



RPG OBJECTS PRESENTS:

BLOOD AND SPACE

PROMETHEUS RISING

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INTRODUCTION

Welcome to Prometheus Rising, the Future d20 campaign model from RPGObjects. This setting serves both as a stand alone product as well as the “home setting” for RPGObjects’ future d20 line of *Blood and Space* books. What this means is that you can use this setting alone, but will get a great deal more out of it the more books in the *Blood and Space* line you own.

Prometheus Rising presents a vision of the far future that takes place entirely in Earth’s solar system. Mankind has had to overcome its own demons to explore the solar system. Where the game goes from there is entirely up to you. Will you play as the explorers of the solar system? Fight in the brutal civil war between Earth and her Jovian colonies? Or stand on the bridge of an FTL driven starship preparing to explore a solar system *beyond* Earth. All these and more are possible in the Prometheus setting.

A Note about Technology: The Prometheus setting is a PL 6 science fiction setting using the modern and future d20 rules. However there is alien technology extant which could range as high as PL 9.

JOE 2349 looked up at the stars through the grimy Ganymede dome, taking a long drag off his cigarette. Another day another murder. Well no one put a gun to his head and told him to work homicide.

Sighing heavily he showed his badge to Jack 4590 and stepped under the police tape into the dingy apartment. A uniform was retching out the window and Joe couldn’t blame him. The place was a charnel house. Blood on the walls, blood on the god damned ceiling.

Joe fished another cigarette out of his jacket, critical eyes taking in every detail of the scene.

He walked over to where Jack 3681 was dusting for fingerprints.

“What do you think Jack?”

Jack just shrugged, squinting. He reached over and picked up his forensic handscanner and ran it over the fingerprints the fine powder had revealed on the cracked mirror, “Random killing?”

Joe chuckled, lighting his cigarette, “I guess that’s why you’re forensics and I’m the detective huh?”

Looking around the room, Joe sobered, exhaling a long drag of smoke, “No. There was nothing random about this. Too much violence, its overkill. She was dead a long time before this creep was done. And look at the way she’s posed. Naked, but her legs are closed, like the killer wanted to preserve some aspect of her dignity. Whoever killed Jane Doe here knew her.”

Jack shrugged, smacking his handscanner down on the counter, “She’s a Bambi actually. Any day now you piece of...”

A beep let both men know the scanner had found a match. Joe hoped the speed with which it had searched the Ganymede database was a good sign. Maybe someone with a criminal record as long as his arm who liked to drink after he got violent at a bar right down the street. Open and shut. That would be a nice change of pace.

Jack was smiling at him. That was never a good sign.

“Boys, we have a positive ID on the murderer.”

Joe frowned as the other detectives walked over or looked in from outside.

Jack just grinned again, “Your prints Joe. You wouldn’t happen to have an alibi for last night would you?”

Joe dropped his cigarette, cursing under his breath, “I don’t suppose this Joe had a genetag?”

Jack just laughed shaking his head.

“I hate my job” was all Joe could think to say. This goddamn case was going to be on his pad in red for the rest of his life.

Finally he shrugged and put his hands together, “You got me. I did it. I killed her. I loved her, but she was cheating on me. We argued, there was a struggle... the rest is a blur. Take me downtown, I’ll sign anything.”

Jack just laughed and tucked his scanner back into his pack, “You wish. You’re not getting off this easy. Good luck Joe.”

Jack leaned back against wall and fished another cigarette out of his jacket, “I hate my job.”

He saw a couple of the junior detectives milling around outside the window. Snarling he pushed himself off the wall and stuck his head out the door of the apartment, “Hey! You two lazy-ass rookies! Canvass the crowd. See if anyone knew this girl, or her boyfriend. People DID manage to solve murders before fingerprints and genetic evidence you know.”

Suddenly his mind was focused on the job again.

Someone knew this girl. Or heard this fight. God he must have beat her for an hour. And when he found that someone, the creep was going to confess and he was going to SIGN that confession.

Outside the rookies paused again after writing down the information of a crying Jane. Seemed she worked with the Bambi inside, had a line on a boyfriend.

“What’s with Sarge? He sure got up on the wrong side of the matt this morning.”

The other detective looked over his shoulder, watching Sergeant Joe 2349 going over the crime scene inside, “I don’t know, you might be a little freaked out too if you killed someone.”

His friend started to interject but was stopped by a hand gesture, “I know the Sarge didn’t personally do her. But it was a Joe. Same genes man. Think about it. That means, given the right circumstances, that he could do something like that. That sure as hell would cause me to need a drink.”

CHAPTER 1: CHARACTERS

RACES

In the Prometheus setting only one true alien race has been discovered. However, technology has worked to expand the roles available for player characters dramatically. Artificial intelligence, cloning and manipulation of the human genome have all served to create new races for players to explore.

Race	Ability Modifiers
Android	Special
Astronomer	Int +4, Str -2, Cha -2
Clone	Special
Earther	Cha +2, Str -2
Euro	Wis +2, Dex -2
Hopper	Dex +2, Con -2
Mauler	Str +4, Con +2, Int -2, Wis -2, Cha -2
Menome	Int +2, Con -2

ANDROID

The ultimate expression of robotics, the truly self-aware android, powered by the Logictronics™ Neural Net developed in 2297 in their Tycho City research and development facility. This technology allows robots to perform tasks too dangerous for humans much more efficiently than with automated probes. Soon androids are being shipped to the Jovian colonies where thousands die flying dangerous skimmer missions over Io and deep into Jupiter's atmosphere in search of fuel for the few working Quicksilver drives in existence.

Physical Description: Androids are built for work. They tend to be tall, muscular, and agile. No thought is given to the aesthetic at all, and Androids are often made of cheap materials that corrode and pit on the surface over time, leading to actual holes in their "skin" being a common sight. Their internal components are purposely designed to fail over time, leading to a very short "life". The average life

expectancy of an Android is less than 10 years. Given the terribly dangerous conditions in which they work however, most will live less than two.

Relations: Androids tend to be quiet, utilitarian, and subservient. They are programmed with a very "cooperative" personality. Also, keep in mind that most Androids were only born a month or two prior to entering service. This is by design. The MegaCorps foster conditions in which Androids, ideally, will not live long enough to develop their own personalities.

However, with the Jovian Wars conditions for androids have changed immensely. Many rose up against their former masters, throwing off the yoke of slavery. Now they have been freed and are no longer forced to perform dangerous labor without pay.

SPECIES TRAITS

Except as noted below androids conform to all the characteristics of PL 6 Biodroids as detailed in the future core rules.

Ability Scores: An android must select from one of the following predetermined set of ability scores based on the purpose for which it was built.

Laborer: Str 14, Dex 13, Con 0, Int 10, Wis 12, Cha 5

Pilot: Str 10, Dex 14, Con 0, Int 12, Wis 13, Cha 5

Androids do not improve their abilities every 4th level like other characters. The only way for an android to improve any of his ability scores is to purchase ability upgrades (only Strength, Dexterity and Intelligence are available on the open market at the present time).

Starting Occupation: An android receives "base programming" to allow it to perform the function it was designed for. This base programming is the equivalent of an occupation (but see Wealth below).

Labor: An android designed for labor chooses from the following occupations: Athlete, Blue Collar, Rural

"... look are you the medical examiner or aren't you? Just give me a god damn time of death ok?!?"

Joe cursed under his breath as he slammed down the phone. He reached into his jacket and fished out his cigarettes, staring at the crime scene photos. This part of his job was the worst. Waiting on the "team": the evidence techs, the other police questioning the crowd that always gathered around the crime scene. Soon they would give Joe that one lead he needed and he'd be on the street. That's what this job was really about.

Looking up he saw one of the junior detectives walk by, "Hey! You got my employee list?"

Joe looked at the paper and laughed, "Andy Eela... the bartender's name is Andy Eela?"

The young detective frowned. He obviously thought he had made a mistake or his work had been questioned.

Joe stood up suddenly, grinning at the younger detective, "What's your name kid?"

The younger man swallowed, "R- Richard. I know I just transferred from theft but I..."

"C'mon Rick, you want to hit the street and get out of this damn office for awhile? Of course you do. Listen do me a favor and go get us a car. Let's go pay a visit to Mr. Andy Eela."

Pilot: An android designed for piloting gains the Astronaut Trainee occupation.

Wealth: Androids begin play either as slaves (if the campaign takes place before the Jovian War) or as newly-freed slaves. Either way they begin play with a Wealth modifier of +1 regardless of occupation and profession skill ranks (and remember the only feats an android character begins play with are those granted from occupation if any).

Armored Body: Androids are designed for dangerous work and are built to absorb punishment. All androids begin play with Resilium integrated armor.

ASTRONOMER

Astronomers, also known as “peepers” are a rare rewrite. No more than 1,000 of these men and women are thought to exist and are rarely seen except for those who make the long, lonely supply run to the Pluto Deep Space Observatory.

Physical Description: The most striking feature on an Astronomer is his eyes. Astronomers are rewritten to have the sharpest vision for minute details, and in dim light. In fact, the Pluto run is very unpopular because the peepers won’t turn on the lights even for the Haulers. They are nice enough to supply them

with nightvision goggles, however. In terms of height and weight peepers tend to be within the human range, though on the small side. In the words of Caleb Storm, a legendary Hauler, “That’s because anyone who wants that rewrite is a ****in’ geek to begin with”.

Relations: As long as they are left to their work, and left in the dark, Astronomers are extremely easy going.

TABLE 1-2: RACE HEIGHT AND WEIGHT

Race and Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Android (labor)	6 ft. 6 in.	+0	250 lbs	+0
Android (pilot)	5 ft. 10 in.	+0	150 lbs.	+0
Astronomer (male)	4 ft. 5 in. (5 ft. 5 in. avg.)	+2d10 in.	85 lbs. (145 lbs. avg.)	*2d4 lbs.
Astronomer (female)	4 ft. (5 ft. avg.)	+2d10 in.	70 lbs. (130 lbs. avg.)	*2d4 lbs.
Clone (Jack)	5 ft. 10 in.	+0	180 lbs.	+0
Clone (Jill)	5 ft. 5 in.	+0	135 lbs.	+0
Clone (Joe)	6 ft. 4 in.	+0	230 lbs.	+0
Clone (Jane)	5 ft. 11 in.	+0	185 lbs.	+0
Clone (Bambi)	6 ft.	+0	142 lbs.	+0
Clone (Ken)	6 ft. 2 in.	+0	184 lbs.	+0
Earther (male)	5 ft. 2 in. (6 ft. 2 in. avg.)	+2d10 in.	140 lbs. (200 lbs. avg.)	*2d4 lbs.
Earther (Female)	4 ft. 9 in. (5 ft. 9 in. avg.)	+2d10 in.	115 lbs. (175 lbs. avg.)	*2d4 lbs.
Euro (male)	4 ft. 5 in. (5 ft. 5 in. avg.)	+2d10 in.	180 lbs. (276 lbs. avg.)	*2d6 lbs.
Euro (female)	4 ft. 10 in. (5 ft. 10 in. avg.)	+2d10 in.	220 lbs. (316 lbs. avg.)	*2d6 lbs.
Hopper (male)	5 ft. 4 in. (6 ft. 4 in. avg.)	+2d10 in.	100 lbs. (160 lbs. avg.)	*2d4 lbs.
Hopper (female)	4 ft. 11 in. (5 ft. 11 in. avg.)	+2d10 in.	70 lbs. (130 lbs. avg.)	*2d4 lbs.
Mauler (male)	6 ft. 10 in. (7 ft. 10 in. avg.)	+2d10 in.	250 lbs. (310 lbs. avg.)	*2d4 lbs.
Menome (male)	4 ft. 10 in. (5 ft. 10 in. avg.)	+2d10 in.	120 lbs. (180 lbs. avg.)	*2d4 lbs.
Menome (female)	4 ft. 5 in. (5 ft. 5 in. avg.)	+2d10 in.	85 lbs. (145 lbs. avg.)	*2d4 lbs.

TABLE 1-1: RACE AGE

Race	Child*	Young Adult	Adult	Middle Age**	Old***	Venerable****	PL 7*****	PL 8
Android	1 yr	2 yrs	4 yrs	5 yrs	8 yrs	10 yrs	+2	+5
Astronomer	8 yrs	12 yrs	16 yrs	50 yrs	70 yrs	90 yrs	+10	+10
Clone	6 yrs	9 yrs	12 yrs	38 yrs	53 yrs	60 yrs	+15	+15
Earther	8 yrs	12 yrs	16 yrs	60 yrs	80 yrs	100 yrs	+20	+20
Euro	8 yrs	12 yrs	16 yrs	50 yrs	70 yrs	90 yrs	+10	+10
Hopper	8 yrs	12 yrs	16 yrs	50 yrs	70 yrs	90 yrs	+10	+10
Mauler	3 yrs	5 yrs	10 yrs	28 yrs	40 yrs	53 yrs	+5	+5
Menome	8 yrs	12 yrs	16 yrs	50 yrs	70 yrs	90 yrs	+10	+10

* Children subtract -3 Str and Con; -1 Dex, Int, Wis and Cha

** At middle age: -1 Str, Dex and Con; +1 Int, Wis and Cha

*** At old age: -2 Str, Dex and Con; +1 Int, Wis and Cha

**** At venerable age: -3 Str, Dex and Con; +1 Int, Wis and Cha

***** Increase middle age, old and venerable maximum ages by this amount.

SPECIES TRAITS

All astronomers share the following species traits:

Type: Humanoid

Size: Medium-size. Astronomers have no special bonuses or penalties due to their size.

Base Speed: 30 feet

DarkVision (Ex): Astronomers see perfectly in darkness out to 120’

Sharp Eyes (Ex): Astronomers have a +4 Racial Bonus to the Spot skill. Spot is always a class skill for these characters. However, Astronomers take double damage, or are blinded for twice as long, by any blinding attack or an attack that affects the eyes (such as tear gas).

Preferred Occupations: Astronomers make excellent scientists and their intellect is renowned throughout the Sol System. If an astronomer selects his starting occupation from the following list he may either select an extra class skill and a +1 bonus to his Reputation or Wealth modifiers (only one of these is modified): Academic, Doctor and Technician.

Ability Modifiers: +4 Int, -2 Str, -2 Cha

Astronomers tend to be intellectually inclined.

Many have never picked up anything heavier than a shotglass since high school however. And while they might be handy, having enormous eyes is not the fashion statement of the year.

Feats and Skills: Astronomers are considered human for the purpose of feats and skills (they receive 2 feats at 1st level and gain 1 additional skill point per level).

CLONE

One of the wonders of the Genetic Age, clones are now a common part of everyday life. Clones are created for a variety of purposes and are seen all over the Sol system. The first six types of clones, Jacks, Jills, Joes, Janes, Kens and Bambis, based on “templates” were selected after worldwide searches conducted in the 21st century. These “models” are still the most popular, however corporations, the military and even certain private individuals are rumored to have commissioned custom models.

Like androids and Maulers clones are not people under the laws of the UEG and most are owned by corporations. Sterile by design, they are grown, trained for a specific purpose and then put to work. In campaigns set during or after the Jovian War clones are offered freedom by the Jovian colonies and many flock to escape their slave status by joining the rebel cause. However many clones, having never known any other life fight for the MegaCorps as well.

Unlike Maulers and some of the newer clone models, these original six clones are not subjected to any form of growth acceleration. They are raised in enormous orphanage-like homes where they play and interact only with other clones (though of all varieties). Classes are strictly taught by clones of their type with curricula carefully crafted over the centuries to produce certain valuable skills and personality traits. While some in the cloning industry consider this process old-fashioned and advocate growth acceleration the industry stands by the concept of “nurtured” clones.

Bambi/Ken: These clones are bred for “entertainment” purposes. They serve as hostesses, escorts and in less savory capacities. Despite their image as little-better than prostitutes and gigolos many of these clones in fact serve the wealthy as life companions, even as husband or wife and are colloquially known as “trophies”. In the colonies where they have been freed many clones of this type have become extremely successful in business

while others have become daring and infamous spies. Those who take up the former profession are known as “working boys/girls” while those in the latter are called “Mata Haris” or “Bondsmen”.

Jack/Jill: These clones are bred for light labor and technical work. During the gene wars when Drift was rampant, populations were ebbing and laborers were greatly in demand an enormous number of these clones were bred. These clones are bred to be introverted and passive and are found in menial positions throughout the Sol system where they serve with admirable devotion. Fewer clones of this type joined the Jovian rebels than any other but enough did that you can still run into these men and women throughout the moons.

Joes/Janes: These clones were designed for heavy labor. However early in their existence it was discovered that these clones made excellent soldiers and that has since become a staple use for this clone model. While Maulers make better shock-troops, Joes are much more stable and dependable and can often be found with non-commissioned officer rank in MegaCorp security and the UEG military. A great enmity exists between Joes and Maulers since Joes are frequently placed in command of the unpredictable creatures.

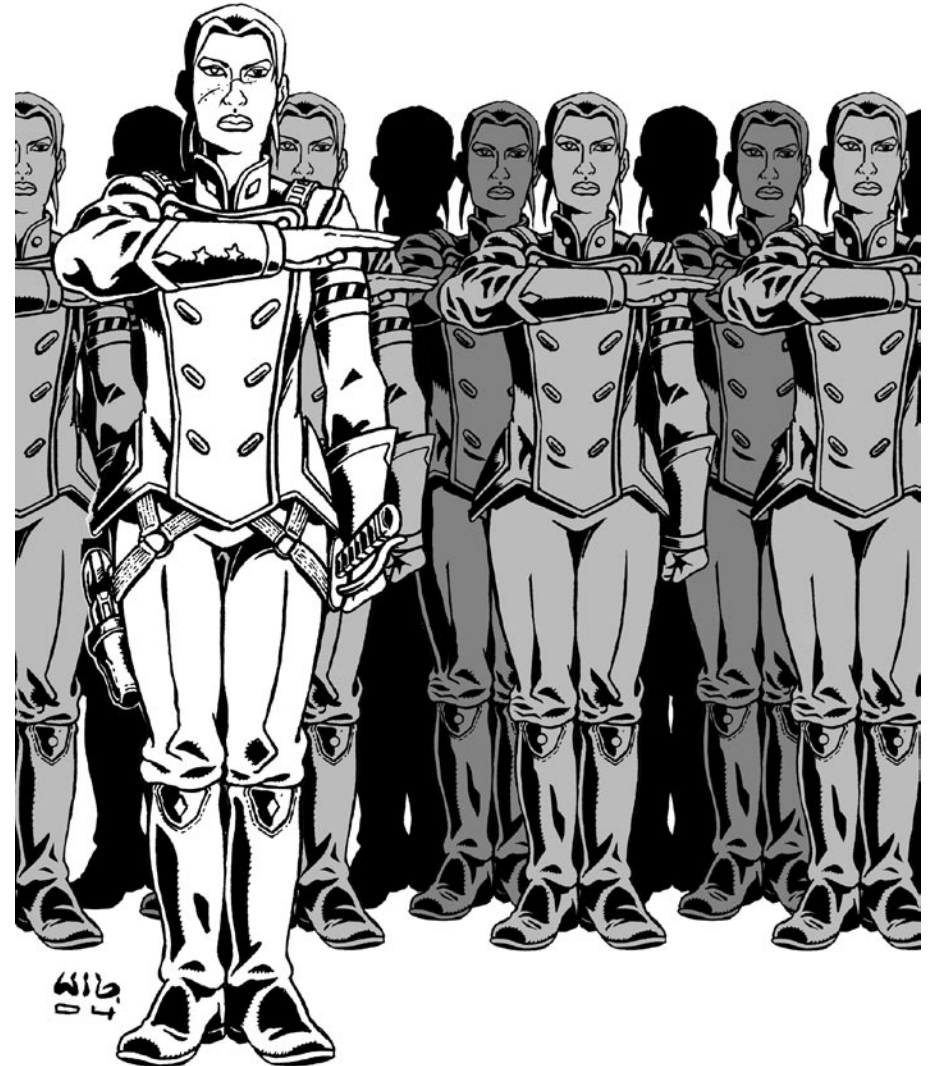
SPECIES TRAITS

All Clones share the following species traits:

Type: Humanoid

Size: Medium-size. Astronomers have no special bonuses or penalties due to their size.

Base Speed: 30 feet



Face in the Crowd (Ex): Since there are literally thousands (in some places millions) just like you, blending in is easy. You gain a +6 bonus on all disguise checks and a +6 bonus on all Disable Device and Computer Use skill checks to defeat security based on retina scans or voice prints when impersonating another clone of your model. Should you commit a crime all investigate checks used to link you to that crime have their DC increased by 10 since you leave identical fingerprints and trace evidence of all other clones of your model.

Wealth: If the campaign takes place in the inner worlds (Mercury, Venus, Earth, Luna, Mars or the asteroid belt) or the campaign takes place before the Jovian War you have a starting Wealth modifier of +0 regardless of your starting occupation or profession skill ranks as you are property of a company or individual. All equipment must be requisitioned from your owner.

If you live in the Jovian moons following their independence your starting Wealth modifier is halved. However you gain Wealth normally.

Feats and Skills: Clones are considered non-human for the purpose of feats and skills (they receive only 1 feat at 1st level and gain 1 fewer skill point per level).

BAMBI/KEN MODEL TRAITS

In addition to the traits listed above all Bambi and Ken models share the following traits as well:

Ability Scores: All Bambis and Kens have the following ability scores: Str 8, Dex 13, Con 14, Int 15, Wis 10, Cha 16.

Preferred Occupation: While Bambis and Kens are grown for a variety of purposes they are best known for being entertainers and hostesses. If a character's starting occupation is one of the following he receives an extra class skill and +1 Reputation modifier: Celebrity, Creative and White Collar.

The Look (Ex): When dealing with characters of the opposite sex Bambis and Kens gain a +2 bonus on all Bluff, Diplomacy and Gather Information skill checks.

JACK/JILL MODEL TRAITS

In addition to the traits listed above all Jack and Jill models share the following traits as well:

Ability Scores: All Jacks and Jills have the following ability scores: Str 15, Dex 13, Con 14, Int 16, Wis 10, Cha 8.

Preferred Occupation: While Jacks and Jills are grown for a variety of purposes they are best known for being laborers and technicians. If a character's starting occupation is one of the following he receives an extra class skill and +1 Reputation modifier: Academic, Blue Collar, Emergency Services and Technician.

Good with Tools (Ex): Jacks and Jills gain a +2 bonus to all Craft, Disable Device and Repair skill checks.

JANE/JOE MODEL TRAITS

In addition to the traits listed above all Jane and Joe models share the following traits as well:

Ability Scores: All Janes and Joes have the following ability scores: Str 14, Dex 16, Con 15, Int 10, Wis 13, Cha 8.

Preferred Occupation: While Janes and Joes are grown for a variety of purposes they are best known for being soldiers and laborers. If a character's starting occupation is one of the following he receives an extra class skill and +1 Reputation modifier: Athlete, Blue Collar, Law Enforcement and Military.

Team Player (Ex): If a Jane or Joe takes the Teamwork feat their bonus to attack and skill checks when working together is increased to +3. These characters also gain a +3 reaction bonus rather than the usual +2 when dealing with groups they have pledged allegiance to.

EARTHER

Earthers hail from the cradle of humanity: the planet Earth. A world that is the most developed and prosperous in the Sol system, Earth is also a fragile world still feeling the effects of centuries of warfare

and over-exploitation. Contact with the Europeans has helped the Earthers heal their fragile biosphere in more ways than one. First the realization that Earth's oceans contained sentient life, life that had been in telepathic contact with the Europeans for millennia and pushed to the brink of extinction by humanity's short-sightedness was a sobering sign that humanity needed to live in greater harmony with their surroundings. Secondly the skill of European life sciences is second to none and lastly the fact that Europa's oceans contain 98% of the life that Earth's oceans do has allowed extinct varieties of fish and coral to be transplanted. In fact when the Europeans finally agreed to an exchange of diplomats between Earth and Europa they requested representation from the *entire* Earth, selecting a human representative as well as a dolphin to represent "the majority of Terran life forms".

Physical Description: Earthers come in all races and ethnicities but have been genetically modified to favor qualities their ancestors found attractive. Blonde hair or red hair, blue or green eyes and a tall thin build, once relatively uncommon are now the norm. Physical defects such as moles, freckles and pimples have been all but eradicated from the human genome. Along with these minor alterations the human immune system has been radically enhanced as well, making Earthers extremely resistant to diseases.

SPECIES TRAITS

All Earthers share the following species traits:

Type: Humanoid

Size: Medium-size. Earthers have no special bonuses or penalties due to their size.

Base Speed: 30 ft.

Immunity Enhancement: All Earthers receive the Ultra Immune System feat as a bonus feat at 1st level even if they do not meet the prerequisite.

Preferred Occupations: Earthers invented the MegaCorp and play the game of corporate politics better than anyone. If an Earther selects his starting occupation from the following list he gains an extra

class skill and a +1 bonus to either Reputation or Wealth: Celebrity, Dilettante and White Collar.

Wealth: Earthers tend to be better off than characters from other worlds and add +2 to their starting Wealth bonus.

Ability Scores: Cha +2, Str -2. Earthers are extremely good looking because of genetic manipulation of the human genome by their ancestors. However very little physical labor needs to be done on the planet and the population tends to be “soft” by the standards of colonists of the outer worlds.

Feats and Skills: Earthers are considered human for the purpose of feats and skills (they receive 2 feats at 1st level and gain 1 additional skill point per level).

EUROPANS (EUROS AND THE PRIME)

Europans inhabit one of the moons of Jupiter first discovered by Galileo in 1610. What was unknown until quite recently was that the planet is home to an aquatic biosphere as complex as that of the planet Earth as well as one of only five indigenous intelligent races in the Sol System (the other four being humanity, dolphins, whales and the primitive inhabitants of Titan).

Naturally psionic, European elders are able to communicate telepathically over vast distances. This caused them to become aware of humanity far earlier than humanity became aware of them. What they learned from the whales and dolphins, intelligent beings that inhabit both Terran and European oceans horrified them and the elders placed a prohibition on contact with the violent and savage land-dwellers who controlled the planet.

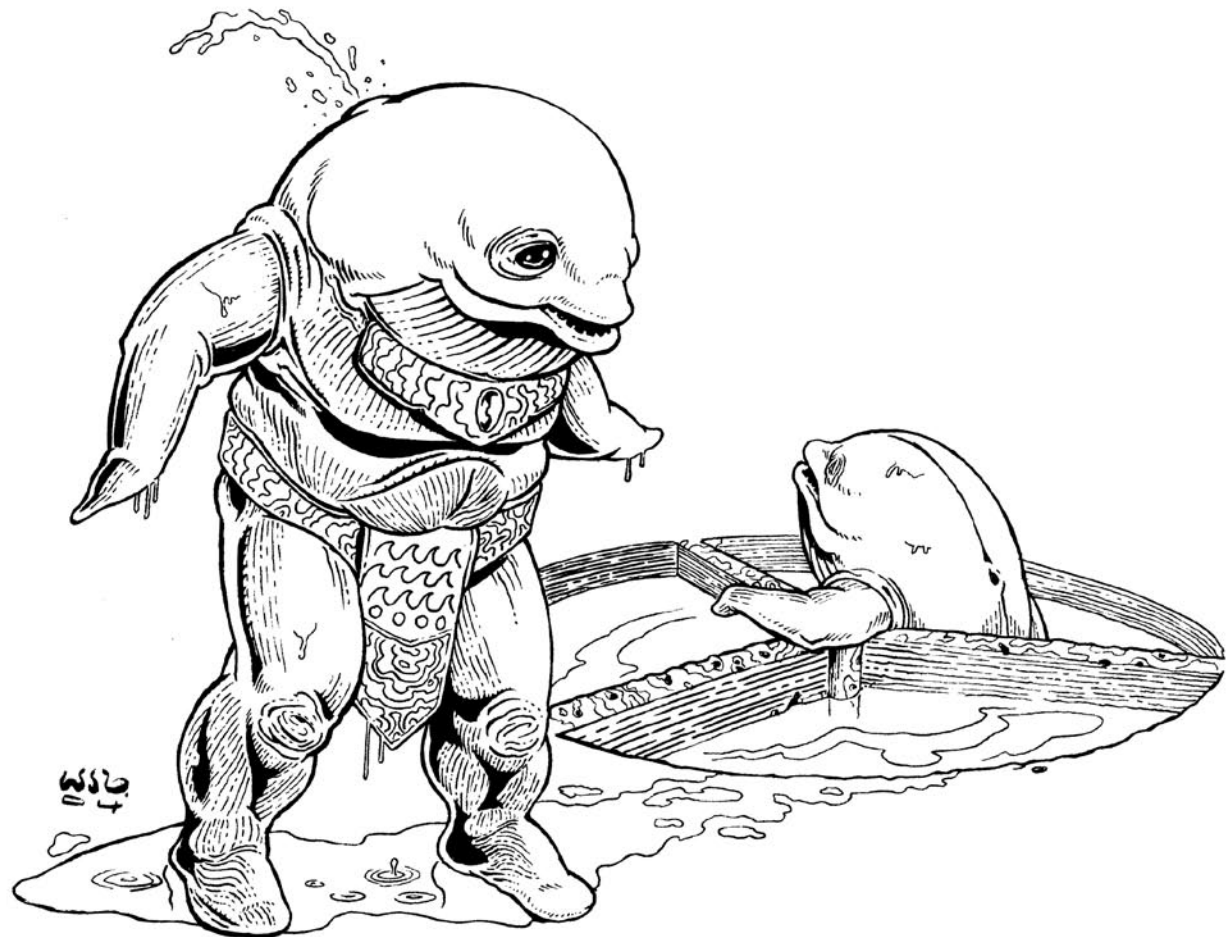
In fact it was only the knowledge that humanity had tapped into the power of their minds, considered the highest form of brain function by these people that caused the elders to change their minds and open limited contact at all. They are still extremely wary of most humans, seeing them as avaricious and aggressive beings who tend to over use their

environment, eventually leading to the destruction of that environment. For as long as Europans have been sentient they have taken the role of caretakers over their environment and the idea of polluting and damaging other life forms, sentient or not, is abhorrent to them.

However when the colonists rebelled against their corporate masters The Prime joined them, leading to the first war in millennia for the peaceful cetaceans. Their motive for joining the conflict was the protection of the Alrakkam, a sentient race of

winged humanoids native to Saturn’s moon Titan. This race has a stone age level of technology and The Prime have decided to avoid all contact with this world, allowing the inhabitants to evolve in their own fashion. That humans obey this edict has always been one of the requirements for diplomatic contact and trade with The Prime, vital to the continuing work to rebuild Earth’s biosphere.

When The Prime learned human MegaCorps had violated this agreement they joined the rebellion to remove the MegaCorps from the Jovian moons after



securing a promise from Umber Grey, the leader of the rebellion that the world would be placed under their exclusive jurisdiction.

All Europan technology is biologically based. The telekinetic members of their society guide coral to grow in certain shapes and at different densities, allowing all the society's materials to be formed from this substance which can be treated to become as hard as steel.

Of all Earth animals Europan most closely resemble whales, and are air breathing though they are able to hold their breath for over an hour. They have a blowhole at the back of their neck and dry out quickly if they do not immerse their skin in water at least once an hour. All Europan ships carry pools of water for just this purpose that will be found scattered throughout an Europan ship (and can even be found on the bridge of Europan vessels).

Relations: Euros are pacifists, explorers, and scientists. They are great talkers and enjoy spending time with like-minded individuals, laughing and drinking until dawn. They have great reservations about getting too close to humans because of their violent tendencies and disregard for the natural balance. In particular, the "Titan Issue" is a flash point with the Euros, causing them to be ill at ease when dealing with the MegaCorps whom they distrust greatly. Euros refuse to have anything to do with Androids, who do not register mentally at all and thus according to the Prime Order are mere objects.

SPECIES TRAITS

All Euros share the following species traits:

Type: Humanoid

Size: Medium-size. Europan have no special bonuses or penalties due to their size.

Base Speed: 20 ft. Europan are bulky and slow moving on land. In water they are graceful and sleek beings, however and have a swimming speed of 60 feet.

Psionic Sensitivity: All Europan gain this feat as a bonus feat at 1st level even if they do not meet the

prerequisite.

Preferred Occupations: Euros are known first and foremost for their prodigious psychic powers. However many also serve as medical practitioners and counselors. If a Euro selects his starting occupation from the following list he gains an extra class skill and a +1 bonus to either Reputation or Wealth: Doctor, Psychic and Religious.

Strong Willed (Ex): The Prime are trained from a very early age in meditative techniques which help them to hone their psychic abilities. All Europan gain a +4 racial bonus to Concentration skill checks.

Darkvision (Ex): The oceans of Europa are completely dark. All Europan have a form of echolocating sonar like dolphins that grants them the equivalent of Darkvision out to a range of 120 ft. when they are under water. This ability will only work under water or in a suitable liquid environment.

Amphibious (Ex): Europan may hold their breath for up to an hour before they need to make Constitution checks to avoid suffocation. However Europan skin dries out easily and begins to crack, causing wounds the equivalent of cuts to appear on their skin. If a Europan does not immerse himself in water he must make a Constitution check each hour (DC 10+1 for each previous check) or suffer 1-4 points of damage. This damage cannot be healed until the Europan is able to moisten his skin.

Europan exposed to the vacuum of space must save each round.

Devout: All Europan must take an Allegiance to the Prime Order (their planet's religious philosophy) at 1st level. The character may abandon his faith once he leaves the world to explore the Sol system but this rarely occurs.

Ability Scores: +2 Wis, -2 Dex. Europan are extremely strong-willed but their bulk makes them appear clumsy when outside the water.

Feats and Skills: Euros are considered nonhuman for the purpose of feats and skills (they receive 1 feat at 1st level and gain 1 less skill point per level).

HOPPER

One of the most common rewrites Hoppers were the first humans genetically engineered to live on another world. Lithe and wiry their muscles do not atrophy in low gravity conditions and their extremely long legs (proportionate to their height) propel them rapidly in low-G conditions.

Despite their slim build, which gives them an almost dancer-like appearance Hoppers have a reputation for being tough that they have earned in the back alleys of Ganymede and the fight clubs of Luna. Hoppers are designed for frontier life and their mindset seems especially suited to the rigors of life at the edge of civilization.

Physical Description: Hoppers are slightly taller than Earthers on average but tend to be extremely thin. Despite their slender builds however their muscles have been genetically engineered to be denser than usual, causing a Hopper to be stronger than an Earthier of his height would be.

Relations: Being the most common rewrite and the majority in most Jovian frontier towns, Hoppers can be found on every side of any issue. They fought on both sides of the Jovian war, serve as pilots protecting Haulers from the depredations of Corporate Privateers and as the privateers themselves.

SPECIES TRAITS

All Hoppers share the following species traits:

Type: Humanoid

Size: Medium-size. Hoppers have no special bonuses or penalties due to their size.

Base Speed: 30 ft. Hoppers are well suited to the hopping gait of low-gravity worlds and their movement is increased to 40 ft. in such environments. They receive no bonus or penalty to movement in zero-gravity environments.

Daddy Longlegs: Hoppers legs are extremely long for their height. This, coupled with the dense musculature of the creatures makes a Hopper ideally suited for leaping. They receive a +4 racial bonus to Jump skill checks and Jump is always a class skill for

them.

Lithe: Hoppers are extremely graceful creatures receiving a +2 bonus to all Balance and Tumble skill checks.



Preferred Occupations: Hoppers tend to like frontier life although they are also found in great numbers in Luna. This leads to many Hoppers being rough around the edges if not outright criminals. If a Hopper selects his starting Occupation from the following list he gains an extra class skill and a +1 bonus to either Reputation or Wealth: Colonist, Criminal and Gladiator.

Ability Scores: +2 Dex, -2 Con. Hoppers are extremely graceful creatures. However they have an extremely slender build.

Feats and Skills: Hoppers are considered human for the purpose of feats and skills (they receive 2 feats at 1st level and gain 1 extra skill point per level).

MAULER

Considered by most people to be freaks, an example of the dangers of tampering too much with the genome or simply too dangerous to want around, Maulers are the most potent shock troops in human history. Force-grown to adulthood in a mere five years, Maulers are typically given another five years of combat training before being sent into service.

With four times the muscle mass and three times the testosterone output of the average human male Maulers combine raw power with the worst traits of a mob of drunken college frat boys looking for a good time. Although based primarily on the male genome Maulers are actually genderless since their designers did not design any outlet for their testosterone-enhanced rage other than destruction.

Because of this sport fighting is encouraged among Maulers in their off-duty time. And even then sedatives are placed in their food to help reduce the odds of them turning on their corporate masters. Like all rewrites owned by the MegaCorps Maulers were offered freedom by the colonists

during the Jovian War. However few joined the rebel cause, the life of The Company being all they had ever known in their brief lives. The company supports them, pampers them and gives them plenty of chances for combat and that is all most Maulers want from life.

Relations: Maulers are disliked by almost everyone. Even the MegaCorps who continue to grow these creatures in ever-increasing numbers consider them a necessary evil. Maulers and Joes have a particular hatred for one another. Joes see Maulers as a threat to their supremacy in military and labor occupations. Maulers hate the fact that although they are more powerful and effective in combat that the smarter and more stable Joes are often placed in command.

Physical Description: Maulers have the same range of hair and eye color as normal humans. Their faces have a distinct mongoloid appearance which only serves to enhance their brutal, brutish reputation.

SPECIES TRAITS

All Maulers share the following species traits:

Type: Humanoid

Size: Large. Maulers take a -1 penalty to Defense, a -1 Size penalty to attack rolls and a -4 Size penalty to Hide checks. They gain a +4 size bonus on grapple checks and their lifting capacity and carrying limits are double those of a medium sized character.

Maulers may wield Huge weapons in two hands while Medium weapons are considered light for them. They occupy a 5 ft by 5 ft fighting space and have a natural reach of 10 feet.

Base Speed: 30 ft.

Rage: Maulers frequently fly into a rage during combat tearing characters limb from limb. This ability functions identically to the Dreadnought class ability of the same name except that a Mauler using this ability can only attack in melee, even if charging into melee combat would be a very stupid or dangerous thing to do. This ability requires the Mauler to spend an action point and the Mauler may only use this ability once per day. Should the Mauler take the





Dreadnought class he may use the ability surge class ability one additional time per day.

Brute: Maulers receive a +4 bonus to Intimidate skill checks and level checks to resist Intimidation. Intimidate is added to the Mauler's permanent class skill list.

Preferred Occupations:

Maulers are fearsome combatants and are trained for this task for at least half of their short lives before they enter the service of the military or MegaCorp that created them. If a

Mauler selects his starting Occupation from the following list he gains an extra class skill and a +1 bonus to either Reputation or Wealth: Gladiator and Military.

All NPC Maulers will have one of these two occupations.

Occasionally Maulers are grown and trained for other purposes and a PC Mauler may choose any occupation she wishes.

Feats and Skills:

Maulers receive no feats at 1st level except those gained from their occupation due to their limited life experiences. They gain feats after 1st level normally. Maulers gain skills as nonhumans.

MENOMES

Menomes were first seen during the corporate gene wars when they were sent into battle against Maulers. While many military analysts at the time considered this a hopeless mismatch the Menomes were actually able to defeat the more powerful Maulers. Able to decipher any code, coordinate attacks with computer-like precision and memorize maps and plans at a glance the Menomes proved that intelligence was more important on the battlefield than raw strength. Today Menomes, like Maulers serve every MegaCorp usually in the role of corporate espionage. They are often tasked with data analysis as well making market predictions with uncanny accuracy.

Physical Description: Menomes bear an uncanny resemblance to Jacks and Jills and it is believed this was intentional. Certainly it allows them to blend in and go unnoticed, something Menomes prefer to do.

SPECIES TRAITS

All Menomes share the following species traits:

Type: Humanoid

Size: Medium-size. Menomes have no special bonuses or penalties due to their size.

Base Speed: 30 ft.

Chameleon (Ex): Menomes are especially adept at making themselves unobtrusive. This, coupled with their uncanny resemblance to the common Jack makes them extremely hard to spot. They gain a +4 to all Disguise skill checks.

Human Computer (Ex): Menomes have the ability to access their brains in an almost computer-like manner. They have near total recall and can recall any information they have seen, even if they only saw it for a split-second with a Concentration skill check (DC 20). They also gain a +2 bonus on all Knowledge skill checks. Finally this ability grants Menomes a +4 bonus on all Research skill checks and allows them to make Research checks in minimum time.

Precision Coordination (Ex): Menomes gain the Teamwork feat for free at 1st level keyed to any allegiance of the Menome's choice. When a Menome works with others of his kind his Teamwork bonus is increased to +3.

Preferred Occupations: Menomes are smart (almost as smart as Astronomers) and their photographic memory and ability to speed read only enhances their intellectual abilities. If a Menome selects his starting Occupation from the following list he gains an extra class skill and a +1 bonus to either Reputation or Wealth: Academic, Military and Technician.

Skills and Feats: Menomes are considered nonhuman for the purpose of feats and skills (they receive one feat at 1st level and 1 fewer skill point per level).

NEW ALLEGIANCES

AML

The African Mining League was one of the MegaCorporations founded during the political turmoil of the 21st century. Originally founded to exploit the tremendous natural resources of Africa (particularly mining) this corporation is the most politically active of the MegaCorps and has actively sought to place its executives on the ruling council of the UEG. This corporation's presence in space only extended to the asteroid belt (where they host numerous mining operations) until the Jovian War. Since that time AML has been in negotiations for mining rights in the Jovian Moons.

COALITION

Also known as Shoukai Kaisha or the Lunar Coalition, this MegaCorp was the first to take to the stars and today rules Luna as their own private fiefdom. They are extremely powerful and known for their lust for alien artifacts and secret research projects. Scientists of the Coalition created the rewrite that unlocked the

Joe stood in the hallway of the grimy housing complex. He couldn't help but grin as he saw the way Rick was looking around at his surroundings. Rookie had obviously gone into the force straight out of college or some corporate prep school. Had never been to this side of the dome. Or any other dome for that matter. The garbage on the floor. The babies crying. The couple screaming at each other two floors up.

Joe knocked again on the metal door, louder this time.

Rick kicked the door impatiently, "GPD open up!"

Joe chuckled and fished out a cigarette, "He knows who we are. That's why he's taking his time."

Rick looked at him, puzzled, "How could he..."

Finally the door opened and the large black eyes of a European peered out at them, "Please go away. I am meditating and you are disturbing me. I know nothing of the girl's murder."

Joe shook his head resolutely, "Gotta talk to us Euro. Either you can let us in, or we can haul your ass down to the station. Either way, you and us need to have a talk."

The door closed again and the men could hear some rustling and splashing from inside.

Rick still looked confused, "But the name on the employee list wasn't a European name. They have all sorts of hyphens and clicks in there."

Joe nodded matter of factly, "Which means someone gave you a human name cause they didn't want us to talk to him. Which of course means I want to talk to him first."

Finally the door opened, all the way this time, and the two detectives were admitted in. Rick almost slipped in a puddle on the floor as they walked in. The center of the main room was dominated with a large vid screen and an enormous pool sunk into the floor. The Euro immediately walked into the pool and settled into the water with sigh, gesturing the detectives to a couple of chairs.

Joe sat down, regarding the small room. Spartan.

Chimes with religious symbols hanging from the ceiling. Guy was a believer. This could work for them.

"So you say you know nothing about the murder of Jane Doe, Mr. Eela?"

The Euro's plump face contorted in what Joe supposed passed for a frown among their kind.

"My name is And'e'ela, my people do not have the need for more than one name. We can identify those we know and what their clan is by their thoughts."

Joe pretended to write something in his note pad and nodded, "Sorry about that. My mistake. See but I'm confused. If you don't know anything, then why did your employer give us a human name? Almost makes me think he didn't want you to talk to us."

The Euro's toothless face contorted in another frown.

"I do not approve of dishonesty."

Joe nodded, pretending to read something off his pad, "Right right, the 'Prime Order'. So you didn't lie to us, your employer did. But now we're here and you're telling us you don't know anything. That's not dishonesty I hear is it Andy?"

The Euro frowned again, looking down at his reflection in the water, "It is forbidden by the Prime Order for me to lie. It is also forbidden for me to read the thoughts of a stranger without consent. It seems I am wrong no matter what I choose."

Joe nodded sympathetically, "Well, a devout man like you, I'm sure you didn't mean to read anyone's mind. Maybe something slipped out. It must be hard to shut out all those loud voices in your head. Especially in a bar at three in the morning, when the music is blaring and you're surrounded by all those drunk humans trying to blare their thoughts at the hot redhead across the bar... or the cute little Bambi on the stage..."

The Euro shook his head, looking up at the detective, "I meant to read his mind. Bambi asked me to. She was afraid."

Joe nodded, leaning forward, looking at his own reflection in the dark, alien eyes that regarded him, "And what... or who... was she afraid of And'e'ela?"

psionic potential of the human mind. Since their failed attempt to seize the Jovian Moons at the end of the Jovian War, this faction is extremely disliked by the UEG and the Jovian Rebels.

EN AVANT

This MegaCorp was founded to exploit the vast natural resources of Canada. Following a brief corporate war with Goo Jue the two companies have taken over the exploitation of Russia as well. This

MegaCorp created the Menome rewrite and more Menomes are in service to En Avant than any other MegaCorp to this day.

GOO JUE

This MegaCorp was founded to efficiently exploit the resources of China in the early 21st century. Following a brief corporate war with En Avant the two companies have taken over the exploitation of Russia as well. This MegaCorp created the Mauler rewrite and more Maulers are in service to Goo Jue than any other MegaCorp to this day.

JOVIAN REBELS

A loose group of Haulers, Europeans Androids and disaffected citizens of the UEG this group recently fought and won the independence of their moons from the UEG. As a political entity this group recognizes Umber Grey as its leader.

LAST GENERATION

A terrorist group founded on Earth in the chaotic 21st century, this group seeks the destruction of all life under their apocalyptic vision that mankind has lived past the chosen time of judgment. They seek spectacular terrorist attacks whose sole goal is to kill as many as possible. They also see the spreading of life into the stars as a sin against “God’s plan” and will especially target space ships and installations.

UEG

The United Earth Government, this organization grew out of the United Nations and has representatives from every nation on Earth, as well as each MegaCorp.

NEW OCCUPATIONS

ASTEROID PROSPECTOR

Asteroid Prospectors spend their time searching for undiscovered ore prospects. Although they might

work on a planet or moon, the original prospectors were Coalition employees searching the asteroid belt between Mars and Jupiter. These are still the largest group of prospectors by far though the many asteroids surrounding Jupiter and Saturn also make excellent targets for the miner looking for his next “big score”. Of course there are unknown alien ruins on asteroids as well and these make for the biggest “mother lodes” of all.

Prerequisite: 18+

Skills: Select two of the following skills as permanent class skills. If a skill you select is already a class skill you gain a +1 competence bonus on checks using that skill.

Computer Use (Int), Craft (chemical) (Int), Demolitions (Int), Knowledge (current events, earth and life sciences) (Int), Navigate (Int), Pilot (Dex) and Search (Int)

Bonus Feat: Miner

Wealth Bonus Increase: +2

CORPORATE EMPLOYEE

The Company is mother and father. Loyalty is everything to the Corporate Employee who in many cases has been an employee of the company from the day he was born and will remain an employee until the day he dies. This profession is derided by almost everyone else who refer to employees of the MegaCorps as “lackeys”. Whether or not they refer to them as such to their face depends on the employee.

Prerequisite: Age 15+

Skills: Select one of the following skills as permanent class skills. If a skill you select is already a class skill you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gamble (Wis), Gather Information (Cha), Knowledge (behavioral sciences, civics, business, current events, popular culture) (Int), Sense Motive (Wis)

Bonus Feat: Corporate Medical Plan

Wealth Bonus Increase: +3

GAMBLER

Gamblers make their living from their wits and their knowledge of various forms of wagering. Many characters make their living from these games on the frontier either as professional “sharks” who actually make their living beating the odds or as dealers running private games from local taverns all the way to those who work at the large gambling halls such as the infamous Casino pace station orbiting Jove.

Prerequisite: Age 15+

Skills: Select two of the following skills as a permanent class skill. If a skill you select is already a class skill you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Knowledge (streetwise) (Int), Sense Motive (Wis), Sleight of Hand (Dex) and Spot (Wis)

Bonus Feat: Action Boost

Wealth Bonus Increase: +2

HAULER

Haulers may dispute whether their profession is named after bulk freighters they pilot or vice versa. However the image of the rough-cut hauler, piloting his weathered, ugly ship towing a string of Modular Cargo Carriers is permanently ingrained in the public consciousness. Like gypsies of ancient times, these hardy folk serve as reminders that not all trade has to be carried out through corporate channels. After the Jovian War these independent trading families are the sole lifeline of supplies to the Colonies and are under constant attack from Corporate Privateers. This harassment causes the haulers to band together and to begin forming cartels and consortiums for mutual defense and information exchange. Haulers tend to live and work from their ships, leading these vessels to be both homes and businesses.

Prerequisite: Age 15+

Skills: Select two of the following skills as permanent class skills. If a skill you select is already a class skill you gain a +1 competence bonus on checks

using that skill.

Computer Use (Int), Diplomacy (Cha), Knowledge (business, current events, popular culture) (Int), Navigate (Int), Pilot (Dex), Repair (Int), Tumble (Dex).

Bonus Feat: Select one of the following: Salvage, Spacer or Starship Operation (light)

Wealth Bonus Increase: +2

PIRATE

Pirates make their living by stealing cargo and then reselling that cargo on the black market. Characters with this occupation could be marines who engage in boarding actions or crew the ship while it tracks down and secures its prey.

There are two kinds of pirates: independents who serve no one but their own code of honor and those who work for a larger organization such as a crime cartel or a MegaCorp (the latter tend to call themselves “privateers” and sell their cargo to The Company as opposed to selling it on the black market).

Prerequisite: Age 18+

Skills: Select one of the skills as a permanent class skill. If a skill you select is already a class skill you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Computer Use (Int), Intimidate (Cha), Knowledge (streetwise) (Int), Navigate (Int), Pilot (Dex), Repair (Int) and Search (Int)

Bonus Feat: Select one of the following: Salvage, Starship Operation (ultralight or light), Zero-G Training

Reputation Bonus Increase: +1

Wealth Bonus Increase: +2

PSYCHIC

Psychics make their living from the use of their psionic powers. Acting as translators, starship navigators, interrogators and communicators (psychic communications are the ultimate form of secure

transmission). Some psychics use their powers for darker purposes as well, such as corporate espionage and assassination.

Prerequisite: Age 15+, any one Psionic feat (Precognition, Telekinesis or Telepathy)

Skills: Select two of the following skills as a permanent class skill. If a skill you select is already a class skill you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (behavioral sciences) (Int), Navigate (Int), Sense Motive (Wis) and Treat Injury (Wis)

Reputation Bonus Increase: +1

Wealth Bonus Increase: +3

NEW CLASSES

HUMAN COMPUTER

Menomes have their minds genetically engineered to be accessible like a computer. However there are corporate and government programs that use technology and training to enhance the abilities of Menomes turning them into the perfect deep cover spies and the perfect soldiers for the digital battlefield. During the Gene Wars, Menomes were notorious for their ability to conduct perfectly coordinated paratroops into arctic terrain, and otherwise performing actions their units had little or no training in and performing them to perfection. The ability to speed read military manuals proved a much more potent combination than anyone ever intended, and although originally the property of En Avant, the Menome and human computer rewrites have been sold commercially for some time now.

REQUIREMENTS

To qualify to become a human computer a character must meet the following criteria (the quickest path into this class is through the Smart Hero basic class).



Skills: Computer Use 6 ranks, Research 6 ranks, Knowledge (tactics) 6 ranks

Race: Menome

CLASS INFORMATION

The following information pertains to the human computer advanced class.

Hit Die: 1d6

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The human computer's class skills (and the ability for each skill) are: Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Repair (Int), Research (Int), Sense Motive (Wis) and Spot (Wis)

Skill points at each level: 9+Int. modifier

CLASS FEATURES

The following features pertain to the human computer advanced class.

Skill Download: By making a Research skill check (DC 15+ the number of ranks in the skill being downloaded) a human computer can gain a number of skill ranks in a skill he does not possess. This knowledge is not permanent and fades after one hour per human computer level. The human computer may have a total number of ranks indicated on the table, divided between as many skills as he wishes. These skill ranks are modified by the appropriate ability score and are in all ways not expressly mentioned treated as a class skill the character had purchased ranks in (including the maximum ranks a character can have in a class skill). Making a Research check takes 1 hour.

Smart Defense: At 2nd level the human computer adds his Intelligence modifier to his Defense in addition to any other modifiers that apply (including a Dexterity modifier). Any circumstance which deprives a character of his Dexterity modifier will also deprive him of his Intelligence modifier.

Smart Resilience: The human computer may select one save category at the level indicated and add his Intelligence modifier to that saving throw in addition to any other modifiers which apply.

Heightened Precision: Menomes have an uncanny awareness of where their teammates are on the battlefield that seems to grow with time.

TABLE 1-1: THE HUMAN COMPUTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Skill Download (1 rank)	+0	+0
2nd	+1	+0	+2	+0	Smart Defense	+1	+0
3rd	+2	+1	+2	+1	Bonus Feat	+1	+0
4th	+3	+1	+2	+1	Smart Resilience	+1	+0
5th	+3	+1	+3	+1	Skill Download (5 ranks)	+2	+1
6th	+4	+2	+3	+2	Bonus Feat	+2	+1
7th	+5	+2	+4	+2	Heightened Precision	+2	+1
8th	+6	+2	+4	+2	Total Recall	+3	+1
9th	+6	+3	+4	+3	Bonus Feat	+3	+2
10th	+7	+3	+5	+3	Skill Download (10 ranks)	+3	+2

Their teamwork bonus is increased by +1 (for a +3 base bonus or a +4 bonus when working with other Menomes). They must still be cooperating with characters who possess a Teamwork feat tied to a common allegiance or team to gain this bonus.

Total Recall: Menomes with this class ability have a vast amount of knowledge (some would say trivia) stored away in their vast computerized memories just waiting to be called forth. They add their human computer class levels to all Computer Use, Knowledge and Research skill checks.

Bonus Feats: At 3rd, 6th and 9th levels the human computer gains a bonus feat from the following list: Aircraft Operation, Armor Proficiency (light, medium, powered), Attentive, Blind Fight, Cautious, Combat Expertise, Combat Martial Arts, Deceptive, Defensive Martial Arts, Educated, Elusive Target, Gearhead, Improved Disarm, Improved Initiative, Improved Trip, Meticulous, Studious and Trustworthy. The human computer must meet the prerequisites for any feat selected through this ability.

SENSITIVE

The sensitive is someone specialized in the use of his psychic abilities. Characters with psychic abilities are trained to hone those abilities by the military and the MegaCorps to gain decisive advantages in both business and warfare.

REQUIREMENTS

To qualify to become a Sensitive a character must meet the following criteria (the quickest path into this class is through the Dedicated Hero basic class).

Skills: Sense Motive 6 ranks, Knowledge (behavioral sciences) 6 ranks

Feats: One of the following: Precognition, Telepathy or Telekinesis

CLASS INFORMATION

The following information pertains to the sensitive advanced class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Sensitive's class skills (and the ability for each skill) are: Concentration (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (behavioral sciences, current events, theology and philosophy) (Int), Navigate (Int), Pilot (Dex), Sense Motive (Wis) and Treat Injury (Wis)

Skill points at each level: 5 + Int. modifier

CLASS FEATURES

The following features pertain to the sensitive advanced class.

TABLE 1-1: THE SENSITIVE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Recognition	+0	+0
2nd	+1	+0	+0	+3	Psyche +1	+1	+0
3rd	+1	+1	+1	+3	Bonus Feat	+1	+0
4th	+2	+1	+1	+4	Psyche +2	+1	+0
5th	+2	+1	+1	+4	Awakening	+2	+1
6th	+3	+2	+2	+5	Psyche +3; Bonus Feat	+2	+1
7th	+3	+2	+2	+5	Awakening	+2	+1
8th	+4	+2	+2	+6	Psyche +4	+3	+1
9th	+4	+3	+3	+6	Bonus Feat	+3	+2
10th	+5	+3	+3	+7	Psyche +5	+3	+2

Recognition: Psychic characters give off a unique mental “signature”. As a move action a character with this ability may determine if a character has any psionic abilities or feats with a Spot check (DC 10).

Psyche: As the sensitive gains experience the powers of his mind grow. The modifier listed on the class table is added not only to the number of times each day a sensitive can use his powers but also to the Save DC and duration of those powers.

Awakening: Characters exploring their mental abilities to the fullest often discover wells of power they did not know they had. Each time the sensitive gains this ability he may take one of the three core psionic feats (Precognition, Telepathy or Telekinesis). These feats may be selected even though the sensitive does not meet the prerequisite (normally these feats may only be selected at 1st level). If the sensitive already possesses all three basic psionic feats he may select any psionic feat instead (any feat which has one of the three basic psionic powers as a prerequisite).

Bonus Feats: At 3rd, 6th and 9th levels the sensitive may select a bonus feat from the following list: Alertness, Animal Affinity, Attentive, Blind-Fight, Combat Martial Arts, Defensive Martial Arts, Focused, Iron Will, Trustworthy, Unbalance Opponent, any Psionic feat. The character must meet the prerequisites for any feat selected.

XENO-ARCHAEOLOGIST

The Sol system is littered with alien ruins. Exploring these ruins is essential to understanding the system of life in the solar system from a scientific standpoint. However these ruins also contain fantastic technology, which makes this profession lucrative as well.

REQUIREMENTS

To qualify to become a xeno-archaeologist a character must meet the following criteria (the quickest path into this class is through the Smart Hero basic class).

Skills: Knowledge (technology) 6 ranks, Decipher Script 6 ranks

Feats: Alien Weapon Proficiency

CLASS INFORMATION

The following information pertains to the xeno-archaeologist advanced class.

Hit Die: 1d6

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The xeno-archaeologist’s class skills (and the ability for each skill) are: Climb (Str), Computer Use (Int), Decipher Script (Int), Disable Device (Int), Knowledge (current events, earth and life sciences, history, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Repair (Int), Research (Int), Search (Int), Survival (Wis), Treat Injury (Wis)

Skill points at each level: 9+ Int. modifier

CLASS FEATURES

The following features pertain to the xeno-archaeologist advanced class.

Alien Lore: As he gains experience the xeno-archaeologist gains extensive experience with items that can be found in alien ruins. Apply the bonus listed on the class table to all Knowledge (technology) and Decipher Script skill checks made regarding alien artifacts. The xeno-archaeologist also receives this bonus to any saving throw from an alien disease or alien attack. Finally the xeno-archaeologist receives this bonus on all attack rolls with alien weapons.

TABLE 1-1: THE XENO-ARCHAEOLOGIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Alien Lore +1	+0	+0
2nd	+1	+2	+0	+2	Xenology (DC 25+PL)	+1	+0
3rd	+1	+2	+1	+2	Bonus Feat	+1	+1
4th	+2	+2	+1	+2	Alien Lore +2	+1	+1
5th	+2	+3	+1	+3	Xenology (DC 20+PL)	+2	+1
6th	+3	+3	+2	+3	Bonus Feat	+2	+2
7th	+3	+4	+2	+4	Major Discovery	+2	+2
8th	+4	+4	+2	+4	Alien Lore +3	+3	+2
9th	+4	+4	+3	+4	Bonus Feat	+3	+3
10th	+5	+5	+3	+5	Xenology (DC 15+PL)	+3	+3



Xenology: The xeno-archaeologist also aids scientists in the study of alien artifacts for the purpose of gleaning new scientific discoveries from them. Many dramatic scientific discoveries have been learned from the study of these wondrous artifacts. On a knowledge (technology) skill check with a DC listed on the class table the xeno-archaeologist can spend 1-6 hours studying an alien artifact and glean some scientific information from its workings. This allows the character to apply a bonus equal to the artifact's Progress Level to a future skill check made in the creation or repair of a technological item (so

the character could use the bonus to make a new item or repair an existing item). The use of this ability requires the xeno-archaeologist to spend an action point.

For example a 5th level xeno-archaeologist finds a PL 8 alien weapon and successfully studies it (requiring a Knowledge (technology) check of 28). Later during that same adventure his companions accidentally activate an alien defensive system which overloads the engine of the characters' ship, stranding them on the planet until it can be repaired. Spending an action point, the xeno-archaeologist uses his insight into alien technology to gain a +8 bonus on his Repair check.

Major Discovery: At 7th level the xeno-archaeologist may raise either his Wealth or his Reputation by +3 because of his contributions to the study of alien civilizations and technologies.

Bonus Feats: Armor Proficiency (light), Armor Proficiency (medium), Educated, Gearhead, Renown, Salvage, Studious, Ultra Immune System, Windfall, Xenomedic

EXPANDED SKILLS

DECIPHER SCRIPT (INT)

Trained Only

New Use: Decipher Alien Languages (DC 30)

Determining the content of alien writings, which often take the form of hieroglyphs is a complex task for any xeno-archaeologist.

NEW FEATS

The Prometheus setting provides new avenues for characters to learn abilities. Some of these abilities are psionic and some are new futuristic martial arts. These abilities are handled through feats, several of which are detailed below.

AXE KICK

A vicious kick in which you bring your leg up above your head, then bring your heel down on your target.

Prerequisite: Hopboxing

Effect: Your kick damage is increased to the next larger die (from 1d6 to 1d8, and so on) when attacking with this feat. Also, you add one and a half times your Strength modifier to the damage with this feat. This feat may only be used once per round, but you may make additional, non-Axe Kick attacks provided you have the ability to make multiple attacks.

CHOKE HOLD

You have received advanced training in choking your target, either as a means of subduing him, or quietly eliminating him.

Prerequisite: Hopboxing

Effect: You can inflict a strangulation attack on a grappled target without provoking an attack of opportunity. If the target of this attack is flat-footed, you may immediately begin strangling him, without first having to engage in a grapple attack.

CIRCLE KICK

By spinning your entire body, you increase the damage from your kick attacks.

Prerequisite: Hopboxing

Effect: Your kick damage is increased to the next larger die (from 1d4 to 1d6, and so on). This maneuver may be performed multiple times per round.

CORPORATE MEDICAL PLAN

You have access to the best health care money can buy.

Prerequisite: Allegiance (any one MegaCorp) or a Wealth check (DC 20)

Effect: You have access to PL 7 medical care for no cost. In addition to other benefits this adds 10 years to each age category as detailed in the races chapter.

ÉLAN

The predominant self-defense style of the planet Europa, practitioners of this art are incredibly graceful in their movements despite their bulk.

Prerequisite: Defensive Martial Arts, Telepathy

Effect: Practitioners of Élan provoke no attacks of opportunity when making grapple or disarm attacks. This feat adds Concentration and Sense Motive to your list of class skills. Élan is an internal style whose attacks are modified by Wisdom.

FLYING KICK

You can make one of the most spectacular, and lethal, martial arts attacks.

Prerequisite: Hopboxing

Effect: Your kick damage is increased to the next larger die. You add your Jump skill to the damage inflicted by any kick attack made in conjunction with a charge. Furthermore, you add one and a half times your Strength modifier to the damage from this attack. If you miss with this attack, you must make a Tumble check (DC 15), or be prone. If you succeed at this tumble check, you are flat-footed until the start of the next action.

HANG TIME

You leap high into the air, landing on your opponent with both feet. In the Low-G alleys of Tycho City, combatants will seem to hang motionless in the air while delivering this kick, before delivering a devastating attack.

Prerequisites: Hopboxing, Jump kick, Flying Kick, Jump 10 ranks

Effect: Your Flying Kick attacks are +2 to hit and are increased to the next larger die.

HOPBOXING

Although the martial arts of Earth are still in use, Hopboxing is a martial art created in the back alley fight clubs of Tycho City, and is geared specifically for combat in low-gravity environments.

Prerequisite: Zero G Training, Jump 5 Ranks

Effect: Hopboxers are proficient in kick attacks and are considered armed when making such attacks. Hopboxers provoke no attacks of opportunity when making grapple attacks. This feat adds Jump, Intimidate, and Tumble to your list of class skills. Hopboxing attacks are modified by Dexterity.

JAB

A fast punch, extremely hard to block, the Jab is used as a bread-and-butter punch by many boxers, or to set up a more dangerous attack or combination.

Prerequisite: Any one Martial Arts Style Feat

Effect: You make a punch attack at normal damage, but gain a +2 bonus to hit. This Maneuver may be used more than once per round.

JUMP KICK

You execute a deadly, beautiful jumping attack.

Prerequisite: Jump 5 ranks, and Hopboxing

Effect: You increase your kick damage to the next higher die (from 1d6 to 1d8 and so on), and add +1 damage per 5 ranks in the Jump skill to your kick attack damage. This maneuver may only be used once per round, but you may make additional, non-Jump Kick attacks provided you have the ability to make multiple attacks.

MINER

You have a knack for finding valuable minerals on planets, moons and asteroids.

Effect: Finding a mineral deposit takes time, as noted in the Mining table below. At the end of that time make a Search check. If the check succeeds you may increase your wealth score by an amount indicated on the table.

It is possible to find more valuable minerals. For each 5 points by which a character exceeds the minimum Search check DC the Wealth bonus is increased by +1.

Each time you mine the same planet the Search DC

is increased by +1 (while this might not be totally realistic it does encourage players who make money by mining to move around some).

Characters with 5 or more ranks in Knowledge (earth and life sciences) gain a +2 to mining search checks.

Moon Size	Time Required	Search DC	Wealth Increase
Asteroid	1 day	20	+1
Tiny Moon (Pluto)	2 days	22	+2
Small Moon (Luna)	4 days	24	+4
Medium Planet (Ganymede)	8 days	28	+8
Large Planet (Earth)	12 days	32	+12

BASE PSIONIC FEATS

The following three feats are base abilities that allow the taking of additional Psionic power feats. They may only be taken at first level (or by a Sensitive character).

Psyche: The following base Psionic feats grant permanent and constant benefits; however, many of the Psionic power feats that follow have limited usage. The number of times a Psionic character can manifest a power is called *Psyche*. A character's starting Psyche is 3 and is further modified by one or more ability scores based on the Psionic feats selected: Precognition (Wisdom), Telekinesis (Constitution), and Telepathy (Charisma). For example, a character with both Precognition and Telekinesis would have Psyche equal to 3 plus his Wisdom and Constitution modifiers.

PRECOGNITION

You see flashes of things that have not happened yet. Characters with this ability tend to be distant and are often exiled, or even killed, for making predictions their employers don't like.

Prerequisites: This feat may only be taken at 1st level.

Benefit: You may make a Will Save (DC 20) any

time you are surprised. If you make the save, you are not surprised, and are entitled to a full action, rather than a partial action, during the surprise round.

Special: You add your Wisdom modifier to your Psyche, granting you additional manifestations per day.

TELEKINESIS

You can move small objects with your mind, though it requires a great effort.

Prerequisite: This feat may only be selected at 1st level.

Effect: You may move objects weighing 5 lbs. times the character's Constitution modifier. Using this ability is a full round action. You may use this ability at will.

Special: You add your Constitution modifier to your Psyche, granting you additional manifestations per day.

TELEPATHY

The character can read the thoughts and emotions of those around him.

Prerequisite: This feat may only be taken at first level.

Effect: Once per day you can gain an insight into the feelings of someone you are interacting with gaining a +4 circumstance bonus to the following skills for a number of rounds equal to one plus your Charisma modifier: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive.

Special: You add your Charisma modifier to your Psyche, granting you additional manifestations per day.

PSIONIC POWER FEATS

The following are Psionic power feats. Each of these feats requires a specific Psionic base feat as a prerequisite. Unlike standard feats, Psionic feats have two more attributes to their description.

Action: What type of action to perform the feat: free, move, attack, or full.

Duration: How long the feat's effects last.

Usage: Indicates whether the power has unlimited use or counts against the character's Psyche.



ANXIETY TRIGGER

You unleash a deep-seated phobia into the conscious mind of your target.

Prerequisite: Telepathy, Flight Trigger, Concentrate 5 ranks

Effect: By unleashing the fears that dwell deep inside the mind of everyone, the character triggers an anxiety attack in his opponent. If the victim of this attack fails his Will save (DC 10 + the character's Charisma modifier), he suffers an anxiety attack, becoming shaken. A shaken character takes a -2 penalty on attack rolls, saving throws, and skill checks. If the target makes the save, he or she is immune to this ability for 24 hours.

Action: Attack.

Duration: 5 rounds plus one round per Charisma modifier.

Usage: Unlimited.

ATTRACTION TRIGGER

You plant a compelling attraction in the mind of the target.

Prerequisite: Telepathy.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), he or she is attracted toward a particular person, an object, an action, or an event. The target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate. If the target makes the save, he or she is immune to this ability for 24 hours.

Successfully instilling an attraction to another person in your target does not mean that the target will follow orders from that person indiscriminately. However, the target will view the object of his attraction favorably and will

listen (even if he disagrees). This power grants a +4 circumstance bonus to your Charisma modifier when dealing with the subject.

Action: Attack.

Duration: One hour plus one hour per point of Charisma Modifier.

Usage: Psyche.

BATTLE PLAN

You can see the course of a battle in your mind. The further out you forecast the battle, the more variables come into play, and the less accurate you can be.

Prerequisite: Precognition, Foresight, Precognitive Combat, Concentrate 8 ranks

Effect: You decide when this ability is activated how long it will last, from 1 round to 3 rounds. If the duration is one round, you gain a +10 insight bonus to one attack roll, damage roll, saving throw, or skill check for that round. If the duration is two rounds, you gain a +5 on any one roll in each of those two rounds, and if the duration is 3 rounds, you gain a +3 on any one roll in each of those three rounds.

Action: Free.

Duration: Up to 3 rounds.

Usage: Psyche.

CHARM PERSON

You can make a humanoid creature (mutant or human) regard you as his or her trusted friend and ally.

Prerequisites: Telepathy, Attraction Trigger.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), he or she is charmed. If the target is currently being threatened or attacked by you or your allies, however, the subject receives a +5 bonus on his or her saving throw.

You cannot control the charmed creature as if he or she was an automaton, but he or she does perceive your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince the subject to do anything he or she would not ordinarily

do (you can't try again). A charmed creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the charmed creature breaks the power.

If the target makes the save, he or she is immune to this ability for 24 hours.

Action: Attack.

Duration: One hour plus one hour per point of Charisma modifier, minimum one hour.

Usage: Psyche

CLAIRAUDIENCE

You can hear a location that is a great distance away by simply concentrating on the location.

Prerequisite: Precognition.

Benefit: This ability enables you to concentrate on some locale and hear it as if you were there. Distance is not a factor, but the locale must be known—either a place familiar to you or an obvious place.

Action: Move.

Duration: One minute plus one minute per point of Wisdom modifier, minimum one minute.

Usage: Psyche.

CLAIRVOYANCE

You can see a location that is a great distance away by simply concentrating on the location.

Prerequisite: Precognition.

Benefit: This ability enables you to concentrate on some locale and see it as if you were there. Distance is not a factor, but the locale must be known—either a place familiar to you or an obvious place.

Action: Move.

Duration: One minute plus one minute per point of Wisdom modifier, minimum one minute.

Usage: Psyche.

DANGER SENSE

You can sense danger unforeseen by others.

Prerequisites: Precognition, Foresight

Effect: You sense the presence of danger before it

happens. You do not know the nature of the danger; only that it is imminent. As a result, you cannot be caught flat-footed, you gain a +4 insight bonus to Reflex saves to avoid traps and a +4 insight bonus to Defense against attacks by traps

Action: Free.

Duration: Instant.

Usage: Unlimited.

DOMINATION

You can assert your will over another creature and control his or her actions.

Prerequisites: Telepathy, Attraction Trigger, Charm Person.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), he or she is under your direct control. You establish a telepathic link with the target's mind. If you and your subject share a common language, you can generally force the subject to perform, as you desire, within the limits of the subject's abilities. If no common language is shared, you can only communicate basic commands. You know what the target is experiencing but do not receive direct sensory input from him or her.

The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. You need not see the target to control him or her.

If the target makes the save, he or she is immune to domination attempts from you for 24 hours.

Action: Attack.

Duration: One day plus one day per point of Charisma modifier, minimum one day.

Usage: Psyche

FIGHT TRIGGER

You have learned how to stimulate one of the most basic emotional triggers inside the mind of your target: the fight response.

Prerequisite: Telepathy, Concentrate 3 ranks

Effect: You choose a target to become Enraged (+2 morale bonus to Strength and Constitution scores, +1 morale bonus to Will saves, -1 to Defense). This ability is an attack action and may only be used on a willing target.

Action: Attack.

Duration: 5 rounds plus one round per point of Charisma modifier, minimum one round.

Usage: Psyche.

FLIGHT TRIGGER

You have learned how to stimulate one of the most basic emotional triggers inside the mind of your target: the flight response.

Prerequisite: Telepathy, Concentrate 3 ranks

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is panicked. A panicked character flees as fast as possible and cowers if unable to get away. He defends normally but cannot attack. If the target makes the save, he is immune to this ability for 24 hours.

Action: Attack.

Duration: 5 rounds plus one round per point of Charisma modifier, minimum five rounds.

Usage: Psyche.

FORESIGHT

You gain glimpses of the very near future. To the casual observer (someone without the recognition class ability) this will appear as though you have lightning fast reflexes.

Prerequisite: Precognition, Concentrate 3 ranks

Effect: You gain an insight bonus to initiative equal to your Wisdom modifier. These bonuses stack with any other initiative bonuses you possess, including Improved Initiative and Dexterity modifier.

Action: Free.

Duration: Combat.

Usage: Unlimited.

FUTURE SIGHT

You can pierce the veil of the future, receiving cryptic visions that may or may not aid you in a time of need.

Prerequisite: Precognition, Foresight, Concentrate 5 ranks

Effect: You pick a specific event, and try to see its immediate consequences. The further in the future this event takes place, the more variables are involved, and the more difficult forecasting it will be.

You must make a Wisdom check to successfully interpret the vision. The DC of this check is 15 plus 1 for each day in the future you are attempting to forecast. If the check is successful you may gain one of the following benefits (chosen at the time the Wisdom check is made): you and your party may act normally in any surprise round during the encounter and not be flat-footed during the first round of combat (you might still be rendered flat-footed later in the combat by normal means such as flanking) or you gain the benefit of all dice rolled when spending action points during the encounter (normally only the highest die is added when an action point is used).

If the Wisdom check fails the game master secretly chooses one of the following detriments: you and your party will only receive a partial action during the first round and will be flat-footed until their initiative on the second round of combat or one NPC gains the benefit of all dice rolled when spending action points during the encounter.

Action: 1 round.

Duration: special.

Usage: Psyche.

LEVITATION

You have mastered Telekinesis sufficiently to allow you to float above the ground and move around at a sedate pace.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinesis Mastery.

Effect: You may float above the ground and move yourself telekinetically. This requires a move action. You may float with a speed of 20 feet and may go as high as 30 feet above the ground. The amount of weight you may carry with you is determined by the Telekinesis feat.

Special: If the duration ends before you have landed, you immediately drift to the ground without harm (unless you choose to activate the feat again).

Action: Move.

Duration: 5 rounds plus one round per point of Constitution modifier, minimum 5 rounds.

Usage: Psyche.

LIE DETECTOR

By scanning for subtle surface cues in your target's mind, you can tell with complete certainty whether your target is lying.

Prerequisite: Telepathy, Mental Communication, 5 ranks

Effect: While this ability is active, you gain a +20 insight bonus to Sense Motive checks to detect a target telling a lie.

Action: Attack.

Duration: 5 rounds plus one round per point of Charisma modifier, minimum 5 rounds.

Usage: Psyche.

MENTAL COMMUNICATION

You have learned the most basic form of telepathy, the ability to send and receive thoughts to and from a willing target.

Prerequisite: Telepathy, Concentrate 3 ranks

Effect: You may engage in silent, mind-to-mind communication with any target in your line of sight. Unwilling targets may attempt to block the communication with a successful Will save (DC 10 + your Charisma modifier). This ability may be used at will as a free action. If you attempt to use this ability

while engaged in combat or otherwise distracted he must make a Concentration skill check (DC 20).

Action: Free.

Duration: Unlimited.

Usage: Unlimited.

MIND STUN

You can mentally stun a target for a short duration.

Prerequisite: Telepathy.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), the target is stunned. A character that becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, they take a -2 penalty to Defense.

Action: Attack.

Duration: Instant.

Usage: Unlimited.

MIND BLAST

You can mentally stun a target for a longer duration.

Prerequisites: Telepathy, Mind Stun.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), the target is stunned. A character that becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, they take a -2 penalty to Defense.

Action: Attack.

Duration: 5 rounds plus one round per point of Charisma modifier, minimum 5 rounds.

Usage: Psyche.

MIND STRIKE

You can mentally attack a target, inflicting pain and agony.

Prerequisites: Telepathy, Mind Stun.

Effect: You attack the target's mind, causing 3d6 plus your Charisma modifier points of mental damage. The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Psyche.

MIND CRUSH

You can mentally attack a target, inflicting pain and agony.

Prerequisites: Telepathy, Mind Stun, Mind Strike.

Effect: You attack the target's mind, causing 6d6 plus your Charisma modifier points of mental damage. The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Psyche.

PRECOGNITIVE COMBAT

You sense your opponent's defensive measures before they are taken.

Prerequisite: Precognition, Foresight, Concentrate 5 ranks

Effect: You gain an insight bonus equal to your Wisdom modifier to attack rolls. Activating this ability is a free action and lasts until the end of combat.

Action: Free.

Duration: Combat.

Usage: Psyche.

PRECOGNITIVE DODGE

You sense your opponent's attacks before they are launched.

Prerequisite: Precognition, Foresight, Concentrate 5 ranks

Effect: You gain a dodge bonus to your Defense equal to your Wisdom modifier and cannot be flanked while this ability is functioning. Activating this ability is a free action and lasts to the end of combat.

Action: Free.

Duration: Combat.

Usage: Psyche.

PRECOGNITIVE REFLEXES

You see your opponent's attacks before they are launched.

Prerequisites: Precognition, Foresight, Precognitive Dodge.

Effect: For one round, the the character may take an attack of opportunity on every opponent that attempts to make a melee attack against him. He may only take one attack of opportunity per opponent. If he hits the attacker, the opponent's attack misses. These attacks of opportunity do not count against your attacks of opportunity for that round.

Action: Free.

Duration: One Round.

Usage: Psyche.

PERCEIVE DANGER

A heightened form of danger sense, this ability allows you to actually visualize danger before it happens.

Prerequisites: Precognition, Foresight, Danger Sense.

Effect: When you are required to make a Reflex save, you may, instead, make a Will save to avoid the danger. If the save is successful, you suffer no ill effects. Just like the *Evasion* ability, if a successful save normally dictates half damage, you suffer no damage.

Action: Free.

Duration: One d20 roll.

Usage: Psyche.

PERCEIVE OUTCOME

You can gain insight into the outcome of one action.

Prerequisites: Precognition, Foresight.

Effect: After you have made a d20 roll (attack roll, skill check, or similar action), you may choose to commit to that action or take a different action. You must declare you are using this ability before you roll and may not attempt the same action twice. For example, you declare you are using Perceive Outcome

on an attack roll with your stun baton. You fail to hit an enemy with your stun baton. With this knowledge, you then choose to tumble away instead of attacking. This ability may only be used once per round.

Action: Free.

Duration: One d20 roll.

Usage: Psyche.

PSYCHIC INTERROGATION

You place your target in a deep hypnotic trance in which he cannot lie.

Prerequisite: Telepathy, Mental Communication, Lie Detector, Concentrate 8 ranks

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), he enters into a trance and must answer questions truthfully to the best of his ability. You may ask one question per round.

Action: Attack.

Duration: One minute plus one minute per point of Wisdom modifier, minimum one minute.

Usage: Psyche.

RAIN OF OBJECTS

You shower your opponent with a storm of small objects in combat, damaging and distracting him.

Prerequisite: Telekinesis, Telekinetic Hand, Concentrate 5 ranks

Effect: You make a ranged attack against your opponent. If this attack is successful, you inflict 1d6 points of bludgeoning damage plus your Constitution modifier. The target also suffers a -1 penalty to attack rolls on the round this ability is used. This ability is an attack action and has a range increment of 10 feet.

Action: Attack.

Duration: One attack.

Usage: Unlimited.

SECOND CHANCE

You can gain insight into the outcome of one action and use that knowledge to try again.

Prerequisites: Precognition, Foresight, Perceive

Outcome.

Effect: After using Perceive Outcome, you can attempt the same action, using the knowledge of the outcome to improve your chances. You gain an insight bonus to the roll equal to your Wisdom modifier. This ability may only be used once per round.

Action: Free.

Duration: One d20 roll.

Usage: Psyche.

TELEKINETIC MASTERY

You have mastered the skill of basic Telekinesis. You can now move more weight and unwilling targets. Additionally, you can move objects faster.

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: This ability doubles the amount of weight you are capable of moving with Telekinesis and allows you to move objects at a speed of 20 feet per round. In addition, you may move unwilling creatures or items they hold. Unwilling creatures are granted a Strength check (DC 10 + your Constitution modifier) to negate the effects.

Action: Attack.

Duration: 5 rounds plus one round per Constitution modifier.

Usage: Psyche.

TELEKINETIC DISARM

You can deprive your opponent of his weapon with telekinetic force at a distance.

Prerequisite: Telekinesis, Telekinetic Hand, Concentrate 5 ranks

Effect: You may make a Disarm attack at range. Except for the fact that this ability may be used at range, this attack works like the normal Disarm maneuver (use your Wisdom, rather than Strength for the opposed check, however).

Action: Attack.

Duration: One Disarm attempt.

Usage: Psyche.

TELEKINETIC GUIDE

Using Telekinesis, you can help guide and propel thrown weapons.

Prerequisite: Telekinesis.

Effect: You can direct a thrown weapon in flight, giving that weapon +2 to hit and increasing its range increment by 50%.

Action: Free.

Duration: One Attack.

Usage: Unlimited.

TELEKINETIC HAND

You are beginning to master your telekinetic abilities, and can now create a telekinetic hand that is able to grasp and manipulate objects

Prerequisite: Telekinesis.

Effect: You can use a telekinetic hand to grasp and manipulate objects just like a normal hand. It can open doors, turn keys, or attack with weapons. Whatever action the telekinetic hand takes is counted against your actions for that round. For example, if the telekinetic hand opened a door, it uses your move action. If the telekinetic hand attacks with a melee weapon, it uses your attack action. The telekinetic hand may make a full round action. Using a move action, you can move the telekinetic hand 20 feet.

The telekinetic hand cannot be damaged and is considered a medium sized hand. It can hold only half the weight as your *Telekinesis* ability and has +0 Strength modifier. You can only create and control one telekinetic hand at a time. Creating a telekinetic hand is a move-equivalent action. A telekinetic hand is nearly invisible (three quarters concealment) when not holding an object. Observant creatures may notice a visual distortion in the space it occupies with a successful spot check (DC 16).

Special: If you attempt to take a full round attack action, using both your telekinetic and natural hands, your telekinetic hand is considered a secondary attack, suffering all the relevant penalties.

Action: Move action to create.

Duration: 5 rounds plus one round per point of Constitution modifier, minimum 5 rounds.

Usage: Psyche.

TELEKINETIC HAND II

You can now create two telekinetic hands that are able to grasp and manipulate objects

Prerequisite: Telekinesis, Telekinetic Hand.

Effect: This ability functions the same as Telekinetic Hand except that you may create an additional hand. The additional hand may be used in conjunction with the first telekinetic hand to hold a 2-hand weapon or may function on its own. You may move both hands 20 feet with a single move action. If you take a full round attack, attacking with both your telekinetic and natural hands, the telekinetic hands are considered secondary attacks, suffering all the relevant penalties.

You can create both telekinetic hands as a single move-equivalent action.

Action: Move to create.

Duration: 5 rounds plus one round per point of Constitution modifier, minimum 5 rounds.

Usage: Psyche.

TELEKINETIC PUNCH

You strike your opponent with a blast of pure telekinetic force.

Prerequisite: Telekinesis, Telekinetic Hand, Telekinetic Fist, Concentration 8 ranks

Effect: You may make a ranged attack that inflicts 4d6 plus your Constitution modifier points of bludgeoning damage.

Action: Attack.

Duration: One Attack.

Usage: Psyche.

TELEKINETIC SHIELD

You have learned how to focus your telekinetic abilities to create a “shield” of force to deflect attacks.

Prerequisite: Telekinesis.

Effect: You can create a shield that provides half cover (+4 Defense and +2 on Reflex saves against attacks that affect her area) in front of you, but does not impede you in any way. Raising a telekinetic shield is a move-equivalent action. A telekinetic shield is nearly invisible (three quarters concealment). Observant creatures may notice a visual distortion in the space around you with a successful spot check (DC 16).

Action: Move.

Duration: 5 rounds plus one round per point of Constitution modifier, minimum 5 rounds.

Usage: Psyche.

TELEKINETIC SHIELD II

You have learned how to focus your telekinetic abilities to create a powerful “shield” of force to deflect attacks.

Prerequisites: Telekinesis, Telekinetic Shield.

Effect: You can create a shield that provides three quarters cover (+7 Defense and +3 on Reflex saves against attacks that affect your area) in front of you, but does not impede you in any way. Raising a telekinetic shield is a move-equivalent action. Observant creatures may notice a visual distortion in the space around you with a successful spot check (DC 14).

Action: Move.

Duration: 5 rounds plus one round per point of Constitution modifier, 5 rounds minimum.

Usage: Psyche.

TELEKINETIC SLAM

You strike your opponent with an improved blast of pure telekinetic force.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Punch.

Effect: You may make a ranged attack that inflicts 8d6 plus your Constitution modifier points of bludgeoning damage.

Action: Attack.

Duration: One Attack.

Usage: Psyche.

TELEKINETIC SWORD

You can generate a melee weapon of kinetic energy using the power of your thoughts alone.

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic sword (critical 19-20, x2) cannot be dropped or sundered, and it inflicts 2d6 plus your Constitution modifier points of slashing damage. Creating a telekinetic sword is a move-equivalent action. A telekinetic sword is visible and glows in a 10-foot radius.

Action: Move.

Duration: 5 rounds plus one round per point of Constitution modifier, minimum 5 rounds.

Usage: Psyche.

TELEKINETIC SWORD II

You can generate a melee weapon of powerful kinetic energy using the power of your thoughts alone.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Sword.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic sword (critical 19-20, x2) cannot be dropped or sundered, and it inflicts 4d6 plus your Constitution modifier points of slashing damage. Creating a telekinetic sword is a move-equivalent action.

Action: Move.

Duration: 5 rounds plus one round per point of Constitution modifier, minimum 5 rounds.

Usage: Psyche

CHAPTER 2: STARSHIPS

STARSHIP EQUIPMENT

MAGNETIC HARPOONS (PL 6)

A magnetic harpoon is a PL 6 improvement on the primitive grappling arms used by PL 5 spacecraft. The ship fires a strong magnet connected to it by a cable. A winch then allows the target ship to be pulled into the attacking ship's square. Built for towing operations and the retrieval of damaged ships, the usefulness of the magnetic harpoon for combat and boarding operations was quickly realized and adopted by military vessels.

To grab a target with its magnetic harpoon, a starship must succeed at a ranged attack roll. The maximum range of a magnetic harpoon is determined by the size of the starship equipped with the weapon as follows: Ultralight 1 square, Light 2 squares, Medium 3 squares, Heavy 6 squares, Superheavy 10 squares. If the attack succeeds, the smaller ship is immediately pulled into the larger ship's space (if it isn't in occupying the same space already); if both ships are the same size, the target is pulled into the harpooning ship's space. In any case, being pulled into another ship's space by a harpoon does not count against a ship's movement. If the harpooning ship is one or more size categories larger than the target, the target is effectively immobilized, and the harpooning ship drags the target with it when it moves. If the harpooning ship is the same size category as the target or smaller, then both the harpooning ship and the target are effectively immobilized. See the Starship Condition Summary for the effects of being immobilized.

As an attack action, a harpooned starship can free itself from the harpooning ship by succeeding at an opposed Pilot check. Each ship adds a special grapple

bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16. A ship may only attempt to free itself from a harpoon (or any other grappling device) once per round. A ship held by multiple harpoons may attempt a single grapple check to escape all of the harpoons, but must beat the grapple check results of all opponents.

If a ship frees itself from a magnetic harpoon by succeeding at an opposed Pilot check there is a 50% chance that the cable has snapped meaning that the attacker may not use his magnetic harpoon until it is replaced (the cost of replacement cables is listed below). If the cable does not break then the attacker may wind the cable back in as a move action and then may fire his magnetic harpoon again.

A starship using a harpoon to grab another ship can release the magnetic lock and retrieve its cable (thereby releasing its hold on the other ship) as a move action. A starship using a harpoon may simply release the cable (thereby releasing its hold on the other ship) as a free action but may not use its magnetic harpoon until the cable has been replaced (see below for the cost of replacing a cable).

Purchase DC: 12+ one-half the purchase DC of the starship (replacement cables may be purchased with a Wealth DC of 15).

Restriction: Licensed (+1)



QUICKSILVER DRIVES (PL 7-9)

Rare and barely understood, these drives are still installed on ships because of their enormous power and unique ability to allow for travel faster than the speed of light. At the time of the Jovian Wars fewer than twenty of these drives exist. However as scientists gain a greater understanding of their workings, they learn to create them, rather than simply installing drives found in ancient ruins. The ability to manufacture these drives heralds the Age of Expansion and allows mankind to look at exploring star systems beyond our own.

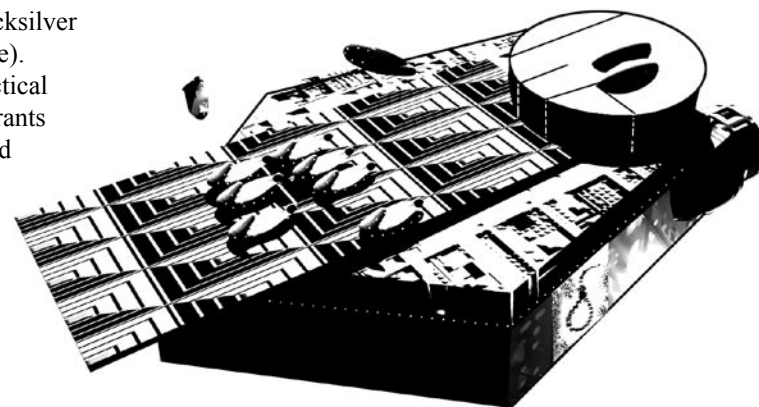
Quicksilver drives allow the violation of the laws of the universe (breaking the light barrier is impossible by Newtonian/Einsteinian physics) through temporal manipulation. This allows (theoretically) for travel through time. Ships have also simply vanished when activating these drives and are never seen again. Some scientists believe these ships are shunted to another dimension while others believe they are stranded in time (either the extreme past or the extreme future). Both of these accidents happen only at the game master's discretion and never occur randomly. If a ship accidentally travels through time reversing the process requires several days of study and a Knowledge (technology) skill check (DC 30). Making planned time jumps is not possible at progress levels less than 9 nor is it possible with anything other than an Advanced Quicksilver drive.

Quicksilver drives come in three basic varieties: primitive, standard and advanced. Each of these drive types corresponds with a PL with Primitive drives being available in PL 7 and advanced drives available in PL 9. Primitive drives are capable of traveling twice the speed of light, standard drives five times the speed of light and advanced drives twenty-five times the speed of light.

Flight at these speeds is possible in a solar system but not advisable. A Navigate check (DC 35) is required to safely exceed the speed of light within a

solar system. Failing this skill check could result in the ship's destruction, the implosion of the Quicksilver drive or a temporal accident (as described above).

Quicksilver drives also provide additional tactical speed and maneuverability. A Primitive drive grants a +1,000 feet per round speed bonus. A Standard drive grants a +1,000 feet per round speed bonus and a +2 bonus to Initiative and the ship's Defense (this bonus is lost whenever the ship would lose the pilot's Dexterity bonus). An Advanced drive grants a +1,500 feet per round speed bonus and a +4 bonus to Initiative and the ship's Defense (this bonus is lost whenever the ship would lose the pilot's Dexterity bonus).



STARSHIP TEMPLATES

EXECUTIONER-CLASS PIRATE CARRIER (PL 6)

Feared throughout known space, the Hangman pirate cartel is known for their love of magnetic harpoons, allowing them to seize ships much more effectively. The *Executioner*-class template is applied to the PL 6 Fleet Carrier.

Engine Upgrade: None

Armor Upgrade: None

Defense System Upgrade: As the standard Fleet Carrier but add a Sensor Jammer and subtract the self-destruct system (but see below).

Sensors Upgrade: None

Communications Upgrade: None

Weapons Upgrade: Replace the standard armament with 2 groupings of 4 fire-linked Rail Guns and 2 fire-linked neutron guns. *Gallows*-class vessels are devastating at close ranges, relying on their *Gallows*-class fighters to immobilize their targets to allow the main carrier to get in range. *Executioner*-class vessels carry a single Fusion mine that can either be used as

a means of self-destruction or to cover the carrier's escape.

Grappling System Upgrade: 2 Magnetic Harpoon launchers (add 50 replacement cables as well- these may be used either for the carrier itself or to resupply its fighters).

Standard Fighter Complement: Depending on the personality of the ship's captain an *Executioner*-class ship will carry a combination of *Gallows* and *Guillotine* fighters. If a random ship is encountered assume it has 8 *Gallows* and 8 *Guillotine* fighters.

GALLOWS-CLASS FIGHTER (PL 6)

These snub-nosed fighters are synonymous with the Hangman pirate cartel. Although they are more lightly armed than other fighters their magnetic harpoons make them extremely dangerous to opposing craft, allowing the *Executioner*-class carriers to close in either for a boarding action or to pulverize a target with its rail cannons. These ships will swarm the carrier's main target and use their magnetic harpoons to immobilize the vessel. Although small, even a very large vessel will have a hard time shaking them all



loose (because all the fighters' grapple checks must be exceeded). This allows the *Executioner*-class carrier to close and grapple as well or attend to more pressing matters (like dealing with any escort vessels).

Engine Upgrade: None

Armor Upgrade: None

Defense System Upgrade: None

Sensors Upgrade: None

Communications Upgrade: None

Weapons Upgrade: *Gallows*-class fighters carry only a single Rail Cannon for armament.

Grappling System Upgrade: *Gallows*-class fighters each carry a magnetic harpoon.

GUILLOTINE-CLASS FIGHTER (PL 6)

While the *Gallows*-class fighters provide a tremendous advantage to the Hangman cartel these fighters give the ships their teeth. They will stay close to their carrier most of the time, attempting to pick off enemy fighters at a distance with their missiles. They will then serve as an escort for their carrier and the relatively weak *Gallows*-class fighters (who are often vulnerable if a target is successfully grappled).

Engine Upgrade: None

Armor Upgrade: None

Defense System Upgrade: None

Sensors Upgrade: None

Communications Upgrade: None

Weapons Upgrade: 2 fire-linked Needle drivers, 1 KE missile launcher (2 missiles)

PATRIOT-CLASS REBEL ATTACK CRAFT (PL 6)

One of the main craft of the rebellious Jovian moons, the *Patriot*-class attack craft are fast freighters armed to the teeth. These craft are incredibly sturdy and crewed by extremely dedicated crews who know the Jovian moons like the backs of their hands. This template can be applied to an ultralight fast freighter or a light hauler.

Hit Dice: +2d20

Engine Upgrade: Ion Engine

Armor Upgrade: Vanadium

Defense System Upgrade: None

Sensors Upgrade: Class III Sensor array

Communications Upgrade: None

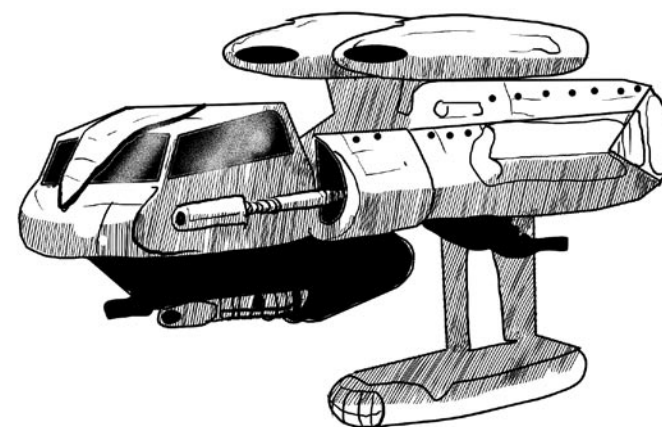
Weapons Upgrade: 2 fire-linked needle drivers, 2 fire-linked CHE missile launchers (16 missiles)

Special: *Patriot*-class ships have a crew rated at Ace (+12). Because of their weaponry their cargo capacity is reduced by 100 tons.



SOJ JOHN BROWN (PL 7)

Two *Valkyrie*-class starships were created when the UEG realized war with the Jovian colonists was inevitable. The governors of the moons, in their "wisdom" used one of the ships as an attack craft and the other as a transport to guard and support the highly controversial Valhalla Internment camp set up



on Io. The class ship, the *UEG Valkyrie* is seized by Umber Grey, who stages a prisoner revolt on his way to Valhalla. The leader of the mysterious "Sons of Jove", it is later revealed that Grey allowed himself and several of his crew to be captured with the intent of seizing the *Valkyrie*. Grey and his followers then surprise the guards at Valhalla and free all the prisoners. Worse they use the camp itself as a base of operations, one that the UEG fleet is never able to successfully recapture. Renaming the craft the *John Brown*, it serves as Grey's flagship and the most powerful ship of the Jovian rebellion for the entire war.

Type: Heavy	Size: Colossal (–8 size)
Subtype: Battle Cruiser	Tactical Speed: 4,000 ft. (8 sq.)
Defense: 19	Length: 1,360 feet
Flat-footed Defense: 11	Weight: 140,000 tons
Autopilot Defense: 11	Targeting System Bonus: +5
Hardness: 30	Crew: 320 (legendary +16)
Hit Dice: 450d20 (9,000 hp)	Prisoner Capacity: 480
Initiative Modifier: +8	Cargo Capacity: 50,000 tons
Pilot's Class Bonus: +9	Grapple Modifier: +16
Pilot's Dex Modifier: +8	Base Purchase DC: Unique
Gunner's Attack Bonus: +10/+5	Restriction: Military (+3)

Attack:

4 fire-linked heavy particle beams +7 ranged (32d8) and 1 battery of 3 plasma missiles +4 ranged (18d8/18-20)

Attack of Opportunity:

Point-defense +5 ranged (4d12x10)

DESIGN SPECS

Engines: Thrusters, Particle Impulse Engine

Armor: Cerametal

Defense Systems: Autopilot System (Improved), Damage Control System (Improved), Chaff Launcher, Point Defense System, Radiation Shielding, Self-Destruct System

Sensors: Class V Sensor Array, Targeting System (Improved)

Communications: Radio Transceiver, Laser Transceiver

Weapons: 4 fire-linked heavy particle beams (range inc. 5,000 ft.), 1 battery of 3 plasma missiles (16 missiles each)

Grappling Systems: 2 Magnetic Harpoons (20 replacement cables)

UEG REPULSE (PL 7)

Commanded by controversial Captain (later Admiral) Niles Antilles, this vessel serves as the flagship for the United Earth Government's fleet of starships. This fleet serves in exploratory, rescue and anti-piracy duties until the time of the Jovian Wars when Antilles leads an ill-fated attempt to force the colonies to stay under the auspices of the UEG. The fact that the colonies eventually go free and in fact are aided in their defense against the MegaCorp fleet sent by the Coalition are all seen as Antilles' "fault" and many view his assignment to lead the Martian blockade and investigate the plague on the red planet as a dead-end assignment intended to end his career.

Type: Superheavy	Size: Colossal (–8 size)
Subtype: Star Carrier	Tactical Speed: 4,000 ft. (9 sq.)
Defense: 19	Length: 3,000 ft.
Flat-footed Defense: 11	Weight: 600,000 tons
Autopilot Defense: 11	Targeting System Bonus: +5
Hardness: 40	Crew: 2,400 (Legendary +16)
Hit Dice: 1,000d20 (20,000 hp)	Passenger Capacity: 600
Initiative Modifier: +10	Cargo Capacity: 200,000 tons
Pilot's Class Bonus: +9	Grapple Modifier: +16
Pilot's Dex Modifier: +8	Base Purchase DC: Unique
Gunner's Attack Bonus: +10/+5	Restriction: Military (+3)

Attack:

4 fire-linked Quantum Cannons +7 ranged 32d8 and 1 Mass Reaction Missile Launcher +2 ranged 20d8

Attack of Opportunity:

Point-defense +5 ranged 5d12x10

DESIGN SPECS

Engines: Thrusters, Primitive Quicksilver Drive

Armor: Neutronite

Defense Systems: Chaff Launcher, Damage Control (Improved), Decoy Drone Launcher, Point Defense System, Self Destruct System, Light Fortification, Radiation Shielding

Sensors: Class V Sensor Array, Targeting System (Improved)

Communications: Radio Transceiver, Laser Transceiver

Weapons: 4 fire-linked Quantum Cannons (Range Inc. 6,000 ft.), Mass Reaction Missile Launchers (250 missiles), 1 Mine Layer (100 Gravitic Mines)

Grappling Systems: 1 Magnetic Harpoon (10 replacement cables)

ALIEN TECHNOLOGY

Many wonders and terrors of alien technology can be found in the ruins that dot the Sol system. These

devices have swung the balance of power and helped advance the technology of the major powers in the system. They have also allowed ambitious corporates and ruthless pirate captains to advance to the top of their fields through the possession of a completely unknown weapon or device.

Any weapon found in an alien ruin requires the Alien Weapon Proficiency. Any item with charges will be discovered with 1-20 charges. Ammunition can be purchased (or special ordered) for a PL 7 weapon with a Wealth check of 15, for a PL 8 weapon with a Wealth check of 20, and for a PL 9 weapon with a wealth check of 30.

An item of any kind can be sold rather than kept and will fetch a price equal to the purchase price listed in the d20 Future rules, modified as follows: PL 7 +5 Wealth, PL 8 +10 Wealth, PL 9 +15 Wealth.

D100	Item Type
1-15	Weapon (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
16-30	Armor (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
31-45	Equipment (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
46-50	Vehicle (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
51-60	Starship Weapon (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
61-70	Starship Armor (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
71-80	Starship Defense System (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
81-90	Starship Sensors (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)
91-100	"Pure Science"* (PL 7 1-50%, PL 8 51-90%, PL 9 91-100%)

*Pure Science items are only of interest to select researchers in future technologies. If a buyer is found the sale of the item will generate 20 Wealth for a PL 7 item, 25 for a PL 8 and 30 for a PL 9 item.

CHAPTER 3: CAMPAIGN GUIDE

TIMELINE

This timeline charts the history of the Prometheus setting from the early 21st century through to the present, the dawn of the 25th century.

THE GENETIC AGE

2000–2020: INSTABILITY, INSURRECTION, AND DECLINE

This era is marked by increasing instability, terrorism, and undeclared “brushfire wars” fought between mighty superpowers and seemingly insignificant countries. In a multi-polar world where allegiances are not always clear, a new imperialism rises among the world’s superpowers, begun by a desire to root out hidden enemies, countries around the world begin to be annexed by a variety of means, ranging from outright conquest, to economic, to political.

Military conquests are seen by the United States and Britain in the Middle East and North Africa. These conquests are sparked by the Twin Massacre, during which two dirty bombs are simultaneously detonated in New York and London on the 10th anniversary of the September 11th attacks with casualties exceeding 25,000. The response to these attacks is to attack and seize any country that would offer finance or refuge to the attackers, forcing them to operate (in theory) with little sophistication. Entire countries are seized to create a “buffer zone”. Soviet-style pacification techniques are used to keep local populations in line.

During the Mid-East War, China and Russia go to war, each accusing the other of attacking first. With Britain and America busy elsewhere, NATO stays carefully neutral as long as the attacks do not spill over into their territory, and the United Nations is powerless to even issue a proclamation calling the conflicts immoral because of vetoes from various

Security Council members. After an initial campaign that threatens to sweep all of Russia into China’s grasp, a devastating winter forces a truce, with Russia ceding a great deal of southern territory to China.

Economic conquests are made by Japan, which uses the uncertainty of various regional conflicts and economic collapse to create a Southeast Asian Economic Coalition. Ostensibly modeled after the European Union with a single currency and free trade, the Coalition becomes more political over time as nations become inseparable economically and culturally.

A similar process takes place between the United States, Mexico, Canada and South America during this period. The process that began in the late 20th century with free trade agreements quickly expands to a single currency. By 2018, when English, French and Spanish are adopted as official languages for every nation in the hemisphere, borders completely open. The nations of the Western Hemisphere, while still technically sovereign are soon inextricably intertwined.

Political conquests begin in the early 21st century with a growing rift between Britain and America, who advocate an aggressive posture against their enemies, and “Old Europe”, led by Germany and France, who advocate diplomacy and economic measures. This rift continues to widen until the Twin Massacre. When France and Germany lead a measure to block United Nations intervention, America and Britain withdraw from NATO (with Britain withdrawing from the European Union as well), and form the United Kingdom States Bipartisan League. This group, usually referred to as the Kingdom States, serves as a mutual defense pact between Britain and the nations of the Western Hemisphere. The European Union responds by expanding NATO membership radically, taking in every Central European nation. When NATO admits Pakistan in 2020, the Kingdom States admits India, in a move that enhances the power of

Joe stood in the observation room, watching his suspect nod off, half asleep. It was like looking in a mirror. He shook himself.

“Time to train the rookie,” he reminded himself.

“So what do we see?”

Rick narrowed his eyes, observing the suspect for several seconds.

“Approximately 37 years old, tattoo on right forearm indicating service in Coalition security force, length of service...”

Joe waved his hand, “He’s asleep.”

Rick nodded, “Well yeah, I just thought...”

Joe waved his hand again, “This is the guy, come on.”

The suspect started awake as the two men came into the room. He immediately grinned as he saw Joe, “Well well, if it isn’t... me.”

Joe nodded. Smiling, he reached into his jacket and extended his pack of AMLights, “Want one?”

The suspect shook his head, waving them off, “Those things will kill you man.”

Joe just nodded, tapping one out and lighting up, “You don’t smoke, I don’t kill innocent women. Looks like we’re not identical after all.”

the Kingdom States tremendously but also heightens tensions with Europe and NATO.

Also largely ignored by the major players during this time, Islamic Clerics, practicing a religion forbidden by occupying Kingdom States forces, flee south into Africa, gaining converts by the thousands in African nations who see a return of white colonialist Britain.

2020–2040: RISE OF THE MEGACORP, RISE OF THE SUPERSOLDIER

As the nations of southern Africa convert to radical Islam, and begin training and funding the next generation of terrorists, and as terror attacks against Kingdom States occupiers become an almost daily

occurrence in the Middle East and North Africa the war continues further and further south. With the vast resources of Africa and the oil of the Middle East there for the taking, corporations begin illegal and secret funding of political candidates. In return for massive bribes, these companies are given control over especially choice areas, even being allowed to implement internal security in these areas using their own security forces. These areas become de facto nations within nations run by the new conglomerates: the MegaCorps. Within corporate zones, these conglomerates are recognized as the absolute authorities, even being allowed to indenture laborers from conquered indigenous peoples. When governments begin to allow the Corps to transport their “workers” from site to site, slavery as an institution is reborn. This economic model is wildly successful and is soon adapted by China as well to more “efficiently” exploit vast natural resources ceded to it by Russia.

The original MegaCorps, along with their areas of control/expertise are: the African Mining League, specializing in gold and diamond mining, as well as laser manufacturing for military and commercial applications; Persian Oil Conglomerate; Goo Jue (the Employer) the Chinese company made virtual lord of all southern Russia; En Avant (Forward), French Canadian MegaCorp charged with efficiently exploiting the resources of Canada and Alaska.

Frozen out of this vast source of natural wealth, the Coalition sets its sights on an ambitious frontier: the Moon.

Also during this time, corporations began making major breakthroughs in genetic manipulation; cloned organs, a dicey proposition in the first half of the 21st century become cheap and affordable, extending lifespan and quality of life for those able to afford the treatments. Gene Therapy also becomes widely available, wiping out almost all genetic diseases, including the end of cancer.

2040–2060: INTERPLANETARY COMMERCE, GENETIC COMMERCE

After over a decade of secret preparations, the SAC spaceship Okami lifts off from a secure location in South Vietnam. The ship carries massive Modular Cargo Carriers, the first of their kind, which it drops at various locations around the moon. The Okami then returns to Earth and picks up over 5,000 engineers, crammed into the only remaining MCC the SAC Space Agency has been able to build, and transports them to the moon where they begin construction of Tycho Landing Platform Alpha and Tycho Mining Facility Alpha.

With labor at a premium despite the reintroduction of slavery, MegaCorps begin to make their first complete clones at this time picking “templates” after worldwide searches. These templates, necessary for the clones of that time to be grown (since copying DNA was not yet feasible) are treated to lives of posh luxury, though their corporate contracts keep them prisoners in gilded cages. The first Joes and Janes, and Jacks and Jills are constructed around this time, providing a greater source of free labor than ever before.

2060–2080: CORPORATE GENE WARS, THE NEXT STAGES IN HUMAN EVOLUTION, TYCHO CITY

While the SAC set its sights on the stars the other MegaCorps continued to reap the benefits of genetic research, finding commercial applications for their cloning technology, the first Bambis and Kens are seen at this time, as well as the first sale of Joes and Janes, with extensive military training (weaponry included for a small fee) to governments around the world in constant need of experienced soldiers to keep colonial empires in line.

With resources becoming more and more scarce, and with Earth’s population threatening to explode past fifteen billion, it seemed inevitable that something would have to give, and on February 17th 2068,

The suspect grinned, Joe hated that. It made him want to backhand that grin right off the idiot’s face.

The suspect took a sip of his coffee and grimaced, then the grin returned, “I know your type. You try to hide what you are. Being a cop instead of a soldier. Working for the UEG instead of the Company. I bet you got a little apartment, with a little Jane, and you two play house together like someone who could really make a baby and you wish...”

Suddenly the suspect was on the floor, his coffee hung like a spray in the sweaty air of the interrogation room for a tense second before crashing down on top of him. Joe kicked his chair back, growling, “Get out rookie. Now.”

Reaching down, he picked the suspect up by the scruff of his shirt as the door closed behind the quickly retreating Rick.

He slammed the man up against the wall, pleased by the sound of the air exploding from his lungs. The two men stood face to identical face, eye to eye for a tense moment. One trying to speak, the other’s thoughts a black rage.

“T- that’s it isn’t it. You got a kid. An adopted little clone, farmed out to you by the agency back on Earth. You...”

Joe growled again, sinking his fist into the suspect’s midsection, doubling him over. Grabbing his hair, he slammed the suspect back against the wall.

The suspect sputtered, and Joe realized he was going to have to kill him to shut him up, “...you... you call him Joey don’t you. Does he even know what he is? Or does he think he’s like the other kids he goes to school with. The human ones.”

Joe let the suspect go and watched him slide down to the floor. It took every ounce of will to stop himself from kicking him.

“He is human. And he’s proud of who he is. You think your destiny was written when you were born. That’s in the genes. Your genes didn’t do this. You did.”

Joe sighed heavily and sunk back into his chair, “Get up. We’re almost done here.”

"We have a witness. We know you killed her. You did a man's crime, time to own up to it like a man."

The suspect just grinned his infuriating grin, "If you got a witness, why are we here? Let me guess, the fat twitch at the bar, the Euro who don't drink and don't smoke but sells both right?"

Joe reigned in his anger, shrugging, "You seem to have all the answers. The point is, you did the crime. Now you're a corp, which means you're a black eye on the books, which means the Company can't wait to put you away. So you can either tell us your side of it, or I can just write it up the way it looks to me and hand it off to the corp cops. And the way it looked to me is that you did her because she wanted nothing to do with you and you..."

The suspect rose out of his seat suddenly, face a red mask that Joe barely recognized, even though it was his face, "Wanted nothing to do with me? We were engaged! And I went off to fight for the Company so we could afford our own place. And I get back from that hellhole they sent me to and she's dancing on that stage... giggling and flirting... what would you do."

Joe just frowned, silent.

In an instant, there it was in his mind, the reason he hated cases like this one. The reason he was going to need an entire bottle of Scotch to get to sleep tonight.

He knew what he'd do.

that something began with a skirmish that no one thought significant at the time: the first war between corporations, begun without the consent or action of a national government.

En Avant, French Canadian MegaCorp, operating in Alaska, had begun a quiet expansion across the Bearing Strait into Russian territory in the late 21st century. Russia, teetering on the brink of collapse due to internal crime that had become guerilla anarchy, was helpless to stop these advances even when it noticed them (which wasn't often). Seeing this as an attempt to steal a prize they felt they had rightfully earned, Goo Jue moved north, and soon the two forces were fighting. For almost ten years the skirmishing

continued, with each corporation determined to win, as much to save face with corporate investors and not appear weak to competitors as any real need for further exploitation of Russian resources. Driven back to the border of their south Russia holdings by massive air strikes and missile launches, Goo Jue unleashes its secret weapon: Mauler, the next stage in human evolution.

Rather than attempt to resequence minor flaws in genetic code that lead to inherited disease with gene therapy, or duplicate a particularly exceptional individual through cloning, the Mauler was the first gene sequence custom designed from the ground up. With triple the testosterone production, muscle mass, and bone density of a normal man, and standing nearly eight feet in height, Maulers are the most efficient killing machines ever designed. Trained to fight since birth, these horrors also saw the first use of accelerated growth technology, allowing a fully mature Mauler to be produced with a mere five years growth time, and five years training to turn them into elite soldiers.

At first, the Maulers carried the day; pushing En Avant forces all the way back into Canada. But En Avant had its own secret race of supermen, designed to be spies that were virtually living computers. Although a much more subtle creation than the Mauler, these genetic soldiers, the Menomes, seemed able to adapt to new conditions instantly, and were able to download new skills on the fly from overhead satellites. Soon, En Avant had retaken Alaska, and the two corporate giants called a truce, seeing continued conflict as inefficient, and distracting them from their true goal.

So it was, that the first corporate war ended with the first corporate conquest, as the negotiations between En Avant and Goo Jue progressed, the two companies carved up the rest of Russia between them, and agreed to combine their Mauler and Menome forces to make sure the conquest of their new territory would be quick, efficient, and profitable. By the end

of this era, Russia is under the complete control of Goo Jue in the west, and En Avant in the east. China and the Kingdom States, who reap the benefits of this expansion, allow it to happen and NATO, ever more isolationist, makes only a token protest in the United Nations.

The SAC continued to launch Okami-class vessels loaded with MCC's carrying construction materials, workers, and scientists to the moon throughout this period. The Coalition begins to win more political victories through the end of this period as well. Scientists frustrated by the bottom-line mentalities of the other MegaCorps begin to defect to the SCA, lured by the promise of limitless grants and unfettered ability to conduct "pure science".

Now dubbed Tycho City, the moon's population exceeds 15,000 by 2080 and in addition to new mining platforms, hydroponics gardens are constructed with the goal of complete lunar self-sufficiency within one hundred years. The Sol-Luna Astronomical Array is a highlight of this period, as are the first Permanent Lunar Residents, or "Hoppers", gene engineered for maximum mobility and comfort in the low-gravity lunar environment.

The SAC renames itself Shoukai Kaisha (Lunar Coalition) and relocates its headquarters to Tycho City.

This period also sees the term "Rewrite" in common usage to describe the new, radical gene-engineered peoples: Maulers, Menomes and Hoppers.

2080-2100: DRIFT AND COLLAPSE

During this period, the first occurrence of the Drift is seen in Russia. A genetic disease, the cause of the Drift has never been determined conclusively. Whether a genetic retroviral weapon loosed by desperate Russian resistance fighters, or a consequence of too much tampering with the genetic sequence, the effects of the Drift are the only thing about the disease that is not debated: the inability for human beings to reproduce.

In the words of one scientist, “If the Drift caused sterility, that would be a gift. Instead, the offspring of an affected individual suffer from magnified genetic disorders of every description, from Parkinson’s, to Neurofibromatosis (the so-called “Elephant Man Syndrome”), to Cerebral Palsy. A Doctor with any conscience whatsoever will kill the child, and tell the parents it was stillborn.”

Genetic disorders caused by the Drift also prove to be completely immune to all forms of gene therapy. Within three years of the first reported case, “Drift babies” are being born worldwide. There are riots and terrorism and murder in the streets. People blame the Corps, they blame their governments and they blame God.

Numerous attacks are carried out by a worldwide terrorist network, which except for the organization and technical sophistication of its members, would seem to have sprung up over night. This group alone causes governments to fall through repeated spectacular attacks and their members seem completely unafraid to die because of their singular philosophy. God was enacting his vengeance on mankind for tampering in His domain. Humanity had been judged. They would be the Last Generation.

2100–2200: THE LAST GENERATION?

Records of the 22nd century are extremely scarce, and often fragmentary when they do occur. The best information of this period comes from observations of Earth and Earth radio traffic from Tycho City.

Wars, revolutions, and intrigue mark this period, with at least one nuclear event occurring in the Midwest of the United States. The Last Generation claimed credit for activating an ICBM in its Silo. The American people are told Goo Jue forces in Western Russia launched the weapon and although an official state of war is declared as a result of the “attack” no offensive action is ever undertaken by either side.

Throughout this period scientists continue to be smuggled off planet to Tycho City but new *Shoukai-*

class fighters, the first space superiority vehicles ever designed shoot down numerous refugee spacecraft attempting to escape Earth. Tycho City is Drift-free and the fighters are under strict orders to keep it that way.

Toward the end of the century, a chaotic Earth seems to have forgotten about the Moon, and these launches become less and less common. Okami-class vessels and newer, sleeker war craft continue to visit Earth in carefully orchestrated raids for supplies and scientists.

While conditions on the moon in the 22nd century are certainly superior to those faced by the average Terran citizen the fledgling colony, forced to operate with little outside support faces numerous difficulties. Despite genetic alterations to plants to enhance their ability to grow in Lunar hothouses crop blights are common and lead to food rationing.

The youth of this period also develop a taste for bloodsports with fight clubs turning into centers of fighting and gambling. From these backalley clubs organized crime takes root and the fighters, hardened by bare fist bouts and desperate for money, food and respect become this fledgling organization’s enforcers.

This first completely Lunar generation also sees the first use of the Coalition mantra “The Company is Father and Mother”. With nowhere to go and Earth a fading memory company loyalty becomes synonymous with success. Disloyalty equals death.

2200–2220: DIASPORA WAR

This period begins with one of humanity’s greatest scientific achievements. Karl Mueller, noted geneticist and founder of the Mueller Institute of Tycho City, announces that he has unlocked the gene that controls psychic potential.

Mueller’s studies show that this gene is capable of producing most events previously categorized as “unexplained phenomena” including remote viewing, precognition, extra sensory perception, telekinesis and so forth. Mueller’s research proves that this gene is

active in only about one person per million. However a simple gene treatment can activate this gene, increasing psychic potential to approximately one person per *hundred*.

Within ten years Dr. Mueller’s treatment is widespread and his institute becomes the leading center for the study and development of psychic phenomenon.

Scientists determine that the biosphere of Earth is failing, and as populations decline and small wars between governments, corporations and terrorist groups become more common, the trickle of refugees becomes a flood. Worse, rival MegaCorps begin sponsoring these flights as profits on Earth dwindle.

Soon the Shoukai fighters of Tycho City are failing to protect the colony. Although they are the most sophisticated space superiority craft of their age they are sometimes outnumbered by desperate settlers six to one.

As the Exodus War intensifies above a faltering Earth, Goo Jue *Hung Gaan* and En Avant *Abattoir* class fighters take to space from ground bases for the first time. Having foreseen this eventuality the Coalition responds with a series of devastating bombing runs using the new *Kitei-class* bombers, the first craft in human history designed specifically to be a space to ground attack ship.

Despite the terror and devastation of their bombing campaigns on the surface, the Tycho Coalition did not anticipate the fury that would accompany an attack from space on civilian ground populations. The Kingdom States enter the war with a vicious attack on the lifeblood of the lunar colony when their *Excalibur-class* starships destroy two-thirds of Tycho City’s botanical greenhouses and put a strain on the colony’s already tenuous oxygen and food supplies.

When the European Union experimental starship *Hague*, conceived as a craft to explore the asteroid belt drops a force of Maulers to seize one of Tycho’s critical spaceports in the first EVA assault in human history, the Coalition realize that they now face a united Earth.

Trapped between this new foe and their own starving, rioting population, the Tycho Coalition ask for a representative of “the United Earth Governments” to discuss peace. For the first time a world that had been at war for over a century realize that they *are* in fact united and a hastily convened conference at the almost-forgotten United Nations selects Major-General Devante Aguilar to represent Earth at the conference. As a symbolic gesture he retires from the military immediately upon his appointment.

THE AGE OF DISCOVERY

2220–2240

With the end of the major wars finally behind them the governments of Earth begin the long process of rebuilding a shattered planet. As a part of its peace treaty with Earth the Coalition trades all of its Terran holdings in return for exclusive rights to the Moon. This threatens for a brief period to upset the delicate balance between Earth’s corporate interests until Devante Aguilar negotiates a “grand compromise”. Goo Jue receives all of the Coalition’s Southeast Asian holdings and in return En Avant, the African Mining League and the Persian Conglomerate divide Russia among them along the lines of their corporate specialties. En Avant receives control over all the cities and major port facilities, the AML receives all mineral rights while the PC receives all oil and natural gas rights.

Most of the MegaCorps considered the Coalition’s abandoning of their Terran holdings to be a serious mistake, feeling that space would not provide nearly as many opportunities for growth as the Earth. Especially now that all of humanity was focused on healing the tortured planet and genetic scientists were committed to curing the Drift.

However the Coalition knew something others did not. A secret guarded at the highest corporate levels and unknown even to their own citizens: the ruins

of an alien outpost had been discovered on the far side of the moon. And the Lunar Observatory had detected similar ruins on the Martian surface. Free of any terrestrial ties, with no damaged Earth holdings to repair and rebuild, and with the most advantageous platform to launch spacecraft with which to explore the rest of the solar system in their sole possession, the Coalition begins making preparations for the first extensive explorations of another world in human history.

By 2240 the Coalition has one hundred rovers exploring the Martian surface with three satellites in orbit mapping every inch of the planet. These rovers find evidence of a planetwide civilization with a large population and highly advanced technology. Lowell’s canals are found to be real, and plans for the most favorable landing sites (near the most interesting ruins) are drawn up.

2240–2260

On March 24th, 2241 the *SKS Kasei*, bearing a crew of 70 explorers and scientists touches down in the shadow of the Martian face to begin exploration of the Red Planet. Although funded by the Coalition and with the primary goal of bringing back technological wonders of the extinct Martian people, the Kasei also shows the continued Coalition support for “pure science”. The ship bears Xeno-archaeologists and Xeno-linguists to study the Martian culture and language, while biologists and geologists study the soil for indications of why the Martian biosphere failed.

The scientists discover wondrous technological marvels as well as something disturbing: Mars was inhabited as recently as the 1930’s. The reason for the complete collapse of the world, along with the death of every lifeform on the planet is unknown. Although one of the great wonders of the age, information about the exploration of Mars by the Kasei and other vessels remain cloaked in secrecy for over twenty years as the Coalition attempts to gain as much advantage from plundered Martian technology as possible.

Meanwhile back on Earth the struggle to repair the devastated environment of Earth does not go well. Climate becomes more chaotic as greenhouse gasses energize the atmosphere. While global warming is relegated to the same bin of pseudo-science as the flat earth, the greenhouse effect causes climate swings to be greater, and storms of epic proportions lash the planet. As the global population falls below ten billion governments begin working more and more closely together, sharing resources and scientific information. This serves to strengthen the solidarity achieved during the Exodus War, and on January 11th, 2258 Behari Achyuta Adhira is elected the first Proconsul of the United Earth Governments by worldwide LaserNet balloting.

2260–2280

When Goo Jue corporate spies learn the secret of the Martian ruins they begin construction of the enormous *Do Gwoon* space station, intended to be the launching site of craft to claim their piece of the Martian prize. En Avant, unaware of the purpose of this station begins construction of its *Rossignol* station, fearing Goo Jue might be planning to use the station as a staging ground for an assault on their Russian holdings. Coalition military commanders, fearful that Earth has decided to violate the accord and reclaim the Moon begins drawing up plans for a preemptive strike to destroy both stations before they can become operational.

At the last hour, when it appears a return to a state of general war is on the horizon, Chiamaka Clark, CEO of the African Mining League, whose corporation has also learned of the Coalition’s secret, brokers a deal between the corporations and the UEG: the Coalition will agree to share exploration and exploitation of Mars with En Avant and Goo Jue, all three companies will share their scientific discoveries with the UEG and all major corporations will gain seats in the UEG assembly with equal voting power to the other sovereign nations.

2280–2300

Salvaged alien technology causes ship and engine design to progress rapidly. By the end of this period the AML has mining colonies scouring the asteroid belt and the Coalition has sponsored the first fledgling colonies on Ganymede, the perfect Jovian moon for colonization because of its surface crust of ice about 500 miles thick (providing a source of water, hydrogen for fuel and oxygen). Ganymede's magnetic field, which serves to shield the planet from radiation, also serves to make this planet ideal.

The Do Gwoon and Rossignol stations become fully operational during this period as well, serving as ship construction and launching facilities.

However on June 13th 2283 something completely unanticipated occurs: an alien spacecraft is sighted in the skies above Ganymede. The craft is eerily quiet, and no radio traffic can be detected. As the colony's governor, Suzuki Hana urgently trades messages back and forth with Coalition headquarters on Luna, regular ship traffic is detected moving between Europa (a moon of Jupiter) and several moons of Saturn: Enceladus, Tethys, Dione and Rhea. An alien civilization with no less than five colonies had been detected.

All attempts at communicating with this race using traditional radio and laser transmission fail, and scans reveal very odd information about their spacecraft including a largely biological composition.

In October of that year an answer comes from Saba Savakis, a young student at the Mueller Institute: the craft communicate via extremely powerful telepathy. On Christmas day, 2283 the *SKS Sesshoku* launches from Tycho City bearing Saba for mankind's first contact with an alien species.

In early 2284 Saba Savakis becomes the first Terran to communicate with an alien species: The Prime, natives of Europa's oceans. These creatures are aloof to human advances, stating that they have known of humanity for millennia through telepathic contact with the whales, dolphins and other cetaceous life of Earth's oceans. Perhaps even more surprising than this

is the revelation that Europa's oceanic biosphere is 98% identical to that of the planet Earth.

The genetics technology of The Prime far exceeds that of the UEG and talks begin almost immediately for their aid in repairing the damaged ecosystem of Earth. The Prime agrees to help while remaining aloof to mankind. They demand that humans avoid all contact with their five colonies as well as the moon Titan. They explain that Titan, home to a completely alien biosphere unlike anything else in the solar system contains a primitive Stone Age culture. The Prime are committed to protecting this world from exploitation and contamination.

JOVIAN WARS**2300–2320**

Trade between The Prime and Earth grows, as do the populations of the so-called "Jovian Colonies". Ganymede and Callisto both experience population booms as settlers flock to this new frontier. Goo Jue, En Avant and the Coalition all sponsor colonies, and independent contractors, known colloquially as "haulers" spring up overnight to supply trade to mining stations in the asteroid belt and the colonies beyond.

The first truly self-aware neural nets are perfected during this period as well and soon androids are constructed to take on tasks deemed too dangerous for humans, especially working in the extremely hazardous conditions of the Jovian frontier. Older robots were not smart enough to efficiently work in these environments but newer models, with artificial intelligence are capable of adapting and soon are being shipped to the colonies by the hundreds.

Alien ruins are also discovered on many of the Jovian moons, prompting daring explorers to brave the wonders and horrors of these bizarre locales. Interest in these smaller ruins is heightened near the end of this period as an outbreak of a deadly alien virus on Mars causes the UEG to order the planet

closed to further exploration until a cure for this mysterious disease can be found.

2320–2340

An unexpected discovery in alien ruins on the moon Himalia is a new type of engine. Faster than anything able to be constructed by either humanity or The Prime this engine uses a completely unknown type of fuel, a substance found only in stars and deep within gas giants, dubbed *quicksilver* because of its metallic-silver appearance. Though this discovery revolutionizes space travel for ships with these engines installed, the technology is barely understood and dangerous (ships with these drives installed sometimes simply disappear) and expensive in the extreme. Nevertheless within a decade of this discovery the UEG, The Prime and the MegaCorps are fielding experimental test beds for this new technology.

2340–2360

Relations between the colonists of Jupiter's moons and their masters, the parent companies and governments of Earth and Luna begin to deteriorate. Corporate slavery, high rates of taxation and the simple feeling that "Earthers" could never understand the needs of folk so far away cause tensions to rise.

Also of concern to the Jovians is the use of nominally sentient androids to perform extremely dangerous work in the Jovian moons, especially piloting skimmer craft to gather raw materials from hellish Io and from the turbulent atmosphere of Jove.

Haulers also join the cause of the rebels, complaining that on the frontier both pirates and MegaCorp "privateers" target their ships.

Finally the discovery by the Europeans that Goo Jue has violated their ban on exploration of the planet Titan lights a spark that sets the entire Jovian system ablaze.

A group calling itself the "Sons of Jove" seems to materialize overnight composed of disaffected colonists, haulers, Europeans and androids working

together to throw off the shackles of corporate and government oppression. This group is led by the mysterious Umber Grey.

The UEG and MegaCorps respond by dispatching a fleet of starships, the mightiest group of warships ever assembled to deal with the “lawlessness” of the Sons of Jove. This fleet of starships is led by Captain Niles Antilles, commander of the *UEG Repulse*, a completely new type of starship: a star carrier, the first such craft ever designed.

2360–2380

Fierce fighting reveals the Jovian colonists to be much better organized and equipped than had been previously believed.

As the UEG fleet approaches the moons of Jove they are surrounded by swarms of fighters and armed Haulers using asteroids and small moons for cover, and spearheading the attack are two refitted *Valkyrie-class* prison ships seized by the colonists. With European advisors able to pick plans out of the minds of enemy commanders several of the UEG ships fall in the first attack.

As Captain Antilles pulls his fleet back, Hauler ships swarm the wreckage of the fallen UEG ships salvaging weapons and pieces of scrap used for hull reinforcement. However the UEG forces do not give up easily and strike back much sooner than expected. Rather than continue to throw ships away to the carefully prepared ambush laid by the colonists (whose knowledge of the Jovian system is outstanding) Captain Antilles swings around and seizes Ganymede with his contingent of Maulers and Joes, then places his forces in position to defend the planet and waits for the rebels to come to him.

With the largest colony under the control of the UEG forces the rebellious colonists turn to a guerilla piracy campaign designed to choke off any effort to resupply the UEG forces or the planet Ganymede. When Antilles sends his fighters and support couriers to support the merchant ships many of them are destroyed, leading to a gradual weakening of his fleet

through battle attrition and a lack of repair materials.

On October 2nd, 2370 the colonists stage a counterattack on Ganymede, driving the UEG marines off the surface and dealing tremendous damage to the fleet surrounding the planet. Within a week Antilles, on behalf of the UEG has negotiated a formal truce that recognizes the independence of the Jovian moons.

However the moment the UEG forces pull out a fleet of ships led by the *SKS Imetsu* moves in. Responding to a distress call from the colonies, Captain Antilles and Umber Grey fight a fierce joint battle, driving off the Coalition fleet.

2380–2400

With the independence of the Jovian system the area’s population explodes even higher. People flock to an area where they can be free of the control of governments and MegaCorps. The UEG is allowed to keep Valhalla station, giving them a permanent presence in the area, and the MegaCorps continue to attempt to influence and gain power over the region.

As the 25th century dawns the Jovian moons draft their first Articles of Confederation and the lure of the Saturnine Moons, the next frontier, lures even more people to the moons in search of adventure. Nile Antilles is promoted to Admiral and placed in charge of investigating the mysterious Martian Plague.

THE AGE OF EXPANSION

2400 AND BEYOND

Experimentation with Quicksilver drives picks up speed. The frontier moves from Jove to Saturn and the issue of just *what* it is that the Deep Space Observatory has been watching comes to a head.

This age sees the harvesting of Quicksilver increase throughout the Sol system from the Sun and Jove’s Eye and the beginning of the Aegis Project, the construction of a new class of Quicksilver ships to allow for the manned exploration of solar systems beyond Sol for the first time.

GAZETTEER OF THE SOL SYSTEM

This section presents the solar system in all its glory and mystery. Information on each major world is given and where appropriate, given for all the Ages that world has been inhabited. Campaign models for each Age are also presented, where appropriate.

SOL

The primary of the Sol System is a main-sequence G-2 star. Commonly referred to as simply “the Sun” this body has been known by many names throughout Earth’s history including Helios (the Ancient Greek name) and Sol (the Roman name). For centuries scientists considered Sol an average star but in fact it is now known to be larger than the majority of stars in the galaxy, in the top 10% by mass of stars galaxy-wide.

The sun is approximately 70% hydrogen and 28% Helium with the remaining 2% made up of a wide variety of materials.

The sun is best known for the heat and light it produces and the temperature ranges from 3800 degrees Kelvin in the sunspots (almost 6500 degrees Fahrenheit) to 5800 degrees Kelvin on the rest of the surface (almost 10,000 degrees Fahrenheit) and finally to 15.6 million degrees Kelvin at the core (over 28 million degrees Fahrenheit).

Surrounding Sol at a distance of up to several million miles is the corona, the outer edge of the star, visible from Earth only during periods of solar eclipse. Temperatures in the corona can exceed one million degrees Kelvin (almost 1.8 million degrees Fahrenheit).

Sol’s effects are felt throughout the solar system. Some of these, such as the light and heat generated by the star are quite obvious. However other effects generated by Sol are not so obvious but are no less important.

Sol's magnetic field (also known as the heliosphere) reaches throughout the solar system, past Pluto and interacts with the relatively weak (by comparison) magnetic fields of the planets in ways scientists are only now beginning to understand.

Sunspots are one indicator of the link between Sol and the Earth. During the 17th century there was a period of relative calm on the surface of the Sun which corresponded to an extremely cold period in Northern Europe sometimes called the "Little Ice Age".

The sun also emits streams of charged particles known as the solar wind which travels at approximately 450 km per second. This solar wind serves as an important mode of transportation during the early days of the Age of Discovery, when solar sails are the most efficient means of transport to Mars and the Asteroid belt. Even craft not using solar sails for transport must be aware of its presence. The solar winds can alter the trajectory of spacecraft and comets which can cause difficulties for travelers through the solar system.

After the discovery of Quicksilver it is found that Sol is the largest producer of this mysterious substance in the solar system. This leads to an increase in scientific study of the star in order to discover the most efficient ways to harvest this vital natural resource.

SOL IN THE JOVIAN WARS AND THE AGE OF EXPANSION

Close Solar Approach: The UEG has plans for a series of missions to learn more about mysterious Sol. The first of these, dubbed the CSA or "close solar approach" will be a test of a new type of skimmer designed to harvest the Sun's quicksilver output. The CSA will be the closest-ever circumnavigation of the Sun and will test the heat shields of the skimmer by allowing solar flares to actually hit the craft several times as it orbits Sol. This two-man craft will require a scientist to conduct the most detailed scans of Sol ever performed as well as a daring pilot.

Following the CSA are plans for up to four missions a year for the next five to ten years, all of which will require scientists and pilots.

Once skimmers capable of withstanding conditions close to Sol are perfected the center of the solar system will become a great hub of trade with numerous space stations being constructed both in direct orbit of the star and in orbit of Mercury.

MERCURY

Mercury, the 2nd smallest planet in the Sol system is the closest to the primary star of the system. In fact Mercury is smaller than two moons: Ganymede (one of Jove's moons) and Titan (one of Saturn's moons). Mercury is named after the Roman god of speed and agility. It is thought this name originates from the fast pace of Mercury across the night sky.

Mercury has been known to mankind since at least since the 3rd millennium BCE when it is mentioned in Sumerian manuscripts. While it is logical the planet was known for far longer (as it is clearly visible to the naked eye). The Greeks called the planet by two different names, Apollo when it appeared in the morning and Hermes when it appeared in the evening. They knew that both names referred to the same body and they also knew that Mercury orbited Sol and not Earth.

Mercury's orbit brings it extremely close to Sol, as close as 46 million miles at its closest point. In fact Mercury comes so close to Sol that it is actually struck by solar flares. This makes any take off or landing from Mercury hazardous and requires all structures on Mercury to be built underground.

Temperatures on Mercury are highly variable and swing between two brutal extremes, from as low as 90 degrees Kelvin (over 300 degrees below zero) to over 700 degrees Kelvin (over 800 degrees Fahrenheit).

The surface of Mercury is heavily cratered and the planet has a high density from its large iron core. One of the largest craters, the Caloris Basin is over 1,300 km (over 800 miles) in diameter. Like most bodies in the solar system Mercury has water in the form of ice,

found in the deepest craters that are always protected in shadow.

PHYSICAL CHARACTERISTICS

Diameter: 4,880 km (3,032 miles)

Orbit: .38 AU (approximately 58 million km)

Gravity: Low

Atmosphere: None

Special Characteristics: Mercury is lightly irradiated by Sol's radioactivity. Exposure on the surface requires proper protective equipment to avoid exposure.

EARLY VISITATIONS

The date of the alien visitation (and habitation) of Mercury has been placed from 3,000 BCE to as late as the 18th century CE. Like all the alien ruins in the Sol system the origin of these ruins (including the race that created them) is unknown to humanity and The Prime.

LATER VISITATIONS

Mercury was first visited in the 20th century when, from 1974 to 1975 the *Mariner 10* space probe orbited the planet three times. It was visited again in the early 21st century when *Messenger* space probe made several fly-by runs of the planet and then orbited it several times.

On March 29th, 1974 the *Mariner 10* detected an unidentified flying object lift off from the planet Mercury. The identity of this craft is unknown and reporters who got wind of the search of the object were informed that it was possibly a moon then later identified as the star 31 Crateris. The ruins in the Caloris Basin had not been inhabited for centuries by 1974 so the origin of this craft remains a mystery.

MERCURY IN THE AGE OF DISCOVERY

Precursors: Eight probes visit Mercury during this period (four launched by the Coalition and four

launched by the UEG) that map the surface in great detail, preparing for the first manned mission.

Player Characters could be scientists in charge of these missions or engineers constructing the probes.

Wayfarers: Launched in 2287 from the Do Gwoon space station, the *UEG Wayfarer* is the first manned mission to Mercury. This mission will require numerous scientists and a top-notch piloting crew to land on the planet Mercury.

The Wayfarer will land in the Caloris Basin, which is sheltered enough to allow scientists to actually exit the spacecraft and explore the surface. The Wayfarer will be a 6-month mission requiring at least 5 months of flight time.

MERCURY IN THE JOVIAN WARS

Mazes: During a visit by the *Wayfarer II* an underground alien complex in the Caloris Basin is uncovered. Exploring this alien ruin will be any scientist's dream, but coping with the alien environment and hidden dangers will be a nightmare as well. This will require teams of archaeologists, and numerous bodyguards.

Enemy Within: And of course alien devices and ancient guardians won't be the only dangers facing the explorers given the assignment to explore the ruins in the Caloris Basin- there will be spies from other powers to contend with as well.

A miner's life for me: Mercury is also a source of Quicksilver (in fact fuel for the bizarre alien engines is first discovered here, lending the substance its name). However since this material is ejected from the sun it can only be found in the regions of Mercury exposed to Sol's wrath. Only a special sort of miner is willing to risk the heat, radiation and even an instant, vaporizing death from a solar flare to attempt to mine this substance. Some call them brave others prefer the word insane.

MERCURY IN THE AGE OF EXPANSION

Permanent Presence: The discovery of the ruins prompts the UEG to build a permanent base in the shadow of the Caloris Basin. This base will stake a claim to the ruins and continue their exploration long term as well as conduct experiments on new DNA rewrites, made easier by the helix-warping radiation of the nearby Sun.

And rumors swirl that these experiments have an even darker tone, that DNA from alien mummies found deep within the ruins are being spliced to the human genome.

VENUS

The second-closest planet to Sol, Venus is the 6th largest planet in the solar system. Named after the Roman goddess of love and beauty Venus probably received its name because of its brightness (it is the third-brightest object in the sky behind Sol and Luna).

Venus rotates extremely slowly and is the only planet in the Sol system with a retrograde orbit. A retrograde orbit is clockwise when viewed from the north pole of Sol (all other planets in the Sol system rotate in a counter clockwise fashion).

Venus' atmosphere is composed primarily of Carbon Dioxide and the atmosphere is extremely thick and acidic (the upper atmosphere contains vast clouds of sulfuric acid. The heavy concentration of CO₂ coupled with the density of the atmosphere stop any heat from escaping the Venusian atmosphere. This, coupled with the rampant volcanism on the planet results in Venus being the hottest planet in the Sol system, hotter even than Mercury despite being over 500,000 km further away, with temperatures averaging 740 degrees Kelvin (about 875 degrees Fahrenheit).

Navigating the upper atmosphere of Venus is a nightmare of 350 kilometer per hour winds composed of sulfuric acid that obscure visual sensors. The winds at the surface move much more slowly, but the atmosphere's density is equivalent to that found about 1 km under the surface of Earth's ocean (90

atmospheres density).

Venus' terrain features are named after mythological women of Earth including the highland areas Ishtar Terra and Aphrodite Terra. The ancient prison is on an inland area of the Ishtar Terra known as Lakshmi Planum that is surrounded by the highest mountains on Venus.

PHYSICAL CHARACTERISTICS

Diameter: 12,100 km (7,520 miles)

Orbit: .72 AU (approximately 108 million km)

Gravity: Normal

Atmosphere: Corrosive, Thick, Toxic

EARLY VISITATIONS

Venus contains alien ruins, like most of the planets in the Sol system. However these ruins are unlike the others, which tend to be space stations or refueling posts or even observatories. The ruins on Venus are a prison.

This prison has been dated conclusively to the 17th century and is believed to have been abandoned in the 18th century (like most of the alien habitations in the system) and is believed to have solved one of the astronomical puzzles of that era.

In 1672 famed astronomer Giovanni Cassini detected what he believed to be a satellite in orbit of Venus. He saw it again in 1686 and at this time announced its presence. This object was later witnessed by James Short (1740), Andreas Mayer (1759) and J.L. Lagrange (1761). Then in 1761 as many as five different observers witnessed this object as many as 18 times. In 1764 two observers recorded the object 8 times.

However the nature, and indeed even the existence of this object, was greatly in dispute. In 1766 the director of the Vienna observatory declared all the sightings of this object to be optical illusions, despite the fact that many of these sightings were made by some of the most learned astronomers who ever lived, men used to discerning moons and asteroids from tricks of the light. However the object's orbit,

calculated by J.H. Lambert of Germany in 1777 was much too fast for a satellite of Venus: Lambert calculated that the object orbited the planet every 11 days almost three times faster than the moon orbits the Earth (Venus is only a little smaller than Earth and Lambert showed the satellite orbiting the planet at about the distance at which Luna orbits the Earth).

In 1768 the last sighting of the object was made by Christian Horrebow in Copenhagen. However several other astronomers who were actively searching for the satellite in that same year, including William Herschel (one of the greatest astronomers ever to have lived) failed to detect the object. In 1884 the director of the Royal Observatory in Brussels theorized that the object might be a planet in its own right rather than a satellite. This astronomer, Hozeau, named the erstwhile planet Neith after the goddess Saith who legend had it never allowed her veil to be raised by a mortal.

In 1887 the Belgian Academy of Sciences published a paper that looked at each of these sightings and managed to find an alternate explanation for each and every one. Sometimes the astronomer was seeing M Tauri, other times 71 Orionis and so forth. However in 1892 famed astronomer E.E. Barnard, whose eyesight was almost legendary among astronomers saw the object again.

It is now believed that these astronomers were witnessing craft orbiting Venus during the construction of this prison, causing explorers to name the prison Neith, a name that has stuck to the present day.

LATER VISITATIONS

Humanity sent numerous probes to explore Venus throughout the 20th century. The first probe to visit Venus was *Mariner 2* in 1962. A spacecraft of the Soviet Union, the *Venera 7* was the first craft to land on the surface of Venus in 1970 (and indeed the first craft to land on another planet period as opposed to Earth's moon). *Venera 9* returned the first photographs of the Venusian surface and the *Magellan* probe used

radar to map the entirety of the Venusian surface from orbit in the 1990's before being sent into the atmosphere on purpose.

At the time the public was told this was to study the planet's atmosphere in order to allow more sophisticated craft to better study the planet on future missions. However it is now known that this probe, like many launched in the late 20th century was purposely destroyed to limit public exposure of the existence of extraterrestrial life in the solar system.

VENUS IN THE AGE OF DISCOVERY

Operation Virgil: During the Age of Discovery the UEG constructs a special spacecraft, the *UEG Inferno* to land on the surface of Venus. Although the mission is labeled a purely scientific endeavor the purpose is to explore the alien penal colony Neith.

VENUS IN THE JOVIAN WAR

Operation Dante: Although this project will be delayed several times by the war effort (and one Last Generation sabotage attempt) throughout the Jovian War period ships ferry materials and crew for the *Dante* space station, built in a low orbit around Venus. The purpose of this station is scientific (to continue the study and exploration of Venus especially the alien ruins there) as well as to provide a refueling and repair station on the way to Mercury.

PCs could be merchants hired to deliver supplies, or rebel pirates seeking to seize those supplies to build their own repair and defense stations.

VENUS IN THE AGE OF EXPANSION

Launch Point: As efforts to harvest Quicksilver increase, *Dante Station* will be expanded from a lonely refueling and scientific port to a major hub. The station will be expanded almost yearly, requiring workers, engineers and military personnel to be assigned there.

EARTH

Earth is the 5th largest planet in the Sol System and one of only worlds in the system with indigenous life (Europa and Titan being the other two). Earth is also the only planet in the Sol system whose common name is not Roman in origin, "Earth" being Old English and Germanic in origin. A world of diverse cultures and languages the Earth has been known by thousands of names throughout its history. The second most common name used for the planet is its Roman name Terra and those native to Earth frequently call themselves "Terran" although "Earther" is also a common name for humans born on Earth (although this name has a slightly negative connotation).

Earth is a paradise compared to the other worlds in the Sol system with a breathable atmosphere and vast oceans and lakes covering 71% of the planet's surface. However the decades-long genetic wars of the 21st century nearly destroyed the ecology of the planet and it is still recovering, with the help of the Europeans.

Earth is still the home of over 95% of the human species with a population hovering around 12 billion inhabitants. The world also contains several small European colonies under the planet's North and South Poles.

With the exception of the Lunar Coalition all the major corporations of the Sol system are still headquartered on Earth as is the United Earth Government. The only major offworld governmental centers being the Coalition's Luna headquarters and the fledgling Jovian government.

Earth has one moon, Luna as well as two companion asteroids: 3753 Cruithne and 2002 AA29. These companions have a very complicated companion orbit to the Earth known as a "horseshoe orbit". The asteroids share the orbit of the Earth in a stable way. They rocket toward the Earth, then literally turn and retreat, until they circle the planet and approach from the opposite direction. They then turn and retreat, beginning the dance all over again.

PHYSICAL CHARACTERISTICS

Diameter: 12, 756 km (7,926 miles)

Orbit: 1 AU (approximately 150 million km)

Gravity: Normal

Atmosphere: Normal

EARLY VISITATIONS

It is now known that Martian astronauts visited Earth at several points during its history dating as far back as 3,000 BCE when Martian travelers visited ancient Egypt. These explorers were often mistaken for gods and shaped the mythologies of the areas they visited. The most startling revelation of Martian xeno-archaeology has been that a Martian actually *ruled* Egypt for a time in the person of the mysterious Akhenaten who ascended to the Egyptian throne in 1353 BCE. Martian explorers also had extensive contact with the Aztecs of South America in the 13th century CE.

A small group of Martian craft visited the Earth on October 30th, 1938 marking the last time visitors from the dying world would make contact with humanity. To cover the efforts of civil servants to remove the craft and their dead (or dying) inhabitants away from Grover's Mill, New Jersey a young radio performer, Orson Welles was asked to stage a broadcast so that the events could be explained away as a mass panic. He did so masterfully and the majority of the public were never aware of the real drama that played out on that Halloween night when scientists witnessed the death of a world's last explorers.

EARTH IN THE GENETIC AGE

Gene Warriors: Players could serve on all sides of the gene wars, fighting for any of the MegaCorps in their wars of domination. This would be a gritty, near-future military style campaign.

Last Generation: Players serving the Kingdom States would be more interested in hunting down the Last Generation, the most dangerous terrorist organization in Earth's history (and one still active

today). This campaign would include a lot of special operations designed to capture or kill these ruthless terrorist warlords. Such a campaign could see the employees of the MegaCorps as allies, enemies or even bystanders, as the MegaCorps hired out mercenaries to all sides during this period.

EARTH IN THE AGE OF DISCOVERY

UEG Exploration Corps: As the Earth rebuilds, it begins to look to the stars. The UEG EC makes many discoveries during this period and are the elite of the UEG fleet, engaging in scientific, exploration and military missions (primarily anti-piracy). This organization shares an intense rivalry with the Coalition's exploration forces, and although things never become violent between the two groups there is a lot of jockeying to register new discoveries first.

EARTH IN THE JOVIAN WAR

Red Coats: The *UEG Repulse* is the flagship of Earth's fleet to maintain control of the Jovian Colonies. This fleet fights many battles against the colonists and ultimately joins forces with them when the Coalition's role in the war for its own insidious purposes is revealed.

EARTH IN THE AGE OF EXPANSION

Project Aegis: Breakthroughs in human understanding of the Quicksilver engine lead to plans to explore the stars near Earth. As these engines become more readily available the frontier moves outward at a much faster pace to Saturn and then Uranus.

Dancing in the Dark: The UEG and the extraterrestrial colonies move closer together. Negotiators begin formal talks to bring representatives of the Coalition and the Jovians into the United Earth Assembly.

LUNA

Earth's only natural satellite, Luna is the second brightest object to the sky after Sol. The first planet to be visited by humans, Luna was also the first extraterrestrial world to host a human colony. Although technically a part of the United Earth Government, Luna is ruled as a virtual fiefdom by the Coalition.

Due to its size and proximity to the Earth, Luna has a tremendous impact on its parent world, causing tidal effects and torquing of the crust. An interesting side effect of this torque is a very gradual slowing of the Earth's rotation and an equally gradual rising of the moon's orbit by about 1.5 milliseconds and 3.8 meters per century, respectively.

The moon's orbit is synchronous, meaning that the same side of the moon always faces the Earth.

The moon consists of two types of terrain: craters and maria. The maria, so named because primitive astronomers thought they were seas, were formed in the distant past when Luna was volcanically active by enormous lava flows which filled in any craters.

PHYSICAL CHARACTERISTICS

Diameter: 3,476 km (2,160 miles)

Orbit (of Earth): 384,400 km (approximately 238,000 km)

Gravity: Low

Atmosphere: None

EARLY VISITATIONS

The first spacecraft to land on the moon was the Soviet probe *Luna 2*. Humans first visited Luna aboard the *Apollo 11* spacecraft in 1969. Subsequent manned missions visited Luna six times (a planned 7th mission on Apollo 13 was aborted due to a technical malfunction although this spacecraft did orbit the moon and take photographs) through 1972. The probes *Clementine* and *Lunar Prospector* visited Luna in 1994 and 1999. *Clementine* mapped much of the lunar surface and suggested the possibility of water

ice in deep craters at the north and south poles. *Lunar Prospector* confirmed this theory making the first lunar colonies possible.

LATER VISITATIONS

The *Clementine* and *Lunar Prospector* probes also confirmed what many Apollo astronauts believed, that there was evidence of pre-human lunar habitation. However what no one had suspected were the size and scale of the alien ruins on Luna. Observatories, placed on the far side of the moon in shadowed craters so that they would be undetectable from the Earth's surface with high-powered telescopes capable of monitoring the planet. Although this information was hidden from the public, spies working for the Coalition discovered it. This prompted their mission, planned in secret for almost 40 years to found the first colonies on Luna. The technology discovered in these ruins allowed the Coalition to attract the best scientists with both the promise of unlimited grant monies for pure science but also with the ability to study advanced alien technologies.

By the time of the Jovian Wars Luna is home to millions. Its largest settlements are Tycho City, Copernicus City, New Tokyo and Fra Mauro City.

LUNA IN THE GENETIC AGE

Lost Moon: Living on Luna during the Genetic Age would be a hard life filled with food rationing and back alley fights for money. Player characters could be charged with raids on Earth's surface, seeking food and replacement parts to keep the fledgling colony afloat.

LUNA IN THE AGE OF DISCOVERY

Operation Red Tide: Determined to keep their edge through pilfered alien technology, the Coalition plans a secret exploration of Mars. Using information gained from dozens of rovers they determine the best place to start exploring (Mars is literally covered with

ruins so that actually determining the best places to explore is the hard part rather than finding the ruins themselves).

With launches of robotic rovers becoming an almost daily occurrence, construction of the most advanced starship ever designed, the *Kasei* begins in an underground bunker. While the *Kasei* is built the Coalition begins an astronaut-training program rivaled only by the Mercury program of Earth's 20th century for its intensity and rigorous testing. The secrecy surrounding this program is intense as well and many of the junior astronauts and technicians are not even informed of the *Kasei's* destination until after the craft lifts off for Mars.

LUNA IN THE JOVIAN WAR

Machinations: With the UEG beginning to rival the Coalition in power the shadowy MegaCorp launches a plan for its next wave of expansion with customary secrecy. Their goal: to bring the Jovian moons under the control of the Coalition and found an empire of client states based on their lunar model. They secretly supply the rebels with weapons and ships to allow the colonists to throw off the yoke of the UEG while at the same time building a fleet of ships to move in and conquer the fledgling colonies.

However Umber Grey and Niles Antilles somehow learn of this plan and stage a trap to lure the Coalition into a premature attack. As the MegaCorp's fleet moves in, Captain Antilles swings up behind the ships. When Umber Grey's rebel fighters spring from the asteroids where they lay in wait the Coalition fleet is destroyed down to the last ship.

LUNA IN THE AGE OF EXPANSION

Red Children: Coalition scientists begin a secret project to graft alien DNA to the human genome. Fearing that UEG scientists at Caloris Basin are conducting similar experiments, the Mueller Institute begins trials on the next stage in human evolution.

MARS

Mars has been known since ancient times and is named after the Roman God of War. It was probably associated with Mars because of its red color reminiscent of blood. Because of its orbit Mars experiences much wider ranges of temperature than the Earth, from as low as 140 degrees Kelvin (almost 210 degrees below zero Fahrenheit) to as high as 300 degrees Kelvin (80 degrees Fahrenheit) during the summer. However in general Mars is a cold world with an average temperature of 218 degrees Kelvin (almost 70 degrees below zero, significantly colder than Alaska in the coldest winter months).

Mars has some of the most varied and most dramatic geographical features in the solar system. Olympus Mons is the tallest mountain in the solar system at 24 km, with a base 500 km in diameter ringed with a 6km high cliff. The Tharsis Bulge which is 4,000 km across and 10 km high. The Valles Marineris, a canyon which dwarfs the Grand Canyon of Earth at 4,000 km long and as deep as 7 km. Hellas Planitia an impact crater over 2,000 km in diameter and 6 km deep.

The northern hemisphere of Mars is urban, with an enormous concentration of ruins and cities, while the southern hemisphere is agricultural featuring broad plains.

PHYSICAL CHARACTERISTICS

Diameter: 6,794 km (approximately 4,222 miles)

Orbit: 1.52 AU (approximately 228 million km)

Gravity: Normal

Atmosphere: Thin: Mars has a thin atmosphere characterized by high winds and enormous dust storms; however the atmosphere is breathable if you are properly equipped (extremely warm clothing, goggles and a cloth for the face are a minimum to avoid blindness and even choking to death in the planet's frequent enormous storms, an oxygen tank is advisable for any strenuous activity and necessary to scale the higher elevations of Mars such as Olympus Mons or the Tharsus Bulge).

EARLY VISITATIONS

While it has been known since the early 20th century that Mars was inhabited (this fact was discovered by Percival Lowell at the Lowell observatory), the government of the United States went to great lengths to keep this fact secret. Amazingly they managed to do so with almost complete success through the entire 20th century despite a visitation to the Earth by the then-dying Martians themselves. Although at first this secrecy was caused by a desire to keep the existence of extraterrestrial life itself a secret (to avoid panic), the complete death of all life on Mars in the 1930's caused the government to be even more secretive about this world once almost Earth-like.

Mars was first visited by *Mariner 4* in 1965, *Mars 2 and 3* which both landed craft on the surface of the planet (the first in 1971) followed by *Viking 1 and 2*. While the images shown to the public from these craft were forgeries, filmed in the deserts of Earth (from Area 51 in fact) the actual information learned by scientists was far more disturbing. Mars had life similar to Earth. Its oceans had whales, its plains had elephants and its cities had human beings and these life forms, along with every other living being on the planet began to die in the 1930's. The *Viking* landers confirmed that the devastation stretched to the microbial level. It was discovered that the plants and insects died first, followed by most of the mammals (including the sentient creatures). Scavengers lived longer, surviving for decades on the massive remains left by the death of the other lifeforms. However in the early 1940's these animals turned on each other. Finally when the microbes had decomposed the last of the remains and exhausted their food supply they too died and the planet was completely lifeless by the mid- to late-50's. Most signs of life were completely engulfed in the red shifting dunes of the world within another ten years.

LATER VISITATIONS

In 2241 the *SKS Kasei* lands the first human explorers on the surface of Mars. Much more

information on this mission and the political fallout resulting from it can be found in the Timeline section.

Since the *Kasei* landing there have been numerous manned missions to Mars, most for exploration and excavation of the planet's ruins. However a mysterious plague begins to infect explorers in the early 25th century. It is feared that this plague might be the cause of the planetary extinction. By a unanimous vote the UEG votes to stop any further exploration of the planet. Newly promoted Admiral Niles Antilles is placed in command of a fleet to blockade the world. Any ship attempting to land will be shot down if necessary and any craft that *does* successfully touch down will be destroyed before it can leave the planet.

MARS IN THE AGE OF DISCOVERY

Sifting through the ruins: Explorers, pilots and xeno-archaeologists all take part in the exploration of the Martian ruins, the greatest archaeological expedition in human history. There are technological wonders, scientific achievements and untold terrors to be found during this age. Fame, fortune and perhaps a horrible death await the explorers of the red planet.

MARS IN THE JOVIAN WAR

Red Planet, Black Death: Although a distraction, the exploration of Mars continues during the Jovian War. However it is during this period that a mysterious illness begins striking down Martian explorers.

MARS IN THE AGE OF EXPANSION

Off Limits: During the Age of Expansion Mars is a closed world due to rising occurrences of the Martian Plague, or the "Red Death" as it is colloquially called. Unless the PCs are part of the scientific team commanded by Admiral Antilles to locate the source of the plague and find a cure, getting to Mars would be a very dangerous mission requiring the PCs to run the blockade twice (landing and lifting off from the

planet). And of course there are the dangers of the world itself to contend with while they are exploring the planet.

JUPITER

Called Jove by the current inhabitants of its many moons, this planet is the largest in the solar system by far and in fact is larger than all other planets in the system combined. A solar system of its own, the many moons of this world support a population numbered in the millions, including one of the three indigenous species to the Sol System, the Europeans.

Jupiter's atmosphere is a swirling mass of clouds at the upper levels with speeds of up to 400 miles per hour. Deeper down the atmosphere's gravity increases until gasses are compressed into liquids. It is known that Jupiter contains the greatest concentration of harvestable Quicksilver in the entire Sol system in its depths and scientists are conducting experiments to find a way to harness this fuel.

The Great Red Spot was first discovered 300 years ago by Cassini and persists to this day. Scientists believe this unending storm is fueled by a Quicksilver reaction and are attempting to design a craft capable of withstanding the storm in order to harvest the Quicksilver it contains.

Jupiter was also the first planet other than Earth with detectable moons, first observed by Galileo in 1610. This discovery of a source of gravity that did not spring from the Earth (as at that time all planets were thought to revolve around the Earth) was a great scientific discovery and instrumental in man's understanding of the true nature of the solar system.

Today this world remains the most important world to man's understanding of the cosmos. First contact with an alien species was made here and the planet continues to reveal hidden mysteries as it is studied by scientists living in its shadow. The nature of the

“red spot” or “red storm” (also commonly referred to as “Jove’s Eye”) is only now beginning to unravel as scientists realize the link between this never ending storm capable of swallowing the Earth and the mysterious Quicksilver used to fuel experimental alien drives.

PHYSICAL CHARACTERISTICS

Diameter: 142,984 km (approximately 88,846 miles)

Orbit: 5.2 AU (approximately 778,330,000 km)

Gravity: Low (there is no surface of Jupiter to land on- this is the gravitational effect of the planet on ships in low orbit- a ship proceeding deep into the planet’s atmosphere would be subjected to tremendous heat, gravity and pressure until it was eventually crushed)

Atmosphere: Gas Giant (the atmosphere of Jupiter ranges from massive cloud formations on the surface to gasses compressed to liquid form by gravity capable of crushing any ship deeper in).

EARLY VISITATIONS

Jupiter was first visited by the robotic probe *Pioneer 10* in 1973. This probe, along with the later missions *Pioneer II*, *Voyager 1*, *Voyager 2* and *Galileo* revealed the moons of Jupiter to be potential candidates for colonization as well as revealing the oceans underneath Europa’s icy crust.

LATER VISITATIONS

In the 2280’s the first colonies began construction on Ganymede. Colonies on Callisto and mining stations on Io soon followed. Plans were underway to begin exploration of Europa when first contact was made with The Prime.

JUPITER IN THE AGE OF DISCOVERY

Frontier Town: Players in the early Age of Discovery could be the first settlers on Ganymede or

Callisto. This would be a hard life and require a lot of work just to meet the basic needs of the colony, such as skimming hydrogen and oxygen from Jupiter’s clouds and mining the frozen crust for water.

Wagon Train: Being the first haulers to make supply runs to the Jovian colonies would be equally challenging. The journey was taxing on ships early in the Age of Discovery, requiring repairs to be done on the fly and careful navigation to conserve precious fuel supplies.

JUPITER IN THE JOVIAN WAR

So you say you want a revolution: A rebel campaign during the Jovian War would pit desperate colonists and haulers against one of the most powerful space fleets in human history. The colonists’ only advantages were their fervor and their intimate knowledge of the Jovian system with its complex planetary and asteroid systems and unique electro-magnetic signatures. However their knowledge of these natural phenomena allows them to surprise the UEG fleet almost at will and turn the tide of the war in their favor.

Red Coats: A campaign could also cast the players as the UEG fleet sent to stop the moons from breaking away from Earth/Corporate control. This could pit the players’ orders against their own feelings (many UEG citizens bear no love for the MegaCorps and were sympathetic to the colonists).

Desperate measures: In the closing days of the war, both sides begin to realize they are pawns of a corporate power play to seize the colonies for their own. The players could be assigned to gain proof of this no matter which side they serve in the conflict. Once they have proof of corporate interference, they will be charged with presenting that proof to their enemies and convince them to join forces against the Corps.

JUPITER IN THE AGE OF EXPANSION

The perfect maelstrom: While technology to skim the “mother lode” of Quicksilver deep within Jupiter is decades away, a maverick scientist believes he has built a craft capable of penetrating Jove’s Eye and extracting the rich Quicksilver deposits it contains. For a daring pilot or dedicated scientist such a mission would be the achievement of a lifetime... which might not be very long if the scientist’s ship isn’t up to the task.

JOVE’S COURT

Jove’s Court is the colloquial name given to the four Galilean Moons discovered by Galileo in 1610: Ganymede, Europa, Callisto, and Io. These four moons are home to the vast majority of life in the Jovian Moons, although many smaller colonies and hermitages exist on the smaller moons and planetoids which litter the complicated solar system within a system that is Jupiter.

GANYMEDE

The Queen of Jove’s Court, Ganymede, which was discovered in 1610 by Galileo is the largest moon in our solar system. With a diameter of 3,270 miles, Ganymede is larger than Mercury and Pluto, and three-quarters the size of Mars.

Ganymede is an almost perfect candidate for colonization. It has a thin oxygen atmosphere, a thick icy crust that is mined to provide the colony with water and a magnetic field to protect the moon from radiation (this is important since, although Jupiter’s magnetic field actually shields Ganymede from the solar wind, Jupiter itself emits enough radiation to make a large settlement difficult without a magnetosphere to protect its moons).

Also since Jupiter gives off a fair amount of its own heat, the dayside of tidally locked Ganymede is relatively warm (especially for a planet as far from Sol).

The night side of Ganymede like the far side of the moon is covered in the ruins of a vast alien outpost. These dark areas were seen by Voyager probes and the Hubble telescope in the 20th century and thought to be enormous impact craters.

Following the Jovian Wars, Ganymede's population quickly rises to over 100 million as disaffected Earthers and Corporates flock to the world with the promise of a life not dictated by a faceless government or corporate bureaucracy. The major settlements on Ganymede are (in order of population): Gilgamesh, Isis, Memphis and Nadaba. Numerous smaller domes are scattered around the planet usually built to house a mining camp or archaeological expedition of the moon's extensive ruins.

PHYSICAL CHARACTERISTICS

Diameter: 5,262 km (approximately 3,270 miles)
Orbit: 1,070,000 km (664,867 miles) from Jupiter
Gravity: Low
Atmosphere: Thin (but not breathable)

EUROPA

Europa is a gleaming gem in the night of space. Its icy surface is smooth and free of craters. This same surface of ice causes the planet to be extremely bright, reflecting light back into space and standing out like a beacon.

However, as unique as the planet's surface is, it is what lies beneath the frozen surface that truly sets this world apart. Beneath its icy crust lies an oxygen rich atmosphere, and beneath that a vast ocean, kept liquid by tidal stresses placed on the moon by Jupiter and the planet's own volcanically active core. Like Ganymede, Europa has an oxygen atmosphere and its own magnetic field. However both of these are stronger, which allowed the planet to develop life.

Currently, although the existence of Europa's indigenous life has been proven beyond a doubt, scientists are puzzling over the nature of that life. Europa shares 98% of its biosphere with the oceans

of Earth. From the smallest bacteria and plankton all the way to the largest whales and sharks. According to everything known to the scientists of both worlds (Earth and Europa) such a similarity is impossible and can only explained by one fact: the life of one world was "seeded" or transplanted from the other. When, how and in what order this transplantation occurred, and whether or not this bears any connection to the ancient visitations of Earth by the mysterious race that built the ruins that dot the Sol system is unknown.

PHYSICAL CHARACTERISTICS

Diameter: 3,138 km (approximately 1,950 miles)
Orbit: 670,900 km (approximately 416,877 miles) from Jupiter
Gravity: Normal
Atmosphere: Normal

CALLISTO

Callisto has a dark history with spacers in the Jovian Moons. This world served at the UEG/Corporate military base of operations as well as housing the Valhalla internment and reeducation camp. This camp, along with the *Valkyrie*-class starships that supported and protected the world became the symbols of the oppression felt by the colonists and the seizure of one of these vessels, along with Valhalla itself made Umber Grey a rebel hero and leader.

After the Jovian War the camp is gone, but the military spaceport over Valhalla remains and the world has the second highest population of the Jovian moons. The biggest settlements are the large dome cities built in Callisto's two enormous craters, Valhalla and Asgard.

With over 40% of the planet being ice (over a huge core containing the rock that makes up the other 60% of the planet's mass) Callisto is also an important source of water that will allow the Jovian moons to grow and remain self-sufficient for some time.

PHYSICAL CHARACTERISTICS

Diameter: 4,800 km (approximately 2,983 miles)
Orbit: 1,883,000 (approximately 1,138,973 miles) from Jupiter
Gravity: Low
Atmosphere: None

IO

Io is the most volcanically active body in the Sol system and is a hellish, tortured world that changes from month to month, with earthquakes, volcanoes appearing virtually overnight and lakes of molten lava bubbling up from the surface. These lakes, called "witch's brew" by the colonists are an important and lucrative source of rare metals. Pilots flying ships called "skimners" are used to skim these lakes in ships designed to sift out valuable materials and eject the rest into space.

After the introduction of artificially intelligent androids to the colonies this work was handled by them exclusively, judged too dangerous for humans. Today many free androids continue this work (at lucrative pay).

Io has few settlements and all are designed to be stripped or moved quickly as conditions on the planet change from day to day.

PHYSICAL CHARACTERISTICS

Diameter: 3,630 km (approximately 2,256 miles)
Orbit: 422,000 km (approximately 262,219 miles) from Jupiter
Gravity: Low
Atmosphere: Toxic (Io's atmosphere is tenuous and composed almost entirely of sulfur dioxide)

SATURN

Saturn, which has been known since prehistoric times, was the first planet detected with ring formations. Although none of the other planets can match the beauty or complexity of Saturn's rings it is now known that Jupiter, Uranus and Neptune also possess

very faint rings of debris as well.

Saturn's distinctive rings are very wide but extremely thin, averaging only one km in thickness. This stops them from being a serious navigational hazard in the system. However pirates and smugglers have been known to hide in the ring, since a ship adrift is almost impossible to detect there. Saturn's rings begin with the innermost D-ring, a mere 67,000 km away from Saturn on its inner radius. The D-ring has a width of 7,500 km, running from 67,000 to 74,500 km away from the planet. Next is the C-ring that runs from 74,500 to 92,000 km. Then the B-ring from 92,000 to 117,500 km, the A-ring from 122,200 to 136,800 km, the tiny F-ring from 140,210 to 140,700 km, the G-ring from 165,800 to 173,800 km and finally the E-ring from 180,000 km to 480,000 km.

Study of Saturn is much less advanced than that of Jove. It is believed that it contains Quicksilver, but in lower quantities than Jupiter. This belief stems from the fact that Saturn's storm systems occasionally collapse in on themselves without the energy to sustain them, while Jove's Eye is eternal. However, since the connection between the massive storms gas giants exhibit and Quicksilver is not completely understood, this is still a theory and one contested by some scientists.

PHYSICAL CHARACTERISTICS

Diameter: 120,536 km (approximately 74,898 miles)

Orbit: 9.54 AU (approximately 1,429,400,000 km)

Gravity: Low (there is no surface of Saturn to land on- this is the gravitational effect of the planet on ships in low orbit- a ship proceeding deep into the planet's atmosphere would be subjected to tremendous heat, gravity and pressure until it was eventually crushed)

Atmosphere: Gas Giant (the atmosphere of Saturn ranges from massive cloud formations on the surface to gasses compressed to liquid form by gravity capable of crushing any ship deeper in).

EARLY VISITATIONS

Saturn was first visited by *Pioneer 11* in 1979 and later by *Voyager 1* and *Voyager 2*. The *Cassini* space probe arrived at Saturn in 2004 and, although it was designed to orbit the planet for four years, actually orbited the planet and allowed scientists to study the system for over eleven years before it finally developed a malfunction and stopped responding to commands from Earth. Since late in the Age of Discovery the probe has been housed in a small museum of exploration in the Gilgamesh colony on Ganymede.

LATER VISITATIONS

Exploration of Saturn's moons is a tricky business, because of requests made by The Prime of Europa. Some of the moons are colonies of the Prime and the protection of Saturn's indigenous life from human interference and exploitation, the primitive Titanians, is a key goal of The Prime.

The discovery of a secret Coalition base on Iapetus, which was studying the planet Titan with an eye toward beginning exploration of the moon ushered The Prime into the Jovian War on the side of the rebellious colonists. Umber Grey has decided to leave Saturn alone entirely for now, although the Coalition has stated no plans to remove their base on Iapetus. They claim the base was only there to study Titan, a world unlike any other in the Sol system.

SATURN IN THE JOVIAN WAR

The Watchers: Characters under the employ of the Coalition could be assigned to the illicit base on Iapetus and aid in their secret, covert observation of Titan. This would be a scientist's dream, the kind of pure science (unfettered by any niggling ethical considerations) that draws many of the best minds to the Coalition's employ. Deciding on the best way to explore the planet and collect samples of its many unique life forms would be the next logical step.

Underground Railroad: Perhaps even more

challenging than manning the base on Iapetus would be supplying that base. Avoiding patrols (the Coalition refers to the European presence in Saturn as a blockade) staffed by telepathic crewman could be the most challenging (and highest paying) job a smuggler could ever ask for.

SATURN IN THE AGE OF EXPANSION

Indian Blankets: As exploration of the cosmos continues the question of the Titanians will arise again. Will the European position that the primitive inhabitants should be allowed to develop on their own carry the day, or will the corporations' view that contact should be made prevail? In many ways the Jovian colonists are caught in the middle of this conflict but many Jovians will favor fighting on the side of The Prime should hostilities break out, since without their help the moons would probably have remained under UEG/Corporate control.

TITAN

Of all the planets discovered in man's exploration of the Sol System, Titan is by far the most unique. The largest of Saturn's moons, Titan was first discovered in 1655 by Christiaan Huygens (who it should be noted also was the first to correctly infer the existence and geometry of Saturn's rings before they could be seen by telescopes).

The first craft to visit Titan, *Voyager 1* showed the planet to be unlike any other world in the Sol system (other than Earth) in that it had a very thick atmosphere. In 1997, the probe *Cassini* was launched toward Saturn and achieved a stable orbit. This probe then launched a smaller probe *Huygens* which was slated to land on the moon for a detailed study. Shortly after the probe's launch in 2004 contact was lost with the probe. It was recently learned that The Prime destroyed the *Huygens* probe as part of their continuing efforts to shield the primitive life on the planet. Despite the fact that the *Cassini* probe itself

remained for more than a decade and conducted numerous surveys of the moon Titan it was unable to learn any more than the planet did indeed have a thick atmosphere.

Subsequent to the start of the Jovian War, the Coalition was studying the planet from a secret base on the moon Iapetus. These studies and the limited information that The Prime have been willing to provide have given a picture of the moon that has startled and intrigued UEG and Corporate scientists. A world where ethane has replaced water yet life somehow (by methods not completely understood by modern science) has not only developed but also thrived and reached sentience.

This world contains a single continent, Xanadu, surrounded by a massive ocean of liquid ethane. The intelligent inhabitants of Xanadu are a tribal, Stone Age culture, hunting massive beasts on a world locked in an ice age. Although The Prime monitor this world telepathically (as they monitored the Earth) they are unwilling to share any more than this basic information and have proven willing to commit their considerable military might to the protection of this world.

It would seem for the time being that Titan, and its mysterious life forms, will remain a mystery.

PHYSICAL CHARACTERISTICS

Diameter: 5,150 km (approximately 3,200 miles)

Orbit: 1,221,830 km (approximately 759,209 miles) from Saturn

Gravity: Normal

Atmosphere: Toxic

URANUS

Uranus is the third largest planet in the Sol system (behind Jupiter and Saturn) and was discovered in 1781 by William Herschel. Uranus has rings like Saturn, and while its rings are more extensive than either Jupiter or Neptune they are nowhere near as spectacular as the Saturnian rings. However

the discovery of Uranus' rings was important in understanding solar mechanics as it was the first clue that rings were a common planetary feature and not unique to Saturn.

Uranus has over 25 moons, all but 5 of which are much too small to make viable sites for true colonization. These five moons remain largely unexplored even after the Jovian War, and little is known of them. Unlike the other moons in the Sol system, the moons of Uranus are named after characters from Shakespeare and Pope rather than characters from mythology. The five largest moons are: Miranda, Ariel, Umbriel, Titania and Oberon.

PHYSICAL CHARACTERISTICS

Diameter: 51,118 km (approximately 31,694 miles)

Orbit: 19.2 AU (approximately 2,870,990,000 km)

Gravity: Low (there is no surface of Uranus to land on- this is the gravitational effect of the planet on ships in low orbit- a ship proceeding deep into the planet's atmosphere would be subjected to tremendous heat, gravity and pressure until it was eventually crushed)

Atmosphere: Gas Giant (the atmosphere of Uranus ranges from massive cloud formations on the surface to gasses compressed to liquid form by gravity capable of crushing any ship deeper in). However Uranus has much less atmosphere than either Saturn or Jupiter and seems to lack significant Quicksilver deposits.

EARLY VISITATIONS

Uranus was visited only once in the 20th century by *Voyager 2* in 1986.

LATER VISITATIONS

Uranus lacks any large moons or alien life or even a Quicksilver rich atmosphere to draw the attention of explorers. For this reason the planet and its moons have barely been explored. Although its five larger moons would make good candidates for small

colonies (being about 50% ice over a rocky core) it seems destined to remain a backwater for quite some time.

URANUS IN THE AGE OF EXPANSION

Our Town: Even in the Age of Expansion Uranus remains an out of the way locale. Exploration in other solar systems, opened up by advancements in Quicksilver FTL drives even has more allure than spending time in this region. However as the population of the Sol system continues to expand small groups who like their privacy will doubtless migrate here, seeking their own world where they can conduct their affairs without government or corporate interference, only needing contact with the occasional supply ship.

NEPTUNE

Neptune was discovered in 1846. Although it was first observed by Johann Gottfried Galle and Heinrich Louis d'Arrest the discovery of the world is credited to John Couch Adams and Urbain Jean Joseph Le Verrier. The reason for this is that the latter two men accurately predicted the existence and location of Neptune due to perturbations in Uranus' orbit before it was seen.

Neptune, despite being further out than Uranus will probably be explored more thoroughly. The occasional vortex storm, similar to Jove's Eye reveals the existence of Quicksilver in the gas giant's atmosphere. However there are insufficient quantities of the material to fuel a permanent reaction and these storms collapse in on themselves until sufficient material builds up in the planet's atmosphere to spark another storm.

Neptune also draws more interest from explorers because of its one large moon, Triton. This moon, almost four times the size of Uranus' largest moon, has a crust of about 25% ice and a thin atmosphere, making it a very good candidate for colonization.

Triton is also volcanically active, but the moon is so cold (as cold as Pluto) that the volcanoes actually spew frozen material, leading to them being dubbed “ice volcanoes”.

PHYSICAL CHARACTERISTICS

Diameter: 49,532 km (approximately 30,709 miles)

Orbit: 30 AU (approximately 4,504,000,000 km)

Gravity: Low (there is no surface of Neptune to land on- this is the gravitational effect of the planet on ships in low orbit- a ship proceeding deep into the planet’s atmosphere would be subjected to tremendous heat, gravity and pressure until it was eventually crushed)

Atmosphere: Gas Giant (the atmosphere of Neptune ranges from massive cloud formations on the surface to gasses compressed to liquid form by gravity capable of crushing any ship deeper in).

EARLY VISITATIONS

Neptune was visited only once in the 20th century by *Voyager 2* in 1989.

NEPTUNE IN THE AGE OF EXPANSION

Jonestown: As interest in further exploration of the Sol system takes a backseat in UEG and Corporate resources to beginning to explore the cosmos, a small religious group travels to Triton, proclaiming this world their order’s “promised land”. This group is an offshoot of the infamous Last Generation terrorist organization that has renounced violence in favor of an apocalyptic religion blending elements from Christianity, Islam and the Prime Order of the Europeans. The UEG does not recognize this group’s sovereignty over Triton but since there are no immediate plans for the world evicting them seems a waste of resources. Depending on the decision of the UEG the player characters might be sent to investigate the colony to determine if it’s a threat or even to forcibly remove the colony.

PLUTO

Pluto is (usually) the most distant planet from Sol and by far the smallest. In fact there are seven moons in the Sol system larger than Pluto (Luna, Io, Europa, Ganymede, Callisto, Titan and Triton). Pluto’s orbit sometimes crosses that of Neptune, meaning that the two planets trade the honor of being the most distant on occasion.

Pluto actually has an atmosphere and a companion body (named Charon). Charon is not a true moon, since the two bodies both rotate around a mutual center of gravity (as opposed to Charon orbiting Pluto). Despite its distance and extreme temperatures (the planet’s average temperature is between 38 and 63 degrees Kelvin or between 390 and 346 degrees below zero Fahrenheit) Pluto has been inhabited since late in the Age of Discovery by a small scientific team. The planet hosts the Deep Space Observatory, the most powerful and sophisticated telescope array in the human history, staffed entirely by Astronomers (a rewrite commissioned by the UEG specifically to staff the DSO).

This observatory has made many amazing discoveries about the universe. Unfortunately, many of these discoveries have been suppressed by the UEG, making scientists who wish to discuss their findings publicly subject to intimidation and worse. The most troubling rumors about what these suppressed findings might be swirl around the Galaxy M-87, which has one of the most prominent jet features ever discovered (a jet is matter ejected at speeds near the speed of light due to contact with an extremely large gravity well- in this case a black hole). It is commonly conjectured that the DSO has detected signs that this jet is used as a transport medium (much like an ancient river would be used for trade only on an interstellar scale) by an alien civilization. Some take their conjecture a step further and suggest that not only have they seen evidence the jet is used for propulsion but that they have discovered it was artificially created.

PHYSICAL CHARACTERISTICS

Diameter: 2274 km (approximately 1410 miles)

Orbit: 39.5 AU (approximately 5,913,520,000 km)

Gravity: Low

Atmosphere: Tenuous

EARLY VISITATIONS

Pluto was not visited until the Age of Discovery.

LATER VISITATIONS

The first missions to Pluto were exploration to determine the feasibility of the planet to house the DSO.

PLUTO IN THE AGE OF DISCOVERY

Planetary Survey: The ships that explore Pluto to determine its suitability to house the DSO will be traveling much further than any manned craft ever has. This mission will take only the best of the best and will perform cutting edge science, with opportunities to explore the moons of Uranus and Neptune on the way there and back. A great opportunity for a “pure” science campaign, the players could be the first humans to set foot on half a dozen moons in the course of a mission like this and write their names into the history books.

Deep Space: Once the planet is deemed suitable for construction of the DSO, someone will have to build it. In temperatures about 50 degrees above absolute zero. Wear your mittens.

PLUTO IN THE JOVIAN WAR

Inquisition: One of the biggest breaks in the secrecy surrounding the DSO’s investigations of galaxy M-87 comes when the Valhalla camp is liberated at the start of the Jovian War. Many of the prisoners in this camp are Astronomers assigned to the DSO imprisoned so they would not reveal what they had seen.

PLUTO IN THE AGE OF EXPANSION

Revelation: A new president of the UEG brings with his administration a new policy. Mankind must be prepared for what is coming and a stunning announcement is made. The DSO not only discovered that the M 87 Jet is used for propulsion, and that it appears to be an artificial construct used (by unknown means) to accelerate ships to much greater speeds than the fastest Quicksilver drive, they also have discovered that it has been moved. It now points directly at the Milky Way. It is estimated that the ships launched from this jet will reach the Milky Way in decades, covering a distance of 60 *million* light years.

TYPICAL PROMETHEUS NPCS

AML

AML Earther (Charismatic Hero 1 / Dedicated Hero 1): CR 2; Medium-size Humanoid; HD 2d6; hp 9; Mas 10; Init +0; Spd 30 ft; Defense 11, touch 11, flat-footed 11 (+1 class); BAB +0; Grap +0; Atk +0 melee (1d4/19-20 knife) or +0 ranged (2d8 laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ Immunity Enhancement; AL AML; Rep +3; AP 1; SV Fort +2, Ref +1, Will +3; Str 10, Dex 11, Con 10, Int 14, Wis 14, Cha 14

Occupation: Corporate Employee (Diplomacy / Corporate Medical Plan)

Skills: Bluff +6, Craft (writing) +6, Diplomacy +13, Gather information +8, Intimidate +6, Knowledge (civics) +6, Knowledge (current events) +6, Knowledge (earth and life sciences) +4, Knowledge (popular culture) +6, Knowledge (theology and philosophy) +6, Search +3, Survival +4

Feats: Corporate Medical Plan, Miner, Simple Weapons Proficiency, Trustworthy, Ultra Immune System

Talents (Dedicated): Skill Emphasis (Diplomacy)

Talents (Charismatic): Charm

Possessions: knife, laser pistol, personal gear

AML Earther (Charismatic Hero 3 / Dedicated Hero 3): CR 6; Medium-size Humanoid; HD 6d6; hp 23; Mas 10; Init +1 (+1 Dex); Spd 30 ft; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d4/19-20 knife) or +4 ranged (2d8 laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ Immunity Enhancement; AL AML; Rep +3; AP 1; SV Fort +4, Ref +4, Will +5; Str 10, Dex 12, Con 10, Int 14, Wis 14, Cha 14

Occupation: Corporate Employee (Diplomacy / Corporate Medical Plan)

Skills: Bluff +8, Craft (writing) +6, Diplomacy +17, Gather information +10, Intimidate +8, Knowledge (civics) +10, Knowledge (current events) +8, Knowledge (earth and life sciences) +10, Knowledge (popular culture) +8, Knowledge (theology and philosophy) +8, Search +7, Survival +8

Feats: Corporate Medical Plan, Dodge, Educated (Knowledge (civics, earth and life sciences)), Miner, Simple Weapons Proficiency, Trustworthy, Ultra Immune System

Talents (Dedicated): Aware, Skill Emphasis (Diplomacy)

Talents (Charismatic): Charm, Favor

Possessions: knife, laser pistol, personal gear

AML Earther (Charismatic Hero 3 / Dedicated Hero 3 / Ambassador 2 / Explorer 2): CR 10; Medium-size Humanoid; HD 6d6; hp 23; Mas 10; Init +1 (+1 Dex); Spd 30 ft; Defense 16, touch 16, flat-footed 15 (+1 Dex, +5 class); BAB +5; Grap +5; Atk +5 melee (1d4/19-20 knife) or +6 ranged (2d8 laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ Diplomatic Immunity, Explore Lore +6, Immunity Enhancement, Open Arms, Resolve, Skilled Searcher, Survivalist; AL AML; Rep +4; AP 1; SV Fort +6, Ref +6, Will +10; Str 10, Dex 12, Con 10, Int 14, Wis 14, Cha 15

Occupation: Corporate Employee (Diplomacy / Corporate Medical Plan)

Skills: Bluff +12, Craft (writing) +6, Diplomacy +20, Gather information +17, Intimidate +10, Knowledge (civics) +12, Knowledge (current events) +8, Knowledge (earth and life sciences) +12, Knowledge (history) +7, Knowledge (popular culture) +8, Knowledge (theology and philosophy) +8, Navigate +4, Search +8, Sense Motive +8, Survival +12

Feats: Corporate Medical Plan, Dodge, Educated (Knowledge (civics, earth and life sciences)), Guide, Miner, Salvage, Simple Weapons Proficiency, Track, Trustworthy, Ultra Immune System

Talents (Dedicated): Aware, Skill Emphasis (Diplomacy)

Talents (Charismatic): Charm, Favor

Possessions: knife, laser pistol, personal gears

COALITION

Coalition Earther (Dedicated Hero 1 / Smart Hero 1): CR 2; Medium-size Humanoid; HD 2d6 + 4; hp 13; Mas 14; Init +0; Spd 30 ft; Defense 11, touch 11, flat-footed 11 (+1 class); BAB +0; Grap -1; Atk -1 melee or +0 ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ Immunity Enhancement, Psyche 5/day; AL Coalition; Rep +3; AP 1; SV Fort +3, Ref +0, Will +4; Str 8, Dex 11, Con 14, Int 14, Wis 15, Cha 10

Occupation: Psychic (Concentration, Sense Motive)

Skills: Concentration +8, Decipher Script +8, Knowledge (behavioral sciences) +7, Knowledge (technology) +7, Listen +4, Sense Motive +8, Spot +4, Survival +6, Treat Injury +6

Feats: Precognition, Simple Weapons Proficiency, Telepathy, Ultra Immune System

Talents (Dedicated): Empathy

Talents (Smart): Savant (Decipher Script)

Possessions: card computer, shepherd chip, universal communicator, personal gear

Coalition Earther (Dedicated Hero 3 / Smart Hero 3): CR 6; Medium-size Humanoid; HD 6d6 + 12; hp 35; Mas 14; Init +3 (+3 Wis); Spd 30 ft; Defense 13, touch 13, flat-footed 13 (+3 class); BAB +3; Grap +2; Atk +2 melee or +3 ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ Immunity Enhancement, Psyche 6/day; AL Coalition; Rep +3; AP 3; SV Fort +3, Ref +0, Will +4; Str 8, Dex 11, Con 14, Int 14, Wis 16, Cha 10

Occupation: Psychic (Concentration, Sense Motive)

Skills: Concentration +12, Decipher Script +12, Knowledge (behavioral sciences) +13, Knowledge (technology) +13, Listen +9, Sense Motive +13, Spot +9, Survival +9, Treat Injury +9

Feats: Alertness, Educated (Knowledge (behavioral sciences, technology)), Foresight, Mental Communication, Precognition, Simple Weapons Proficiency, Telepathy, Ultra Immune System

Talents (Dedicated): Empathy, Intuition

Talents (Smart): Savant (Decipher Script)

Possessions: card computer, shepherd chip, universal communicator, personal gear

Coalition Earther (Dedicated Hero 3 / Smart Hero 3 / Sensitive 2 / Xeno Archaeologist 2): CR 10; Medium-size Humanoid; HD 8d6 + 2d8 + 20; hp 59; Mas 14; Init +4 (+1 Dex, +3 Wis); Spd 30 ft; Defense 16, touch 16, flat-footed 15 (+1 Dex, +5 class); BAB +5; Grap +4; Atk +4 melee or +6 ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ Alien Lore +1, Immunity Enhancement, Psyche 7/day, Recognition, Xenology (DC 25+PL); AL Coalition; Rep +3; AP 5; SV Fort +5, Ref +1, Will +9; Str 8, Dex 12, Con 14, Int 14, Wis 16, Cha 10

Occupation: Psychic (Concentration, Sense Motive)

Skills: Concentration +16, Decipher Script +14, Diplomacy +6, Knowledge (behavioral sciences) +15, Knowledge (technology) +17, Listen +9, Research +7, Sense Motive +17, Spot +9, Survival +16, Treat Injury +12

Feats: Alertness, Educated (Knowledge

(behavioral sciences, technology)), Foresight, Mental Communication, Precognition, Precognitive Dodge, Simple Weapons Proficiency, Telepathy, Ultra Immune System

Talents (Dedicated): Empathy, Intuition

Talents (Smart): Savant (Decipher Script)

Possessions: card computer, shepherd chip, universal communicator, personal gear

EN AVANT

En Avant Menome (Charismatic Hero 1 / Smart Hero 1): CR 2; Medium-size Humanoid; HD 2d6; hp 9; Mas 10; Init +0; Spd 30 ft; Defense 13, touch 10, flat-footed 13 (+3 equipment); BAB +0; Grap +0; Atk +0 melee (1d4/19-20 knife) or +0 (2d8 laser pistol) ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ Chameleon, Human Computer, Precision Coordination; AL En Avant; SV Fort +1, Ref +1, Will +2, AP 1; Rep +4; Str 10, Dex 11, Con 10, Int 16, Wis 12, Cha 14

Occupation: Military (Demolitions, Knowledge (tactics), Survival / Personal Firearms Proficiency)

Skills: Computer Use +8, Craft (electronic) +7, Craft (mechanical) +7, Demolitions +8, Diplomacy +7, Disguise +6, Disable Device +7, Gather Information +6, Knowledge (arcane lore) +5, Knowledge (art) +5, Knowledge (behavioral sciences) +5, Knowledge (business) +5, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (earth and life sciences) +5, Knowledge (history) +5, Knowledge (physical sciences) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Knowledge (tactics) +8, Knowledge (technology) +7, Knowledge (theology and philosophy) +5, Navigate +7, Repair +7, Research +11, Survival +5

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Teamwork (En Avant)

Talents (Charismatic): Coordinate

Talents (Smart): Savant (Computer Use)

Possessions: knife, laser pistol, light combat armor, personal items

En Avant Menome (Charismatic Hero 3 / Smart Hero 3): CR 6; Medium-size Humanoid; HD 6d6; hp 23; Mas 10; Init +1 (+1 Dex); Spd 30 ft; Defense 16, touch 13, flat-footed 15 (+1 Dex, +2 class, +3 equipment); BAB +2; Grap +2; Atk +2 melee (1d4/19-20 knife) or +3 (2d8 laser pistol) ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ Chameleon, Human Computer, Precision Coordination; AL En Avant; SV Fort +3, Ref +4, Will +4, AP 3; Rep +4; Str 10, Dex 12, Con 10, Int 16, Wis 12, Cha 14

Occupation: Military (Demolitions, Knowledge (tactics), Survival / Personal Firearms Proficiency)

Skills: Computer Use +12, Craft (electronic) +9, Craft (mechanical) +9, Demolitions +10, Diplomacy +13, Disguise +15, Disable Device +9, Gather Information +13, Knowledge (arcane lore) +5, Knowledge (art) +5, Knowledge (behavioral sciences) +5, Knowledge (business) +5, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (earth and life sciences) +5, Knowledge (history) +5, Knowledge (physical sciences) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Knowledge (tactics) +12, Knowledge (technology) +11, Knowledge (theology and philosophy) +5, Navigate +9, Repair +9, Research +13, Survival +7

Feats: Armor Proficiency (light), Educated (Knowledge (tactics, technology)), Mastercrafter, Oathbound (En Avant), Personal Firearms Proficiency, Teamwork (En Avant), Trustworthy

Talents (Charismatic): Coordinate, Inspiration

Talents (Smart): Plan, Savant (Computer Use)

Possessions: knife, laser pistol, light combat armor, personal items

En Avant Menome (Charismatic Hero 3 / Smart Hero 3 / Human Computer 2 / Field Officer 2): CR 10; Medium-size Humanoid; HD 6d6 + 2d8; hp 32; Mas 10; Init +1 (+1 Dex); Spd 30 ft; Defense 21, touch 18, flat-footed 17 (+1 Dex, +4 class, +3 equipment, +3 smart defense); BAB +5; Grap +5; Atk +5 melee (1d4/19-20 knife) or +6 (2d8 laser pistol) ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ

Chameleon, Human Computer, Leadership, Precision Coordination, Skill Download (1 rank), Smart Defense, Uncanny Survival; AL En Avant; SV Fort +3, Ref +6, Will +7, AP 3; Rep +5; Str 10, Dex 12, Con 10, Int 17, Wis 12, Cha 14

Occupation: Military (Demolitions, Knowledge (tactics), Survival / Personal Firearms Proficiency)

Skills: Computer Use +19, Craft (electronic) +9, Craft (mechanical) +9, Demolitions +17, Diplomacy +17, Disguise +15, Disable Device +16, Gather Information +17, Intimidate +6, Knowledge (arcane lore) +5, Knowledge (art) +5, Knowledge (behavioral sciences) +5, Knowledge (business) +5, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (earth and life sciences) +5, Knowledge (history) +5, Knowledge (physical sciences) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Knowledge (tactics) +18, Knowledge (technology) +11, Knowledge (theology and philosophy) +5, Navigate +9, Repair +9, Research +13, Survival +7

Feats: Armor Proficiency (light), Educated (Knowledge (tactics, technology)), Mastercrafter, Oathbound (En Avant), Personal Firearms Proficiency, Smart Plus (Exploit Weakness, Savant), Teamwork (En Avant), Trustworthy

Talents (Charismatic): Coordinate, Inspiration

Talents (Smart): Exploit Weakness, Plan, Savant (Computer Use, Knowledge (tactics))

Possessions: knife, laser pistol, light combat armor, personal items

GOO JUE

Goo Jue Mauler (Strong Hero 1 / Tough Hero 1): CR 2; Large humanoid; HD 1d8 + 1d10 + 6; HP 20; Mas 17; Init +2; Spd 30 ft; Defense 13, touch 12, flatfooted 11 (-1 size, +2 Dex, +1 equipment, +1 class); BAB +1; Grap +9; Atk +1 melee (2d6+1, 19-20 high frequency sword), or +3 ranged (3d8 laser rifle); FS 5 ft by 5 ft; Reach 10 ft; SQ Ability Surge (1/day,

melee combat only), Brute; AL Goo Jue; SV Fort +2, Ref +1, Will -2; AP 1; Rep +1; Str 18, Dex 14, Con 17, Int 11, Wis 6, Cha 6.

Occupation: Military (Climb, Knowledge (tactics), Survival) / Personal Firearms Proficiency)

Skills: Intimidate +7, Knowledge (tactics) +5

Feats: Personal Firearms Proficiency

Talents (Strong): Melee Smash

Talents (Tough): Stamina

Possessions: high frequency sword, laser rifle, light combat armor, personal items

Goo Jue Mauler (Strong Hero 3 / Tough Hero 3):

CR 6; Large humanoid; HD 3d8 + 3d10 + 24; HP 58; Mas 21; Init +2; Spd 30 ft; Defense 14, touch 13, flatfooted 12 (-1 size, +2 Dex, +1 equipment, +2 class); BAB +3; Grap +11; Atk +7 melee (2d6+2/19-20 high frequency sword), or +5 ranged (3d8 laser rifle); FS 5 ft by 5 ft; Reach 10 ft; SQ Ability Surge (1/day, melee combat only), Brute, DR 1/-; AL Goo Jue; SV Fort +4, Ref +2, Will -1; AP 3; Rep +1; Str 18, Dex 14, Con 18, Int 11, Wis 6, Cha 6.

Occupation: Military (Climb, Knowledge (tactics), Survival) / Personal Firearms Proficiency)

Skills: Intimidate +11, Knowledge (tactics) +9

Feats: Improved Damage Threshold, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents (Strong): Improved Melee Smash, Melee Smash

Talents (Tough): Damage Reduction 1/-, Stamina

Possessions: high frequency sword, laser rifle, light combat armor, personal items

Goo Jue Mauler (Strong Hero 3 / Tough Hero 3 / Dreadnought 2 / Soldier 2): CR 10; Large humanoid; HD 3d8 + 5d10 + 2d12 + 40; HP 98; Mas 21; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (-1 size, +2 Dex, +3 equipment, +4 class); BAB +5; Grap +13; Atk +10 melee (2d6+4/19-20 high frequency sword), or +7 ranged (3d8 laser rifle); FS 5 ft by 5 ft; Reach 10 ft; SQ Ability Surge (2/day), Brute, DR 1/-, Fearless, Stability, Steamroller, Unhindered, Weapon

Specialization (high frequency sword); AL Goo Jue; SV Fort +9, Ref +4, Will +1; AP 5; Rep +1; Str 18, Dex 15, Con 18, Int 11, Wis 6, Cha 6.

Occupation: Military (Climb, Knowledge (tactics), Survival) / Personal Firearms Proficiency)

Skills: Climb +10, Intimidate +13, Knowledge (tactics) +11

Feats: Armor Proficiency (light), Improved Damage Threshold, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (high frequency sword)

Talents (Strong): Improved Melee Smash, Melee Smash

Talents (Tough): Damage Reduction 1/-, Stamina

Possessions: high frequency sword, laser rifle, light combat armor, personal items

JOVIAN REBELS

Jovian Rebel Android (Laborer) (Strong Hero 1 / Tough Hero 1): CR 2; Medium size Construct; HD 2d10 + 11; hp 26; Init +1 (+1 Dex); Spd 30 ft; Defense 19, touch 13, flat-footed 18 (+1 Dex, +6 equipment, +2 class); BAB +1; Grap +1; Atk +4 melee (1d6+2 non-lethal unarmed, provokes AoO) or +3 melee (1d4+2/19-20 knife) or +2 ranged (3d8 laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ Critical Systems, Immunities, Lifelike Appearance, Manipulators, Rejuvenation Cycle, Repairable, Robot Resurrection, Sensors; AL Jovian Rebels, Marines; Rep +0; AP 1; SV Fort +2, Ref +1, Will +1; Str 14, Dex 13, Con -, Int 10, Wis 12, Cha 5

Occupation: Rural (Handle animal, Survival / Brawl)

Skills: Handle animal +1, Intimidate -1, Listen +3, Spot +3, Survival +5

Feats: Brawl, Simple Weapons Proficiency

Talents (Strong): Extreme Effort

Talents (Tough): Robust

Possessions: class IV sensor system, knife, laser rifle, resiliium integrated armor, personal gear

Jovian Rebel Android (Laborer) (Strong Hero 3 / Tough Hero 3): CR 6; Medium size Construct; HD 6d10 + 13; hp 50; Init +1 (+1 Dex); Spd 30 ft; Defense 21, touch 15, flat-footed 20 (+1 Dex, +6 equipment, +4 class); BAB +5; Grap +5; Atk +9 melee (1d8+2 non-lethal unarmed) or +9 melee (1d4+2 lethal unarmed) or +7 melee (1d4+2/19-20 knife) or +6 ranged (3d8 laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ Critical Systems, DR 1/-, Immunities, Lifelike Appearance, Manipulators, Rejuvenation Cycle, Repairable, Robot Resurrection, Sensors; AL Jovian Rebels, Marines; Rep +1; AP 1; SV Fort +4, Ref +3, Will +3; Str 14, Dex 13, Con -, Int 10, Wis 12, Cha 5

Occupation: Rural (Handle animal, Survival / Brawl)

Skills: Handle animal +3, Intimidate +3, Listen +3, Spot +3, Survival +7

Feats: Brawl, Combat Martial Arts, Improved Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency, Teamwork (marines)

Talents (Strong): Extreme Effort, Improved Extreme Effort

Talents (Tough): DR 1/-, Robust

Possessions: class IV sensor system, knife, laser rifle, resiliium integrated armor, personal gear

Jovian Rebel Android (Laborer) (Strong Hero 3 / Tough Hero 3 / Starship Marine 4): CR 10; Medium size Construct; HD 10d10 + 17; hp 76; Init +1 (+1 Dex); Spd 30 ft; Defense 22, touch 16, flat-footed 21 (+1 Dex, +6 equipment, +5 class); BAB +8; Grap +8; Atk +12 melee (1d8+2/19-20 non-lethal unarmed) or +12 (1d4+2/19-20 lethal unarmed) or +10 melee (1d4+2/19-20 knife) or +9 ranged (3d8 laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ Beachhead +1, Critical Systems, DR 1/-, First Wave +1, Immunities, Lifelike Appearance, Manipulators, Rejuvenation Cycle, Repairable, Robot Resurrection, Sensors, Tough as Nails; AL Jovian Rebels, Marines; Rep +2; AP 1; SV Fort +6, Ref +5, Will +1; Str 14, Dex 13, Con -, Int 10, Wis 12, Cha 5

Occupation: Rural (Handle animal, Survival / Brawl)

Skills: Handle animal +3, Intimidate +3, Listen +3, Spot +3, Survival +7

Feats: Advanced Firearms Proficiency, Brawl, Combat Martial Arts, Improved Brawl, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Teamwork (marines)

Talents (Strong): Extreme Effort, Improved Extreme Effort

Talents (Tough): DR 1/-, Robust

Possessions: class IV sensor system, laser rifle, resiliium integrated armor, personal gear

LAST GENERATION

Last Generation Earther (Fast Hero 1 / Smart Hero 1): CR 2; Medium-size Humanoid; HD 1d6 + 1d8; hp 10; Init +2 (+2 Dex); Spd 30; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +0; Grap +0; Atk -1 melee (1d4-1/19-20 knife) or +2 ranged (2d8 laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ Evasion, Immunity Enhancement; AL Last Generation; Rep +1; AP 1; SV Fort +0, Ref +3, Will +2; Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 11

Occupation: Adventurer (Demolitions, Intimidate / Personal Firearms Proficiency)

Skills: Computer use +7, Craft (chemical) +7, Craft (pharmaceutical) +7, Demolitions +8, Disable Device +7, Forgery +7, Hide +6, Intimidate +4, Knowledge (current events) +7, Knowledge (streetwise) +7, Knowledge (theology and philosophy) +7, Move Silently +6, Research +7, Search +7

Feats: Conviction (Last Generation), Enemy (UEG), Personal Firearms Proficiency, Simple Weapons Proficiency, Ultra Immune System

Talents (Fast): Evasion

Talents (Smart): Savant (Demolitions)

Possessions: chemical kit, knife, laser pistol, pharmacy kit, personal gear

Last Generation Earther (Fast Hero 3 / Smart Hero 3): CR 6; Medium-size Humanoid; HD 3d6 + 3d8; hp 26; Init +2 (+2 Dex); Spd 30; Defense 17, touch 17, flat-footed 17 (+2 Dex, +5 class); BAB +3; Grap +2; Atk +2 melee (1d4-1/19-20 knife) or +5 ranged (2d8 laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ Evasion, Immunity Enhancement, Uncanny Dodge 1; AL Last Generation; Rep +2; AP 3; SV Fort +2, Ref +5, Will +4; Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 12

Occupation: Adventurer (Demolitions, Intimidate / Personal Firearms Proficiency)

Skills: Computer use +9, Craft (chemical) +11, Craft (pharmaceutical) +11, Demolitions +14, Disable Device +9, Escape artist +6, Forgery +9, Hide +8, Intimidate +9, Knowledge (current events) +9, Knowledge (streetwise) +9, Knowledge (theology and philosophy) +9, Move Silently +8, Research +9, Search +9, Sleight of hand +6

Feats: Builder (Craft (chemical, pharmaceutical)), Conviction (Last Generation), Defensive Martial Arts, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Ultra Immune System

Talents (Fast): Evasion, Uncanny Dodge 1

Talents (Smart): Savant (Demolitions), Trick

Possessions: chemical kit, knife, laser pistol, pharmacy kit, personal gear

Last Generation Earther (Fast Hero 3 / Smart Hero 3 / Zealot 4): CR 10; Medium-size Humanoid; HD 3d6 + 7d8; hp 44; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; Defense 20, touch 20, flat-footed 20 (+2 Dex, +8 class); BAB +7; Grap +6; Atk +6 melee (1d4-1/19-20 knife) or +9 ranged (2d8 laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ Evasion, Fanaticism, Immunity Enhancement, Suicidal Attack, Uncanny Dodge 1; AL Last Generation; Rep +3; AP 5; SV Fort +4, Ref +7, Will +6; Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 12

Occupation: Adventurer (Demolitions, Intimidate / Personal Firearms Proficiency)

Skills: Computer use +9, Craft (chemical) +15, Craft (pharmaceutical) +11, Demolitions +18, Disable Device +13, Escape artist +6, Forgery +9, Hide +14, Intimidate +13, Knowledge (current events) +9, Knowledge (streetwise) +9, Knowledge (theology and philosophy) +9, Move Silently +14, Research +9, Search +9, Sleight of hand +6

Feats: Builder (Craft (chemical, pharmaceutical)), Conviction (Last Generation), Defensive Martial Arts, Double Tap, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy, Ultra Immune System, Weapon Focus (laser pistol)

Talents (Fast): Evasion, Uncanny Dodge 1

Talents (Smart): Savant (Demolitions), Trick

Possessions: chemical kit, knife, laser pistol, pharmacy kit, personal gear

UEG

UEG Menome (Smart Hero 2): CR 2; Medium-size Humanoid; HD 2d6 – 2; hp 7; Mas 8; Init +1 (+1 Dex); Spd 30 ft; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +1; Grap +1; Atk +1 melee or +2 touch; FS 5 ft by 5 ft; Reach 5 ft; SQ Chameleon, Human Computer, Precision Coordination; AL Active Duty, UEG; Rep +1, AP 1; SV Fort –1, Ref +1, Will +3; Str 10, Dex 12, Con 8, Int 18, Wis 12, Cha 11

Occupation: Astronaut Trainee (Pilot, Survival / Aircraft Operation (spacecraft))

Skills: Computer use +11, Craft (electrical) +9, Craft (mechanical) +9, Craft (structural) +9, Decipher Script +9, Demolitions +9, Disguise +4, Drive +3, Knowledge (arcane lore) +6, Knowledge (art) +6, Knowledge (behavioral sciences) +6, Knowledge (business) +6, Knowledge (civics) +6, Knowledge (current events) +6, Knowledge (earth and life sciences) +6, Knowledge (history) +6, Knowledge (physical sciences) +6, Knowledge (popular culture) +6, Knowledge (streetwise) +6, Knowledge (tactics)

+6, Knowledge (technology) +6, Knowledge (theology and philosophy) +6, Navigate +9, Pilot +8, Repair +9, Research +13, Search +9, Survival +6

Feats: Aircraft Operation (spacecraft), Simple Weapons Proficiency, Spacer, Teamwork (active duty), Vehicle Expert

Talents (Smart): Savant (Computer use)

Possessions: personal gear

UEG Menome (Smart Hero 4 / Operations Expert 1 / Starship Navigator 1): CR 6; Medium-size Humanoid; HD 4d6 + 2d8 – 6; hp 19; Mas 8; Init +1 (+1 Dex); Spd 30 ft; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +2; Grap +2; Atk +2 melee or +3 touch; FS 5 ft by 5 ft; Reach 5 ft; SQ Chameleon, Emergency Power +1, Human Computer, Precision Coordination, Slingshot +1; AL Active Duty, UEG; Rep +2, AP 1; SV Fort +1, Ref +4, Will +4; Str 10, Dex 12, Con 8, Int 19, Wis 12, Cha 11

Occupation: Astronaut Trainee (Pilot, Survival / Aircraft Operation (spacecraft))

Skills: Computer use +17, Craft (electrical) +12, Craft (mechanical) +12, Craft (structural) +12, Decipher Script +11, Demolitions +11, Disguise +4, Drive +3, Knowledge (arcane lore) +6, Knowledge (art) +6, Knowledge (behavioral sciences) +6, Knowledge (business) +6, Knowledge (civics) +6, Knowledge (current events) +6, Knowledge (earth and life sciences) +6, Knowledge (history) +6, Knowledge (physical sciences) +6, Knowledge (popular culture) +6, Knowledge (streetwise) +6, Knowledge (tactics) +6, Knowledge (technology) +13, Knowledge (theology and philosophy) +6, Navigate +13, Pilot +12, Repair +15, Research +15, Search +11, Survival +10

Feats: Aircraft Operation (spacecraft), Gearhead, Improved Slingshot, Simple Weapons Proficiency, Spacer, Starship Operation (heavy), Teamwork (active duty), Vehicle Expert

Talents (Smart): Plan, Savant (Computer use)

Possessions: personal gear

UEG Menome (Smart Hero 4 / Operations Expert 3 / Starship Navigator 3): CR 10; Medium-size Humanoid; HD 4d6 + 4d8 – 10; hp 33; Mas 8; Init +1 (+1 Dex); Spd 30 ft; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +5; Grap +5; Atk +5 melee or +6 touch; FS 5 ft by 5 ft; Reach 5 ft; SQ Chameleon, Damage Control Coordination +1, Emergency Power +1, Human Computer, Precision Coordination, Sensor Expert, Slingshot +1, Starship Tracking; AL Active Duty, UEG; Rep +3, AP 1; SV Fort +2, Ref +5, Will +5; Str 10, Dex 12, Con 8, Int 20, Wis 12, Cha 11

Occupation: Astronaut Trainee (Pilot, Survival / Aircraft Operation (spacecraft))

Skills: Computer use +22, Craft (electrical) +16, Craft (mechanical) +16, Craft (structural) +16, Decipher Script +12, Demolitions +12, Disable Device +8, Disguise +4, Drive +3, Knowledge (arcane lore) +7, Knowledge (art) +7, Knowledge (behavioral sciences) +7, Knowledge (business) +7, Knowledge (civics) +7, Knowledge (current events) +7, Knowledge (earth and life sciences) +7, Knowledge (history) +7, Knowledge (physical sciences) +7, Knowledge (popular culture) +7, Knowledge (streetwise) +7, Knowledge (tactics) +7, Knowledge (technology) +20, Knowledge (theology and philosophy) +7, Navigate +18, Pilot +16, Repair +20, Research +16, Search +12, Spot +9, Survival +14

Feats: Aircraft Operation (spacecraft), Gearhead, Improved Slingshot, Mastercrafter, Simple Weapons Proficiency, Spacer, Starship Gunnery, Starship Operation (heavy, super heavy), Teamwork (active duty), Vehicle Expert

Talents (Smart): Plan, Savant (Computer use)

Possessions: personal gear

GLOSSARY

AML: African Mining League, mining consortium founded in Africa but with mining colonies throughout the solar system

Astronomical Unit (AU): The distance of the Earth from the Sun (approximately 93 million miles). Distances in the solar system are routinely given as a number of Astronomical Units rather than miles due to the vast distances involved.

Jove: Another name for Zeus or Jupiter. This name has entered the popular vernacular for the planet Jupiter among the inhabitants of the moons of Jupiter. The fact that Earth astronomers and government officials hate this “nickname” only adds to its popularity.

Jove’s Court: The colloquial name for the four largest moons of Jupiter: Callisto, Europa, Ganymede and Io.

Jove’s Eye: The colloquial name for Red Storm or Red Spot of Jupiter.

Jovian (or Jovial): Colloquial name for the residence of the Jovian moons.

Jovian Moons: The colloquial name for the moons of Jupiter.

SKS (Shoukai Kaisha Ship): The designation borne by starships of the Lunar Coalition.

Sol (also known simply as “The Sun”): The primary body of Earth’s solar system, which is often colloquially referred to as “the Sol system”.

UEG: United Earth Governments, the ruling party of the planet Earth, composed of representatives of every sovereign power as well as the MegaCorps (after 2275).

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