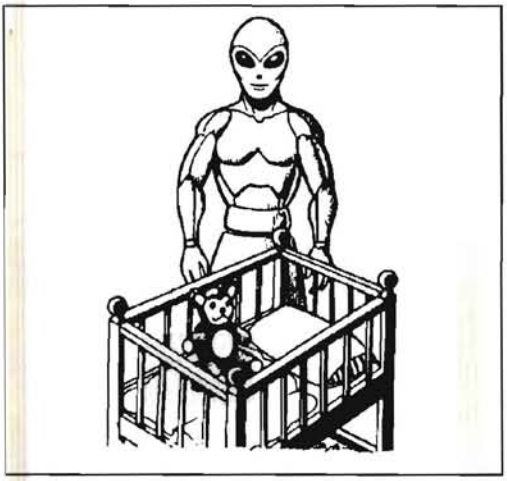
Armor Values
Head: 0
Chest/Abdomen: 0
Arms/Legs: 0

Com Move: 21/10

Initiative: 4
Agility: 4
Strength: 6
Constitution: 7
Skills: Unarmed Combat Damage 1
Armament: None
Sensors: Voice/pattern recognition software (audio/visual)
Wt: 135 kg
Price: $6,920,000

Damage Record

Head: ❑	*Chest:* ❑	*Abdomen:* ❑
R. Arm: ❑	*L. (Saw) Arm:* ❑	
R. Leg: ❑	*L. Leg:* ❑	



Spassmacher 4+ (nonvehicular robot)

The Spassmacher 4+ is a human-built, robot baby-sitter for children aged four and older. Produced by a consortium of German firms, the Spassmacher is unquestionably the most sophisticated human-produced robot currently in existence. The robot is a fair cook, somewhat lenient (and oft-fooled) disciplinarian, fair playmate, good tutor, and marvelous disaster alarm. By the time a child reaches age seven, however, the Spassmacher's practical utility has largely diminished; as a consequence, the units tend to be resold through several owners before being retired.

Many people have criticized the whole concept of a robotic baby-sitter, some going so far as to claim that it is part of a plot to distance children from their parents. But

many wealthy owners find the device so obedient, and so obviously high-status as to have become a "necessity."

The Spassmacher comes in a number of cheery colors and is highly anthropomorphized. It is propelled by wheels and an internal battery. The robot uses the Biped column on the Human/Animal Hit Location Table.

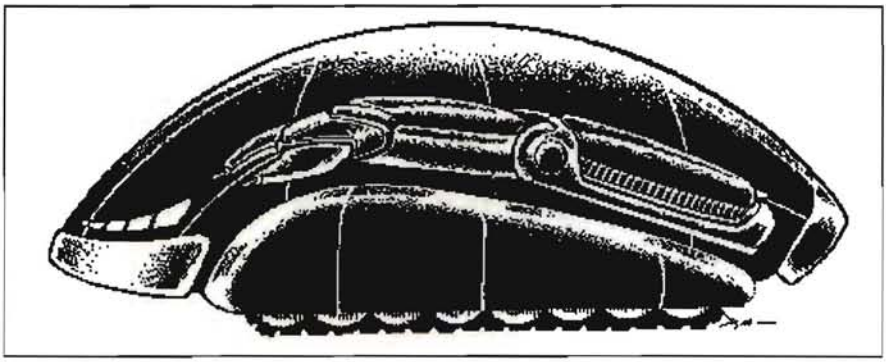
Initiative: 4
Agility: 4
Strength: 6
Constitution: 4
Skills: Computer Operation 3, Instruction 1, Observation 8, Unarmed Combat Value 1

Armor Values
Head: 1
Chest/Abdomen: 1
Arms/Legs: 1

Com Move: 21/9

Damage Record

Head: ❑	*Chest:* ❑	*Abdomen:* ❑
R. Arm: ❑	*L. (Saw) Arm:* ❑	
R. Leg: ❑	*L. Leg:* ❑	



Watchdog (nonvehicular robot)

A totally human-produced robot, the Honeywell-Breyer Watchdog is a highly controversial machine designed for patrol and restraint duties. Many corporate facilities mount non-lethal weapons on them. Some have even modified the Watchdog to accept lethal weaponry additions. The Watchdog is a nonreflectfive black egg on a high-speed tread suspension, giving it a low profile, sloped armor, and an aspect that is both sinister and bizarre. It mounts two medium robot arms with integral tasers, and extendible weapons pods. In the original design, these pods were intended to hold either a 40mm grenade launcher with two drums (one for crowd- control munitions) or a semiauto-

matic tranquilizer rifle. Once an intruder was incapacitated, the robot arms would be used for disarming and restraint. However, as modified (first) by Tojicorp, the grenade launcher is now frequently loaded with lethal munitions, and the tranquilizer rifle pod now carries an M2-HB machinegun. Considering that from the outset the Watchdog was always a bit "twitchy," the addition of lethal weapons touched off a storm of protest, so far to no avail.

The Watchdog is a highly effective (if overly zealous) robot, powered by a highly advanced microwave energy transmission system when in close environments that are predominantly controlled via automation. Otherwise, it has a small, efficient, and relatively silent diesel engine. If on guard rather than patrol, it will fall back upon a "wait" mode that allows it to remain alert while idling at 1/20th of its normal fuel consumption rate. It is equipped with a 10x scope, image enhancement, passive IR, and a remote operator override option. However, during automated operations, it is capable of conducting up to three attacks per round (one each from any three different systems). Statistics for the 40mm. pod are given below. Optionally, the robot can be mounted with other weapon pods (pretty much anything the referee desires). The robot uses the Quadruped column on the Human/Animal Hit Location Table.

Initiative: 6
Agility: 5
Strength: 12
Constitution: 13
Skills: Observation 6, Small Arms (Rifle) 9, Unarmed Combat Damage 3
Armament: M2-HB machinegun pod, Mk-19 AGL pod
Sensors: IR motion detector, voice/pattern recognition software (audio/video), ultrasonic and subsonic sound detectors, white light spotlight
Wt: 375 kg
Price: $448,360,000

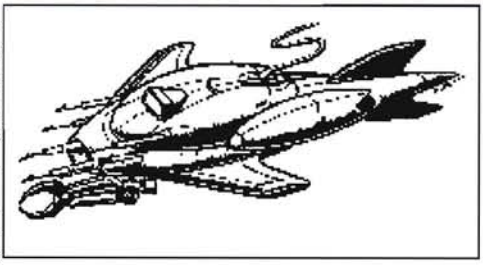
Damage Record
Head: ❑ *Chest:* ❑❑❑ *Abdomen:* ❑❑❑❑❑
R. Arm: ❑ *L. (Saw) Arm:* ❑
R. Leg: ❑ *L. Leg:* ❑

Weapon	*ROF*	*Mag*	*Rng*	*IFR*	*Rnd*	*Dmg*	*Pen*
M2-HB Pod 5	105B		150	—	8	2-2-	3*
Mk-19 AGL pod	SA	24 (2x12)	100	400			
					Restraint load	Stun	Nil
					Chem	C:1, B:4	Nil
Lethal load					HE	C:3, B:12	Nil
					HEDP	C:3, B:12	4C
					ILLUM	B:100	Nil

* .50 SLAP ammunition has a penetration value of 1-1-2.

Patrol/Attack TOR (vehicular robot)

While their use on land has been a fairly recent phenomenon (with the exception of bomb-removal units and as debris-removal systems in contaminated areas), Telepresence Operated Robot (a.k.a.- TORs) were quite common as underwater equipment during the last two decades of the 20th century. Their ability to withstand pressure made them an attractive alternative to live divers in 200+ meters of depth. Although



radio link is the normal method of control, hard-wire control is at least maintained as an auxiliary system. Operators must be careful to avoid tangling their TOR up in the control cable. Sensors include high-intensity white lights, IR, and navigational sonar.

The patrol/attack TOR is a fast, small model, easily recognized by its single medium manipulator arm (capable of lifting 100 kilograms maximum with articulated claws) and six integral heavy spearguns. It mounts a large cluster of lights, as well as a sophisticated omnidirectional sonar which functions in the dual role of a target-acquisition and navigation system. The unit is powered either by a cable (only for close perimeter security work) or by on-board batteries. Fully charged, the robot is capable of 20 hours of continuous operation.

Price: $810,000 (—/R)
Armament: Speargun (six)
Length: 2
Draft: 0.5 m
Speed: 3 surface/1 submerged
Turn: 2
Acceleration: 1
Pumps: None
Night Vision: White light spotlight
Load: None
Minimum/Optimum Crew: 0

Damage Record
Engine: ❑
Battery: Damaged ❑ Destroyed _❑

Full Speed	❑
Dead in Water	❑
Sunk	❑

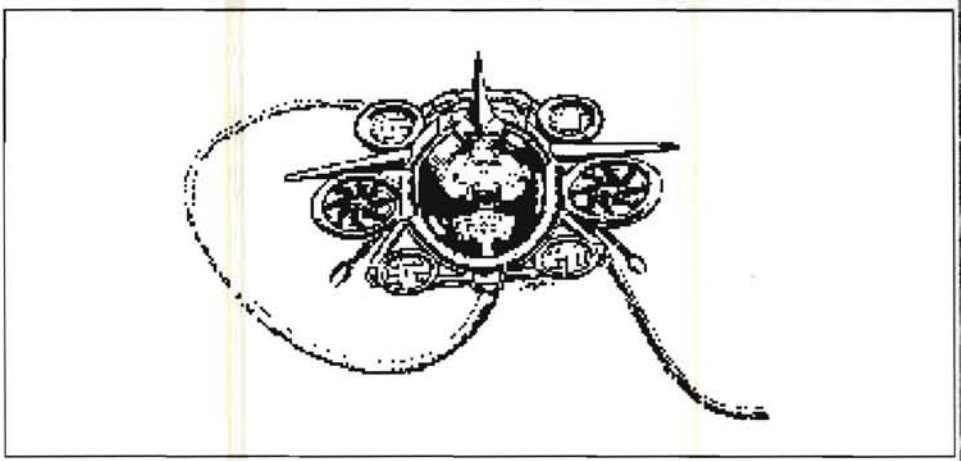
Weapon Data

Weapon	*ROF*	*Dam*	*Pen*	*Blk*	*Mag*	*Rng*
Speargun	SS	-1	Nil	4	1i	6**

Fuel Type: Battery (or cable)
Config: Flush deck
Tonnage: 1
Hull Armor: 1
Propulsion: Electric motor
Size: 1

Cruise Speed: 8/8

**Underwater Range



Probe/Repair TOR (vehicular robot)

The probe/repair TOR is equipped with small manipulator arms (capable of lifting 20 kilograms maximum, and possessing excellent dexterity) and modular couplings for sensor gear and additional robotic arms, samplers, etc. The price below indicates the cost of the basic unit; sensor and sampling modules are extra. Power is provided through a cable or a modular battery (four hours duration).

Fuel Type: Battery
Config: Flush deck
Tonnage: 1
Hull Armor: 0
Propulsion: Electric motor
Size: 1

Cruise Speed: 4/4

Price: $145,000 (—/S)
Armament: None
Length: 1
Draft: 0.25 m
Speed: 1
Turn: 4
Acceleration: 1
Night Vision: White light spotlight
Load: 500 kg

Damage Record
Engine: ❑
Battery: Damaged ❑ Destroyed ❑

Full Speed	❑
Dead in Water	❑
Sunk	❑

Recovery/Construction TOR (vehicular robot)

The recovery/construction TOR sports one small manipulator arm (capable of lifting 20 kilograms maximum, but possessing excellent dexterity), one medium arm (capable of lifting 100 kilograms maximum with articulated claws), and two large arms (capable of lifting up to 500 kilograms with large, imprecise claws). It is a frequent sight on salvage missions. Mobility is provided by a battery-powered motor which gives the unit up to 16 hours of independent operations.

Fuel Type: Battery
Config: Flush deck
Tonnage: 1
Hull Armor: 0
Propulsion: Electric motor
Size: 1
Price: $760,000 (—/S)
Armament: None
Length: 2
Draft: 1 m
Speed: 2 surface/1 submerged
Turn: 2
Acceleration: 1
Night Vision: White light spotlight
Minimum Crew: 0

Cruise Speed: 3/3

Damage Record
Engine: ❑
Battery: Damaged ❑ Destroyed ❑

Full Speed ❑
Dead in Water ❑
Sunk ❑

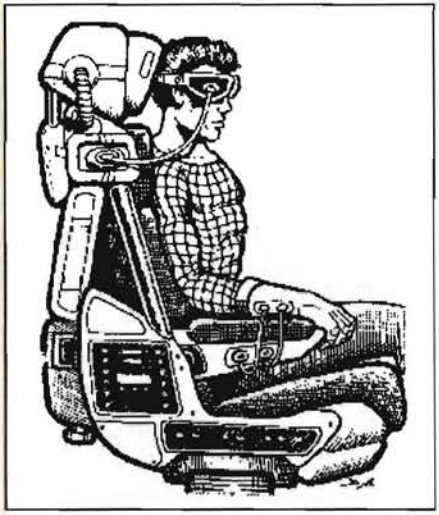
Telepresence Operation Station

Controlling a telepresence drone requires a telepresence operator work station (or tele-op). This device resembles a cross between a military flight simulator, electric chair, and straight jacket. The user's hands and upper torso are slipped into a sensor mesh. A video relay unit is fastened over the eyes. Images can be via direct feed from the drone, or computer-generated equivalents that substitute an image of a human hand for that of the robot and add depth to the elements in the scene, allowing for better, more accurate physical operations by the user. This visual feedback loop is enhanced with audio and tactile relays and is controlled by a highly sophisticated computer system (integral to the tele-op).

Wt: 200 kg
Price: $2,550,000 (—/R)
Construction Drone (vehicular robot)
The largest of the drones described here, this wheeled machine is slow but power-

ful. it is equipped with four heavy robot arms and two medium robot arms that are designed to accept specialty modules (such as drills, welding equipment, etc.). The construction drone comes equipped for broadcast control, but can be modified for either hard-wire ($300) or narrow cast ($2400) data reception. It is powered by a diesel engine, and although it is not fast, it has an excellent power-to-weight ratio, allowing it to tow very heavy objects.

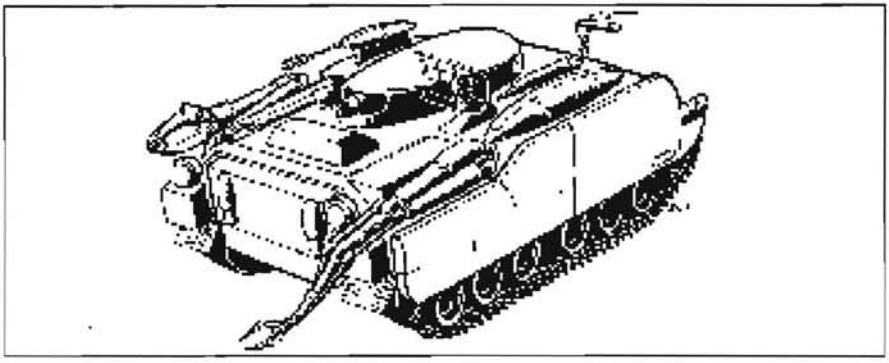
Cruise Speed: 45/23
Com Move: 12/6
Fuel Cap: 36
Fuel Cons: 12



Combat Statistics
Config: Stnd HF: 1
Susp: W: 2 HS: 1
HR: 0

Price: $742,500 (—/S)
Fuel Type: D
Skills: Per operator
Wt: 800 kg
Crew: 1 (remote)
Night Vision: White light spotlight

Damage Record
Power Plant: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑



Probe Drone (nonvehicular robot)

A probe drone is a small, treaded device with one small robot arm and one medium robot arm. Not designed for combat service, it is predominantly used for surveying dangerous areas (partially collapsed buildings, radioactive containment areas, sites of chemical contamination, etc.) and for picking up samples for later analysis.

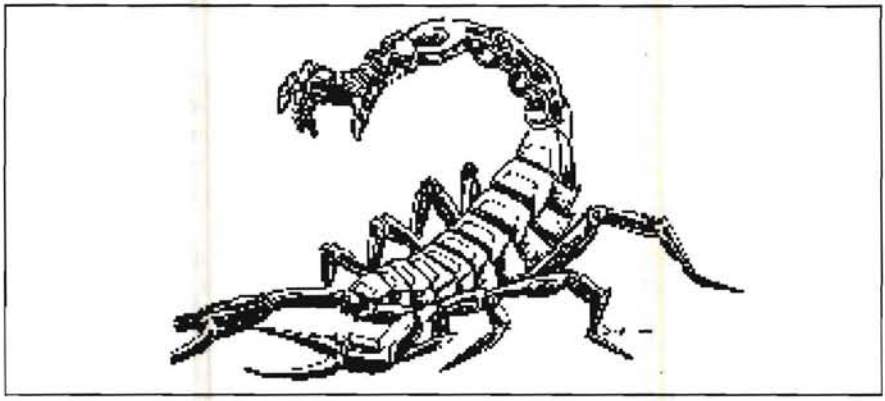
The drone has a number of modular brackets (and electronic connectors) for additional sensors (such as Geiger counters, chemical analyzers, etc.). It is equipped for hardwire, broadcast, and narrowcast control, and is powered by a small diesel engine. The device uses the Biped column on the Human/Animal Hit Location Table.

Price: $255,000 (—/S)
Initiative: Per operator
Agility: 10
Strength: 6
Constitution: 8
Skills: Per operator, Unarmed Combat Damage 2
Wt: 190 kg
Night Vision: White light spotlight, IR sensor

Armor Values
Head: 1
Chest/Abdomen: 1
Arms/Legs: 1

Com Move: 24/18

Damage Record
Head: ☐☐ *Chest:* ☐☐☐ *Abdomen:* ☐☐☐
Right Arm: ☐☐ *Left Arm:* ☐☐ *Legs:* ☐☐☐



Repair Drone (nonvehicular robot)

Mounted on a segmented chassis sporting eight legs, this small telepresence drone can reach areas not easily accessible by human repairmen. It can also operate in extremely adverse environmental conditions, including heat up to 300-C, vacuum, and over eight atmospheres of pressure. It is equipped with one telescoping, small robot arm and a pair of retractable pincers (useful only for steadying and manipulating lightweight objects). The repair drone can be controlled either by wire or broadcast, and is powered by an internal battery good for six hours of operation. It uses the Quadruped column on the Human/Animal Hit Location Table.

Wt: 12 kg
Price: $102,000 (—/S)
Initiative: Per operator
Agility: 7
Strength: 2
Constitution: 4
Skills: Per operator, Magnification 100x, Unarmed Combat Damage 1
Night Vision: White light spotlight

Armor Values
Head: 0
Chest/Abdomen: 0
Arms/Legs: 0

Com Move: 15/10

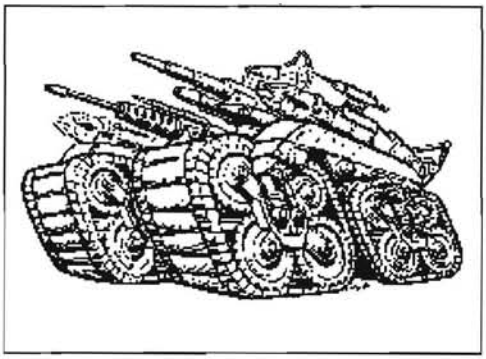
Damage Record
Head: ❑ Chest: ❑ Abdomen: ❑
Arm: ❑ Legs: ❑❑❑

War Drone (vehicular robot)

A rather ominous-looking machine, the war drone utilizes a heavily muffled diesel engine for combat use, with a small battery for silent approaches (two-minute duration before the battery is exhausted). It has both broadcast and narrowcast control options built in, and is propelled by a quad ("four-footed") tread system that can adjust attitude and elevation to allow superior steadiness in uneven terrain. This system also allows the drone to remain mobile (although much less steady) if one of the tracks is blown off or rendered inoperable.

The war drone sports a special weapons arm with a front brace, butt brace, ammo hopper for belt-fed weapons, and integral targeting system that includes passive IR, thermal imaging, laser target designator, and 10x scope. The weapons arm can accept virtually any small arm designed for two-handed human use, with the following exceptions: Weapons with backblast are prohibited, as they will do damage to the drone, and preferred weapons are usually belt-fed since the drone cannot reload.

The drone also has two medium robot arms for carrying items (such as unconscious prisoners). Rumors have it that the US government is working on a hover/VTOL variety.



Wt: 300 kg
Price: $11,750,000 (—/R)
Fuel Type: D
Skills: Per operator
Crew: Remote operator
Night Vision: Headlights

Cruise Speed: 200/100
Com Move: 35/21
Fuel Cap: 32
Fuel Cons: 8

Combat Statistics
Config: Stnd HF: 2
Susp: T: 3 HS: 2
HR: 1

Damage Record
Electronics: ❑
Weapon: ❑
Power Plant: ❑
Fuel (% Consumed or Destroyed): ❑❑❑❑❑ ❑❑❑❑❑
Suspension: Minor damage ❑ Immobilized ❑

CHAPTER NINE

Vehicle Travel & Combat

Vehicles and weapons have been wedded from the beginnings of recorded history. From the war chariots of the ancient Assyrians, to the most modern battle tanks, from pickup trucks with gun racks, to laser-wielding satellites, all betray humanity's fascination with speed and destruction. In this chapter, we explain how to incorporate vehicle combat into your **Dark Conspiracy** adventures. Travel rules are also included, for those times when characters must trek across long distances, whether it be along well-patrolled interstates, through decaying backwater regions, or across hideous stretches of rural Demonground.

TRAVEL AND ENCOUNTERS

Different adventure situations call for different treatments of travel and time passage. If a group is making a 200- or 300-kilometer trip from one city to the next, along well-kept highway, for instance, the referee may simply have the players determine how long it takes to get there, based upon the exact distance and the speed of the vehicle(s) being used, and then consider the trip accomplished. On the other hand, the referee may decide to throw in an encounter to liven things up, or the adventure may call for a travel encounter. If the group is making a days-long trek across a rural stretch of Demonground, the referee may decide to cut down travel speed somewhat, to represent the necessity for more cautious progress, for scouting ahead, for vehicle maintenance, and the like. Generally, there will be more likelihood for encounter during such travel, simply because of the hazardous nature of the region. But in every case, the decision is left to the referee.

For long-range encounters or encounters with large parties, the referee may decide to use 30-second combat turns as the means of resolving the encounter.

When greater detail is desired, combat phases can be used. The use of combat turns and combat phases is explained more completely in *Combat & Damage*.

VEHICLE MOVEMENT RATES

Each ground vehicle card contains a pair of movement listings: Cruise Speed, which is how many kilometers the vehicle can effectively travel per hour, and Combat Movement, which is how many meters it can move per combat round. Additionally, each listing contains a pair of numbers: the first is a safe on-road movement rate; the second a safe off-road rate. Air and water craft have slightly different ratings, as explained later.

TERRAIN AND TRAVEL

Travel on a good road is largely unaffected by the terrain through which the road passes, but good roads are becoming scarce. A poor road (one which is breaking up, partially washed out, or just hasn't seen a road crew in three or four years) allows travel at the full cross-country rate for vehicles, regardless of the terrain through which the road passes.

Aside from roads and rivers, there are four main types of terrain encountered in the countryside: woods, swamp, hills, and open terrain.

Woods: Woods are forested areas of considerable density. While a person can walk through virgin forest, it is an impractical means of travel for vehicles and for a party of people for any distance. Thus, all travel through wooded areas is assumed to be along only paths and roads and through clearings whenever possible. Travel movement on foot through woods is at half the normal movement rate. Vehicles travel through woods at half their off-road movement rate unless following a particularly well-traveled dirt road, in which case they move at their full off-road movement rate. Bicycles may not be ridden through woods except along such roads.

Swamp: Swamps are difficult to traverse, but a person on foot can move at full movement rate. All vehicles move at half of their off-road movement rate. Bicycles may not be ridden.

Hills: Hills are relatively steep but regular rolling ground. All movement is reduced by half in hills. Hills may also be wooded. If so, determine the movement rate for woods first and then apply the hill terrain reductions to the result.

Open: Open terrain is generally flat or gently rolling grasslands, and for the most part consists of former cultivated lands which have reverted to the wild but are not yet wooded. Open terrain also includes cultivated ground. All movement through open terrain is at the full off-road movement rate.

OPERATING AIRCRAFT

The most difficult thing about operating aircraft is not the flying itself, but rather the takeoff and landing. Taking off or landing an aircraft each normally require an Average level skill roll unless complicated by mechanical difficulties, poor weather, or some other such trouble.

A failed takeoff or landing roll means that the pilot has either pulled up from landing or ground looped at the end of the runway and aborted the maneuver for the moment. A catastrophic failure means the aircraft has crashed and is destroyed. The extent by which the task was failed should indicate the seriousness of injuries, if any, sustained by plot and crew.

VEHICLE COMBAT

To this point, we have dealt almost exclusively with combat among combatants on foot. But occasionally mounts or vehicles will be involved. This section delineates the basic rules for incorporating those things into a battle.

COMBAT MOVEMENT

Incorporating vehicles into the combat sequence involves adding a few adaptations to the basic combat rules. Most of these adaptations involve vehicle movement.

Units of Measure: As mentioned above, movement rates for ground vehicles are given in meters, first on road, then off-road. Movement rates for water vessels and aircraft are given in eight-meter increments moved per combat phase. When using a two-meter grid, multiply this number by four; when using individual meter measurement, multiply it by eight. Many water vessels have a movement allowance of 0.5, 1.5, 2.5, etc. When moving on the eight-meter grid, these vessels move an extra square every other phase.

Boating Maneuvers: A few special rules apply to watercraft combat movement.

Turning: Each vessel has a turn rating which is the number of 45-degree turns it can make each combat turn (30 seconds). Regardless of this rating, only one turn can be made per phase (five seconds), and only on the phases in which the helmsman (or captain who is with the helmsman) has the Initiative.

Acceleration and Deceleration: Each vessel has an acceleration rating which is the amount by which it can increase its speed each combat turn. Regardless of the rating, only one point of increase can be made per phase, and then only in phases in which the helmsman (or captain who is with the helmsman) has Initiative. A boat can decelerate at twice its acceleration per turn, but still at no more than one point per phase.

Rowed Boats: Rowboats may be rowed at up to (but not more than) twice their listed speed.

Sailboats: Sailboats will not move upwind, nor within 45 degrees to either side of that direction.

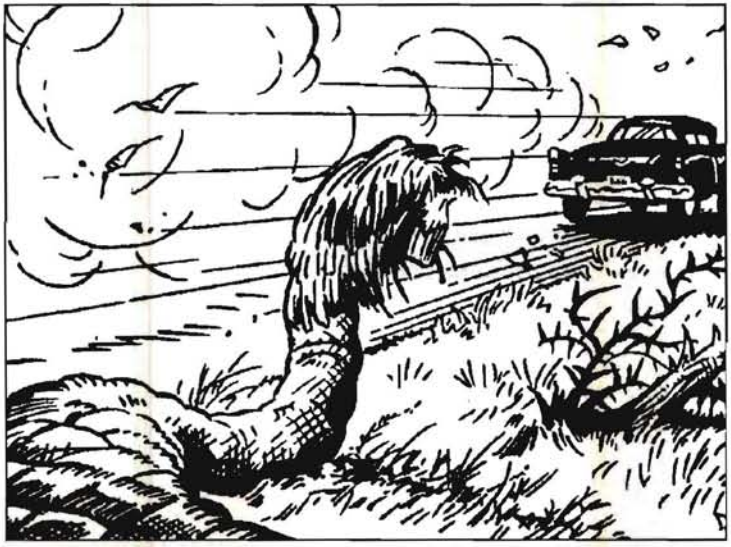
Motorboats: Size 1 motorboats may be rowed if necessary.

Fire From Moving Vehicles: Characters may not conduct aimed fire from a moving vehicle. They may fire quick shots or bursts at one level greater difficulty than normal. Drivers fire quick shots at two levels of difficulty greater than normal.

Pilots or crew of aircraft firing weapons mounted on the aircraft are a special case and do not apply the above rule, although crew and passengers firing nonmounted weapons (such as rifles or pistols) do.

Target Movement: If the target is moving 30 meters or more in the current phase, any attempt to hit it is conducted as if at range greater than normal. For normal fire, this merely means one level more difficult than normal, but for auto fire, it means that the number of dice rolled per burst is reduced.

"Drive" Action: When vehicles are involved in combat, Drive is considered an action added to the list of normal actions. Drive includes the operation of all types of vehicles, from bicycles to oil tankers to space shuttles. In some cases, performing this action will require a skill check. In others, the action is considered to be automatically successful. For instance, a character who was using the Drive action to pilot a helicopter



through a train tunnel might have to make a Formidable: Pilot check, while another character who was diving a family car along a city street in good weather, or who was coming to a safe halt at a well-marked stop sign, would be required to make no check at all.

A few other actions can be combined with the Drive action. Talking and driving can be done together freely The Ready/Change Equipment, Reload, and Fire actions can each be done while driving, but any necessary driving checks are at one level more difficult (sometimes requiring a check that might not otherwise be required).

Vehicle Movement and Driver Initiative: Driving a vehicle is considered to be a special case of the repetitive action option. That is, vehicles move every phase, regardless of the Initiative rating of their operators. This movement is considered to be simultaneous, although for simplicity the referee will most likely choose to have characters move their vehicles each phase in reverse Initiative order (Initiative 1 acts, then 2, then 3, etc.).

At the beginning of each 30-second combat turn, each player of a driving character tells the referee the basic direction and speed of the vehicle. This can include such things as going in a straight fine, following a road or path, traveling off-road toward a landmark, driving to a particular position and stopping, following a leading vehicle, or any similarly simple plan. The vehicle then follows the stated course through all phases prior to the driver's Initiative point. The only change that can be made to this plan during these phases is to bring the vehicle to a halt in response to an unforeseen obstacle or action (thus terminating the repetitive action).

Once a character's Initiative point comes up in the combat turn, however, that character can divert freely from the stated plan, choosing a new action each phase, if desired.

For example, Dr. Willoughby, with an Initiative of 2, is driving his Yugo Contempo to his office when a pack of nomad bikers roars up from behind and surrounds his car. The referee decides to go to combat sequence at that point and asks the doctor's player what the doctor is planning to do. The player decides to have the doctor continue driving at the same speed and continue straight down the road. The referee secretly makes a determination for the bikers, not letting the doctor's player know that none of them has an Initiative higher than 3. In phase 6, Willoughby continues onward, as do the bikers. On phases 5 and 4, the same thing occurs.

On phase 3, however, one of the bikers suddenly swerves in front of the doctor's car and slows down. Willoughby is still locked into his repetitive course until next phase, so he has only one of two choices: continue to follow his stated course—in which case he'll run into the biker—or stop the car. The player decides to have him continue his course, and the biker goes flying. If this had been one of the doctor's Initiative phases, he could have chosen to do something other than merely continue or stop. For instance, he might have swerved, or slowed down, or sped up, or pulled a pistol from his jacket, or any of a number of other things.

Fast Driving and Mishaps: During combat, a vehicle may travel faster than the listed safe on-road/off-road speeds at the risk of a mishap. Driving at up to twice the safe speed requires a Difficult check versus the appropriate vehicle skill. Ground vehicles (with the exception of bicycles) may travel at up to three times the safe speed, but this requires a Formidable task check. In either case, the roll is made each phase. Failure of the check means a mishap occurs.

Ground vehicle mishaps mean the vehicle has become stuck in a ditch, or bottomed out in rough ground. It cannot move until it becomes unstuck. In each phase that the driver would normally act, a Formidable: appropriate vehicle skill roll may be made in an attempt to correct the mishap. Success means the vehicle becomes unstuck. If the mishap was the result of a catastrophic failure, however, the vehicle suffers some sort of severe damage. The referee will determine the exact effects, based upon the situation at the time and the amount by which the die roll exceeded the minimum for catastrophic failure. It may be that the vehicle suffers a collision (perhaps with passenger injuries), for example, or simply that it has become too mired down to become unstuck without the aid of a towing vehicle.

Water vessel mishaps mean the vehicle suffers a stall of some sort. Engines die, sails break loose, oars are dropped, and the like. To get the vessel underway again, the character in charge can attempt a Difficult: Vessel Use roll once per phase in which that character would normally act. Success means the problem has been resolved. If the mishap was the result of a catastrophic failure, however, the vessel has suffered some sort of permanent damage, as determined by the referee, based upon the situation at the time.

Aerospace craft mishaps mean the craft goes out of control and begins rushing toward the ground. Once per phase, the pilot can make a Difficult: appropriate Pilot skill roll to regain control. Success means that control is regained. Based upon the speed of the craft and its altitude at the time control was lost, the referee will determine how many phases can elapse before the craft runs out of air space. If the pilot has not regained control by this time, the craft crashes, with damage being determined by the referee's judgment. Note that if the mishap was the result of a catastrophic failure, attempts to regain control are at Formidable level, rather than Difficult.

Bicycles and Motorcycles: A character can attempt to go up to twice the safe speed on a bicycle. (Characters who are encumbered travel at half speed on bicycles and may not go faster.) Traveling over speed on a bicycle requires an Average: Agility roll. Failure means the character falls off, but no damage results. Catastrophic failure results in damage to bike and/or rider.

Motorcycle mishaps mean the driver has taken a spill. Characters suffer 1D6-3 damage unless they succeed at Difficult: Agility. The rider can use the next available action to remount the motorcycle and continue. Catastrophic failures mean the driver takes 1D6 points of damage, and the motorcycle suffers one suspension hit.

FIRING AT VEHICLES AND VESSELS

Firing at vehicles and vessels is similar in general principle to firing at individuals, but there are a few differences. Some additional die rolls must be made when dealing with vehicular weapons and vehicular damage.

Range Finders: Many vehicle-mounted guns have range finders which provide a fire bonus to the gunner's marksmanship. The bonus may only be used for aimed shots and only when shooting at land vehicles, vessels, and other large targets (such as buildings). The entry in the equipment list for each vehicle gives its range finder bonus. This bonus is added to the gunner's modified marksmanship at medium and long range. Half of the bonus is added at extreme range.

Factors which cause a target to be treated as being at a longer range (such as movement or obstruction) do not change the range finder bonus used, only the effective marksmanship of the gunner. For example, firing at an obscured target at close range is treated as if at medium range for determining the gunner's effective skill; it does not allow use of the medium range finder bonus.

Antitank Missiles: On rare occasions, guided antitank missiles may become available to characters. Unlike other direct fire weapons, *the range given on the combat chart for an antitank missile is its maximum range.* Within this range, the chance to hit is the same regardless of distance: It is an Average: Heavy Weapons task. However, the firer must take an aim action before firing, and (except for Tank Breaker, below) must continue to aim during the entire flight of the missile or it will miss the target. All missiles travel 1000 meters per combat phase.

If a missile-firing character is hit by any sort of attack, the aiming concentration will be broken and the missile will miss its target.

Tank Breaker: Tank Breaker is a fire-and-forget antitank missile. That is, once it is aimed and launched, it will continue to home in on the target without further guidance from the operator. The firing character must still aim before firing, but once the missile is fired there is no need to continue to aim.

Multiple-Barrel Guns: In extremely rare cases (you'd better hope), large guns with multiple barrels may find their way into combat. In such a case, the firing procedure is conducted as normal up to the point of calculating the number of hits achieved. When this point is reached, the resultant number is multiplied by the number of barrels on the weapon. For example, if a two-barrel gun were used, the number of hits would be doubled.

Firing at Aircraft

Aircraft may be fired at by ground weapons or other aircraft.

Ground Weapons: The only ground weapons speed which may fire at aircraft are automatic weapons and antiaircraft missiles.

Automatic weapons do so using the normal rules to hit, but at one greater level of difficulty. All automatic small arms weapons cause minor damage. All larger caliber automatic weapons cause major damage.

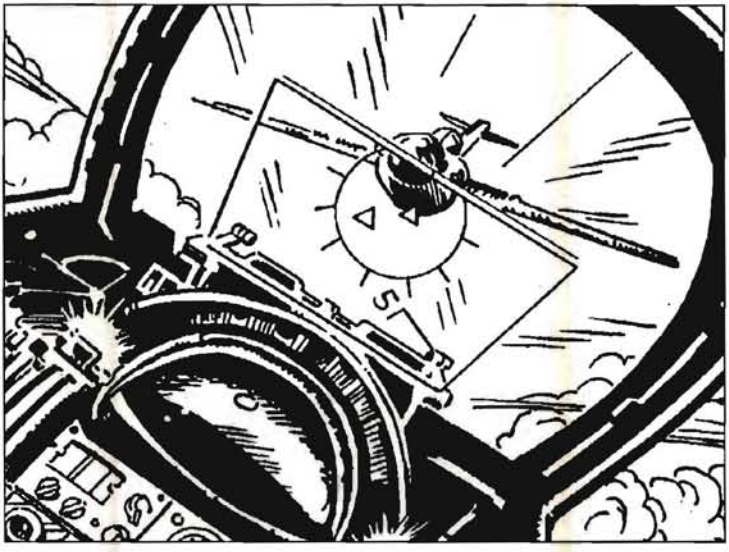
Each firing automatic weapon can only achieve one hit per combat phase, regardless of the actual number of hit rolls successfully made.

Antiaircraft missiles are fired using the Heavy Weapons skill. The accuracy of the missile indicates the difficulty level of the task. A successful task roll indicates that the target aircraft suffers minor damage; an outstanding success roll indicates major damage.

Air-to-Air Combat: Aircraft may also be fired at by other aircraft using either automatic weapons or antiaircraft missiles. All rules for firing are the same, with the following additions:

All hostile aircraft engaged in combat are either advantaged or disadvantaged with respect to each other. The advantaged aircraft is the aircraft with the higher total of speed points plus Pilot skill plus maneuver points. Advantage/disadvantage is recalculated each phase.

Speed points are equal to the current combat speed of the aircraft divided by 10,



rounding fractions down. For example, an aircraft with a printed speed of 40 is being flown at twice its safe speed, or 80. It has eight speed points.

Pilot skill is the actual level of the pilot.

Maneuver points are gained by attempting difficult maneuvers. A Difficult skill roll maneuver gains 1 point, Formidable gains 2, and Impossible gains 4. Failure is treated as a mishap.

If the advantaged aircraft's total of speed + skill + maneuver exceeds the disadvantaged aircraft's total by 50% or more, the advantaged plane may break off contact and successfully escape. Otherwise it must stay and fight.

If a fight (exchange of fire) ensues, the advantaged aircraft picks the range of the combat, provided the distance chosen is still within range of at least one of the disadvantaged aircraft's weapons. If the disadvantaged aircraft has no weapons, it must be within range of at least one of the advantaged aircraft's weapons.

Fixed weapons (machineguns and cannon fixed to fire forward) and antiaircraft missiles may only be fired at hostile aircraft if the firing aircraft is advantaged with respect to the target.

Flexible mount weapons (such as gun turrets or door-mounted machineguns) may fire at enemy aircraft whether advantaged or disadvantaged. If disadvantaged, however, the fire is conducted at one difficulty level greater.

VEHICLE DAMAGE

Like human targets, vehicles in **Dark Conspiracy** have various hit locations. When a hit is scored on a vehicle, damage is determined by a series of steps. First, a roll is made for hit location on the Vehicle Hit Locations Table. Second, the damage value of the round is compared to the location's armor value, revealing a damage severity table to be rolled on. Third, a roll is made on the appropriate damage severity table, and the resulting damage is applied.

Vehicle Configuration: For simplicity's sake, vehicles in **Dark Conspiracy** are divided into two main groups: surface vehicles and aerospace vehicles. Aerospace vehicles include all those covered by the Pilot skill (i.e., fixed wing, rotary wing, and shuttle). Surface vehicles include all those covered by the Vehicle Use and Vessel Use skill (i.e., all ground and water craft). Land surface vehicles are further subdivided into three types (noted on each vehicle's vehicle card): standard, turreted, and crew in hull.

Standard: These vehicles have a roughly rectangular shaped body or "hull." Passenger cars and trucks are standard vehicles.

Turreted: Turreted vehicles have a large, manned turret on top of the hull. Tanks are turreted vehicles.

Crew-in-Hull: A crew-in-hull vehicle combines a standard hull with a small, unmanned turret.

Boat Target Size: Because boats are often much larger than other types of vehicles, many of them are much easier to hit with weapon fire. When firing at a boat, add 1 to the chance of hitting it for each number by which its size rating exceeds 1. For example, add 2 to the chance of hitting a size 3 boat.

Bicycles and Motorcycles: All small arms hits on a bicycle or motorcycle result in damage. All hits by larger weapons result in destruction. A damaged bicycle or motorcycle can no longer be ridden. Characters riding a bicycle or motorcycle when it is hit fall off, taking no damage if on a bicycle. Characters riding a motorcycle at more than its safe speed suffer 1D6-3 damage unless they pass a Difficult: Agility task.

HIT LOCATIONS

When a hit is scored on a vehicle, a 1D6 roll must be made to determine where it impacted. One point is added to the die roll if the shot was made upon the vehicle's side. The final result is then compared to the Vehicle Hit Locations Table, to determine exact hit location. Those locations are explained as follows:

Hull: This reflects a hit upon the main body of the vehicle, whether it be an aircraft's fuselage, an automobile's body, or a boat's hull.

Superstructure: Many water vessels have structures built above the hull. This die roll result means the target vessel was hit in that area. If the vessel is flush decked (has no superstructure), treat this as a hull hit.

Turret: If the vehicle has a turret, the round impacts upon it. For vehicles without a turret, treat this as a hull hit.

Waterline: This indicates a hit below the waterline on a water vessel, resulting in flooding. (The exact results of flooding are explained later.)

Wing: In the case of rotary craft, this indicates a hit upon the rotor. On all other aircraft, it is a hit upon one wing or the other.

Suspension Hits: No damage tables are provided for suspension hits. One minor damage result to a vehicle's suspension halves that vehicle's movement. A second minor damage, or any major damage, immobilizes the vehicle.

Tracked suspensions are treated like any armored part of the vehicle using the armor value listed. Wheeled suspensions do not have an armor value, but instead have a critical damage level. Each time a weapon hits the suspension, it inflicts damage equal to its final penetration. Once the cumulative damage reaches the critical damage level, the suspension suffers minor damage. Once it reaches twice that level it suffers major dam-

age. (In most cases, any hit on a wheeled suspension will immobilize the vehicle. Only in the case of small arms fire is the cumulative damage likely to be important.)

Overhead Attacks: Tank Breaker missiles may be programmed to fly over the target and attack it from above. For overhead hit locations never add 1 to the die roll for a side shot and treat all suspension hits as hull hits instead. All attacks are resolved using the vehicle's side armor value.

DAMAGE RESOLUTION

To complete determining the extent of the vehicle's damage, the striking round's penetration and the armor of the location hit, along with any other special factors, must now be considered.

Penetration: Once the hit location is determined, the penetration value of the attacking weapon is compared to that location's armor value. But penetration is figured differently for small arms and exploding rounds.

Small Arms: When using small arms against living targets, the weapons' penetration value indicates the number of damage dice lost per level of armor on the target, and this penetration value varies with range. Small arms fire against vehicles is handled somewhat differently. For attacks on vehicles, the number of damage dice is divided by the appropriate penetration value (rounded down). The result is the weapon's penetration versus vehicles.

Exploding Rounds: Rounds which explode always have only one penetration listed—either a number followed by the letter C (indicating that it is constant throughout this range) or the notation Nil. If the value is a number, roll 2D6 and add the total to the listed value; the result is the final penetration value. If the notation Nil is present, the round has no final penetration value.

Armor: Once the penetration value and hit location are known, consult the vehicle description and note the armor value of that location. Hulls and turrets each have a front, side, and rear armor value. Tracked suspensions have one armor value which is used when hit from all angles. *Wheeled suspensions do not have an armor value, but do have a critical damage value, which is listed in parentheses to differentiate it from armor values.*

Unarmored Vehicle: Unarmored vehicles have a slight armor protection provided by their metal bodies, but it is an incomplete cover. Whenever a shot hits an unarmored vehicle, there is a 50% chance of the shot hitting metal and a 50% chance of it going through the windows or canvas cargo covers. If it hits metal, the shot is resolved normally, and the vehicle gets the benefit of its armor. If it goes through the window or cargo area, the shot is always resolved as minor damage and damage results except for crew or passenger/cargo are ignored.

Extent of Damage: Subtract the correct armor value of the target from the final penetration of the weapon and consult the Vehicle Damage Resolution Chart. If the result is 0 or a negative number, the shot had no effect. If it is a positive number, the result will read out (from the chart) as 'from one to three damage results, and will indicate whether they are minor or major.

When firing at aircraft, severity of damage is determined differently All automatic small arms weapons cause minor damage when they hit, while all larger caliber automatic weapon cause major damage. When firing missiles, a successful task roll indicates that the target aircraft suffers minor damage, while an outstanding success roll indicates major damage.

DAMAGE IMPLEMENTATION

Locate the damage table corresponding to the target vehicle's configuration (standard, turretted, boat, etc.). Find the correct section (minor or major damage, hull or turret damage) and roll 1D6 once for each required damage result. The following results are possible:

1 Crewmember: If a turret hit, this is from the turret crew; if a hull hit, from the hull crew (driver, most likely). Which crewmember is hit is determined randomly. The crewmember suffers 1D6 hits, each of which does 1D6 damage. Determine hit location separately for each hit.

2 Crewmember- Exactly as above, but two crewmembers are hit, and they are selected randomly from the entire vehicle crew, not just those in the hull or turret.

2 Passengers: Two passengers are selected at random and are hit exactly as noted above. If this is not a passenger-carrying vehicle, then this is treated as a 1 crewmember hit. If this is a passenger-carrying vehicle but none are present, this has no effect.

Sight/Vision: The gun sight or night vision equipment is damaged. (The referee will determine which.)

Traverse: The turret traverse is jammed and the turret will no longer turn. This makes it impossible to fire any fixed weapon (such as the main gun or coax) in the turret until it is unjammed. Repairing the traverse is an Average task using mechanic skill. It takes a half hour and cannot be done from inside the vehicle.

Secondary: One machinegun or grenade launcher is destroyed.

Loader Either the human loader is hit, as for a crew hit above, or the vehicle's autoloader is destroyed.

Radio: The vehicle's radio is destroyed.

Main Armament: The vehicle's main armament is damaged and can no longer fire.

Ammo: The ammunition storage of the vehicle has been hit. The amount by which the final penetration exceeded the vehicle's armor is the percentage of stored ammunition lost. If the vehicle is armed with any exploding rounds or large-caliber gun rounds, it is also the percentage chance that the ammunition will explode. If the ammunition explodes, the vehicle is destroyed and the crew is killed.

Weapon/Ammo: One weapon system is destroyed. If no weapon is present in the location

Engine: The engine is hit and rendered inoperable. The vehicle may not move.

Fuel: The fuel tank of the vehicle has been hit. The amount by which the final penetration exceeded the vehicle's armor is the percentage of fuel capacity lost. It is also the percentage chance that the fuel will ignite. If the fuel ignites, the vehicle catches fire and the crew must immediately bail out.

Some of the rolled results will convert damage into a different type. For example, if a minor turret hit is achieved against a turreted vehicle but a 6 is rolled on the damage table, the hit is converted into a major turret hit. In this case, roll again on the major turret table. If a 6 is rolled on this table, the damage is converted to a minor hull hit. If a 6 is then rolled on that table, it is converted to a major hull hit. There is no possibility of any alteration to a major hull hit.

Fire: Water vessels are usually quite susceptible to fire, as even steel-hulled boats tend to be full of combustible material. Whenever a fire result appears on the damage

table, the boat has caught fire. The fire will increase in level by 1D6 each 30-second combat turn.

Characters may attempt to put out the fire by spending an entire combat turn fighting it. Extinguishing a fire is Difficult: Constitution task. For every successful task roll made by a character, the fire is reduced in level by 1D6. Outstanding success reduces the fire by 2D6 levels. Catastrophic failure results in a burn injury.

If the level of the fire exceeds the vessel's tonnage divided by 10, the fire will begin burning out of control and cannot be extinguished. Roll 1D6 at the start of each combat turn thereafter. The fuel and ammunition on board will detonate on a roll of 6, destroying the vessel.

Flooding: Vessels which suffer waterline hull damage will begin to flood. Each vessel has three rows off location hit boxes, with boxes in each row equal to the vessel's tonnage. The amount by which the final penetration exceeded the vessel's armor is the number of boxes marked off. All flooding hits are marked in the top row of flotation boxes until the row is full, then in the second row, then in the third.

When the first row of boxes is full, the vessel's speed is halved. When the second row is full, the vessel is "dead in the water" and may not move under its own power. (It will drift with the current.) When the third row of boxes is full, the vessel will sink.

If a vessel has pumps, each point of pump rating will reverse one point of flooding per combat turn. A human can bail one point per turn, as well.

No Effect: The round passes through the aircraft's wing with no serious effect.

Controls: The control surfaces and/or connections are damaged, making the craft more difficult to control. All Pilot skill checks become one level more difficult.

Instruments: The craft's instrument panel is damaged and instruments begin to fail (altimeter, wind speed indicator, fuel indicator, compass, and the like). The pilot must make a Difficult task roll to avoid a mishap at the start of each subsequent combat turn. Additional damage results to the instruments raise this additional difficulty levels.

Fireball: The craft explodes in flame, destroying everyone and everything inside. It is Difficult: AGL to jump out of the plane the instant before explosion. Ejecting is Average: AGL (plus Piloting skill levels, if any).

COLLISION DAMAGE

It is entirely possible for vehicles to collide with one another in combat. The following general rules apply in those situations.

Damage done depends upon the size of the vehicle and the *net combat speed*. Net speed depends upon the relative direction and speed of the two colliding vehicles. Vehicles headed in opposite directions add their speeds together. Those traveling in the same direction subtract the slower's speed from the faster's. All others use the speed of the faster for determining collision damage.

Ground and Water Craft: For ground vehicles and water vessels, the damage value caused by a collision is equal to the tonnage of the object collided with, times the net speed of the collision, divided by 10. For ground vehicles, this number is used as a penetration value against a randomly rolled hit location. For water vessels, the hit location is automatically considered waterline hull, the collision value is divided by the armor value of the given location, and the resultant number is then applied as waterline hull damage, causing flooding.

Air and Space Craft: For aircraft and shuttles, collision damage value equals tonnage times net speed, but not divided by 10. A random roll is made as normal to determine wing or body as hit location, then the damage value is used as a penetration value versus the hit location's armor value, the result being used on the Vehicle Damage Resolution Table.

Vehicle Collisions With Creatures: When a vehicle collides with a human or other figure, including those riding bicycles or motorcycles, severe injury can result. In order to calculate the effects of this injury, first multiply the collision speed times the vehicle tonnage. If the target character is riding a bike or motorcycle, this number is the percentage chance that the bike or motorcycle is damaged enough to become inoperable. Next, the number is divided by two and becomes damage applied to a randomly rolled hit location on the target. Target figures have a chance to leap out of the way of an oncoming vehicle, by succeeding at an Average: Agility check. If they succeed, they take no damage; otherwise they are struck by the vehicle.

Examples: For instance, imagine that a 1/4-ton truck going 60 and a Yugo Contempo going 35 were to collide head on. The collision speed in this case is 95. The truck weighs two tons, which means the Yugo is hit with a value of (95x2)/10, or 19. Regardless of the hit location rolled, the Yugo's armor is 1, which means that the full 19 (19/1=19) is referenced on the Vehicle Damage Resolution Table for "two minor results."

The truck takes less damage from the lighter Yugo. The collision speed of 95, times the Yugo's weight of 1, yields 95, which when divided by 10 results in 9. Again, regardless of hit location, the armor value is 1. As a result, the full 9 points are taken to the Vehicle Damage Results Table for a result of "one minor result." (Of course, what yet remains to be done is to roll the actual minor results and apply them.)

In another example, a 20-ton boat collides with a 140-ton boat, with a net collision speed of 5 (boats and aircraft are rated in eight-meter increments instead of meters). The 140-ton boat suffers a waterline hull hit which is worth 10 [(20x5)/10] damage points, which will cause 10 flotation hits worth of flooding per combat phase until repaired. The 20-ton boat suffers a waterline hit worth 70 [(140x5)/10] damage points, enough to immediately sink it.

Finally, two characters on a tandem bicycle are being run down by a 2-ton truck moving at 45. The vehicle's speed is 45, times two tons weight equals a 90% chance that the bicycle is ruined. If the characters fail their Average: Agility checks, they will each take 45 damage points to a random location.

Loss of Control: After all damage effects are calculated, operators of vehicles involved in collisions must immediately make a Formidable test of the appropriate skill in order to remain in control of their vehicle. Failure at this check means the vehicle goes out of control. Ground vehicles will skid to an uncontrolled stop, possibly colliding with something else and requiring a second damage check (at the referee's option). Water vessels will drift with the current, spinning slowly until control is regained. Aerospace craft will plummet toward the ground at maximum speed. It is a Formidable test versus the appropriate vehicle skill to regain control, which can be made once per phase in which the driver is normally allowed an action. A catastrophic failure at the original test means the vehicle is damaged so severely that control cannot be regained.

VEHICLE HIT LOCATIONS

Surface		Aerospace	
*Die Roll**	*Result*	*Die Roll*	*Result*
1	Turret/superstructure**	1	Wing
2	Hull	2	Wing
3	Hull	3	Wing
4	Hull	4	Hull
5	Hull	5	Hull
6	Suspension/waterline***	6	Hull
7	Suspension/waterline***	6	Hull

* -1 to die roll for side shots.
** If the vehicle has no turret or superstructure, this becomes *Hull*.
*** Minor damage halves speed; major damage immobilizes the vehicle. Two minor results equal one major.

VEHICLE DAMAGE RESOLUTION CHART

*P-AV**	*Result*
0 or less	No effect
1 to 10	1 minor damage result
11 to 20	2 minor damage results
21 to 40	1 major damage result
41 to 60	2 major damage results
61 or more	3 major damage results

* *P-AV:* Penetration minus armor value.

STANDARD VEHICLE DAMAGE

Minor		Major	
Die	*Result*	*Die*	*Result*
1	1 Crewmember	1	Engine
2	1 crewmember	2	Engine
3	2 passengers*	3	Fuel
4	2 passengers*	4	Fuel
5	Radio or sight/vision**	5	Weapon/ammo
6	Major hull	6	Weapon/ammo

* 2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.
** Referee's choice.

TURRETED VEHICLE DAMAGE

Turret Minor			Hull Minor
Die	*Result*	*Die*	*Result*
1	Loader*	1	1 crewmember
2	Sight/vision	2	Loader*
3	Sight/vision	3	2 passengers**
4	Traverse	4	2 passengers**
5	Secondary	5	Radio
6	Major turret	6	Major hull

Die	Turret Major Result	Die	Hull Major Result
1	Loader*	1	Engine
2	Main armament	2	Engine
3	Main armament	3	Fuel
4	Main armament	4	Fuel
5	Major hull	5	Ammo
6	Minor hull	6	Ammo

* Loader is either a hit on the autoloader mechanism or the actual crewmember loading the gun. This becomes a driver hit if neither are present.
** 2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

CREW-IN-HULL VEHICLE DAMAGE

Die	Minor Turret Result	Die	Minor Hull Result
1	Loader*	1	1 crewmember
2	Sight/vision	2	Loader*
3	Sight/vision	3	2 passengers**
4	Traverse	4	2 passengers**
5	Secondary	5	Radio
6	Major turret	6	Major hull

Die	Major Turret Result	Die	Minor Turret Result
1	Loader*	1	Engine
2	Main armament	2	Engine
3	Main armament	3	Fuel
4	Main armament	4	Fuel
5	Major hull	5	Ammo
6	Minor hull	6	Ammo

* Loader is either a hit on the autoloader mechanism or the actual crewmember loading the gun. This becomes a driver hit if neither are present.
** 2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

BOAT DAMAGE

Waterline Minor	
Die	Result
1	Waterline hull
2	Waterline hull
3	Waterline hull
4	1 crewmember
5	Cargo
6	Major waterline

Waterline Major

Die	*Result*
1	2 crewmembers
2	Rudder/screw
3	Engine
4	Fuel
5	Ammo
6	Minor hull

Hull Minor

Die	*Result*
1	1 crewmember
2	Auxiliary machinery*
3	Secondary armament
4	Radio/radar**
5	Sight/vision***
6	Major hull

Hull Major

Die	*Result*
1	Main armament
2	Main armament
3	2 crewmember
4	2 crewmember
5	Ammo
6	Fire

Superstructure Minor

Die	*Result*
1	1 crewmember
2	Radio/radar
3	Sight/vision
4	Secondary weapon
5	Secondary weapon
6	Major superstructure

Superstructure Major

Die	*Result*
1	2 crewmember
2	2 crewmember
3	Fire
4	Fire
5	Ammo
6	Major hull

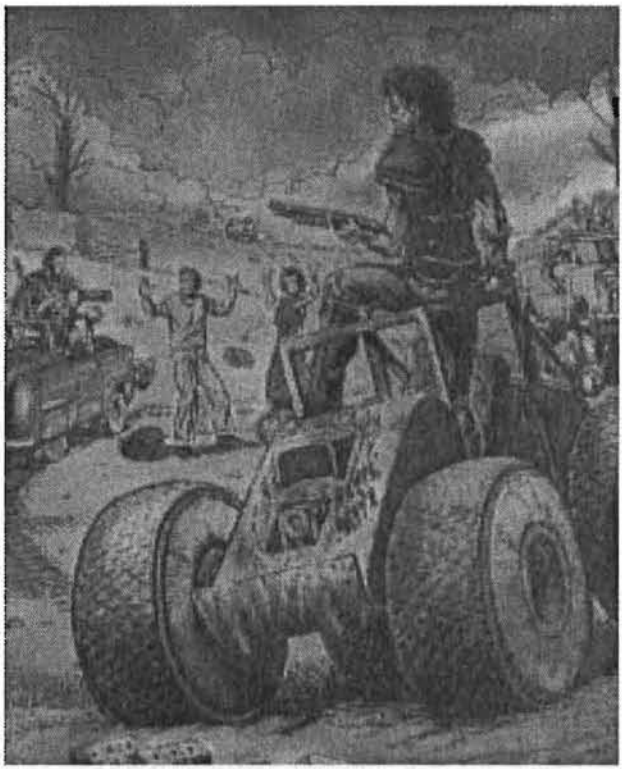
* Auxiliary machinery includes bilge pumps, power winches on the deck, generators, etc.
** A radio/radar hit in the hull becomes 1 crewmember if this is a vessel with a superstructure.
*** A sight/vision hit in the hull becomes auxiliary machinery if this is a vessel with a superstructure.

AEROSPACE CRAFT DAMAGE

Die	Hull Minor Result	Wing Minor Die	Result
1	1 crewmember	1	No effect
2	Controls	2	No effect
3	Controls	3	Controls
4	2 passengers	4	Controls
5	Radio	5	Controls
6	Major hull	6	Major wing

Die	Hull Major Result	Wing Major Die	Result
1	Engine	1	Controls
2	Engine	2	Fuel
3	Instruments	3	Fuel
4	Instruments	4	Fuel
5	Weapon/ammo	5	Fuel
6	Minor wing	6	Fireball

* 2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.



CHAPTER TEN
Space Travel

While national governments have lost the wherewithal to maintain space exploration programs, the business value of space travel has kept a few programs alive. In the US, for instance, NASA survives largely as a specialized transportation company. NASA rockets launch corporate satellite into orbit, NASA shuttles carry equipment and personnel to orbital factories, and NASA space planes rush corporate heads from continent to continent—all for a substantial fee (which in turn finances NASA investigations of ET sightings). Very few other space agencies rival NASA in size.

SPACECRAFT CHARACTERISTICS

Spacecraft are extremely complex machines. Most of the standard vehicle data would be meaningless in defining the primary attributes and capacities of spacecraft, so a simpler format is used. Besides a brief description, the following data are provided:

Source: The organization indicated is the source which currently controls the inventory and launching of the vehicle.

Price: This indicates the dollar-cost of such a vehicle (including fuel, etc.). Space enthusiasts may note some drastic changes from today's rates; these largely reflect the altered economic and space exploration environment of **Dark Conspiracy**. Also listed here is a two-letter availability code. V=very common, C=common, S=scarce, and R=rare. Letters to the left of the slash indicate a general market availability. If such a rating is present, it means that private contractors may negotiate for such craft and launch support on a strictly commercial level. No governments are involved. If there is a dash in the general market availability slot, it means that such a system is controlled by a government (or its equivalent), and the cargo and purpose of the launch is likely to come under scrutiny. Approval for sale of the launch is contingent upon whether or not the customer's interests and activities further the objectives of the government in question (or at least, that they do not contravene those objectives). The letter to the right of the slash indicates special market availability. The more difficult the special market rating is, the more scrutiny the government will offer, and the more it will need evidence of mutual benefit. If there is no rating in the special market slot, it means that any launches of such vehicles are carried out by the government, for government purposes. PCs *might* still wind up on such a vehicle in a number of ways: being hired by the government, proposing a space venture that the government wants them to now oversee, etc.

Size: This quantifies the general mass and dimensions of the vehicle. Size values range from 0 to 4, and are detailed in the Spacecraft Size Table.

Very slender (or very bulky) designs can offset these values. In the case of orbital systems, a second value is given in parentheses; this is the system's mass in tonnes (metric tons). This is necessary to know, since these systems are launched as payloads by launch systems (i.e., the launch system must have a payload capacity that is equal to or greater than the orbital system's mass in tonnes).

Payload: Payload is measured in tonnes and defines the size of the payload that can be delivered to low Earth orbit (LEO). However, since many craft can deliver payloads to orbits beyond LEO, it is necessary to be able to define the maximum sizes of payloads that can be delivered to those orbits. The following equations (while far from precise) provide these values:

Tonnes deliverable to GEO= 40% of LEO delivery rating

Tonnes deliverable to Moon= 90% of GEO delivery rating

Tonnes deliverable to Mars/OEV= 40% of GEO

Launch Characteristics: This is a broad definition of the vehicle's ability to transfer a payload to orbit. It defines the practical maximum orbit to which such a payload can actually be transferred. Orbit values range from 0 to 4, and are detailed in the Launch Characteristics Table.

Atmospheric Reentry Characteristics: This measures the spacecraft's ability to enter/reenter an atmosphere. Most launch vehicles will have a rating of 0, since they are expendable (nonreusable) systems that burn up on reentry.

In-Space Transfer Characteristics: This measures the vehicle's capacity for in-space maneuver. The listed value represents both the vehicle's maximum acceleration (V) and the endurance of its propulsion systems. Generally depending upon initial vectors a ship with a higher rating will (eventually) be able to catch one with a slower rating. (See the In-Space Transfer Table.)

Crew: This indicates the number of individuals that may be carried.

Duration: This indicates the number of days that the listed crew can pursue continuous operations with full life-support and power.

SPACE MISSIONS

Many parts of a space mission are routine or computerized, while others rely on the pilot s skill.

LAUNCHES

Launches are controlled by computer unless something goes wrong.

To avoid a potential mishap on launch roll 18 or less on 1D20. Add 2 to the roll if the launch is rushed, the spacecraft is poorly maintained, or the weather is bad. Subtract 2 if the launch vehicle is a spaceplane. All modifiers are cumulative. If a mishap is avoided the craft achieves its mission orbit (or escape velocity).

If a mishap occurs, roll 10 or less on 1D20 to avoid an actual system failure. If the roll is successful the craft achieves its mission orbit (or escape velocity) but the failure of some system on the vehicle is noted. (The backups took over successfully.) If the roll fails the launch fails.

If the launch fails, the launch vehicle itself is destroyed. However, the orbital system being launched may be able to escape the disaster. Total the vehicle's transfer and reentry values and add the pilot's skill level. Roll this number or less to make a successful emergency landing.

If an emergency landing is made the vehicle will be badly damaged but the crew will escape serious injury. The vehicle will make its forced landing 1D20 times 50 kilometers east of the launch site.

If the emergency landing fails, the craft is completely destroyed, and only extraordinary intervention by fate (or the referee) prevent the crew's death.

LANDING

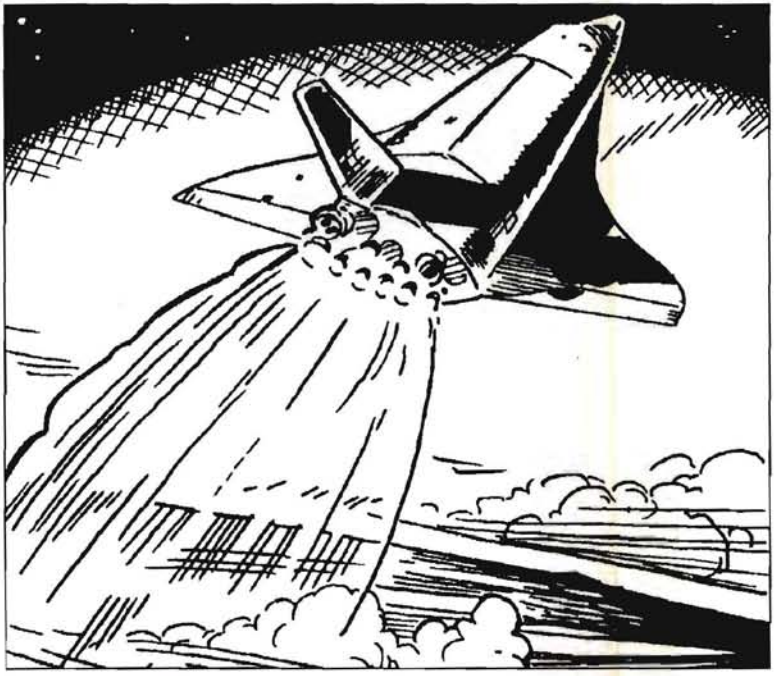
All landings are controlled by computer, unless something goes wrong or the crew deliberately overrides the computer landing sequence.

When making a computer-controlled landing, roll 18 or less on 1D20 to avoid an irregularity in the approach pattern. Add 2 to the roll if the spacecraft is poorly maintained, the weather is bad, or a manual landing is being attempted. Subtract 2 if the landing vehicle is a spaceplane. All modifiers are cumulative. If an approach irregularity is avoided, the craft lands safely. Craft with terminal atmospheric reentry characteristics usually land in water, while glide, partially powered, and powered systems land at spaceports or large airfields.

If there is an approach irregularity, the pilot must correct the reentry path. Correcting the reentry path is a Difficult task in terminal reentry vehicles and an Average task in glide, partially powered, and powered vehicles. If the craft is poorly maintained, raise the difficulty level by one.

If the pilot succeeds, the craft lands safely. If the pilot fails, the craft crash-lands. It is damaged and the crew suffers minor injuries. If a Catastrophic Failure is rolled, the craft crashes. It is destroyed, and the crew will suffer serious or critical injuries.

Powered reentry vehicles may be flown like an airplane.



MANEUVERING IN SPACE: AVOIDANCE AND INTERCEPTS

The difficulty of achieving an intercept with another moving body in space is a function of the intercept angle. It is comparatively easy to intercept bodies moving in the same direction and comparatively difficult to intercept those moving in the opposite direction. The Difficulty of Intercept chart shows the difficulty level (ranging from 1-6) of an intercept based on the direction of travel.

If the referee wishes to determine intercept difficulty randomly, just roll 1D6 to do so.

Each ship then decides whether it wishes to avoid or intercept the other craft. If a ship is attempting to avoid the other craft then it *adds* its transfer value to the intercept value; if it is attempting to intercept then it *subtracts* its transfer value.

The slower ship (the one with the lower transfer value) decides first and alters the intercept value to the degree that it is able. The faster ship then further modifies the intercept value with its transfer value. Pilot skill can also change the intercept difficulty. Influencing an intercept is a Formidable: Pilot task. Success provides a modification of +1 to the intercept difficulty; outstanding success provides a modification of +2. This modification is added to or subtracted from the intercept difficulty depending on the intent of the pilot.

If the final intercept value is greater than or equal to l, then intercept cannot be achieved. If the result is equal to or less than -1, then intercept is achieved. If the result is precisely 0, then the ships have matched vector.

In the event of matched vectors, these ships will continue onward indefinitely, unless one of the following circumstances occurs:

(1) One of the ships manages to gain additional transfer value. This ship can then achieve either intercept or avoidance.

(2) One of the ships loses some of its transfer value. The other ship can then achieve either intercept or avoidance.

(3) One of the ships elects to change course. The other ship can then achieve either intercept or avoidance.

Intercepts are very difficult, and impossible when intercept angles are extreme. That is precisely the way it should be; when it comes to achieving intercepts, serendipity is more essential than thrust at these early technological levels of spaceflight. Basically, human craft must commit to a trajectory weeks in advance and then stick with it (plus or minus 0.5%) for weeks to come. Either luck or tremendous superiority in maneuver capability is required to effect intercept. If the initial intercept values are too disparate, it is essentially impossible to "go into reverse" and catch someone.

INTERCEPT AND AVOIDANCE TIMES

The greater the degree of success, the less time is required to achieve it. Therefore, if the final intercept value was -3, this intercept would take a much shorter period of time than would a similar attempt where the final intercept value was -1. Conversely, the higher a positive intercept number is, the faster that avoidance can be effected.

Referees will determine what these intervals mean in terms of precise time units. However, the following guidelines are offered for their assistance.

The scale of maneuver will have a great deal to do with the basic time unit to use. If the craft are encountering each other in the course of low Earth orbit maneuvering, the time unit might be hours; at GEO, it would be days; in cislunar space, it would be weeks; within the inner solar system, months; and once one is operating across the vast

distances of the outer system, it could be years or even decades. Using these time-to-distance scales as your baseline ruler, reduce the baseline time scale by one step for every additional level of intercept/avoidance success (i.e., less than -1 or greater than 1). Therefore, if a ship manages to avoid a pursuer in GEO space with a final intercept value of 1, the entire maneuver should require days. However, if the final intercept value was 2, the time unit used should be hours (one less than GEO standard).

Referees can also use this broad relation between time scales and distances to determine the likelihood of intercepts to begin with. For instance, let us say that NASA detects a derelict alien craft nearing Venus, and heading away from Earth. It wants to intercept. Well, even though the NASA craft will be launching from LEO, the time units used must be determined by the *maximum* scale, which in this case is the inner system scale, where the base time value is *months*. Given the limited duration of human spacecraft, they'd better have a tremendous transfer rating if they want to have the faintest chance of pulling off the intercept mission successfully.

This scale also provides a useful yardstick for times to various orbits, with each step upward or downward using the time scale of the next lower orbit. That is, it is minutes to LEO, hours (at most) to GEO, days to the moon, weeks to Mars and the inner planets, months to the moons of Jupiter, and years to the frozen outer worlds.

LAUNCH VEHICLES IN ORBIT

If a launch vehicle were to be transferred to orbit (i.e., as cargo rather than as the launching system), its launch value becomes its transfer value.

ATTAINING HIGHER ORBITS

At a transfer value of 2 or greater, a spacecraft can attain the next higher orbital (launch) value than its launch took it to. So a craft in LEO with a transfer value of 2 could make it to GEO on its own.

Also, craft that can attain GEO can reach the Moon if their loads are only 90% of their GEO maximum payload or less.

SPACECRAFT SIZE

Size Value	*Characteristics*
0	Small (under 15 meters)
1	Moderate (16-35 meters)
2	Large (36-55 meters)
3	Very large (very heavy and/or 56-75 meters)
4	Huge (75+ meters)

LAUNCH CHARACTERISTICS

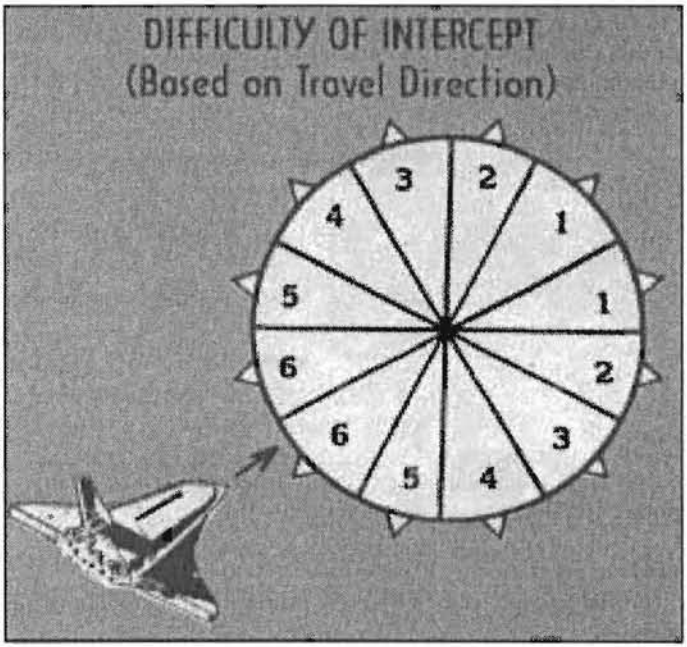
Launch Value	*Definition*
0	None (has no practical launch capability from the surface of any world)
1	Temporary (produces short duration orbit—0.1-10 days.
2	LEO (capable of inserting payload into a stable low Earth orbit)
3	GEO (stable geostationary earth orbit—36,000 km)
4	OEV (orbital escape velocity—used primarily for launching interplanetary payloads)

Reentry

Reentry Value	*Definition*
0	None (Can't survive reentry attempt.)
1	Terminal (A nonreusable capsule, similar to *Apllo*.)
2	Glide (This craft is reusable and can control its reentry through aerodynamic properties alone. However, it is very susceptible to unexpected environmental conditions, since once it begins its descent, it is fully committed.)
3	Partially powered (This system combines aerodynamic lifting properties with limited capabilities for powered flight, giving it greater maneuverability—and therefore, security—than a glide-only vehicle.)
4	Powered (This craft may, or may not, incorporate aerodynamic lifting properties. It is very versatile with high survivability in the face of adverse conditions. In-air refueling is possible if extended airborne delays are encountered.)

In-Space Transfer

Transfer Value	*Definition*
0	None (unpowered/incapable of in-space maneuver)
1	Slow (low thrust and/or short endurance)
2	Moderate (fair thrust and/or endurance)
3	Fast (brief high-powered thrust or extended medium thrust)
4	Very fast (extended duration high-power thrust)



Maneuver Times

Distance	*Time*
Suborbital	Minutes
LEO	Hours
GEO	Days
Cislunar	Weeks
Translunar	Months
Transmartian	Years
Trasjovian	Decades

SPACECRAFT

There are two principal types of spacecraft: launch systems and combination (launch and orbital operations) systems. A representative sample of each is shown below.

Launch Systems: Launch systems essentially are large rockets. Their function is purely to launch platforms into space. They have little or no maneuverability once launched.

Combinations Systems (Launch and Orbital Systems): A combination system is one in which there are both launch and orbital systems, and in which both are essential to the launch phase of the system. They are generally the most complex, and versatile, of all space systems.

Ariane 4

A tried-and-true workhorse, the last models of this system are now being marketed at somewhat reduced rates.

Type: Launch system
Source: Modeles Orbitaux (France)
Price: $90,000,000 (S/C)
Size: 3
Payload: 11
Launch: 2
Reentry: 0
Transfer: 0
Crew: 0
Duration: 0

Atlas

Another American system, which is rapidly showing its age.

Type: Launch system
Source: NASA (US)
Price: $45,000,000 (C/V)
Size: 2
Payload: 8
Launch: 3
Reentry: 0
Transfer: 0
Crew: 0
Duration: 0

X-30 NASP

The National Aerospace Plane is the first runway-to-runway spacecraft ever built. New models with expanded cargo and crew capacity are already entering service, but the three X-30s that were built are still an important part of the American space program. Passengers can book seats (without any amenities) for $15,000 for a ride to LEO. Each X-30 has a landing-launching turnaround time of only one week, so each is capable of 52 missions per year. It is powered by liquid hydrogen and is capable of brief spurts of Mach 25 speed, as well as extended periods of Mach 6.5. It is approximately 60 meters long.

Type: Combination system
Source: NASA (US)
Price: $2,300,000,000 (—/—) booking for $15,000 (R/C)
Size: 3
Payload: 0.6 (or one passenger per 0.2 of cargo sacrificed)
Launch: 2
Reentry: 4
Transfer: 1
Crew: 2 (+up to 3 passengers—see *Payload*)
Duration: 5

STS (Space Transportation System)

STS stands for *space transportation system*, and refers to the integrated whole that makes up the American shuttle system. Its performance depends upon the engines on board the shuttle itself. Therefore, it cannot launch payloads that do not include such engines.

Besides the shuttle, the STS consists of a mammoth external tank and two advanced solid rocket boosters (ASRBs). The ASRBs are jettisoned long before orbital insertion and are recovered from the ocean. The external tank burns up in the atmosphere. However, on the last four shuttle flights, the external tank was carried up to LEO. Their empty shells are now being used to expand the capacities of Freedom Spaceport.

Type: Combination system
Source: NASA (US)
Price: $300,000,000 (—/—)
Size: 3
Payload: 110 (Shuttle or Shuttle-C)
Launch: 2
Reentry: 1/2 (ASRBs are jettisoned while still in atmosphere)
Transfer: 0
Crew: 0
Duration: 0

Shuttle Orbiter

The first fully reusable manned spacecraft, America's shuttles are still flying after well over 20 years of service. With the advent of the NASP and other spaceplanes, fewer shuttle launches are required, but it is still a viable and important system, much prized for its operational versatility and long mission duration.

Type: Combination system
Source: NASA (US)
Price: $2,000,000,000 (—/—)
Size: 2 (75 T mass)
Payload: 32
Launch: 0
Reentry: 3
Transfer: 1 Crew: 7 (10 possible with rotating sleep shifts)
Duration: 30 (20 if crew of 10)

Shuttle-C (Cargo Module)

Shuttle-C was developed in the mid-late 1990s as a cargo-only complement to the shuttle. Disposable and requiring vastly less preparation time (due to reduced safety requirements), shuttle-C is now the only true heavy lift launch vehicle (HLLV) currently in use. It is reliable, and several systems are always on standby.

Type: Combination system
Source: NASA (US)
Price: $200,000,000 (—/—)
Size: 2 (50 T mass)
Payload: 60
Launch: 0
Reentry: 0
Transfer: 1
Crew: 0
Duration: 0

Zenit

This Russian vehicle was designed for the commercial launch market and never got all its bugs worked out before the Russian Space agency Glavkosmos effectively went out of business. The few Zenits that remain are not in high demand, since their failure percentage is twice the international average. (Count all Zenits as poorly maintained.)

Type: Launch system
Source: Glavkosmos (Russia)
Price: $55,000,000 (S/S)
Size: 2
Payload: 13
Launch: 3
Reentry: 0
Transfer: 0
Crew: 0
Duration: 0

CHARACTER GENERATION WOOKSHEET

1. Name _____
2. Gender _____
3. Nationality _____
4. Native Language _____
(See Nationality/Native Language Table on page 34-37.)

_____
_____
_____

5. Basic Attributes (Roll 2D6-2; roll 0 over. For Empathy, roll 1D6-1;0 counts as 0. If total is less than 33, may add points as desired to bring total up to 33. Alternatively, allocate a total of 36 points. Empathy is only attribut eallowed to be at 0. None over 10, Empathy costs double. Aging and/or activities may raise or lower certain attributes.)

Attribute	Roll	Adj	Final
Strength (STR)	____	____	____
Constitution (CON)	____	____	____
Agility (AGL)	____	____	____
Intelligence (INT)	____	____	____
Education (EDU)	____	____	____
Charisma (CHR)	____	____	____
Empathy (EMP)	____	____	____

Roll:Roll/allocation Adj:Adjustment.

6. Background Skills

_____
_____
_____
_____

7. Careers (Career List on page45.)
1st Term_____ $_____

Skills	Level
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____

Secondary Activity (or Activities)

_____	____
_____	____

Contact Foreign (Y/N)?

_____ ____

BACKGROUND SKILLS

Skill	Controlling Attribute
Archery	STR
Animal Empathy	EMP
Computer Operation	EDU
Computer Empathy	EMP
Foreboding	EMP
Vehicle Use (Motorcycle or Wheeled Vehicle)	INT
Human Empathy	EMP
Language*	CHR
Luck	CHR
Melee Combat (Armed or Unarmed)	STR
Persuasion	CHR
Small Arms (Pistol)	STR
Stealth	AGL
Streetwise	INT
Swimming	CON

*This is in addition to any native languages the character has as a result of nationality choice.

SECONDARY ACTIVITIES

Skill or Attribute	Controlling Attribute
Act/Blugg (neighborhood theater or gaming)	CHR
AGL+1 (yoga classes, gymnastics, flexercise)	AGL
Animal Empathy (If EMP 1+)	EMP
Archery	STR
CON +1 (jogging)	CON
Disguise (neighborhood theater)	CHR
EDU +1 (adult education)	EDU
Electronics (adult education)	AGL
Foreboding	EMP
Horsemanship	CON
Human Empathy (IF EMP 1+)	EMP
Language (adult education or travel)	CHR
Luck	CHR
Mechanic	STR
Medical (CPR and first aid lessons)	EDU
Melee Combat (Unarmed, martial arts classes)	STR
Observation (paint-gun combat games)	INT
Parachute	CON
Pilot (Fixed-wing) (flying lessons)	INT
Project Emotion (If EMP 1+)	EMP
STR +1 (weight lifting)	STR
Small Arms (target shooting)	STR
Stalking (paint-gun combat games: urban)	INT
Stealth	AGL
Swimming	CON
Tracking (paint-gun combat games: urban)	INT
Vehicle Use (Motorcycle or Wheeled Vehicle)	INT
Vessel Use (Boat)	CON
Willpower	INT

This list identifies skills that can be obtained from secondary activities. For flavor's sake, many of the skills have parenthetical notes describing activities characters might have pursued in order to gain the skills.

2nd Term_____ $_____

Skills — Level

_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____

Secondary Activity (or Activities)

_____ ____
_____ ____

Contact Foreign (Y/N)?

_____ ____

3rd Term_____ $_____

Skills — Level

_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____

Secondary Activity (or Activities)

_____ ____
_____ ____

Contact Foreign (Y/N)?

_____ ____

4th Term_____ $_____
Att. Adjust. (aging) _____ _____

Skills — Level

_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____

Secondary Activity (or Activities)

_____ ____
_____ ____

Contact Foreign (Y/N)?

_____ ____

5th Term_____ $_____
Att. Adjust. (aging) _____ _____

Skills — Level

_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____

Secondary Activity (or Activities)

_____ ____
_____ ____

Contact Foreign (Y/N)?

_____ ____

6th Term_____ $_____
Att. Adjust. (aging) _____ _____

Skills — Level

_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____

Secondary Activity (or Activities)

_____ ____
_____ ____

Contact Foreign (Y/N)?

_____ ____

7th Term_____ $_____
Att. Adjust. (aging) _____ _____

Skills — Level

_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____
_____ ____

Secondary Activity (or Activities)

_____ ____

_____ ____

Contact Foreign (Y/N)?

_____ ____

8. Skill Summary

Skills	Level

9. Initiative

Civilian=1. Military=2. Initiative Modifiers: Some careers give initiative bonuses. See individual career listings and page 24. If point allocation was used to create this characters, initiative is automatically 1.

10. Age

Age=17+ (Termsx4). ____

11. Hit Capacity (Base)

Head (STR+CON) ____

Chest (STR+(CONx2)) ____

Right Arm (STR+CON) ____

Left Arm(STR+CON) ____

Right Leg (STR+CON) ____

Left Leg (STR+CON) ____

Write the results in the "Slight (Base)" column of the character sheet. The "Scratch" box values are half of base value; "Slight" is equal to the base; "Serious" is double slight, and "Critical" is one more than serious. Each number represents the upper limit of damage for that type of wound. The "Current" boxes are used to record damage taken.

12. Weight (in Kilograms) ____

Male=80+[4x(STR-AGL)].
Female=65+[4x(STR-AGL)].

13. Load (in Kilograms) ____

Load=3x(STR+CON).

14. Throw Range ____

Throw range=4xSTR.

15. Unarmed Combat Damage

_____

Unarmed combat damage=[Melee Combat (Unarmed) xSTR]÷10, round down. (Minumum of 1.)

16. Base Hit Numbers

Skill	Short (x2)	Med (x1)	Long (x0.5)	Extr (x0.25)
Small Arms (Pistol)	____	____	____	____
Small Arms (Rifle)	____	____	____	____
Archery	____	____	____	____
H. Weapons	____	____	____	____

17. Final Equipment Allowance

_____

EFFECTS OF AGE

		—Losses—		
Terms	Age	CON	STR	AGL
--	17	--	--	--
1	21	--	--	--
2	25	--	--	--
3	29	--	--	--
4	33	--	--	Y
5	37	--	--	Y
6	41	--	Y	Y
7	45	--	Y	Y
8	49	Y	Y	Y
9	53	Y	Y	Y
10	57	Y	Y	Y
11	61	Y	Y	Y

DARK CONSPIRACY
SECOND EDITION

Character_____ Player_____
Gender_____ Age_____ Nationality_____
Weight_____ Height_____ Load_____ Mustering Out _____
Current Occupation_____Social Class_____

STRENGTH
Archery.....____
Heavy Weapons .....____
Mechanic .....____
Melee Combat .....____
Small Arms.....____
Thrown Weapon.....____

CONSTITUTION
Climbing.....____
Horsemanship.....____
Parachute .....____
Swimming .....____
Vessel Use (Boat).....____
Vessel Use (Ship).....____
Vessel Use (Hovercraft).....____

AGILITY
Acrobatics .....____
Demolitions .....____
Electronics .....____
Forgery.....____
Lockpick.....____
Pickpocket .....____
Stealth.....____

INTELLIGENCE
Navigation .....____
Observation .....____
Pilot (Fixed-Wing).....____
Pilot (Rotary) .....____
Pilot (Shuttle).....____
Psychology.....____
Stalking .....____
Streetwise.....____
Tracking.....____
Vehicle Use (Motorcycle) .....____
Vehicle Use (Wheeled Vehicle).....____
Vehicle Use (H. Vehicle) .....____
Willpower.....____

EDUCATION
Biology.....____
Business .....____
Chemistry.....____
Computer Operation.....____
Engineer .....____
Medical.....____
Physics .....____

CHARISMA
Act/Bluff .....____
Bargain .....____
Disguise .....____
Instruction .....____
Interrogation.....____
Language (_____) ..____
Language (_____) ..____
Language (_____) ..____
Language (_____) ..____
Language (_____) ..____
Leadership .....____
Luck .....____
Persuasion .....____

EMPATHY
Animal Empathy .....____
Computer Empathy .....____
Empathic Healing.....____
Foreboding .....____
Human Empathy .....____
Project Emotion .....____
Project Thought .....____
Willpower Drain .....____

BRIEF HISTORY

CONTACTS

EQUIPMENT

CASH & CREDIT

BASE HIT NUMBERS

SKILL	*SH (x2)*	*MED (x1)*	*LNG (x.5)*	*ELN (x.25)*
Small Arms (Pistol)				
Small Arms (Rifle)				
Archery				
Heavy Weapons				
Throw Range		(For 1-kg wt.)		
Thrown Weapon	(1kg≤ Thr. Rng.)		(1kg.> Thr. Rng.)	
Unarmed Combat	Damage		Initiative	

HIT CAPACITY

Current	*(x.5) Scratch*	*(x1) Slight*	*(x.2) Serious*	*(x.2+) Critical*
Head				+
Chest				+
Abdomen				+
Right Arm				+
Left Arm				+
Right Leg				+
Left Leg				+

WEAPONS

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil— SS	Brst	Rng

Actions
- Aim ... 170
- Crawl ... 171
- Fire ... 170
- Go Prone/Stand Up ... 171
- Melee ... 171
- Mount/Dismount ... 171
- Ready/Change Equipment ... 171
- Reload ... 170
- Run ... 171
- Talk ... 171
- Trot ... 171
- Walk ... 171

Aerospace Craft Damage ... 378

Age
- Effects of Age ... 27

Aircraft, Operating ... 364

Ammunition ... 185, 244-250
- .22 LR ... 245
- .30-06 ... 245
- .30-30 ... 245
- .32 ACP ... 245
- .357 Magnum ... 246
- .38 Special ... 245
- .380 ACP ... 245
- .44 Magnum ... 246
- .45 ACP ... 246
- .475 WM ... 246
- .50 BMG ... 246
- .50 SLAP ... 246
- 10mm ACP ... 246
- 12 Gauge ... 246
- 12.5mm CIs ... 246
- 127mm HEAT ... 248
- 140mm RAW HE ... 248
- 140mm RAW HEAT ... 248
- 152mm HEAT ... 248
- 15mm Dart/Cartridge ... 246
- 18mm CIs ... 246
- 20mm S ... 246
- 25mm HE ... 247
- 4.7mm Cis ... 245
- 40mm CHEM ... 247
- 40mm Grapple ... 247
- 40mm HE ... 247
- 40mm HEDP ... 247
- 40mm ILLUM ... 247
- 40mm Stun ... 247
- 5.45mm B ... 245
- 5.56mm N ... 245
- 60mm ILLUM ... 249
- 60mm WP ... 249
- 60mn HE ... 248
- 7.62mm N ... 245
- 7.62mm T ... 245
- 82mm SMAW HE ... 247
- 82mm SMAW HEAT ... 247
- 8mm M ... 245
- 9mm P ... 245
- Arrow, Longbow ... 244
- Black Powder and Ball ... 244
- Bolt, Crossbow ... 244
- Fuel Cannister, Flamethrower ... 244
- Grenades, Antitank ... 249
- Grenades, Chemical ... 249
- Grenades, Fragmentation ... 249
- Grenades, Thermite ... 249
- Grenades, WP ... 249
- HEAT ... 248
- Missile, FIM-92A Stinger ... 248
- Missile, FIM-99 Scorpion ... 248
- Missile, MBB-7 Vennsfliegenfalle ... 248
- Missile, SA-27 Grappler ... 248
- Stun Dart ... 244
- Types of Rounds ... 249-250
- WP248

Armed Melee Combat
- Aimed Attacks ... 176
- Armor ... 176
- Blocks ... 176
- Damage ... 176
- Hit Location ... 176
- Hit Procedure ... 175
- Melee Weapons Specialty ... 177
- Modifiers ... 176
- Nonlethal Melee Combat ... 176
- Other Considerations ... 176
- Range ... 175
- Vehicles and Melee Combat ... 177

Armor Equivalent Table ... 193

Armor Values of Cover Table ... 195

Astral Combat
- Brute Psychic Assault ... 163
- Combat and Damage ... 163
- Emotional Attack ... 163
- Psychic Destruction ... 163
- Willpower Drain ... 164

Astral Combat Chart ... 168

Astral Proto-Dimension
- Astral Travel ... 161-162
- Attacks ... 163-164
- Defensive Tactics ... 164
- Time Travel to Future ... 160-161
- Time Travel to Past ... 159-160
- Tracing Auras ... 160

Attributes
- Abbreviations ... 16
- Definitions ... 15-16
- Point Allocation ... 15
- Random Generation ... 15

Automatic Fire ... 183-184
- Danger Zone ... 183-184
- Long Bursts ... 184
- Minimum Dice ... 184
- Range ... 183
- Recoil ... 183
- Small Arms Expertise ... 184

Awakening Success Level Table ... 108

Background
- Initial Careers ... 14-15
- Native Language ... 13
- Social Class ... 13

Background Skills Table ... 33

Boat Damage ... 376-377

Body Armor ... 252-255
- Armor, Assault ... 255
- CES Iib ... 252
- ExoSkel ... 252-254
- Flak Jacket ... 255
- Helmet, Kevlar ... 255
- Helmet, Steel ... 255
- Ice Box ... 254
- Kevlar Vest ... 254

Bow 262-263
- Longbow ... 262
- Crossbow ... 263

Burns 196-197
- Exposure Time ... 196-197
- Protection ... 197
- Temperature ... 196

Career List ... 87

Careers
- Astronaut ... 48
- Athlete ... 48
- Attorney ... 49
- Biker ... 49-50
- Bodyguard ... 50
- Bounty Hunter ... 51
- Civil Engineer ... 51
- Clergy ... 51-52
- Commercial Pilot ... 52
- Computer Operator/Programmer ... 53

Construction Worker 53-54
Criminal 54
Cyborg Escapee 54-55
Drifter 55-56
Empathic Study 103
Entertainer 56
Environmentalist 56-57
Factory Worker 57
Farmer 57-58
Federal Law Enforcement 58-59
Gambler 59
Ganger 59-60
Government Agent 60
Graduate University 46
Homeless 60-61
Journalist 61
Law School 46
Manager 62
Martial Artist 62-63
Mechanic 63
Medical Doctor 63-64
Medical School 47
Mercenaryt 64-65
Merchant Marine 65
Mystic 65-66
National Military Academy 47
Nomenklatura (Idle Rich) 66
Paramedic 67
Paraphysicist 67-68
Politician 68
Prisoner 68-69
Private Investigator 69-70
Professor 70
Prole 70-71
Psychiatrist 71
Psychic Test Subject 71-72
Public Employee 72
Renegade Alien Sorcerer 73-74
Renegade ET 73
Renegade ET Mystic 75
Renegade ET Psionic 76
Rogue Android 77
State/Local Law Enforcement 77-78
Street Urchin 78-79
Technical School 47
Truck Driver 79
Undergraduate University 45-46
Underground Empath 79-80
United States Army 80-82
United States Marine Corps 83
United States Navy 83-86
United States Air Force 86
Chemical Grenades and Rounds 188-189
Smoke 189
Tear Gas 189
Contacts
Foreign 24
Generic 20-22
Solid 22-23
Using 24-25
Consumer Goods 207-209
Holographic Art 207
Holostars 207
Interactive TV 207
Opticards 208
Telplex 208-209
Variable Glasses 209
Wall Screens 209
Crew-in-Hull Vehicle Damage 376
Cyber Hands 255-257
Basic 255
Power Hand 255
Chainsaw Hand 256
Blade Hand 256
Tentacle-Fingers Hand 256
Gun Hand 256
Tractor/Pressor Hand 256
Grapple Hand 256
Picklock Hand 256
Torch Hand 256
Utility Hand 256
Fine Utility Hand 256
Surgical Hand 256
Cyber Hands Chart 257
Dark Lord 9
Dark Master 9
Dark Minion 10
Darkling 9
Demolition Table 193
Derived Values
Hit Capacity 28
Weight 29
Load 29
Throw Range 29
Unarmed Combat Damage 29
Difficulty of Intercept 384
Dimension Walk Detection Table 132-133
Direct Fire Deviation 185
Direct Fire Hit Procedure 180-183
Aimed Shots 180
Automatic Miss 180
Laser Sights 181
Marksmanship 180
Pistols 182
Quick Shots 181
Range 181
Recoil 181-182
Rifle Scopes 181
Targeted Shots 180-181
Two Weapons 182
Documents 210
Forged Passport 210
Forged Security Pass 210
Ordinary Identity Paper 210
Other Forged Document 210
Security Pass 210
Electronics 210-225
Alarm, Beam 210
Audio Recorder 211
Broadcast Monitoring Equipment 211
Bug-Detecting Tools 211
Camera 211
Camera Set, Nikon DLR-35 Advanced Still 211
CompuAID 212
CompuNav 212
CompuPad 212
Computer, Laptop 213
Computer, Palmtop 213
Computer, Personal 213
Computer, Portable 213
Data Service 214
Eavesdropper I 214-215
Eavesdropper II 215
Eavesdropper III 215
Eavesdropper Monitor 215
Facsimile Machine, Portable 215
Film, Conventional 215
Heads-Up Eyepiece 215-216
Holoweb 216
Leap Frog 216
Maglock 216-217
MaxiGard Multilock 217
Microcam 217
Microphone, Directional 217
Mircro-Transponder 217
Microwave Communicator, Personal 218
Microwave Communicator, Large 218
Motion Detector 218
Portaphone 219
Radio Direction Finder 220
Radio, 2km Hand 219
Radio, 5/25km Manpack/Vehicular 219
Radio, 5/25km Secure Manpack/Vehicular 219
Radio, 50km Secure Vehicular 219

Radio, 50km Vehicular 219
Radio, Frequency-Hopping 220
Radio, Individual Tactical 220
RASL 220
Recording Camera 221
Recorder, Audio 221
Recording Cartridge, Audio 221
ROM Burner 221
Satellite Downlink System, Portable 221
Scrambler/Decoder, Detachable 221
Scrambler/Descrambler 222
Scanner, Expert 222
Shreek'n'Shok 222
Sonar, Portable 222
Talk Programmer 223
Tap, Cable 223
Telephone Unit, Cellular 223
Transponder 223
Video Cartridge 223
Vision Adapter 223
VISMAP 224
White Noise Generator 224
Wire-Tapping Tools 224
Empathic Power Level Table 92
Empathic Powers
Animal Empathy 112, 144
Astral Travel 145-146
Aura Reading 150
Change Environment 134-135
Change Environment (Special) 135-136
Clairaudience 120
Clairvoyance 120-121, 146-147
Close Portal 136-137
Combining 112
Computer Empathy 94, 113, 121, 144
Cryokinesis 121
Darkling Empathy 122, 149
Dimension Walk 113, 122, 137-138, 144-145
Dissolution and Plant Empathy 114, 122
Dream Intrusion 152-153
Empathic Healing 95, 114, 147-148
ESP 122
Exorcism 153-154
Foreboding 96, 114, 148
Human Empathy 96-97, 114, 149
Hypnosis 154-155
Invulnerability 148
Mental Attack 122
Mind Shield 122-123
Phase 138
Possession 155-157
Project Emotion 99, 114-115, 123, 152
Project Thought 99, 115-116, 123, 152
Psionic Scan 123
Psychic Beacon 152
Psychic Invisibility 157-158
Psychic Invulnerability 150
Psychic Surgery 158
Psychic Tracking 150-151
Psychometry 147
Pyrokinesis 123-124
Self-Healing 124-125
Sorcerous Flight 138
Sorcerous Telekinesis 139
Telekinesis 125
Telepathy 125-126
Teleportation 126
Willpower Drain 116
Equipment
Ammunition 244-250
Body Armor 252-255
Bows 262-263
Consumer Goods 207-209
Cyber Hands 255-257
Documents 210
Electronics 210-225
Explosives 250-252
Firearms 263-301
Fuel 225
Initial 30
Medical 225-227
Melee Weapons 260-262
Miscellaneous 232-243
NBC (Nuclear, Biological, Chemical) 227
Personal Gear 227-229
Robts 344-352
Tools 229-230
Vehicles 301-344
Vision Devices 231
Weapon Accessories 243-244
Experience
Initial 16
Empathic Discipline Skills Improvement 104
Skill Improvement 31-32
Spending Experience Points 31-32
Explosions 197-198
Concussion
Cover 198
Damage and Penetration 198
Descriptive Terms 197
Explosive Rounds 198
Fragmentation 198
Hit Procedure 198
Penetration 198
Range-Concussion Table 197
Explosives 250-252
Czech State Facotries Semtex 251
Demolitions Kit 251
Dynamite Stick 250
Frame Charge 252
Plastic Explosive 250
Primercord 252
Radio Detonation Broadcast Unit 250
Radio Detonation Receiver Unit 250
Explosives and Demolitions
Armor Equivalent Table 193
Breaching Barriers 192
Burst 191
Concussion 191
Demolition Table 193
Effects 190
Frequently Used Burst Diagrams 191
Penetration 192
Radio Detonation 190
Setting Charges 190
Tamping 190
Types of Explosives 190
Failed Push Table 109
Falling Damage 198-199
Firearms 263-300
AHL (Laser) 294-295
Antitank Missile Launchers 297-298
Dragon PIP 297
Tank Breaker 298
Flamethrower, M9A1 299
Grenade Launchers 295-296
M203 295
Mk10 AGL 296
Machineguns 292-294
L86A1 LSW 292-293
M2HB 294
M60 293
MAG (MAG-58, L7A2 GPMG) 293-294
Mortar, 60mm 298
Pistols 263-272
.22 267
Black Powder 263-264
Browning HP-35 267
Colt Krait 268
Colt M1911A1 269
Colt Python/20.3 265
Desert Eagle 268
Laser 272
M9 (Beretta M92S) 269

S&W Model 29/16.5 264
S&W Model 36 264-265
SOCCM 266
Sonic Stunner 266
Stun Gun 265
Vz-52 270
Walther PPK 270
Wildey .475 WM 271
XM26 APW 271
Rifles 277-288
AK-74 281
AKM 282
AKMR 282
ALC-2 (Laser) 284
C3 280
FN-LAR/L1A1 286
G11 283
G3 286
KAR-98K 287
Laser, High-Cycle 284-285
M16A2 283
M21 280-281
M249 SAW 288
M27 (AR-27 Keyholder) 281
Marlin .30-06 Bolt-Action 278
Remington-Peters .22 Bolt-Action 277-278
Ruger .22 Semiautomatic 278
Tranquilizer 279
Winchester 1894 279
XM22 287
XM7 Storm Gun 288
Rocket Launchers 296-297
M136 296-297
M12 SMAW 297
Shotgun 288-292
Armalite AR-12 Stormcloud 290-291
Browning Autoriot 291
Derringer (S&W Handcannon) 288-289
H&K CAW 291-292
Mossberg M500 292
Savage 311-R 290
Sawed-Off 289
Submachineguns 273-277
AKR 273
Ingram M110.45 274-275
M177 274
M231 275
M3A1 273-274
MAT-49 275-276
MP-7 276-277
Uzi 276
Vz-61/62 Skorpion 277
Zip Gun 263
Fuel 225
Alcohol 225
Avgas 225
Diesel 225
Gasoline 225
Gunshot Wounds 193-196
Armor Values of Cover Table 195
Blunt Trauma 194
Cover 194-195
Hit Location 193
Human/Animal Hit Location Chart 195-196
Penetration (Target Protection) 194
Quick Kill 195
SLAP Rounds 195
Weapon Damage 194
Hand Grenades 188, 249
Healing 202-206
First Aid 202-203
Stabilizing Critical Wounds 203
Basic Healing Rate 203
Recovery From Scratch Wound 203
Medical Care 203
Treating Poison Wounds 204
Adequate Diet and Shelter 205
Surgery 205-206
Human Limits 178
Human/Animal Hit Location Chart 195-196
Igors 10
In-Space Transfer Table 384
Indirect Fire 185-187
Accuracy 186
Calling Fire 186
Corrections 186
Deviation 186
Hit Difficulty Level 186
Large-Caliber Penetrators 187
Self-Observed Fire 187
Subsequent Shots 186-187
Initiative
Combat 171
Improvement 32
Initial 26
Turn Sequence 171-172
Knockdown 201
Launch Table 383
Maneuver Times 385
Medical Equipment 225-227
Anesthetic, Local 225
Anesthetic, Total 225
Antivenin Autoinjector 225
Blood, Whole 225
Empathy Booster Drug 225-226
Medical Kit, Doctor's 226
Medical Kit, Personal 226
Pain-Reliever 226
Paraphysicist's Field Kit 226
Plasma 227
Sedative Strong 227
Sedative, Mild 227
Surgical Instruments 227
Melee Weapons 260-262
Axe 260
Bayonet 260
Club 260
Garotte 260
Hatchet 260
Knife 260
Machete 261
Minisaw 261
Spear 261
Stun Stick 261-262
Sword 262
Melee Weapons Chart 177
Military
Occupations List 88
Ranks 19
Reserve 20
Minion Hunter 10
Miscellaneous Equipment 232-243
20-Liter Jerrycan 232
Air Compressor 232
Air Tank, Aqualung 232
Airlock, External 232
Aqualung 232
Autobeacon, Emergency 232
Ball, Emergency 233
Chemical Analysis Kit 233
Doc in the Box 233-234
FaxMaster 234
Flare Gun 234
Gravel Gun 234-235
Grapple 235
Horse Tack 235
Lantern, SOlar-Powered 235
Liquid Nitrogen Cylinder 235
Multitool, EVA 235-236
Optilink 236
Pack Saddle 236
Paraglider 237

Raft, Inflatable 237
Rebreather 237
Rebreather Recharge Kit 237
Rescue Markers 237
Road Flare 237
Rope 237
RPV 238
Scanner, Genetic 238
Scanner, Retinal 239
Skis 239
Solar Still 239
Spacesuit, Standard 240
Survival Kit 240
Tent, 10-Man 233
Tent, Four-Man 233
Thermal Suit 240-241
Tranq Autoinjectors 240
Undersea Hardsuit 241
Vacuum Hardsuit 241
Vacuum Patch 242
Zero-G Transfer System 242-243
Missiles 299-300
FIM-92A Stinger 299
MBB-7 Venusfliegenfalle 299
FIM-99 Scorpion 300
SA-27 Grappler 300
Money
Starting 30
Movement
Human .....
169
Movement and Fire 184-185
Advancing Fire 184
Fire From Moving Vehicles 184
Fire From the Saddle 184
Target Movement 185
Mustering Out
Agent 28
Empathy 28
Encounter 28
General Bonus 28
Restrictions 27
Xeno 28
Mysticism Skills Charts
Animal Empathy 164
Astral Combat 168
Aura Reading 166
Clairvoyant Linking 165
Clairvoyant Linking (See and Hear) 165
Computer Empathy 164
Darkling Empathy 165
Dimension Walk 164
Dream Intrusion 167
Empathic Healing 165
Enter Astral Proto-Dimension 164
Exorcism 167
Foreboding 165
Human Empathy 165
Hypnosis (Mystic) 167
Hypnosis (Parlor Trick) 167
Invulnerability 165
Possession 168
Project Emotion 166
Project Thought 167
Psyche Surgery 168
Psychic Beacon 167
Psychic Invisibility 168
Psychic Invulnerability 166
Psychic Tracking 166
Psychometry 165
Time "Travel" 167
Nationality Native Language Chart 34-37
NBC (Nuclear, Biological, Chemical) Equipment 227
Gas Mask, ... 227
Geiger Counter 227
Neuropathy Skills Charts
Animal Empathy 116
Computer Empathy 116
Dimension Walk 117
Empathic Healing 117
Foreboding 117
Human Empathy 117
Project Emotion 117
Project Thought 117
Willpower Drain 117
Panic
Charge 173
Personal Gear 227-229
Fatigues 227
Field Pack 227
Flashlight 228
Handcuffs 228
Laser Sight 228
Laser Sight, UV 228
Parka 228
Sleeping Bag 228
Sunglasses 229
Posion 200-201
Psionic Skills Charts
Psionic Willpower Test 126
Clairaudience/Clairvoyance 127
Computer Empathy 127
Cryokinesis 127
Dimension Walk 127
ESP 127
Mental Attack 127
Mind Shield 127
Project Emotion 128
Project Thought 128
Psionic Scan 128
Pyrokinesis 128
Self-Healing 128
Telekinesis 128
Telepathy 128
Teleportation 128
Range-Concussion Table 197
Rate of Fire 178
Automatic Fire 178
BA (Bolt Action) 178
DAR (Double Action Revolver) 178
LA (Lever Action) 178
PA (Pump Action) 178
SA (Semiautomatic) 178
SS (Single Shot) 178
Renentry Table 384
Reloading 178-179
B (Belt) 179
C (Cassette) 179
I (Individual) 179
R (Revolver) 179
Returning to the Body Table 143
Robots 344-362
Auto-Farmer 344-345
CropScout 345-346
Kraus Maffei-Deere GB-1000 346-347
Kraus Maffei-Deere GB-2000 347-348
Loadmaster 351
Maid4U 352-353
Patrol/Attack TOR 355-356
Probe Drone 360
Probe/Repair TOR 356-358
Repair Drone 361
Roboguard-III 348-349
Roboguard-IV 349-350
Spassmacher 4+ 353-354
Telepresence Operation Station 358-359
War Drone 362
Watchdog 354-355
Secondary Activities Skill List
Shotguns 189
Skill
Advance by Observation 32
Cascade 18
Controlling Attributes and 17-18

Descriptions 93-101
Improvement 31-32
Instruction 32
Languages 19
Levels 18
List102
New Skills 32
Resolution—see Task Resolution
Test 19
Unskilled Tests 19
Skills
Acrobatic 93
Act/Bluff 93
Animal Empathy 93, 112, 144
Archery 93
Bargain 93
Biology 93-94
Business 94
Chemistryt 94
Climbing 94
Computer Empathy 94, 113, 121, 144
Computer Operation 95
Demolitions 95
Disguise 95
Electronics 95
Empathic Healing 95, 114, 147-148
Engineer 96
Foreboding 96, 114, 148
Forgery 96
Heavy Weapons 96
Horsemanship 96
Human Empathy 96-97, 114, 149
Instruction 97
Interrogation 97
Language 97
Leadership 97
Lockpick 97
Luck 97-98
Mechanic 98
Medical 98
Melee Combat 98
Navigation 98
Observation 98
Parachute 98
Persuasion 98
Physics 98
Pickpocket 98
Pilot 98
Project Emotion 99, 114-115, 123, 152
Project Thought 99, 115-116, 123, 152
Psychology 99
Small Arms 99
Stalking 99
Stealth 99
Streetwise 99
Swimming 100
Thrown Weapon 100
Tracking 100
Vehicle Use 100
Vessel Use 100
Willpower 101
Willpower Drain 101
Small Arms Specialization Table 184
Sorcery Powers Charts
Change Environment 139
Change Environment (Extended) 139
Change Environment (Special) 140
Closse Portal 140
Dimension Walk 140
Phase 140
Sorcerous Flight 140
Sorcerous Telekinesis 140
Space Travel 379-
Difficulty of Intercept Table 384
Launch Characteristics Tables 383-385
Spacecraft Characteristics 379-380
Spacecraft 385-387
Space Missions 380-383
Spacecraft
Characteristics 379-380
Atmospheric Reentry Charactersitcs 380
Crew 380
Duration 380
In-Space Transfer Characteristics 380
Launch Characteristics 380
Payload 380
Price 379
Size 379
Source 379
Descriptions 385-387
Ariane 4 385
Atlas 385
Shuttle Orbiter 386-387
Shuttle-C 387
STS 386
X-30 NASP 386
Zenit 387
Difficulty of Intercept Table 384
Launch Characteristics Tables 383-385
Launch 383
Reentry 384
In-Space Transfer 384
Maneuver 385
Space Missions 380-383
Attaining Higher Orbits 383
Avoidance/Intercept 382
Intercept and Avoidance Times 382-383
Landing 381
Launch Vehicles in Orbit 383
Launches 380-381
Maneuver Times 382
Special Cases 185
Firing at Riders 185
Multiple Modifiers 185
Target Obscured 185
Standard Vehicle Damage 375
Stun 201
Suspended Animation 143
Task Difficulty Levels Table 91
Task Resolution
Automatic Success/Failure 90
Dealing With Fractions 89
Dice 89
Die Roll Modifiers 89
Rolling vs. Attribute/Skill 89
Success Quality 89
Task Difficulty 90
Empathic Success 91-92
Thrown Weapons 187
Tools 229-230
Aircraft Tools 229
Arc Welder 229
Basic Tool Kit 229
Construction Tools 229
Electrical Repair 229
Electronic Repair 229
Excavating Tools 230
Heavy and Tracked Vehicle Tools 230
Heavy Ordnance Tools 230
Lockpick Tools 230
Portable Machine Shop 230
Power Hand Tools 230
Small Arms Tools 230
Wheeled Vehicle Tools 230
Trance Catastrophic Failure Table 144
Turn Sequence
Agility and Weapon Bulks 172
Ambush 172-173
Opportunity Fire 172
Repetition 172
Turreted Vehicle Damage 375-376
Unarmed Melee Combat
Aimed Attacks 174
Armor 174

Avoidance 175
Blocks 174
Damage 174
Diving Blows 175
Effects 175
Escape 175
Grappling 175
Hit Location 174
Strangling 175
Strike Attacks 174
Movement 364
US Commissioned Officer Ranks Table 88
US Enlisted and NCO Ranks Table 88
Various Data Services and Costs Table 214
Vehicle
Descriptions 301-344
Notes 301
Travel ..... and Encounters 363-364
Movement Rates 363
Woods 364
Swamps 364
Hills 364
Open 364
Vehicle Combat
Aerospace Craft Damage 378
and Melee Combat 177
Boat Damage 376-377
Charge 173
Collision Damage 373-374
Air and Space Craft 374
Ground and Water Craft 373
Loss of Control 374
with Creatures 374
Crew-in-Hull Vehicle Damage 376
Damage 369-373
Bicycles and Motorcycles 370
Boat Target Size 370
Hit Location 370-371
Implementation 372-373
Resolution 371
Damage Resolution Chart 375
Vehicle Configuration 370
Fire From Moving Vehicles 184
Firing at Aircraft 368-369
Air-to-Air Combat 368-369
Ground Weapons 368
Firing at Vehicles and Vessels 367-368
Antitank Missiles 368
Multiple-Barrel Guns 368
Range Finders 367-368
Tank Breaker 368
Hit Locations Table 375
Movement 364-367
Bicycles and Motorcycles 367
Boating Maneuvers 364-365
"Drive" Action 365-366
Fast Driving and Mishaps 366-367
Fire Frome Moving Vehicles 365
Target Movement 365
Units of Measure 364
Vechicle Movement and Driver Initiative 366
Standard Vehicle Damage 375
Turreted Vehicle Damage 375-376
Vehicle Damage Resolution Chart 375
Vehicle Hit Locations Table 375
Vehicles 301-344
Air 336-344
Boeing-Sikorsky RAH-66 340-341
Iid 343-344
Javelin 336-337
JumpAbout 337-338
McDonnell-Sukhol Nochvyeter 341-342
Teledyne Dornier CV-27 (VSTOL) 338-340
Windsprite 342-343
Ground 305-316
1700xhi 312-313
Bicyle 301-302
Big Foot 314-315
Cadillac-Gage Commando V-300P 327-329
Chrysler Conestoga 5/4-Ton Pickup Truck 320-321
Chrysler LeBoeuf 309-310
ElectroStar 313-314
Enclosed Trailer 326-327
Ford-Revlon Elite 306-307
GDM Ariel 308-309
General Dynamics Motros Lancer 307-308
HMMVN (Hummer) 323-324
Horse 302
Kenilworth Piledriver Semi-Tractor 325-326
Mazda Firefly Convertible 311
Mercedes-Benz 750 SLX 311-312
Mitsubishi-Ferrari Kamikaze 310
Motor Scooter 302-303
Motorcycle, Harley-Davidson 304
Motorcycle, Yamaha Apache 303-304
Orca 2 1/2-Ton Truck 324-325
RamTech P-320 329-330
Range Rover II 322-323
Roadrunner Passenger Van 327
Travelmaster 315-316
Volkswagen Kartoffeln Van 319-320
Winnebago Nomad Camper 321-322
X-12 316-318
X-14 318-319
Yogo Contempo 305
Zil Tovarisch 305-306
Water 330-336
Boat, Small Open 330-331
Boat, Small Sailing 331-332
Motorboat, Medium 333-334
Motorboat, Small 332-333
Patrol Boat, River 334-335
Underwater Sled 335-336
Vision Device 231
Binoculars, 4x 231
Image Intensifier 231
IR Spotlight 231
Multiband R Goggles 231
UV Goggles 231
White Light Spotlight 231
Weapon Accessories 243-244
Concealed Holster, Small 243
Shoulder Holster 243
Silencer/Suppresser 243
Starlight Scope 244
Telescopic Rifle Sight 243
Tripods 244
Weapon Notes 257-260
Ammo 257
Mag 257
ROF (Rate of FIre) 257-258
Dam (Damage) 258
Pen (Penetration) 258
Rld (Reload) 258
Recoil 258
Rng (Range) 258
IFR (Indirect Fire Range) 258
Rnd (Round) 259
Weapon Types 259-260
Weapons 260-300
Bow 262-263
Firearms 263-300
LazBlinder 285
LazBlinder, UV 286
Melee Weapons 260-263
Notes 257-260
SOCCM 266
Sonic Stunner 266
Speargun 272-273
Stun Gun 265
Wound Severity 201-202
Critical Wounds 202
Serious Wounds 202
Slight Wounds 201

The DC2 Series

DC 2nd Edition. Players Handbook- Basic Edition	180 pp	$18.00
DC 2nd Edition. Players Handbook- Masters Edition	400 pp	$25.00
DC 2nd Edition. Players Expansion	220 pp	$20.00
DC 2nd Edition. Referee's Guide- Basic Edition	180 pp	$18.00
DC 2nd Edition. Referee's Guide- Masters Edition	460 pp	$30.00
DC 2nd Edition. Referee's Expansion	220 pp	$20.00
DC 2nd Edition. Referee Screen.	54 pp	$18.00
DC 2nd Edition. Sin City Volume 1. The Shadow Falls	108 pp	$16.00
DC 2nd Edition. Sin City Volume 2. Of Gates and Gods	108 pp	$16.00
DC 2nd Edition. Sin City Volume 3. Masks of Darkness	108 pp	$16.00

Unpublished:

DC 2nd Edition. Sin City Volume 4.	108 pp	$16.00
DC 2nd Edition. Sin City Volume 5.	108 pp	$16.00
DC 2nd Edition. Sin City Volume 6.	108 pp	$16.00
DC 2nd Edition. Dark Rumors. Volume 1.	120 pp	$20.00
DC 2nd Edition. Dark Rumors. Volume 2.	120 pp	$20.00

www.farfuture.net

ROLE-PLAYING
FFE
GAMES



LESTER W. SMITH

DARK CONSPIRACY™

SECOND EDITION PLAYER'S HANDBOOK

MASTERS EDITION

Shapes that rip and tear. Shadows that live in corners. Windows in space and time that lead to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion souls. When an ancient, brooding evil is released from its dimensional prison, humanity's worst nightmares come to life. Set in the near future, the world of Dark Conspiracy is fraught with peril and challenge. Can you turn back the forces of darkness?

This *Player's Handbook* contains all the rules to create and run characters in the world of Dark Conspiracy. Including material from previous released *Dark Tek*™ and *Empathic Sourcebook*™, this book contains revised character sheets, expanded equipment list and in-depth empathic abilities section.

Are you game?

DPI

Dynasty Presentations, Inc.
PO BOX 321
Lake Geneva, WI 53147
www.dynastypresentations.com

DPI 1000
$25.00
ISBN 1-892886-00-6

Copyright©1998 Dark Conspiracy Enterprises
Dark Conspiracy is a trademark of Dark Conspiracy Enterprises. All rights reserved