THE ARTIFACT

Epic Science Fiction Roleplay

Third Edition

www.theartifact.net

The Artifact

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Dedicated to: Lexi my long suffering wife.

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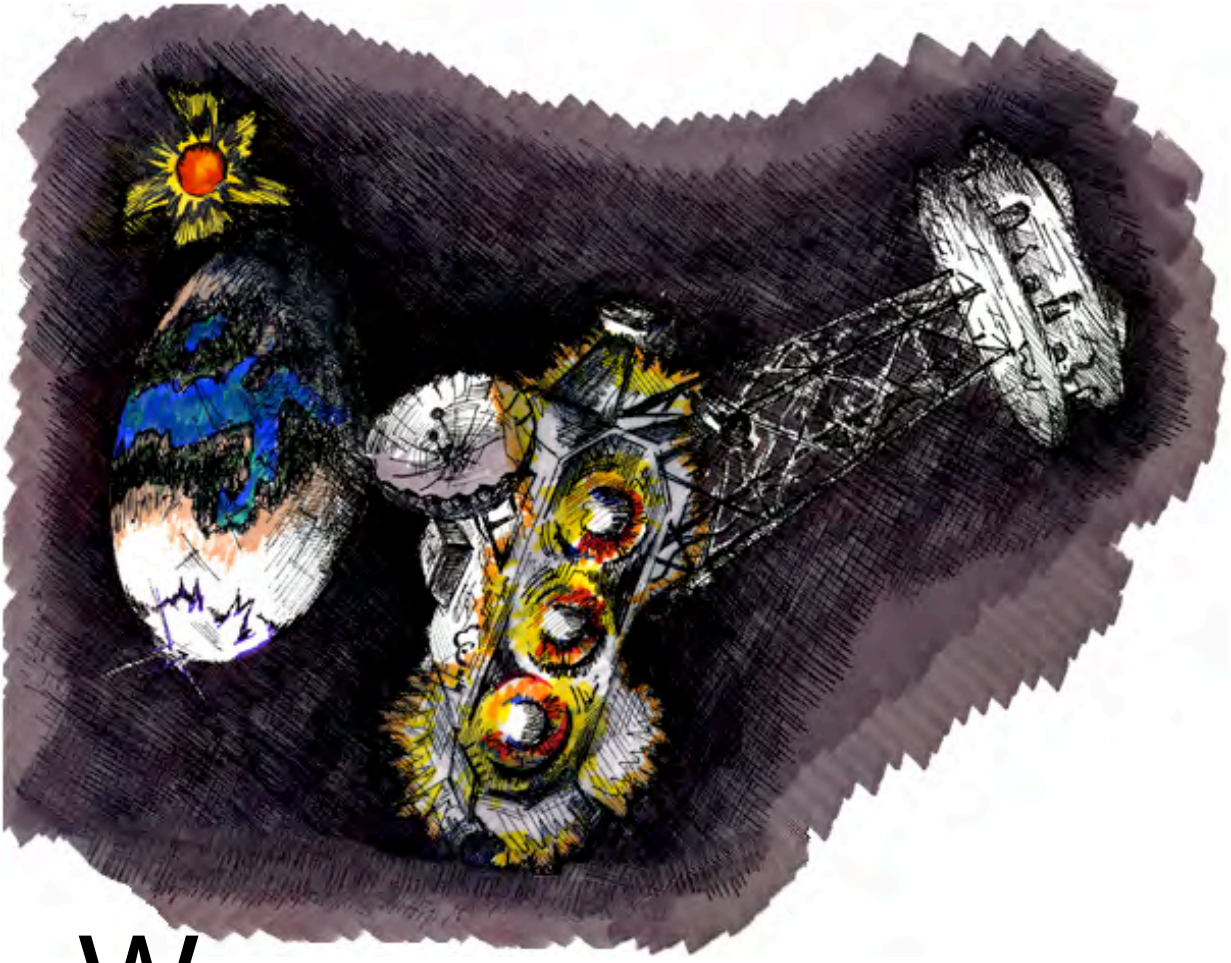


We've got one chance at this. When things went bad on Earth, we came here. It's getting worse every year, things are just unraveling back there. At first this planet was classified as any one of hundreds of high gravity exoplanets. Then new telescopes let us see there's something going on here.

We've got the technology to go faster than light but it will kill a human because of mass dilation. So we send out hardened probes carrying teleporters. Then we can send in robots and eventually even humans. Most people don't know that this planet wasn't the first choice there were a few others that they tried first that wouldn't support life. The government didn't want to get people's hopes up if none of them worked out.

This planet has a breathable atmosphere, liquid water, it's warm enough, you'd almost think it was made for us. Well, for humans anyway, not necessarily for us. There's already life here, very much like Earth, primitive green vegetation and animals.

Whenever we sent a rover out to bring back video of the planet, it would disappear. Finally they decided to send people who also went missing. Then they tried a second time; to this day we don't know what happened to them. Normally that would have been enough to raise a huge red flag but there weren't any other options showing up so we tried again.

By the time the third expedition went in, it was armed with every precaution. They weren't just the astronaut type going in this time, these were soldiers. They got there just in time. A few hours later and the probe lander with the teleporter pad would have been destroyed and we couldn't try again for seventeen years.

That third expedition didn't know who was attacking them but they managed to push back hard enough that the attackers ran. They left behind one of their wounded though and were we surprised to see who it was. The prisoner was, as far as we could figure, human.

They moved the teleporter pad to a safer spot and sent the prisoner back to earth. This caused a firestorm of debate. Some had been thinking another nation had hijacked the teleporter and was sending people in already but the facts didn't fit. This prisoner didn't speak a known

language and when they brought him back he got so sick he almost died. Doctors pumped him full of antibiotics and antiretrovirals just to keep him from getting killed by things like the flu.

The third expedition also confirmed that the planet was artificial, that the planet was manufactured. This scared the politicians so badly that they almost had the teleporter destroyed. Any civilization that could build a planet and was so obviously hostile could easily wipe us out. The pressure kept mounting to scrap the whole idea.

If it wasn't for a group of university student linguists that cracked the prisoners language we would still be on earth. They listened to recordings of the prisoner speaking and figured out what he was saying. Now we found out what was really going on.

The Prisoner was a Kelrath of the Geetin class. A slave for all intents and purposes. They weren't the ones that built the planet but they had been there as long as their five thousand years of history recorded. He told us all about the planet from his perspective. He explained it's basic structure. That there was a rocky core of the planet that served as a base for two structures that branch out in opposite directions. He explained that inside these structures is where his people lived.

Then he told us about the Chezbah, his people's mortal enemy. All he knew about them was what he had seen in war. We almost didn't know what to think when he described the inhuman monsters that they sent into battle. We quickly got the idea that the Chezbah were far more advanced technologically than the Kelrath.

Because the planet was built by someone, people on Earth started calling it "the Artifact." By 2079 the name was so often used, it was adopted as the planet's official name. During all this, no one was really sure what to do. Most governments wanted to colonize the planet but no one was sure what would happen if we tried. In 2083 the Artifact Study Organization was formed by a coalition of governments. It's goal was to investigate the planet, establish diplomatic contacts with the native people of the planet and pave the way for colonization.

The fourth expedition was sent out in August 31 2084. This group was far larger than the previous expeditions. They set out to make contact with the Kelrath, who attacked them in force. This was when we first met the Scimrahn who rescued the ASO expedition. The matriarch of the tribe saw this as an opportunity to win an ally and offered an alliance. This was the opening the ASO was looking for but it came with consequences. Joining ourselves with the Scimrahn meant making ourselves enemies of the Chezbah nation.

At first the ASO only offered economic cooperation with the Scimrahn but a coalition of nations that felt they could not wait for more diplomatic efforts made a treaty to fight along side the Scimrahn as an ally. This coalition called the Indo-China Alliance made the ASO feel that they would be left behind unless they agreed to a treaty of defending the Scimrahn from attackers.

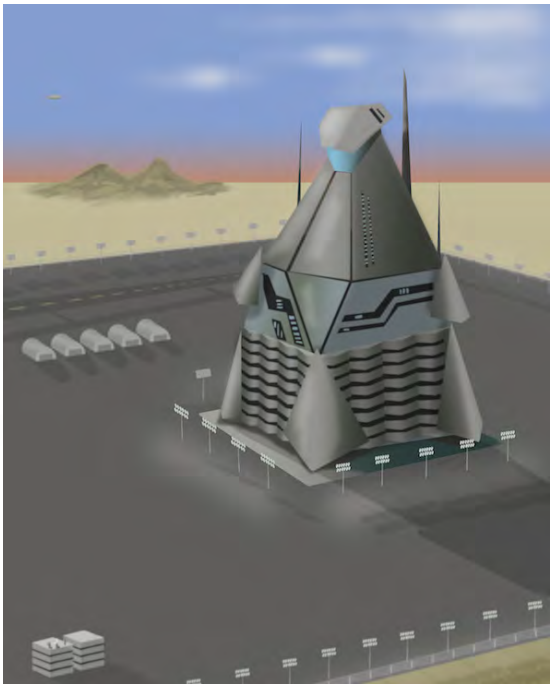
It's now 2085 by our calendar, we're sending as much men and equipment as possible through our teleporters. Now we face a challenge unlike any we've ever seen. We are all refugees fleeing a failing planet. We need to stake our claim on this new world and many are ready to do so by force. Humanity's only hope is about to become it's greatest challenge!

There are four groups that players can start as. There are ASO, I-CA, corporate or Scimrahn characters to choose from. All these groups are allied but often have different ultimate goals. When it comes down to numbers, even collectively, these groups are very small compared to the other nations of The Artifact.

ASO

The ASO's mission is to get things ready for colonists from earth. They would prefer to develop alliances with the native population of the planet. Scientists are also on the look out for things that could harm a colony once they do start coming, things like disease and how to establish food supplies.

The ASO has the main task of exploration. Because of the treaty with the Scimrahn, they also are obligated to help the Scimrahn defend themselves from attackers.



The ASO's 3 trillion dollar teleport facility in the Nevada dessert.

The ASO has a focus on scientific exploration and unraveling the secrets of the planet. This is making it possible for them to absorb information and technology faster than the I-CA. In time, they may not need the Scimrahn's assistance. Since they are not teleporting in as many combat troops, they can more easily provide resources to their people.

Teleportation technology has been in use for several decades, but it is unpleasant to experience and often considered not fit for human use. On earth, it is usually only used to move goods from place to place. The ASO has the most advanced teleportation facility in the world. Located in the Nevada dessert, this three trillion dollar facility sits on vibration absorbing piers that prevent teleports from failing because of vibrations that can throw off the teleport over light years of distance. The movement of a truck a kilometer away can cause enough vibration to throw off the teleporter. With armies of sensors and technicians checking and double checking, the ASO's teleporter has a success rate of 98.4%. It is hoped that a moon based teleporter that is already under construction will improve the success rate.

I-CA

The mission of the I-CA is to establish colonies immediately. Underground, multiple small colonies are being set up with guidance from the Scimrahn. The aim is for these to be self sufficient. Defense of these locations is given a high priority. The I-CA has pledged itself as a full ally of the Scimrahn people and is also providing support for their cause.

The goal of the I-CA is to create a system that can sustain itself on The Artifact because the amount of assistance they can provide is limited. While the ASO is teleporting in tons of food every day to support it's operations, the I-CA is using those teleport cycles to transport in people and equipment.

The I-CA has three teleport facilities that cost just over a trillion dollars apiece. Early on, the teleport success rate for theses facilities averaged at 60% but the I-CA is doing everything it can to encourage corporations to use their teleporters and to pay for their use by making upgrades to the systems. Even corporations from ASO countries will often send personnel and resources through I-CA teleporters. The result of these investments is that the teleport facilities quickly became more reliable and their success rate averages at 80% now. The

price of sending one kilogram of material through the teleporters fluctuates around one million dollars.

The Scimrahn

This is the smallest of the three major nations on the planet. There isn't a way to know just how many Scimrahn there are but the estimate is around seven hundred million. The Artifact has immense manufacturing facilities that has allowed the Scimrahn to produce material goods they need but food is often difficult to come by for them as crops take time to grow and are not as easily hidden. A large portion of Scimrahn food supplies come from raiding the Chezbah and Kelrath shipments and storehouses.

The Chezbah have persecuted and hunted down the Scimrahn from the time the young nation split off from them. The attention that the Chezbah have focused on them has slowed the Chezbah-Kelrath war. As a result, the Kelrath prop up the Scimrahn on occasion but do not directly ally themselves with them.

The Scimrahn have a tribal society. Living in small communities makes the society mobile and harder for the Chezbah to annihilate. Different tribes have their own functions in society. The four main types are translated as makers (or industry), carriers, raiders and minstrels.

There is only one Scimrahn city named Gadios. This is a vital center for manufacture and education that has tied the Scimrahn people together.

Scimrahn often live short and difficult lives. Starvation and malnutrition is often the biggest problem in their society followed closely by being hunted by the Chezbah.

Kelrath

The largest nation by population, the Kelrath are a xenophobic society that rejects anyone or anything from the outside. A majority of the lower levels of this society could suffer greatly from earth borne disease. The guild based medical apparatus cannot move fast enough to counter this danger so the Kelrath violently oppose the arrival of anyone from earth.

There are approximately 9 billion Kelrath on the planet. Four castes separate the people, the slave caste are called Geetin, the warrior caste called the Gijoorn, the business cast the Kaloord and the rulers the Rantaa'. For every twenty Geetin there is one Gijoorn. For every ten Gijoorn there is one Kaloord. For every thousand Kaloord there is one Rantaa'

The Kelrath do not have a centralized government, Rantaa' families control territories. With the threat of the Chezbah relaxing against them, some infighting has erupted in between the families.

Chezbah

The Chezbah are a nation ruled by priests of Loc. Their technology is highly advanced, nanotechnology used by the Chezbah makes them immune to disease and most harmful chemicals. The priest class have a cybernetic link to each other and computers acting as a hive mind.

The Chezbah also make use of biological robots to fight for them and cyberneticly alter people for labor and for battle. This protects the majority of the population from the effects of war.

Although the Chezbah are unconcerned by the threat of Earth borne disease, diplomacy with the Chezbah has been

problematic because they have insisted that anyone wanting to ally with them to declare war on the Scimrahn.

The Artifact RPG

This is a science fiction role playing game set in the near future of 2085. The setting is focused on the artificial planetoid that earth's population is looking to colonize. The main themes of the game is the attempt to unravel the mysteries of this world and the centuries old conflict that has prevented the native populations from using the planetoid to the full.

Why Play An RPG?

If you're looking at this game but you're not sure you'll like it or how to convince friends to play it, a role playing game is a social game, it focuses on the players having fun together. If "social" sounds scary to you, there's nothing to worry about. The game gives enough structure to the conversations that it makes easy to know who's job it is to say what and when to say it. Each play session is something like a party, and partly like a story being told. Sometimes the events in game are discussed and enjoyed for years. RPGs are usually played cooperatively, the play group most often acts as a team so everyone wants you to win the game.

Another enjoyable part of an RPG is that they are very flexible. The games are designed to be played in many different ways. There's almost no wrong way to play as long as everyone is having fun. Some players focus on tactical play, others are more interested in social play while others are excited by new and novel situations the games present. All of these play styles are available to players at the same table playing the same game.

Why Play This RPG?

The Artifact is a action and adventure themed game. It's meant for those that enjoy detailed realistic science fiction settings. Players have the option of playing structured military settings or open ended exploration games. The in game world has a lot of detail to get a Game Master started with ideas for settings the players can explore. The Artifact is an immense world with people of different cultures beliefs and languages. It's a world of high technology excitement and conflict.

If you've been disappointed by a game that was fun when you first played it, but over time became too easy, the rules of this game are designed to allow for a level of mastery but never loose the excitement of a challenge.

This game lets players tell tales of amazing feats their characters accomplish. The core of the rules can be picked up in a matter of ten to fifteen minutes. There are lots of supplemental materials to expand the rules and setting available.

How Do You Play?

Players guide an imaginary person referred to as a character though an adventure or series of adventures. The common term for a player's character is a Player Character and this convention is used in this game. In the Player Character's adventures, there will be things the player wants their character to do but it is not clear that they can easily accomplish them. Conflicts between characters is one situation where the outcome is not clear. Dice are used to test if a character can accomplish the task they set out to do. This game uses common 1d6s 1d10s and 1d100s.

RPGs can be very flexible games, meaning they can be made to do a lot of different things with the same rules. The Artifact is designed to create unique stories of science and adventure in a science fiction atmosphere. The story is almost always different and no one player controls everything. The rules explain how to test if the players can do the things they want, the fact that they cannot assume they will be successful every time ads tension and intrigue to the unfolding story.

Story is very important to an RPG. The rules do not make the story, it is created by the setting and the players. There is one very important job for one player to handle. While the rest of the players have their Player Characters to guide, this one player guides the rest of the story. This player is called the game master (or GM). One of the important jobs the game master has is to decide what the player characters have to do to win each game.

How Do You Win?

In most sessions there is a set of circumstances that the players have to achieve to win the game but it can change greatly from session to session. In one game the winning conditions may be achieving a goal like getting a difficult to find part that is needed for an invention. Sometimes the goal may be to simply stay alive in a dangerous place. In some games it may be to just have fun. The GM introduces the situation and the players decide what they want to achieve in that situation. Often the GM can offer a specific reward if the players clear obstacles that stand in their way.

Starting Up

There's a lot of information available for The Artifact RPG but only some of it is needed to start playing. Having a good understanding of how to make a character, the basic rules of how to resolve the character's actions (See: Rules-Event Resolution) and understanding the characters equipment is enough to get the players started. The GM will want to have read through the section Preparing Games (See: Game Master's Preparing Games) if you're new to being a GM. The GM should eventually get familiar with the rest of the book.

Starting GMs may also prefer to try running a prewritten adventure available at theartifact.net.

Characters

There are two basic kinds of characters in an RPG, PCs (Player Characters) that are controlled by the players and NPCs (Non Player Characters) referring to anyone in a game that is not a PC. NPCs are controlled by the GM. Some are friends to the PCs and some are enemies. NPCs are villagers that the PCs will protect, they are soldiers that will fight along side them, they are also the Chezbah and the Kelrath that will oppose them.

Dice

Dice are an important part of this game and different types of dice are needed to play. Die is the singular form of Dice. Die are named by the number of sides that they have. Through out this book dice are referred to as 1D6, 1D10 or 1D100. The first number is the number of dice to be rolled, the "D" stands for die and the last number is the number of sides the die has. For example, 3d6 means 3 dice each with 6 sides.

Die 6 (1D6) This is your standard six sided die found in most board games.

Die 10 (1D10) This is a die with ten sides. On a ten sided die, the zero (0) is counted as a ten, the highest possible result. When buying these it's a good idea to get two of different colors, this will be explained under the die 100. Also be sure you're not getting a die eight when buying dice, they look very similar and you won't need one for this game. A D10 is the most common type of dice you will need.

Die 100 (1D100 or Percentile die) Two d10 of different color can be rolled at the same time with one in the tens place and the other in the ones place to make a d100. This is also called a Percentile Die. The two ten sided dice are rolled, each one yielding a number between one and ten. One die is the tens and the other is the ones. For clarity, it is the accepted rule that the darker die is the tens and the lighter die is the ones. So if 1D100 is rolled and the dice give a 5 on the dark die and a 3 on the light die the result is 53. A roll of 00 is not zero but one hundred, the highest possible roll. This method will yield any number between one and one hundred, therefore qualifying as a 1D100. While an actual one hundred sided die does exist they are often viewed as impractical.

Character Generation

To play The Artifact RPG everyone except the Game Master (GM) will make a character. When doing this, it's helpful to use a Character Sheet included as the last two pages of this book or a PDF file of just the character sheet can be downloaded.

The first step in doing this is generating a set of attributes for your character. This will give an idea of roughly what the character is capable of. Characters have eleven attributes. These are used in event resolution to determine success or failure. The attributes are:

Constitution - The physical toughness of the character. It is used when heavy loads are carried, running long distances or any strenuous activity is maintained over time.

Strength- The character's ability to lift heavy objects and exert force.

Reflex - The reaction speed of the character, it is used for initiative and dodging.

Agility - The character's athletic ability, including physical accuracy.

Dexterity - The speed and accuracy the character uses his/her hands to pick locks, fix things and use tools.

Beauty- The character's physical appeal.

Charisma - The character's personal charm, it is used in leadership and persuasion.

Intuition - The character's ability to gather information or notice things out of the ordinary.

I.Q. - This is how smart the character is how fast skills are learned, the ability to remember facts or reason.

Psyche- The character's ability to endure mental strain, it is the strength of the character's identity.

Hit Points - The amount of damage a character can sustain.

For a more comprehensive description of the attributes, see the rules section of this book.

There are three ways for a player to generate their character's attributes.

Standard Method

This method of generating attributes is best for starting players, players that want to explore a new character or players that like to try different kinds of characters.

Start at the top of the list of attributes on the character sheet and for each except H.P. roll 1d6 and then multiply by 10 (1d6 x 10). Record the numbers in the Full column for each of the attributes.

After generating the attributes, look at the highest rolled attributes (40s, 50s, and 60s). These are the attributes the character is better at using when going into selecting a Character Occupation, combat characters will want to have higher AGI and REF. Tech characters will want higher IQ and DEX. Scouts will want high INT and REF. Pilots will want high DEX and IQ. If a character doesn't fit any of these categories, they can still be made into these character types and attributes can be adjusted later.

Assign Method

This method is best for players who know what Character Occupation they want to play as they can assign the best rolls to the attributes the character will need.

Roll 10d6 either by rolling all ten dice at once or by rolling one at a time and recording all the results on paper. Now assign each roll to an attribute multiplied by 10, giving the highest rolls to attributes the Character Occupation desired will need.

When generating under the assign method do not use the bonus tables or limitation tables.

Ace Method

This method is for players who know that they want a character with a proficiency in an attribute as it makes it possible to start with an attribute as high as 100. This is also a very fast generation method.

The player rolls 3d6 and 1d10 multiply the result of each roll by 10 and assign the rolls to the attributes of your choice. The remaining 6 attributes are given a value of 30.

When generating under the Ace method, if the 1d10 x 10 results in a 10 or a 20 roll twice on bonus table one. Otherwise do not roll on the bonus or limitation tables.

Hit Points

Hit points are based on the Character's Constitution and modified by their Strength. As a character's Con and Str go up, so does their HP.

Constitution	Hit Points
1-25	5
26-50	10
51-75	15
76-100	20

Strength	Hit Points
1-25	+2
26-50	+5
51-75	+10
76-100	+15

Calculate the Fraction Columns

Now that each attribute has a Full value, it's time to calculate the other fraction columns. For the 1/2 column cut the Full value in half and round up to the nearest whole number. For the 1/4 column cut the 1/2 column values in half and round up to the nearest whole number. For the 1/8 column, cut the 1/4 column values in half and round to the nearest whole number.

Example: A player rolls 3 for the character's Agility attribute. Multiply this number by 10 for the Full value of 30. For the 1/2 column, 30 halved is 15. For the 1/4 column, 15 halved is 7.5 but the since this is not a whole number, round up to the nearest whole number for a value of 8. For the 1/8 column, half of 8 is 4.

Choosing A Character Occupation

Player characters come from four different organizations, the ASO, the I-CA, the Scimrahn and Corporate Characters. Look through the lists of occupations in the following pages. All four groups can be played in the same group of players.

Earth forces often work with Scimrahn and often Scimrahn Scouts are assigned places to guide ASO or I-CA groups.

Corporate operatives are frequently embedded with military to identify valuable technologies for their employers. They will also live in Scimrahn communities and work with them to find resources.

Normally ASO and I-CA groups work independently of each other but there are a number of situations where the two groups may work to together closely. At times both a I-CA and ASO platoon is assigned to assist a Scimrahn tribe. There are often diplomatic missions that both ASO and I-CA squads will work together on.

Any mixture of characters can be integrated together, so one character choosing ASO and another picking a Scimrahn is not a problem.

Optional Tables

These tables are used to randomly generate information about the character. The player may use the results of these tables or choose their own results. There are skill and attribute bonuses associated with some table results, characters only get them if the player rolls on the tables. Players using the standard method of attribute generation must roll on Bonus Table One and Two and the Limitations tables if they want the bonuses in them. The assign attribute generation method does not use these tables and the ace only uses Bonus Table One under specific conditions.

Filling Out The Character Sheet

When creating a character, the information for that character is written down on a copy of the "Character Sheet" provided at the back of this book. A PDF file of this character sheet is also available for download.

Starting in the upper left hand corner of the character sheet, the first box is general information on the character. The items are as follows.

Player: Fill in your name here.

Name: Use this space to fill in an appropriate name for your character. You may wish to wait on filling this portion in until you have more information on your character.

CO: This is the "Character Occupation" portion. This is selected by the player and should also include what group affiliation the character has (ASO Scout, I-CA Tank Pilot, Scimrahn Raider, Corporate Scientist.)

Gender: Male or Female. This can be randomly generated using the Optional Rules.

Height: How tall is the character? This can be randomly generated using the Optional Rules.

Build: The physical size (and optionally mass) of the character. This can be randomly generated using the Optional Rules.

Age: How old the character is in Earth years. This can be randomly generated using the Optional Rules.

Hair Color: The color of the characters hair (if the character has hair). This can be randomly generated using the Optional Rules.

Eye Color: The color of the character's eyes. This can be randomly generated using the Optional Rules.

Nationality: Used to record national origin.

Experience: This portion is used to record how many experience points the character has gained during their career, and how many points are left unused. A starting character begins with no experience.

Fame Points: This portion is used to record how many Fame and Crime points the character has accumulated. A beginning character starts with no fame points unless otherwise stated in character generation.

Rank: This portion is used to record the player's rank. Beginning rank is found under the Character Occupation description.

Pay: This Portion is used to record the monthly pay of the character, or formulas for calculating pay.

Savings: This portion is used to record how much money the character has access to. Starting characters often start with no money.

Attitude: Records the disposition of the character.

Principals and Priorities: List any principals or priorities the character has. These do not have to be filled in on a starting character. (See: Rules-Social Conflict)

Current Advantages: List any persistent Advantages the character has. Starting characters may not have any Advantages. (See: Rules-Event Resolution)

Current Impairments: List any persistent Impairments the character has. Starting characters may not have any Impairments. (See: Rules-Event Resolution)

Character Profile: The upper right hand corner of the sheet, has a box marked "Character Profile". This box may be used to draw a picture of the character, or if so desired, a written description of the character.

Attributes: This box is second from the top on the left hand side. Across the top is a series of columns marked Full, 1/2, 1/4, 1/8 and Stress. The first column directly under the word "Full" is used to record the character's eleven attributes (See; Character Generation). The 1/2 column is used to record the number that is half of the number to it's left, rounded up to the nearest whole number. The 1/4 column is used to record the number that is half of the 1/2 column rounded up. The 1/8 column records half of the 1/4 column rounded up. (See: Rules-Event Resolution) The Stress column records the Stress Points the character has accumulated but starts off blank (See: Rules-Stress).

Skills: This box records the character's skills. Record the skill's value directly to the right of the skill in the list. The attribute the skill adds to is listed next to each skill.

Equipment & Possessions: This box is used to record any tools, gear, vehicles, or weapons the character may acquire. It is recommended that military characters who have clearance on assignment items, draw a line between their regular possessions and those items.

On the back page is a box with several physical statistics to use during game play.

Max Lifting Mass: This line is used to record how much mass the character is able to lift to waist level (dead lift). Multiply the character's strength attribute by 3.6, this is the maximum weight in kilograms the character can lift.

Carrying Mass: This line records the mass a character can carry for extended periods of time. Multiply the strength attribute by two (2) and this is the maximum mass a character may freely carry.

Wielding Mass: Record the mass the character can wield in each hand. Divide the Strength attribute by ten for this number. (See: Rules-Dynamics)

Running Speed: Record the speed the character can run at. (See: Rules-Dynamics)

Horizontal Jump: Record the distance the character can jump. (See: Rules-Dynamics)

Vertical Jump: Record the distance the character can jump. (See: Rules-Dynamics)

Focus Skill: List any skills the character has over +30 and abilities chosen for them.

Hit Location: This box is included for the player's convenience for determining hit locations. This section can also be used to record the character's current hit points and armor stats that the character is wearing.

The Artifact Study Organization (ASO)

The ASO consists of troops and scientists from NACSP, the EEC, the Baltic Sea States, the Russio-Georgia Commonwealth, Brazil, Israel, Japan and South Africa.

The ASO's mission is to reach a political arrangement with the Artifact nations. The Chezbah haven't agreed to any diplomatic offers yet but are not likely to openly attack any ASO troops on the Artifact unless they are traveling with Scimrahn. The Kelrath have warned the ASO that any troops on the Artifact will be viewed as enemies.

ASO Standard Skills

All ASO Characters start with the following skills, if these skills are shown in the CO description, then the bonuses are cumulative.

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40,

Radio +10, First Aid +10, Computer Operation +10

Foot soldier

Foot soldiers are the backbone of the ASO forces. Even E-suits can't go places a person can and inch thick armor isn't necessary when you can duck around a corner. The ASO foot soldier is well trained and knows how to use this urban style environment to their advantage.

Equipment

Standard Issue: G-82, 5.56 mm Ammunition(10 clips of 30 rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, 5 ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Troop Armor, Binoculars, Nightvision Goggles, Infra-red Scope, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed), M-240B, 7.62 cal. Ammunition, AVW 678 Rocket Launcher

Skills: Ambush +10, Camouflage +5, Detect Ambush +5, Explosives +15, HTH Combat +15, Melee Combat +20, Navigation Land +10, Weapon Repair +5, WS Grenade +20, WS Pistol +25, WS Gun +30, plus 10 skills at +10

Attribute Bonuses

Str +5

Con +5

Starting Rank: Private

Scout

The ASO Scout fits the typical description of most scouts. He is the loner of the group. His job is to learn the terrain the group is traversing. He looks for ambushes and important defense positions. The scout is trained to use his environment to his advantage in every way.

Equipment

Standard Issue: G-82 or Projectile Rifle with Infrared Scope 5.56 mm Ammunition (10 Clips 30 Rounds for either), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/ Descrambler), ASO Scout Armor, Binoculars, Nightvision Goggles, Infra-red Scope, Laser Marker, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard), ASO Motorcycle

Skills: Ambush +10, Botany +25, Camouflage +5, Detect Ambush +5, Foraging +15, Hide +20, HTH Combat +15, Hunting +15, Mapping +5, Navigation Land +10, Pick Locks +10, Pilot Motorcycle +8, Sniper +15, Stealth +15, Navigation Subterranean +5, Surveillance +15, Tracking +10, Weapon

Repair +5, WS Knife +20, WS Gun +30, plus 5 skills at +8

Attribute Bonuses

Agi +5

Int +12

Starting Rank: Private

Tank Pilot

Despite the fact that most military actions occur underground, Tanks are still useful. Immense corridors are common, convoys of all kinds need protection and a tank can make a rather nasty surprise when a group of E-suit pilots heard the enemy into the line of fire. Tanks are often able to outrun E-suits and long range firepower is a big bonus to the ASO.

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., ASO KS-10 Urban Combat Tank, Grenades (5 standard but more if allowed)

Skills: Artillery Operation +20, ECM +5, Explosives +15, HTH Combat +5, Melee Combat +5, Navigation Land +10, Pilot Tank +30, Sensors +15, Weapon Repair +5, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 10 skills at +10

Attribute Bonuses

Str +5

Con +5

Dex +5

Starting Rank: Private

E-suit Pilot

ASO E-suit pilots are pioneers, no one from the earth has any experience with these vehicles. Although the Scimrahn have been very helpful in trying to teach ASO troops, the effect has been limited. The ASO realizes these vehicles are the most versatile weapons available so have put their best men into active duty.

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., Scimrahn TF-2394 E-suit, Grenades (5 standard but more if allowed)

Skills: Artillery Operation +20, ECM +5, Explosives +15, HTH Combat +10, Melee Combat +10, Navigation Land +10, Pilot E-suit +30, Sensors +20, Weapon Repair +5,

WS Grenade +15, WS Gun +10, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses

Str +5

Con +5

Dex +10

Starting Rank: Private

Field Engineer

Especially on an alien world, you need someone who can repair vehicles, build shelters and keep weapons serviceable. That's where the Field Engineer comes in, when you need it fixed. A field engineer is trained to use his surroundings and shape them to his company's advantage.

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/ Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit, Deluxe Tool kit, Diagnostic Computer, Blasting Caps, Mini-Arc Welder, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if requested), Access to Explosives, Use of ASO repair facilities

Skills: Acids +10, Architectural +10, Artillery Repair +15, Camouflage +35, Construction Bunker +10, Construction Mantrap +15, Construction Road +20, Construction Shelter +20, Construction Vehicle Trap +15, Electronics Engineering +10, Explosives +15, Explosives Disposal +15, HTH Combat +5, Mapping +5, Military Intelligence +15, Navigation Land +10, Repair Electronics +25, Repair Machinery +25, Structural Recognition +10, Weapon Repair +30, Welding +15, WS Grenade +10, WS Gun +5, WS Pistol +10, plus 5 skills at +5

Attribute Bonuses

Str +3

Con +3

IQ +5

Dex +5

Starting Rank: Warrant Officer

Field Scientist

The Field Scientist is perhaps the most important member of any group. He or she has the task of collecting and recording the vast amounts of information and technology on the Artifact. Understanding cultures of this planetoid is vitally important for diplomatic relations.

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5)

ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/ Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Surgical Tools, Digital camera w/low light, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight, Portable Spectrometer, Tactical backpack.

Clearance Upon Assignment: P.E.T., Access to appropriate ASO files and labs.

Skills: Anthropology +30, Archeology +25, Architectural +10, Biology +25, Botany +25, Chemistry +25, Electronics Engineering +20, HTH Combat +5, Mathematics +20, Mechanical Engineering +20, Physics +40, Psychology +20, Sociology +20, Theology +10, WS Pistol +5, plus 5 skills at +10

Attribute Bonuses

Int +5

IQ +20

Starting Rank: Warrant Officer

Medic

Being so far away from a base of operations a Medic is vitally important. Especially when exposed to so many alien diseases. One point to note, the Kelrath will not willingly harm a doctor. Conveying this to

the Kelrath may be another matter. The only way they can be shown that a person is a doctor is to watch him or her give medical aid. If a medic is giving medical attention to someone, even on the battlefield a Kelrath will not harm the medic.

Medics are also commonly deployed to Scimrahn settlements in advance to immunize the tribe from earth born diseases. They will then stay with the tribe until the main body of troops arrive.

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/ Descrambler), ASO Troop Armor, Binoculars, Night vision goggles, Vac-suit, Medical Checkup Tools, Surgical Tools, First Aid Kit, Sterilizing Spray, 500 small Steri-patches, 200 Medium Steri-patches, 50 Large Steri-patches, Syringe with (200) disposable needles, Disposable surgical gloves (300), Antibiotics, Tactical backpack.

Clearance Upon Assignment: P.E.T., Medicine needed for assignment, Grenades (5 standard but more if allowed)

Skills: Biology +25, Botany +20, First Aid +30, General Medicine +30, Immunization +15, Surgery +20, WS Pistol +5, plus 10 skills at +10

Attribute Bonuses

IQ +5

Dex +5

Starting Rank: Private

Subversive Action Agent

This occupation is the most secretive of assignments of the ASO. An SAA is trained to infiltrate Kelrath communities and gain support for the ASO. SAAs are carefully selected, given plastic surgery and given special training to blend in.

The Kelrath prisoner taken back in 2085 opened the way for these agents. It became apparent that the Geetin may be able to be swayed over to the ASO. Trained by the prisoner to speak Kelrath and local customs, it is hoped that these agents are successful because the Kelrath Geetin are the largest nation on the Artifact.

The ASO cannot let anyone know that the SAAs exist, even the rulers of some countries within the ASO are unaware of this plan.

Equipment

Standard Issue: 7.6mm Compact Pistol,

7.6mm Ammunition (5 clips of 5), Knife, Authentic Looking clothing.

Clearance Upon Assignment: The SAA is trained to use whatever becomes available to him, as too much equipment could give him away.

Skills: Concealed Object +30 Persuasion +20, HTH Martial Arts +30, Kelrath Culture +30, Politics +10, Propaganda +40, Speak Kelrath +30, WS Kelrath Weapons +10 plus 8 skills at +10

Attribute Bonuses

Psy +10

Str +10

Cha +10

Starting Rank: Private

MP/DEA

Due to the increasing drug traffic between the Scimrahn and Earth forces the ASO has developed a unit of agents to countermand this flow. These agents were hand picked from the DEA and MPs. They have been given intense training in Scimrahn and Earth drugs, their effects on people and where the routes are. Their role on the Artifact is to act as Military Police and as Drug Enforcement Officers.

Equipment

Standard Issue: G-82, 5.56 mm Ammunition(10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO MP Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/ Receiver Scrambler/Descrambler), ASO Troop Armor, Binoculars, Night vision goggles, Infra-red Scope, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed).

Skills: Drug Recognition +30, Drug Resistance +15, HTH Combat +25, Law enforcement +25, Martial Arts +30, WS Gun +25, WS Pistol +30

Starting Rank: Private

Communications Officer

Communication Officers are extremely important in this high tech world. Loc is on the lookout for activity and it knows the ASO has allied itself with the Scimrahn. A Communications officer is a linguist, keeps codes from being cracked and are often highly skilled with computers. They can also locate targets through triangulation.

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/ Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit. ASO L.R.R.T.R.S.D. (Long Range Radio Transmitter/Receiver Scrambler/ Descrambler), Computer, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed)

Skills: Code Cracking +5, Computer Operation +10 Computer Programming +15, Defeat Security +15, ECCM +15, ECM +20, Electronics Repair+10, Explosives +5, HTH Combat +10, Jamming +15, 3 Languages +30, Melee Combat +5, Navigation Land +10, Radio +10, Scrambler + 30, Sensors +30, Signal Triangulation +25, Weapon Repair +8, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 5 skills at +5

Attribute Bonuses

Dex +5

Starting Rank: Warrant Officer

The Indo-China Alliance

The Indo-China Alliance consists of armies and scholars from India, the People's Republic of China, Egypt, Cuba, Korea, Saudi-Arabia, the Irani-Iraqi Alliance, Syria and Libya. The I-CA's main purpose is to colonize and have already set up two colonies on one of the vegetation bands. Both the Kelrath and the Chezbah viewed this as an unforgivable aggressive action and have declared war against any I-CA troops they see. However, the Scimrahn have allied themselves with the I-CA and have given them complete access to their technology.

I-CA Standard Skills

All I-CA characters start with the following skills.

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10,Read/Write (2 Earth languages) +50

Footsoldier

The I-CA foot soldier comes from some of the most powerful military forces of 2085. Many have seen active duty as law enforcement for areas under martial law or in actual combat as opposed to ASO forces that are often just out of boot camp. Even on the Artifact they continue to serve as military muscle and a policing force.

Equipment

Standard Issue: AK-140, 7.62mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Heavy Armor, Binoculars, Nightvision goggles, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., VA-2 Rocket Launcher, Scimrahn Plasma Gun, Plasma Clips (5 Clips 10 Rounds), Grenades (5 standard but more if allowed).

Skills: Ambush +10, Camouflage +5, Detect Ambush +5, Explosives +15, HTH Combat +15, Law Enforcement +10, Melee Combat +20, Navigation Land +10, Weapon Repair +5, WS Grenade +20, WS Gun +35, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses
Str +5
Con +5

Starting Rank: Private

Scout

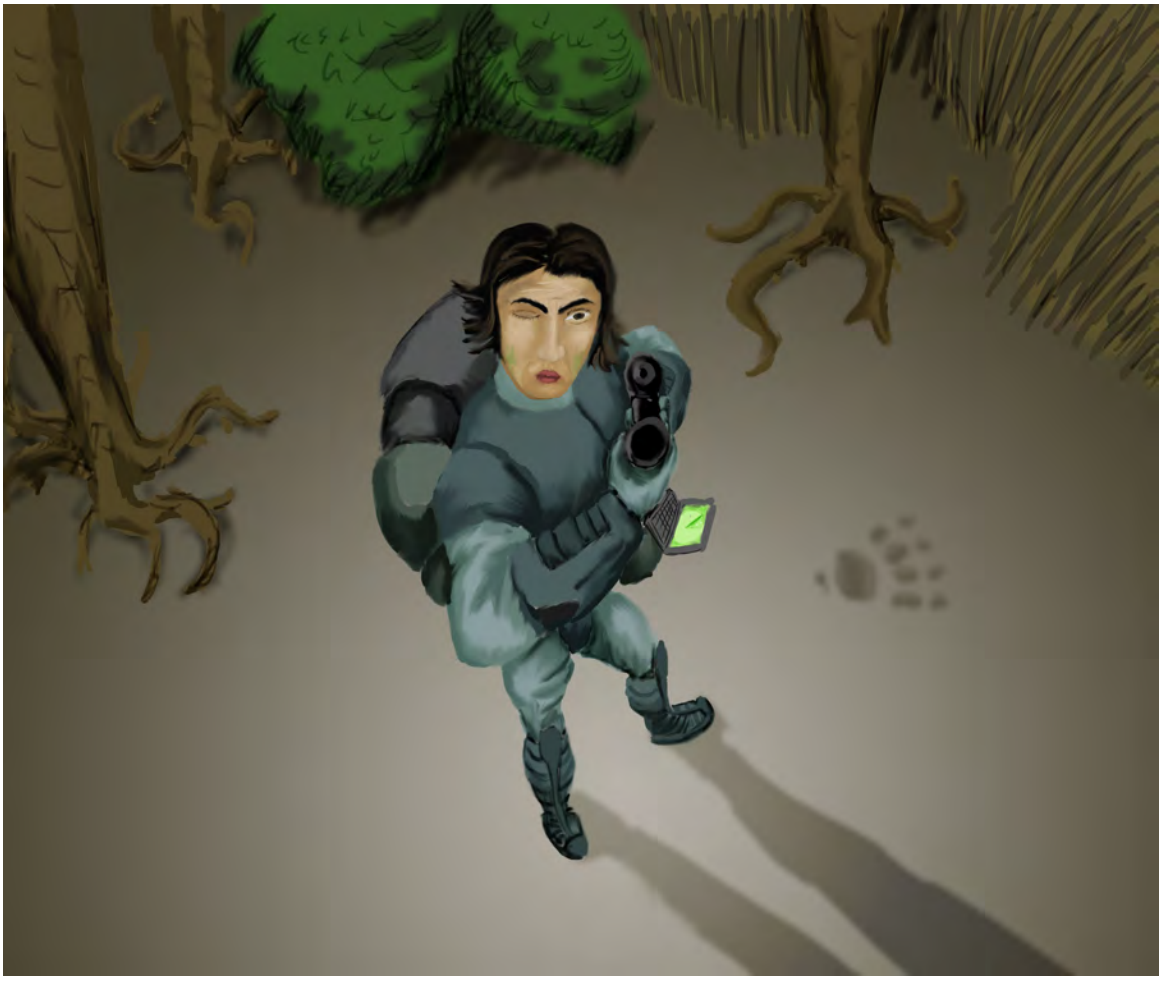
The I-CA Scout is trained to be the advanced lookout of a group. Their role in a group is to get as close to the enemy as possible and relay back information by any means possible. The military intelligence that the scout can provide can make the difference between a mission's success and failure.

Equipment

Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Laser Marker, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Scimrahn Laser Gun, Energy Clip (1 of 50), Microdrone Launcher, 6 Microdrones, Grenades (5 standard but more if allowed).

Skills: Ambush +10, Botany +25, Camouflage +5, Detect Ambush +5, Foraging +15, Hide +20, HTH Combat +15, Hunting +18, Mapping +5, Navigation Land +15, Pick Locks +10, Sniper +15, Stealth +20, Navigation



Subterranean +7, Surveillance +15, Tracking +10, Weapon Repair +5, WS Gun +30,WS Knife +20, plus 5 skills at +8

Attribute Bonuses
Agi +5
Int +12
Starting Rank: Private

Tank Pilot

The I-CA tank pilot is given the controls of the largest and most fearsome vehicle transported to the Artifact. These pilots are a powerful force used in defending both I-CA and Scimrahn settlements.

Equipment

Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., I-CA GRX Storm Heavy Combat Tank, Grenades (5 standard but more if allowed).

Skills: Artillery Operation +20, ECM +5, Explosives +15, HTH Combat +5, Melee Combat +5, Navigation Land +10, Pilot Tank +30, Sensors +15, Weapon Repair +5, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 10 skills at +10

Attribute Bonuses
Str +5
Con +5
Dex +5

Starting Rank: Private

E-Suit Pilot

I-CA E-Suit pilots go through intense training by the Scimrahn. ASO E-suits have been reprogrammed to take commands in English. This has caused programming issues. However the I-CA has avoided this approach. Because of the Scimrahn training and shared technology, the I-CA E-Suits are superior to the ASO's.

Equipment

Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., Scimrahn TF-2394 E-suit, Optional Scimrahn Weapon System, Reactive Armor (+300 hp), Grenades (5 standard but more if allowed).

Skills: Artillery Operation +20, ECM +10, Explosives +15, HTH Combat +10, Melee Combat +10, Navigation Land +10, Pilot E-Suit +35, Sensors +20, Weapon Repair +5, WS Grenade +15, WS Gun +10, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses

Str +5
Con +5
Dex +10

Starting Rank: Private

Communications Officer

Communication Officers are extremely important in this high tech world. Loc is on the lookout for activity and it knows the I-CA has allied itself with the Scimrahn and is colonizing. A Communications officer keeps codes from being cracked and are often highly skilled with computers. They can also locate targets through triangulation.

Equipment Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Heavy T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed).

Skills: Code Cracking +5, Computer Operation +10 Computer Programming +15, Defeat Security +15, ECCM +15, ECM +20, Electronics +10, Explosives +5, HTH Combat +10, Jamming +15, 3 Languages +30, Melee Combat +5, Navigation Land +10, Radio +10, Scrambler + 30, Sensors +30, Signal Triangulation +25, Weapon Repair +8, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 5 skills at +5

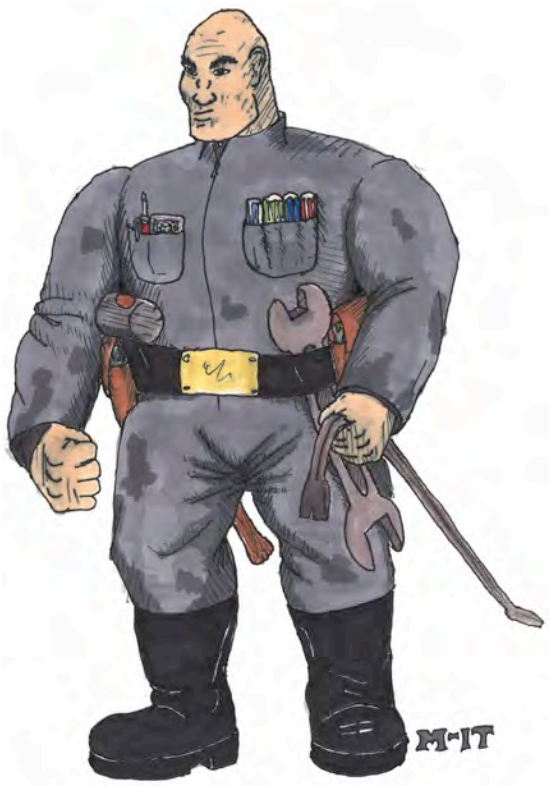
Attribute Bonuses

Dex +5

Starting Rank: Warrant Officer

Field Engineer

The field engineer is key to building the infrastructure the I-CA needs to support it's colonies. Often an engineer is given the task of building roads through difficult terrain, establishing fortified defensive points around a settlement or obtaining suitable building supplies to expand a colony.



Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Heavy Armor, Binoculars, Nightvision goggles, Vac-suit, Deluxe Tool kit, Diagnostic Computer, Blasting Caps, Mini-Arc Welder, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if requested), Access to Explosives, Use of I-CA repair facilities

Skills: Acids +10, Architectural +10, Artillery Repair +15, Construction Bunker +10, Construction Mantrap +15, Construction Road +20, Construction Shelter +20, Construction Vehicle Trap +15, Electronics Engineering +10, Explosives +15, Explosives Disposal +15, HTH Combat +5,Mapping +5, Military Intelligence +15, Navigation Land +10, Repair Electronics +25, Repair Machinery +25, Structural Recognition +10, Weapon Repair +30, Welding +15, WS Grenade +10, WS Gun +5, WS Pistol +10, Camouflage +35, plus 5 skills at +5

Attribute Bonuses
Str +3
Con +3
IQ +5
Dex +5

Starting Rank: Warrant Officer

Field Scientist

The I-CA field scientist is not as critical to the I-CA's objectives as they are to the ASO. As a result, I-CA Scientists are more self reliant. In fact the mundane task that they are often assigned to causes frustration in a world where so much is unknown. This has caused many scientists to create their own agenda and investigate things for themselves. Often, these scientist can either shroud their true objectives from their commanding officer or convince them that their interests are important and should be studied.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Surgical tools, Digital Camera w/ low light, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight, Tactical backpack.

Clearance Upon Assignment: P.E.T., Access to appropriate I-CA files and labs.

Skills: Anthropology +30, Archeology +20, Architectural +10, Biology +25, Botany +20, Chemistry +25, Electronics Engineering +20, HTH Combat +5, Mathematics +20, Mechanical Engineering +20, Physics +40, Psychology +20, Sociology +20, Theology +10, WS Pistol +5, plus 5 skills at +10

Attribute Bonuses
Int +5
IQ +20

Starting Rank: Warrant Officer

Medic

Within a colony or on expeditions away from a home base a Medic is vitally important. Especially when exposed to so

many alien diseases. One point to note, the Kelrath will not willingly harm a doctor. Conveying this to the Kelrath may be another matter. The only way they can be shown that a person is a doctor is to watch him or her give medical aid. If a medic is giving medical attention to someone, even on the battlefield a Kelrath will not harm the medic.

Most I-CA medics have learned to treat many Scimrahn illnesses and some Kelrath illnesses.

Equipment Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Medical Checkup Tools, Surgical Tools, First Aid Kit, Sterilizing paint, Disposable Surgical Gloves (300), Antibiotics, Tactical backpack.

Clearance Upon Assignment: P.E.T., Medicine needed for assignment, Grenades (5 standard but more if allowed)

Skills: Biology +25, Botany +20, First Aid +30, General Medicine +30, Immunization + 15, Surgery +20, WS Pistol +5, plus 10 skills at +10

Attribute Bonuses
Dex +5
IQ +5

Starting Rank: Private

Colonist

The I-CA colonies are composed mostly of the rich and adventurous. They are involved in a struggle of survival in a foreign world. The colonists are the ultimate in survivalists.

Equipment: 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Large hiking backpack (holds up to 25 KG), Light tool kit, Jeep, CB radio, 2 weeks food, Diary, 100m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, 10 signal flares, flashlight, 4 refillable lighters butane (20 refills), video camera, still camera, 100 (200 liter) garbage bags, soap, sleeping bag, water filter, extra filters, gas mask, large survival knife, tent, 10 bungee cords (.3m long stretches to 1m), canteen.

Skills: Agriculture +10, Construction Shelter +10, First Aid +5, Hunting +15, Speak Scimrahn +5, Tailoring +10, WS Skill Knife +5, 10 skills at +10 plus 10 skills at +5

Starting Rank: Civilian

Scimrahn Culture

The Scimrahn are an offshoot of the Chezbah culture. A millennia and a half ago a group of Chezbah rejected Loc as their god. They viewed their ongoing war with the Kelrath as a cruel and uncaring burden placed upon his followers.

The Chezbah gave this renegade group the name Scimrahn which loosely translates as "judgers of god."

After the Scimrahn separated from the Chezbah, Loc launched a massive extermination campaign.

Many Scimrahn started using drugs to stimulate their minds and bodies in battle against the relentless Chezbah warriors sent against them. To relax themselves after the extreme exertion during battle and the effects the stimulants had on them the Scimrahn started experimenting with hallucinogens. Due to constant use of drugs while defending themselves and to relax the Scimrahn developed a very drug oriented culture.

There are two leaders in Scimrahn society, one the Tribal Matriarch and two, the Enforcer. The Matriarch's role is to make policy that effects the tribe. It is her role to judge disputes, interpret established laws, establish a place to live, establish trade and organize methods of obtaining food. All decisions are recorded along with a diary of the tribe's exploits by the Matriarch. The purpose of this is for the festival of joining held approximately every two earth years. In the festival all the Matriarchs come together to review problems and solutions found by other tribes. In the festival of Joining these matters are voted on and laws are made or changed.

The second leader, the Enforcer, is a male. It is his job to enforce laws laid down by the Matriarch organize and train troops for defense and raiding. In short it is his job to keep the tribe safe.

The Enforcer and the Matriarch are married in an effort to create a closer relationship between the leaders.

Large families are very important to the continuation of the Scimrahn nation's existence. Polygamy is strongly encouraged by the Scimrahn. This is because there are fewer Scimrahn men than women due to battle. While women are allowed to fight in battle, it is generally discouraged. Women are deemed to valuable to lose.

Women run most businesses and are the property owners in Scimrahn culture.

Scimrahn that live on the surface are nomadic. These settlements serve as launching platforms for raiders. These villages are sometimes the richest of the Scimrahn, trading food for equipment and weapons. However, surface settlements are constantly on the run from Chezbah forces.

Underground settlements are more stable and more easily defended. These settlements are the industry of the Scimrahn. In the confines of tunnels and catacombs these Scimrahn produce tools, drugs, vehicles and weapons. Sometimes larger tribes can subsist from greenhouses. When such a settlement is discovered by the Chezbah, the tribe must evacuate, taking whatever they can with them.

Drugs have permeated their culture so thoroughly it is now considered rude to enter a fellow's house without the giving and receiving of drugs. All meals are accompanied by and sometimes include various narcotics as ingredients.

This has become a dilemma for the ASO as soldiers are bringing back the alien drugs on leave. The Indo-China Alliance is not affected by this since none of their soldiers transport back because of a high-failure rate of transportation. The ASO has begun exporting alcohol to the Scimrahn and Indo-China is exporting tobacco. This is creating a problem within the ranks of soldiers as the list of addicts grows daily. The ASO has begun a

regimented drug check within the ranks as a result. No leaves to Scimrahn settlements are allowed. Meetings with the Scimrahn are always held on neutral ground where the custom does not apply. Also, the ASO has opened a new DEA branch to deal with the influx of drugs to earth from the Artifact.

Scimrahn do not use money, most transactions are accomplished through barter. This is because they do not have the extra facilities to produce forgery proof money. Trading drugs is normally accepted for small items but food is considered a much more desirable commodity for trade. A days supply of food could purchase weapons or ammunition. A months supply of food could be traded for a small vehicle. Six months supply could be traded for an E-suit. Some Scimrahn have begun using Japanese Yen since most of the corporations on the Artifact will accept it.

A Scimrahn greeting

Scimrahn Character Occupations

Scimrahn Standard Skills

Scimrahn characters all get the following skills, if these skills are shown in the CO description, then the bonuses are cumulative

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Scout/Guide

The Scimrahn scout/guide often helps ASO or I-CA troops around the Artifact. Usually younger Scimrahn fill this role since they are able to fit through smaller hatches, are generally more agile and seek the adventure.

A scout lives a solitary life, always traveling. For a cycle he or she may stay with a tribe to replenish supplies and to get some much needed rest. Then he is off again to travel the catacombs for a birth (9 months) or longer. However usually staying in a proscribed territory.

The Scout's role is to know his territory, to memorize it and to know what goes on in it. As tribes travel through, the scout informs them of dangers they should avoid and opportunities to benefit from. The tribe feeds and supplies the scout in return.

The territory can cover an enormous range and often overlaps with other scouts.

Scouts are often exceptional artists. The language in signs that the Scimrahn have developed is perfect for recording information that the Chezbah and the Kelrath cannot easily decipher. From the early days of leaving messages on walls, this written language has took the form of imagery coupled with ideograms. The messages left by scouts is like deriving meaning from an abstract painting while solving a riddle of ideograms (characters that portray an object or idea rather than a sound).

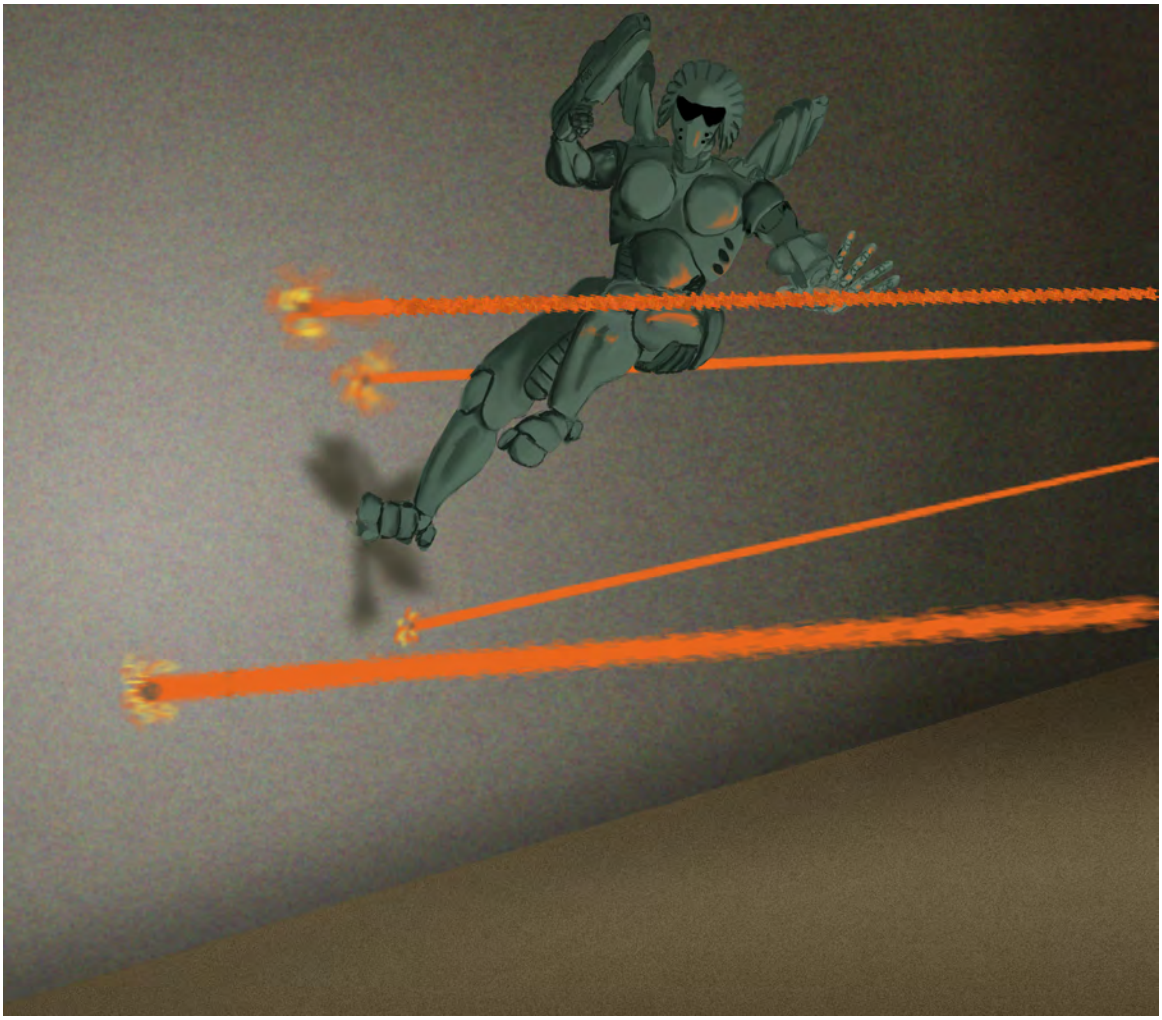
Understanding the message requires a knowledge of the author's style and habits. Often a stranger who wishes to find the meaning of a sign needs to research other signs in the area to find common themes in the artist's work and their use of ideograms.

One more common image, is a circle with radiating lines. This is a kind of calendar of sorts that tells where the scout is that painted it. Within the lines are ideograms that give the viewer a rough approximation of where one could find the scout. On the outside of the circle is a collage of directions on how to get to various locations on the calendar.

The Scimrahn scout is a virtual encyclopedia of information on the Artifact. They are trained from infancy the structures of tunnels and how to get from here to there. Scouts are also experts on the locations of tribes.

Equipment: 2 Dark Stones, Scimrahn Plasma Gun, Plasma Clips (5 Clips 10 Rounds), Laser Pistol, Energy Clip (10 clips of 20), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Light Armor, Binoculars, Sonar Imager, Vac-suit, 10 Grenades

Skills: Camouflage +20, Detect Ambush +10, Foraging +15, Hide +20, Hunting +18, Land



Navigation +15, Mapping +15, Pick Locks +10, Scimrahn Sign Language +50, Stealth +20, Navigation Subterranean +25, Surveillance +15, Tracking +10, WS Knife +20, WS Pistol +10, plus five more skills at +10

Attribute Bonuses
Agi +5
Int +12

Starting Rank: 1st mark Keeper

Guerrilla

The common Scimrahn guerrilla is one who chooses to defend his people against the Chezbah. He's often stronger than the average Scimrahn and able to endure much more physical hardship. Scimrahn guerrilla's begin the battle at a very young age, sometime as young as 12 years old.

Equipment:

Scimrahn Plasma Gun, Plasma Clip (10 Clips 10 Rounds), Thud Stick, Laser Gun, Energy Backpack (500 shots), Laser Pistol, Energy Clips (10 clips of 20), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, 20 Grenades

Skills: Ambush +20, Camouflage +5, Detect Ambush +10, Explosives +15, Foraging +15, HTH Combat +15, Hunting +25, Melee Combat +15, Navigation Land +10, Navigation Subterranean +5, Sniper +10, Weapon Repair +5, WS Grenade +15, WS Gun +25, WS Pistol +20, WS Thud Stick +10, plus 8 skills at +10

Attribute Bonuses
Str +5
Con +5

Starting Rank: 1st mark Keeper

Civilian

The Scimrahn always live with danger as they are always being attacked by the Chezbah. While a civilian may not be as skilled at fighting as a guerrilla or as adept at guiding as a scout, he or she generally plays a small part of both roles out of necessity. He or she may have greater medical knowledge though than a scout or guerrilla.

Equipment: Laser Gun, Energy Clips (10 of 50), Sonar Imager

Skills: Agriculture +30, Drug Evaluation +20, First Aid +15, Foraging +25, General Medicine +5, Herbal Medicine +25, Hunting +25, Land Navigation +10, Scimrahn Sign Language +20, Stealth +10, Navigation Subterranean +10, Tailoring +10, plus 5 skills at +20 and 10 skills at + 10

E-suit Pilot

E-suit pilots are indispensable to the Scimrahn. They are needed to defend against attacks by the Chezbah.

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Scimrahn TF-2394 E-suit, Optional Scimrahn Weapon System, Grenades (5).

Skills: Artillery Operation +20, ECM +10, Explosives +15, HTH Combat +10, Melee Combat +10, Navigation Land +10, Pilot E-suit +45, Sensors +20, Weapon Repair +5, WS Gun +10, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses
I.Q. +3
Dex +5

Starting Rank: 1st mark Keeper

Espionage Specialists

The Scimrahn have trained an elite group to be espionage agents. They are spies and saboteurs. The Espionage Specialist relies on stealth to get in and out of enemy territory and so shuns any tools or weapons that are noisy or give off visible light except for their explosives. The Espionage Specialist's job is to sneak into enemy territory and act as spies enable raids or hinder the enemy's ability to attack.

Equipment: 4 Dark Stones, Laser Pistol, Energy Clips (10 of 20) 20 liters of LCF for use in making explosives, 10 1 liter jars for LCF bombs, Knife, Light Armor Vest, Scimrahn Wrist Comm/Comp, Binoculars, Sonar Imager, Chezbah Clothing, Makeup for Chezbah disguise, Vac-suit.

Skills: Ambush +45, Camouflage +25, Detect Ambush +10, Explosives +25, Hide +25, Martial Arts +40, Hunting +10, Land Navigation +20, Man Trap Construction +20, Pick Locks +15, Propaganda +5, Scimrahn Sign Language +50, Speak Chezbah +15, Stealth +25, Navigation Subterranean +30, Surveillance +25, WS Knife +30, plus 5 skills at +5,

Attribute Bonuses
Dex +10
Agi +10

Starting Rank: 1st mark Keeper

Raider

The Scimrahn raider is responsible for gathering food from the vegetation bands. Most raiders use A-G fighters called Deltas to get to these bands. A raid usually consists of a A-G cargo ship and thirty or forty Deltas. When a cargo ship is loading supplies for transport to lower levels, the Deltas attempt to board it. This is no easy matter since the Chezbah are usually prepared.

Equipment: Heavy Laser, Energy Clips (2 Backpacks 125 Rounds), Particle Beam Gun, Knife, Scimrahn Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, Grenades (5), Delta (AG-550).

Skills: Agriculture +25, Artillery Operation +20, Botany +25, ECM +10, Explosives +15, Hide +15, HTH Combat +20, Melee Combat +20, Navigation Land +10, Pilot A-G +20, Sensors +20, Sprinting +20, Stealth +15, Weapon Repair +5, WS Grenade +20, WS Gun +20, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses
Str +5
Con +5

Starting Rank: 1st mark Keeper

Mechanic

The Scimrahn are in great need of mechanics to maintain and repair their vehicles and weaponry. In many cases these mechanics are better than the schooled engineers of the earth. This is due to a wealth of experience and countless hours of shop time.

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, Deluxe Tool kit, Mini-Arc Welder.

Skills: Artillery Repair +25, Camouflage +5, Construction Bunker +10, Construction Road +20, Construction Shelter +20, Electronics Engineering +20, Foraging +15, HTH Combat +5, Hunting +10, Navigation Land +10, Repair Electronics +35, Repair Machinery +35, Scimrahn Sign Language +10, Navigation Subterranean +20, Weapon Repair +40, Welding +25, WS Gun +5, WS Pistol +10, plus 5 skills at +5

Attribute Bonuses
Str +3
Con +3
IQ +5
Dex +5

Starting Rank: none

Train Operator

A train operator is a one man carrier tribe. While trains are very difficult to steal and maintain, there are a select few that the Scimrahn have obtained. The Train operator must face severe opposition in getting his cargo to a buyer. Often the train operator carries cargo that other tribes cannot or they may deliver food to large industry tribes. A single train with ten cars, has the cargo capacity of two hundred and forty Scimrahn freighters. However the Operator often has to employ a crew and an escort of some sort to defend his train since they have no weapons or defenses of their own. Recently earth forces have employed train operators as troop transports, as they are the fastest, most efficient means of travel.

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Anti-Grav. Mass Transit with ten cars.

Skills: Bartering +20, Command +20, HTH Combat +10, Navigation Subterranean +30, Pilot AG +45, Sensors +20, Weapon Repair +5, WS Gun +10, WS Pistol +30, plus 6 skills at +10

Attribute Bonuses
Cha +10
Dex +5

Starting Rank: 1st mark Keeper

Free Traders

Free Traders are merchants that have a license to trade with the Kelrath. This is a lucrative but risky occupation. The Trader is only allowed to bring his/her self into Kelrath territory. Therefore the trader must operate alone or with other traders. The Trader often supplies Rantaa' families with Scimrahn computer equipment or sensor equipment, which tends to be of higher quality than that of the Kelrath equivalents. The danger comes from the Kelrath themselves. Small families of Rantaa' sometimes cannot afford a free trader's services and therefore attempt to hijack the trader's shipment. This also tends to be a catch 22 problem, since the family that hires the trader often put a black mark on the trader for loosing the load.

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Heavy Laser Gun, Energy Clips (5 clips 100 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Heavily Modified Scimrahn AG Freighter (w/ 1,000,000 Yen in Modifications), Optional Scimrahn Weapon System.

Skills: Artillery Operation +20, ECM +10, Explosives +10, HTH Combat +10, Navigation Land +10, Pilot AG +45, Sensors +20, Weapon Repair +5, WS Gun +10, WS Pistol +30, plus 8 skills at +10

Attribute Bonuses
Cha +10
Dex +5

Starting Rank: none

Scavenger

A Scimrahn Scavenger is someone who sneaks into enemy territory and scavenges scarce materials such as metals, circuit boards and especially vehicle parts and industrial machinery from wreckage sites, crashed transports and especially at the aftermath of a battle. The scavenger then sells the materials to mechanics, scrapyards and industry tribes. The scavenger is always in a rush to get in and out of a find site. Lingering too long could lead to being found. But the larger and more difficult to transport cargos are always in the most demand.

Equipment: Laser Gun, Energy Clips (10 Clips 100 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Scimrahn AG Freighter, Optional Scimrahn Weapon System.

Skills: Artillery Operation +10, Camouflage +25, ECM +10, Explosives +10, Foraging +15, Hide +20, HTH Combat +10, Navigation Land +10, Pilot AG +25, Sensors +10, Stealth +20, Navigation Subterranean +10, Weapon Repair +5, WS Gun +10, plus 5 skills at +10

Attribute Bonuses
Str +10
Dex +10

Starting Rank: none

Pay: According to the find, the Scavenger usually earns the equivalent of 5,000-500,000 Yen for a find but important or large finds can often yield more but are more difficult to transport.

Corporate Characters

Both the ASO and, I-CA have allowed corporations to explore the Artifact for resources and technology. Corporations have vigorously responded to this opportunity. Some corporations look to import materials from the Artifact. Some wish to develop technology and some hope to export weapons food and medicine. These characters help these companies to do so.

Corporate Scout

The corporate scout travels around the Artifact looking for useful technology and resources for his company to use. Once he has found it he makes contact with his company and reports his find. The corporation will either express an interest or tell the scout to forget it. If the corporation is interested, it will have the scout try to secure the find. This is done by guarding a large find or bringing a small find to the corporate office for transport to earth. Corporate scouts are rugged and resourceful. They work well in a group and know there is safety in numbers.

Equipment: Scimrahn Plasma Gun, Plasma Clip (10 Clips 7 Rounds), 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars,

Nightvision goggles, Vac-suit, Large hiking backpack (holds up to 25 KG), Light tool kit, Jeep, CB radio, 2 weeks food, Diary, 1000m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, 10 signal flares, flashlight, 4 refillable lighters butane (20 refills), video camera, still camera, 100 (200 liter) garbage bags, soap, sleeping bag, water filter, extra filters, gas mask, large survival knife, tent, 10 bungee cords (.3m long stretches to 1m), canteen.

Skills: Construction Shelter +10, Foraging +20, Hunting +10, Martial Arts +10, Navigation Land +10, Navigation Subterranean +5, Speak Scimrahn +5, Tailoring +10, WS Gun +10, WS Pistol +10, WS Skill Knife +5, 10 skills at +10

Attribute Bonuses
Con +3
IQ +5
Int +10

Starting Rank: Civilian

Pay: According to the find, the scout usually earns 20,000-200,000 Yen for a find but important or large finds can often yield much more.

Corporate Bodyguard

The Corporate Bodyguard is an all purpose thug. The Bodyguard handles a gun well and go a couple of rounds with a Kelrath but they are not tacticians, nor are they overly intelligent. They often resort to strong arm techniques to get information and many times will shoot first and ask questions later.

Equipment: Heavy Laser, Energy Backpacks (2 Backpacks 125 Rounds), Particle Beam Gun (2 Backpacks 25 Rounds), 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Knife, Scimrahn Wrist Comm/ Comp, Scimrahn Heavy Armor,Binoculars, Nightvision goggles, Vac-suit, Grenades (5), Large hiking backpack (holds up to 25 KG), 2 weeks food, 1000m cord 2000kg tensile strength, grappling hook + spikes, hammer/ hatchet, flashlight, 4 refillable lighters butane (20 refills), soap, sleeping bag, water filter, extra filters, gas mask, tent, canteen.

Skills: Ambush +20, Camouflage +5, Detect Ambush +10, Explosives +15, HTH Combat +35, Melee Combat +15, Sniper +10, Weapon Repair +5, WS Grenade +15, WS Gun +20, WS Pistol +25, plus 5 skills at +10

Attribute Bonuses
Str +15
Con +10

Starting Rank: Civilian

Pay: 40,000 Yen /month

Corporate Scientist

A Corporate scientist is often a good companion to a scout. The scientist can validate findings, estimate their worth to the corporation and provide information to the company in order to further interest it in the finds.

Equipment: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment

Unit, Portable Smart-Microscope and protective case, Diagnostic Computer, surgical tools, Digital Camera with lowlight, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight.

Clearance: Access to appropriate Corporate files and labs.

Skills: Archeology +20, Biology +25, Botany +20, Chemistry +25, Mathematics +20, Physics +40, Psychology +20, Sociology +20, Anthropology +30, Theology +10, Architectural +10, Electronics Engineering +20, Mechanical Engineering +20, WS Pistol +5, HTH Combat +5, plus 5 skills at +10

Attribute Bonuses
Int +5
IQ +20

Starting Rank: Civilian

Pay: 80,000 Yen /month

Military Structure

The military consists of command units. Each unit is typically made up of smaller size units.

Squad 9 soldiers and their Sergeant or Staff Sergeant a Communications Officer and a Scout.

Platoon 2-4 squads and their Sergeant First Class and 2nd Lieutenant. The Platoon typically is assigned transport vehicles.

Company 4-5 platoons and their First Sergeant and First Lieutenant. The company is typically supported by 4-5 E-suits and 4-5 Tanks.

Battalion 3-5 companies and their Master Sergeants and Lieutenant Colonel.

Brigade 3-5 battalions and their Command Sergeant Major, Brigadier General.

Division 2-4 brigades and their Major General.

Corps (Pronounced “cor”) made up of an unspecified number of brigades. This is the highest organizational unit.

Rank and Pay

For the purpose of this game it is assumed that both the ASO and the I-CA use the ranking that has been adopted by most modern nations. However it is unrealistic to expect the Scimrahn to use such a ranking system. In light of this, there are two ranking schedules, one for the ASO and I-CA and another for the Scimrahn

ASO and I-CA Rank and Pay Schedules

Below is a rank schedule followed by the pay for that rank. After that is the number of total experience points the character must earn to achieve that rank, followed by a brief description. Pay is in the equivalent of the U.S. dollar. If the GM wishes, he/she may add depth to the game by adding exchange rates and such. For the purpose of simplicity the Japanese Yen is considered to have a 20/1 exchange rate to the American dollar or that's twenty (20) Yen is worth one (1) dollar

Noncommissioned officers

Noncommissioned officers are enlisted soldiers. The Sergeant ranks get tactical and logistical orders from the Commissioned officer body and are responsible for carrying out those orders.

Private $800/month (0-2) This is the lowest rank of any army. Most characters start here. The Private’s role is to carry out commands to the best of their ability.

Private First Class $1,000/month (3-7) The Private First Class' role is to carry out commands to the best of their ability.

Corporal $1,500/month (8-20) A Corporal serves as team leader. They are responsible for training and appearance of Soldiers.

Sergeant $2,000/month (21-50) Typically commands a squad

Staff Sergeant $2,500/month (51-100) Commands a squad with one or more Sergeants under their command. In some instances the Staff Sergeant will serve as platoon leader advising and assisting a 2nd Lieutenant.

Sergeant First Class $3,000/month (101-150) Platoon leader advising and assisting a 2nd Lieutenant.

Master Sergeant $3,500/month (151-200) Has general command over lower ranks at the battalion level.

First Sergeant $3,500/month (201-250) Has direct combat command at the company level and assists officers at that level.

Command Sergeant Major $4,000/month (251+)Supplies recommendations to the officers at the brigade level.

Warrant Officers

A warrant officer is an officer that has received special training in a specific field. A warrant officer is given special authority to carry out their job function so that they determine the most effective way of carrying out orders from the officer body. A Warrant Officer will take NCO advice, but does not take orders from them. However a warrant officer does not have command over any troops. This gives him or her the flexibility to achieve mission goals.

Warrant Officer 1 $2,000/month (0-50) Supports operations from Platoon to Battalion level.

Chief Warrant Officer 2 $2,500/month (51-100) Supports operations up to the battalion level

Chief Warrant Officer 3 $3,000/month (101-200) Supports operations up to the brigade level.

Chief Warrant Officer 4 $3,000/month (101-200) Supports operations at the battalion, brigade, division and corps level.

Commissioned Officers

Commissioned officers are those that have gone to a military academy the main difference between commissioned and noncommissioned officers is one of command and tactical training and authority. While a commissioned officer will give tactical and command decisions to a master sergeant or command sergeant major they will respect the decisions and advice of these NCO ranks because of their wealth of combat experience.

Line Officers

Second Lieutenant $4,000/month (1-20) Leads platoon (16 to 44 soldiers) and their Sergeant.

Lieutenant $4,500/month (21-40) May lead special weapons platoons or be the executive officer in a company.

Captain $5,000/month (41-90) Leads a company.

Field Grade Officers

Major $5,200/month (91-150) Primary staff at a brigade level handling logistics, and operations.

Lieutenant Colonel $5,500/month (151-200) May command a battalion with a Master Sergeant as their primary assistant. Also may be assigned to a brigade as an executive officer.

Colonel $5,700/month (201-250) May command a brigade with a Command Sergeant Major as their primary assistant.

General Officers

Brigadier (one star) General $6,000/month (250-300) Deputy Commander for a division.

Major (two star) General $6,200/month (301-350) Usually commands a division.

Lieutenant (three star) General $6,500/month (351-400) Usually commands a corps.

(Four star) General $7,000/month (401-700) Commands all forces in a geographical area

Field Marshal/General of the Armies $7,000/month (701+)

Scimrahn Rank Schedules

The Scimrahn ranking schedule is much simpler than Earth based ranking systems. Why? Because the Scimrahn are divided into tribes. These tribes operate separately from each other and so there is no need to further divide up these comparatively small groups. Secondly, the Scimrahn have no officers or academy.

It happens on occasion that a soldier is separated from his tribe. In this case another tribe is certain to accept him into their tribe. When accepting the newcomer, the Enforcer of that tribe assigns a rank. The newcomer can challenge the assigned rank if he so chooses. In a challenge the newcomer is subjected to tests that show his skill. If he satisfactorily passes these tests, he is given a rank that matches the skill shown. If the tests are failed the enforcer flogs the newcomer for insubordination. (In this manner it may be possible for earth based characters to obtain a Scimrahn rank).

Guard (0-2) This is the starting rank of a Scimrahn. All males are given the rank of guard at age twelve. These young fighters are given the task of guarding the town or village they live in. However even guards are occasionally needed in the field.

1st mark Keeper (3-7) Upon reaching the rank of keeper the Scimrahn is now given the duty of making aggressive strikes on the enemy.

2nd mark Keeper (8-20) A second mark keeper is the field commander of a unit of five soldiers (six soldiers in all).

3rd mark Keeper (21-50) A third mark Keeper commands a strike group of five units which each have six soldiers. Occasionally there are not enough units to make a full strike group.

Warrior (51-100) Warriors are aids to their enforcer, carrying out his orders and acting as judges when the matriarch is not present.

Enforcer (101+) there is only one Enforcer per tribe. If a Warrior attains the rank of Enforcer there are several avenues open to him. One, he can leave for a tribe who's Enforcer has died. Two he can become a wandering Enforcer aiding tribes in need. Or three, if the tribe has grown too big and the matriarch agrees, he can form a new tribe of his own. The role of the Enforcer is to organize and train troops, enforce laws and look after the safety of the tribe.

Optional Rules

These are rules and tables to round out your characters. If the players view any of these tables as creating the wrong tone for the game, then that or all tables may be omitted from play.

These tables can be rolled on for unexpected results, allowing the player to discover the character. If the player has a specific concept in mind, they may choose from the tables but may not take any of the attribute, skill or equipment bonuses.

ASO Optional Tables

Gender

1-50	Female
51-00	Male

Nationality

1-17	NACSP	
	1-20	Canadian
	21-60	American
	61-100	Mexican
18-23	Brazilian	
24-40	EEC	
	1-12	English
	13-18	Scottish
	19-24	Irish
	25-35	French
	36-40	Belgian
	41-43	Swiss
	44-54	Spanish
	61-65	Portuguese
	66-80	German
	81-90	Italian
	91-100	Polish
41-51	Baltic Sea States	
	1-34	Swedish
	35-68	Norwegian
	69-100	Finnish
52-67	Russio-Georgian	
	1-70	Russian
	71-100	Georgian
68-78	South African	
79-84	Israeli	
85-100	Japanese	

Height

1-30	Tall
31-70	Average
71-100	Short

Build

1-20	Skinny
21-40	Lean
41-70	Average
71-95	Husky
96-100	Obese

Age

1-5	16-17 years
6-35	18 years
36-60	19 years
61-70	20-22 years
71-80	23-25 years
81-90	26-30 years
91-100	31+ years

Age Modifiers

16-18 years	+5 REF
19-21 years	+5 STR
22-25 years	2 Skills +5,
26-30 years	2 Skills +10, RANK +1
31-40 years	4 Skills +10, STR -5 RANK +1
40+ years	+6 Skills +8, STR-5 Con-5 RANK +2

Hair Color

1-30	Black
31-60	Brown
61-85	Blond
86-100	Red

Eye Color

1-20	Blue
21-25	Green
25-26	Yellow
27-65	Hazel
66-99	Brown
100	Two Different Colors

Attitude

1-6	Devious, not evil but has a knack for scheming
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +5 to PSY
25-30	Flamboyant, Dynamic, always on the move +5 to CHA
31-36	Patient, will take small but extremely determined steps to reach a goal
37-41	Doesn't want to fight or be here but is motivated by duty
42-47	Hyperactive, fun for a little while but gets annoying +5 to REF -5 from CHA
48-52	Always wants to be the boss, doesn't like commanding officer no matter how good they are
53-58	Humble, takes direction readily and easily. Will down play his/her self.
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +5 to DEX
71-75	Honorable, will not do anything that could be considered weak or cowardly. +10 to PSY
76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +5 to CHA
86-90	Heroic, will disregard personal safety in order to help others.
91-95	Villainous, gains joy from watching others suffer.
96-100	Determined, does whatever it takes to get the job done.

Bonus Table One

1-5	Father was a mechanic +10 Repair Machinery
6-10	Strong Voice +20 Command skill
11-15	You look like a Kelrath with a little work, slipping in and out of settlements is much easier.
16-20	Computer Geek, +20 Computer Operation, +5 Computer programming.
21-25	Paid attention in health class +10 to First Aid
26-30	Grew up in a rough neighborhood +10 Street fighting
31-35	Took Karate for a while +10 Martial Arts
36-40	Brown Belt in Martial Arts of choice +40 Martial Arts
41-45	Marksman, +20 WS Gun
46-50	Raised on a farm +10 Animal Riding +10 Animal Care +10 Farming
51-55	Wealthy, start game with $20,000 extra
55-56	Starting rank is that of a commissioned officer, Second Lieutenant assisting a Lieutenant. +25 Command, +30 Military Intelligence
57-61	You were the boxing champion in high school. +5 STR +5 CON +20 HTH Combat
62-65	Savant. You learn one skill at half the Experience Point cost.
66-70	Strong immune system +20 to Con rolls vs. disease.
71-75	Very Large, ignore random size table results, 2.3 m tall, 175 kg. +20 STR +10 Con +2 HP
76-80	Ambidextrous either, no Impairment for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 Action, no Impairment for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +20 to one attribute, players choice.
81-85	Ace +30 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +10 to IQ, +10 to Int, +20 to PSY.
91-95	Famous +30 Fame Points
96-00	Charming, +30 to CHA +20 to BTY, The character can con just about anyone.

Limitations Table

A Player may roll up to two times on this table to rase low attributes up twenty points (+20) each roll. Rolling on this table is not mandatory. However each twenty point increase requires the character to roll on the limitations table.

1-5	High ranking officer has a vendetta against you
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress
11-15	Phobic, the character becomes deathly afraid of something without ever actually having something bad happen to them.
	1-7 Heights
	8-14 Closed in Spaces
	15-22 Open Spaces
	23-29 Darkness
	30-36 Loud noises
	37-43 Disease
	44-50 Being Touched
	51-57 Blood
	58-64 Fire
	65-71 Water
	72-78 Insects Or Spiders
	79-85 Machines or robots
	86-92 Being Alone
	93-00 Sharp Objects
16-20	Dyslexic, can't tell the difference between left and right. -20 to all Navigation skills.
21-25	Hard of hearing. -5 INT 20% Impairment to all Language rolls unless character wears a hearing aid.
26-30	Klutzy, tends to drop things if rushed. Roll vs. DEX.
31-35	Absent Minded, Take a roll vs. I.Q. or must spend two turns trying to remember pertinent information.
36-40	Bad Back, must make Con roll when Lifting or takes 5 Physical Stress and 1 Functional Stress
41-45	Nervous Twitch, gives you away when you're lying.
46-50	Missing Front Teeth, -5 to BTY
51-53	Supporting a family back on earth. The character sends half their earnings back home.
54-55	Epileptic, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)
55-56	Asthma, must make a CON roll during any exertion. 1 Physical Stress per turn until the character does stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.
57-61	Bad eyesight (Myopic), -10 to distance vision unless the character wears glasses.
62-65	Prominent birthmark covering 1D6 x 10% of the character's face
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -5 Bty
71-72	Tormented by the past. Character takes 1 Mental Stress if they are asked about their past back on earth.
73-75	Bald, character is lacking hair atop their head. -5 Bty
76-80	Stutters, 20% Impairment to all language skills, -5 Cha
81-85	First language is not English or Scimrahn.
86-00	No Limitation

I-CA Optional Tables

Gender

1-50	Female
51-00	Male

Nationality

1-17	China
18-23	India
24-40	Egypt
41-51	Korea
52-67	Saudi-Arabia
68-78	Irani-Iraqi Alliance
	01-50 Iran
	51-00 Iraq
79-84	Syria
85-100	Libya

Height

1-30	Tall
31-70	Average
71-100	Short

Build

1-20	Skinny
21-40	Lean
41-70	Average
71-95	Husky
96-100	Obese

Age

1-5	16-17 years
6-35	18 years
36-60	19 years
61-70	20-22 years
71-80	23-25 years
81-90	26-30 years
91-100	31+ years

Age Modifiers

16-18 years	+5 REF
19-21 years	+5 STR
22-25 years	2 Skills +5
26-30 years	2 Skills +10, Rank +1
31-40 years	4 Skills +10, STR -5 Rank +1
40+ years	+6 Skills +8, STR-5 Con-5 Rank +2

Hair Color

1-40	Black
41-95	Brown
96-98	Blond
99-100	Red

Eye Color

1-5	Blue
6-7	Green
8-9	Yellow
10-50	Hazel
51-99	Brown
100	Two Different Colors

Attitude

1-6	Devious, not evil but has a knack for scheming
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +5 to PSY
25-30	Loyal, very dedicated to his/her country and the I-CA
31-36	Patient, will take small but extremely determined steps to reach a goal
37-41	Doesn't want to fight or be here but is motivated by duty
42-47	Practical, does what it takes, doesn't like weapons that are overly big or powerful.
48-52	Always wants to be the boss, doesn't like commanding officer no matter how good he is.
53-58	Depressed, unhappy with life but basically a nice person. -5 from REF
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +5 to DEX
71-75	Honorable, will not do anything that could be considered weak or cowardly. +15 to PSY
76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +5 to CHA
86-90	Heroic, will disregard personal safety in order to help others.

91-95	Villainous, gains joy from watching others suffer.
96-100	Cowardly, will avoid danger and risks whenever possible. -5 to PSY

Bonus Table One

1-5	Father was a mechanic +10 Repair Machinery
6-10	Strong Voice +20 Command skill
11-15	You look like a Kelrath with a little work, slipping in and out of settlements is much easier.
16-20	Computer geek, +20 Computer Operation, +5 Computer programming.
21-25	Paid attention in health class +10 to First Aid
26-30	Grew up in a rough neighborhood +10 Street fighting
31-35	Took Karate for a while +10 Martial Arts
36-40	Brown Belt in Martial Art of choice +40 Martial Arts
41-45	Marksman, +20 WS Gun
46-50	Raised on a farm +10 Animal Riding +10 Animal Care +10 Farming
51-55	Wealthy, start game with $20,000 extra
55-56	Starting rank is that of a commissioned officer, Second Lieutenant assisting a Lieutenant. +25 command, +30 Military Intelligence
57-61	You were the boxing champion in high school. +5 STR +5 CON +20 HTH Combat
62-65	Savant. You learn one skill at half the Experience Point cost.
66-70	Strong immune system +20 to Con rolls vs. disease.
71-75	Very Large, ignore random size table results, 2.3 m tall, 175 kg. +20 STR +10 Con +2 HP
76-80	Ambidextrous either, no Impairment for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 Action, no Impairment for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +20 to one attribute, players choice.
81-85	Ace +30 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +10 to IQ, +10 to Int, +20 to PSY.
91-95	Famous +30 Fame Points
96-00	Charming, +30 to CHA +20 to BTY, The character can con just about anyone.

Limitations Table

A Character may roll on this table up to two times to rase low attributes up twenty points (+20) each roll. Rolling on this table is not mandatory. However each twenty point increase requires the character to roll on the limitations table.

1-5	High ranking officer has a vendetta against you
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress
11-15	Phobic, the character becomes deathly afraid of something without ever actually having something bad happen to them.

1-7	Heights
8-14	Closed in Spaces
15-22	Open Spaces
23-29	Darkness
30-36	Loud noises
37-43	Disease
44-50	Being Touched
51-57	Blood
58-64	Fire
65-71	Water
72-78	Insects Or Spiders
79-85	Machines or robots
86-92	Being Alone
93-00	Sharp Objects

16-20	Dyslexic, can't tell the difference between left and right. -20 to all Navigation rolls.
21-25	Hard of hearing. -5 INT 20% Impairment to all Language rolls unless character wears a hearing aid.

26-30	Klutzy, tends to drop things if rushed. Roll vs. DEX.
31-35	Absent Minded, Take a roll vs. I.Q. or must spend two turns trying to remember pertinent information.
36-40	Bad Back, must make Con roll when Lifting or takes 5 Physical Stress and 1 Functional Stress
41-45	Nervous Twitch, gives you away when you're lying.
46-50	Missing Front Teeth, -5 to BTY
51-53	Supporting a family back on earth. The character sends half their earnings back home.
54-55	Epileptic, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)
55-56	Asthma, must make a CON roll during any exertion. 1 Physical Stress per turn until the character does stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.
57-61	Bad eyesight (Myopic), -10 to distance vision unless the character wears glasses.
62-65	Prominent birthmark covering 1D6 x 10% of the character's face
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -5 Bty
71-72	Afraid of others disapproval. Takes double stress in Social Conflicts
73-75	Bald, character is lacking hair atop their head. -5 Bty
76-80	Stutters, 20% Impairment to all language skills, -5 Cha
81-85	First language is not Mandarin, Cantonese or Scimrahn.
86-00	No Limitation

Scimrahn Optional Tables

Gender

1-50	Female
51-00	Male

Height

1-20	1.8 m
21-70	1.6 m
71-00	1.5 m

Build

1-30	Skinny
31-50	Lean
51-85	Average
86-98	Husky
99-00	Obese

Age

1-15	12-15 years
16-35	16 years
36-60	17 years
61-80	18 years
81-90	19-21 years
91-100	21+ years

Age Modifiers

12-15 year	+5 REF -5 STR
16-18 year	+5 REF
19-21 year	+5 STR RANK +1
22-25 year	2 Skills, +5 RANK +1
26-30 year	2 Skills, +10 RANK +1
31+ year	4 Skills, +10 STR-5 Con-5 RANK +2

Hair Color

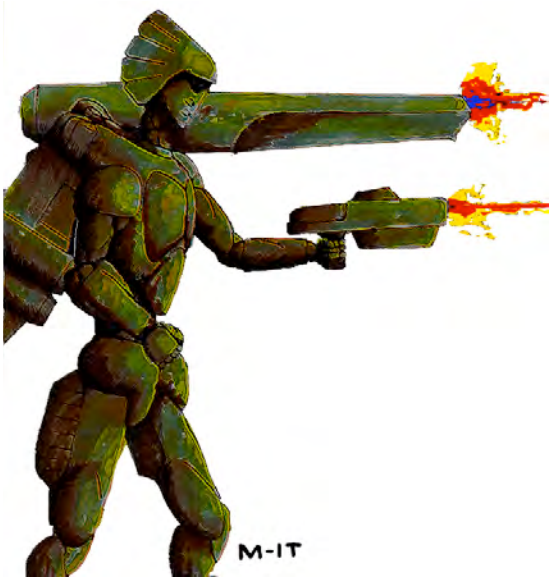
1-60	Black
61-00	Brown

Eye Color

1-10	Green
11-50	Hazel
51-99	Brown
100	Two Different Colors

Attitude

1-6	Cowardly, will avoid danger and risks whenever possible. -5 to PSY
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +5 to PSY
25-30	Protective of the Scimrahn. Will attempt to save Scimrahn life whenever possible
31-36	Patient, will take small but extremely determined steps to reach a goal
37-41	Curious, loves exploring and experimenting +10 to Navigation Subterranean
42-47	Practical, does what it takes, doesn't like weapons that are overly big or powerful.
48-52	Flamboyant, Dynamic, always on the move +5 to CHA
53-58	Party (wo)man, uses drugs all the time. 1 Addiction, +10 Drug Resistance
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +5 to DEX
71-75	Honorable, will not do anything that could be considered weak or cowardly. +10 to PSY
76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +5 to CHA
86-90	Heroic, will disregard personal safety in order to help others.
91-95	Villainous, gains joy from watching others suffer.
96-100	Determined, does whatever it takes to get the job done.



Bonus Table One

1-5	Grandpa Genoidn left you his E-suit.
6-10	Strong resistance to drugs and toxins +10 to drug resistance.
11-15	You are a Chezbah raised as a Scimrahn. Total immunity to disease and drugs.
16-20	Raised in a tribe of minstrels +20 to Play Scimrahn Instruments +10 Computer Operation +10 Computer Programming
21-25	Natural sense of direction and memory for tunnels. +20 Navigation Subterranean

26-30	You are a Kelrath, taken in by Scimrahn after a raid. +10 to Str +10 to Con +50 to Speak Kelrath, +30 Kelrath Culture
30-35	You have a loyal pet Gunthar. It follows you everywhere and hunts down food for you.
36-40	Father was a mechanic +10 Repair Machinery
41-45	Strong Voice +20 Command skill
46-50	Computer Geek, +20 Computer Operation, +5 Computer Programming.
51-55	Grew up in a rough tribe +10 Street fighting
56-60	Marksman, +20 WS Gun
60-65	Raised on a farm +10 Animal Riding +10 Animal Care +10 Farming (You're a "Rich Boy")
66-70	Found a map leading to a hidden treasure!
71-75	Savant. You learn one skill at half the Experience Point cost.
76-80	Strong immune system +20 to Con rolls vs. disease.
81-85	Very Large, ignore random size table results, 2.3 m tall, 175 kg. +20 STR +10 Con +2 HP
86-90	Ambidextrous either, no modifier for firing wrong handed
91-95	Ambidextrous both, can use both hands equally well +1 attack, no modifier for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +20 to one attribute, players choice.
81-85	Ace +30 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +10 to IQ, +10 to Int, +20 to PSY.
91-95	Famous +30 Fame Points
96-00	Charming, +30 to CHA +20 to BTY, The character can con just about anyone.

Limitations Table

A Character may roll on this table up to two times to rase low attributes up twenty points (+20). Rolling on this table is not mandatory. However each twenty point increase requires the character to roll on the limitations table.

1-5	Matriarch has a vendetta against you
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress
11-15	Phobic, the character becomes deathly afraid of something without ever actually having something bad happen to them.
	1-7 Heights
	8-14 Closed in Spaces
	15-22 Open Spaces
	23-29 Darkness
	30-36 Loud noises
	37-43 Disease
	44-50 Being Touched
	51-57 Blood
	58-64 Fire
	65-71 Water
	72-78 Insects Or Spiders
	79-85 Machines or robots
	86-92 Being Alone
	93-00 Sharp Objects
16-20	Dyslexic, can't tell the difference between left and right. -20 to all Navigation rolls.
21-25	Hard of hearing. -5 INT 20% Impairment to all Language rolls unless character wears a hearing aid.
26-30	Klutzy, tends to drop things if rushed. Roll vs. DEX.
31-35	Absent Minded, Take a roll vs. I.Q. or must spend two turns trying to remember pertinent information.
36-40	Bad Back, must make Con roll when Lifting or takes 5 Physical Stress and 1 Functional Stress
41-45	Nervous Twitch, gives you away when you're lying.
46-50	Missing Front Teeth, -5 to BTY
51-55	Epileptic, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)
55-56	Asthma, must make a CON roll during any exertion. 1 Physical Stress per turn until the character does stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.

57-61	Bad eyesight (Myopic), -10 to distance vision unless the character wears glasses.
62-65	Slow witted. -5 IQ
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -5 BTY
71-72	Totally Deaf! -10 to INT. but an extra +10 to one attribute of player's choice.
73-75	Bald, character is lacking hair atop their head. -5 BTY
76-80	Stutters, 20% Impairment to all language skills, -5 Cha
81-85	Missing fingers. 1d6 to DEX
86-00	No Limitation

Corporate Optional Tables

Gender

1-50	Female
51-00	Male

Height

1-30	Tall
31-70	Average
71-100	Short

Build

1-20	Skinny
21-40	Lean
41-70	Average
71-95	Husky
96-100	Obese

Age

1-5	18-20 years
6-35	21-25 years
36-60	30 years
61-70	31-35 years
81-90	36-40 years
91-100	41+ years

Age Modifiers

18-21 years	+5 STR
22-25 years	2 Skills, +5
30 years	2 Skills, +10 Pay +10,000 Yen
31-40 years	4 Skills, +10 STR -5 Pay +20,000 Yen
40+ years	6 Skills, +8 STR-5 Con-5 Pay +30,000 Yen

Hair Color

1-30	Black
31-60	Brown
61-85	Blond
86-100	Red

Eye Color

1-20	Blue
21-25	Green
25-26	Yellow
27-65	Hazel
66-99	Brown
100	Two Different Colors

Attitude

1-6	Devious, not evil but has a knack for scheming
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +5 to PSY
25-30	Flamboyant, Dynamic, always on the move +5 to CHA
31-36	Patient, will take small but extremely determined steps to reach a goal
37-41	Greedy, will go for the gold, no matter who or what is in the way.
42-47	Hyperactive, fun for a little while but gets annoying +5 to REF -5 from CHA
48-52	Back stabbing, will join forces quickly to get the job done but turn on his "allies" as soon as it is convenient.
53-58	Aloof, thinks very highly of him/ herself
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +5 to DEX
71-75	Honorable, will not do anything that could be considered underhanded or cowardly. +10 to PSY
76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +5 to CHA
86-90	Heroic, will disregard personal safety in order to help others.
91-95	Villainous, gains joy from watching others suffer.
96-100	Determined, does whatever it takes to get the job done.

Bonus Table One

1-5	Corporate big shot owes you a big favor.
6-10	Strong Voice +20 Command skill
11-15	You look like a Kelrath with a little work, slipping in and out of settlements is much easier.
16-20	Computer Geek, +20 Computer Operation, +5 Computer Programming.
21-25	Paid attention in health class +10 to First Aid
26-30	Grew up in a rough neighborhood +10 Street fighting
31-35	Took Karate for a while +10 Martial Arts
36-40	Black Belt in Martial Art of choice +60 Martial Arts
41-45	Marksman, +20 WS Gun
46-50	Secretary of a corporate big shot likes you, will get info. and more whenever you want
51-55	Wealthy, start game with 400,000 Yen extra
55-56	Found a map leading to a hidden treasure!
57-61	You were the boxing champion in high school. +5 STR +5 CON +20 HTH Combat
62-65	Savant. You learn one skill at half the Experience Point cost.
66-70	Strong immune system +20 to Con rolls vs. disease.
71-75	Very large, ignore random size table results, 2.3 m tall, 175 kg.+20 STR +10 Con +2 HP
76-80	Ambidextrous either, no modifier for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 attack, no modifier for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +20 to one attribute, players choice.
81-85	Ace +30 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +10 to IQ, +10 to Int, +20 to PSY.
91-95	Famous +30 Fame Points
96-00	Charming, +30 to CHA +20 to BTY, The character can con just about anyone.

Limitations Table

A Character may roll on this table up to two times to rase low attributes up twenty points (+20). Rolling on this table is not mandatory. However each twenty point increase requires the character to roll on the limitations table.

1-5	Corporate Big Wig has a vendetta against you
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress
11-15	Phobic, the character becomes deathly afraid of something without ever actually having something bad happen to them.
	1-7 Heights
	8-14 Closed in Spaces
	15-22 Open Spaces
	23-29 Darkness
	30-36 Loud noises
	37-43 Disease
	44-50 Being Touched
	51-57 Blood
	58-64 Fire
	65-71 Water
	72-78 Insects Or Spiders
	79-85 Machines or robots
	86-92 Being Alone
	93-00 Sharp Objects
16-20	Dyslexic, can't tell the difference between left and right. -20 to all Navigation rolls.
21-25	Hard of hearing. -5 INT 20% Impairment to all Language rolls unless character wears a hearing aid.
26-30	Klutzy, tends to drop things if rushed. Roll vs. DEX.
31-35	Absent Minded, Take a roll vs. I.Q. or must spend two turns trying to remember pertinent information.
36-40	Bad Back, must make Con roll when Lifting or -10 Con -5 STR -5 AGI for 1D10 hours
41-45	Nervous Twitch, gives you away when you're lying.
46-50	Missing Front Teeth, -5 to BTY
51-53	Supporting a family back on earth. The character sends half their earnings back home.
54-55	Epileptic, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)
55-56	Asthma, must make a CON roll during any exertion. 1 Physical Stress per turn until the character does stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.
57-61	Bad eyesight (Myopic), -10 to distance vision unless the character wears glasses.
62-65	Prominent birthmark covering 1D6 x 10% of the character's face
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -5 Cha
71-72	Tormented by past actions. Takes 1 Mental stress when asked about their past.
73-75	Bald, character is lacking hair atop their head. -5 Bty
76-80	Stutters, 20% Impairment to all language skills, -5 Cha
81-85	First language is not English or Scimrahn.
86-00	No Limitation

Farra Lee

"Who is that Chahmbik?" He squinted against the darkness trying to discern features.

Chambik looked the way that Tholec indicated. His eyes were keen.

"He's either Chezbah or Kelec. His hair and skin are pale."

"Go and find out, kill him if he's Chezbah. If he's Kelec, we will greet him." Tholec ordered.

Chambik ran out in front of the tribe. His laser always at the ready, waiting for any hostile movement. The white faced figure gave no recognition that he was approaching. His hair seemed wrong for a Chezbah. He could almost see a sad expression on his face. His cloths were wrong, not only for a Chezbah, but even for a Scimrahn and he was far too short to be Kelrath. They were colorful like the Kelrath clothing but fit close to his body.

"You! Are you Chezbah?" Chambik called out, readying his laser to fire.

"I am not." He replied in a strange dialect.

"Are you Kelec then?" He lowered his laser.

"In a sense I am. . ."

Chambik braced his laser. "Be clear stranger. Are you my enemy?"

"I am not your enemy." The stranger replied.

"Then be clear, are you Kelec?"

"I am Kelec and more."

Chambik lowered his laser again "Then we would welcome you. I will tell my Enforcer."

Running back to Tholec, Chambik puzzled over the stranger. He did not fit anything he knew. He wanted to be able to explain that to Tholec but wasn't sure how to describe it.

"Tholec, the stranger is Kelec but he is strange, I have never seen a man like him." Chambik reported.

"Kelec are usually strange from what I have been told." Tholec replied. He waited for more but Chambik said nothing. "We will greet him then." He turned around. "Mbiech, collect whatever food we will not need past today and bring it together."

Mbeich was Tholec's son and was accustomed to being his father's right hand even though his rank did not warrant it.

"Yes father, there will not be much." He warned.

"I know, but there will be enough for a final gift and maybe a song will be sung about us because of our generosity to this Kelec.

"Tholec's son weaved and bobbed through the mothers collecting scraps of food. Tholec's heart felt heavy in his chest. There was nothing else left to do, the great Farra Tribe that had struck fear in the heart of Chezbah Warriors would soon come to it's end. There was still one small Chezbah city that they could reach before the Chezbah war machine found them. The net was closing around them but slowly enough to strike back one more time before they were wiped out. Generations of the Farra tribe had fought the Chezbah and succeeded. He didn't know if it was his leadership that caused this or if Loc had focused on them in a way that he never had before. Maybe all the preparation over all the years were just slowing Loc down and this was inevitable. He would never have the chance to find out.

"This is what we have Tholec" Mbeich said holding a skin full of food.

"That will carry one man further that it would have us." Tholec replied.

Tholec and his warriors approached the stranger. Tholec saw now what Chambik talked about, to many things were wrong about him. Instead of a wise old man as Tholec expected, the stranger was young and did not seem to have the wisdom about him that a Kelec or "Seer" should have.

Tholec approached him. "Kelec, we bring you a gift. We ask that you remember who we are and what we are about to do."

The stranger bent over strangely, then greeted Tholec. "Father, I thank you, I have not eaten in some time, I don't know how long. Tell me your story so it can be remembered."

"You address me as 'Father'? How can that be? You are Kelec? What is your name?"

"My name is Lee."

In the historic battle that followed the Farra tribe took on the name Farra Lee to honor their new leader.

Maps

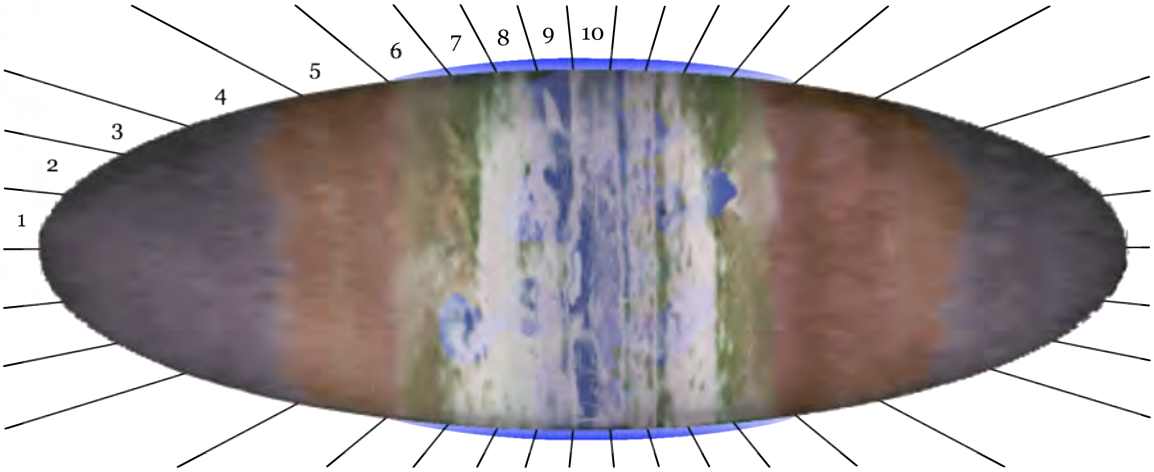
This section provides maps of various areas of the Artifact and descriptions of those areas. Although the exterior surface of the planet is much larger than Earth, the manufactured interior of the planet is immensely larger.

The Kelrath and Chezbah have orbiting weapon platforms that make dwelling on the surface dangerous. Scimrahn that operate on the surface will camp underground for safety.

Exterior Map 1

This is an equatorial view of the Artifact, showing the vegetation bands, bodies of water, and surface conditions. The atmosphere is shown not to scale so that its extent can be seen.

Lines of gravitational force are shown to display their angle. Between these lines are the environmental classes, one (1) being the lowest gravity and thinnest atmosphere and ten (10) being the highest gravity and densest atmosphere. For reference, Earth would have an environmental class in between seven to eight.



The landscape of the Artifact appears completely flat and one can see for hundreds of kilometers without hills or mountains obscuring the view. This can give travelers the sense that they are moving at a snails pace across the terrain and indeed they are. The surface area of the Artifact by far exceeds that of the Earth.

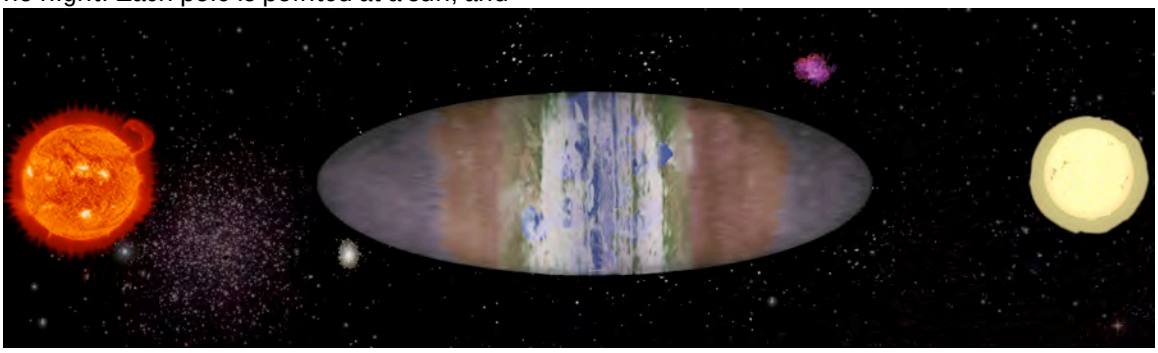
One way to convey the immensity of the Artifact is by this analogy. “If you were to place eighteen billion people on the Artifact (roughly the population of earth in the year 2085), and had them look for another eighteen billion people, it would be similar to one person looking for one other person on the surface of the earth.

Exterior Map 2

To the right a surface map showing a view of the Artifact from the pole. The green area shows the fertile region that has a habitable atmosphere. The brown region shows the area where there is just enough atmosphere to cause surface corrosion, but not enough to breath or sustain life. The gray area shows the area unaffected by any type of atmospheric corrosion.

Exterior Map 3

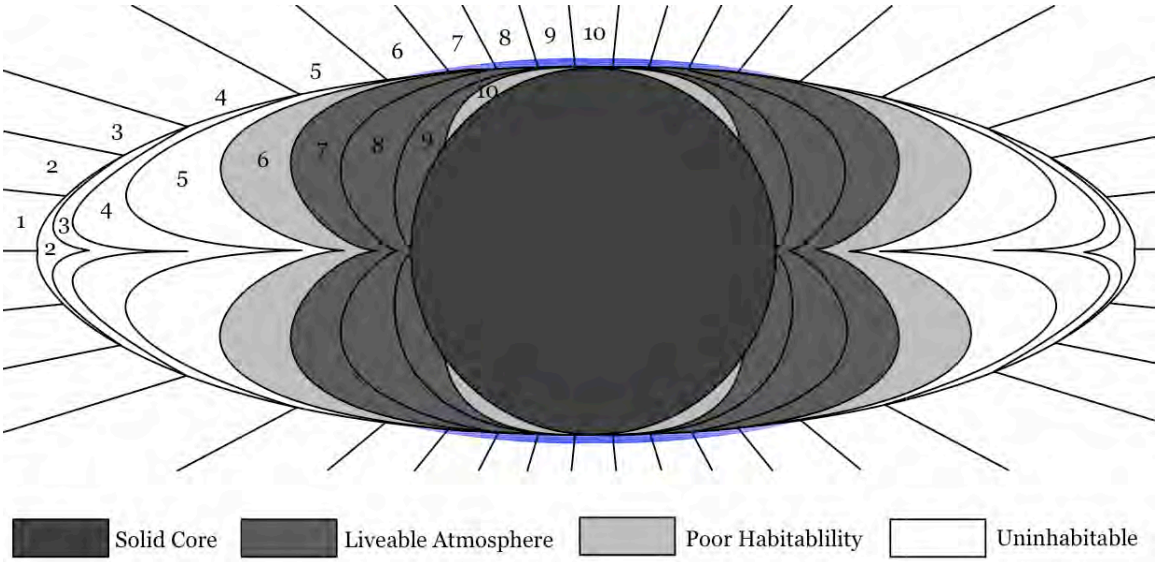
The drawing below shows an out of scale view of the Artifact in relation to its two suns, the Red sun Tose, and the Yellow sun Humid. On the surface of the Artifact there is no night. Each pole is pointed at a sun, and the artifact rotates on it's long axis. Because of this there are no seasons and no night. The sky is a fiery red towards the red pole, and a pale orange that stretches into blue on the yellow pole. directly overhead, the sky is always black and stars are visible all the time.



Interior Map 1

The extended poles of the Artifact are not solid, instead, they are structures built on the solid core of the planetoid. The polar structures are honeycombed with enormous hexagonal rooms each ten kilometers across from parallel wall to parallel wall. (This is shown in more detail in the following pages.)

This map shows a cutaway view of the Artifact. Interior environmental conditions are displayed through the environmental classes.



Environmental Class 1

No gravity, no atmosphere, and heavy solar radiation make these areas hazardous even for vac-suits. Because of radiation, remaining in these areas for more than an hour can have detrimental effects on a person's health, unless protected by lead shielding. Vac-suits or self contained vehicles are needed in this area. Unprotected humans take one point of damage per turn.

Environmental Class 2

Gravity is only two percent (2%) of Earth's. Roughly equivalent to a tenth of the moons gravitational pull. Gravity is far too

weak to have an atmosphere. Vac-suits or self contained vehicles are needed in this area. Unprotected humans take one point of damage per turn.

Environmental Class 3

Gravity is nine percent (9%) of Earth's. No appreciable atmosphere in these areas. Even vac-suits cannot draw oxygen from these areas. Vac-suits or self contained vehicles are needed in this area. Unprotected humans take one point of damage every two turns.

Environmental Class 4

Gravity is thirty percent (30%) of Earth's. Atmosphere is very thin here and is not enough to sustain a human. Vac-suits can operate 50% longer in these areas by drawing oxygen from the surrounding air. Vac-suits or self contained vehicles are needed in this area. Unprotected humans will suffocate in two minutes in these areas.

Environmental Class 5

Gravity is thirty-five percent (35%) of Earth's. Atmosphere is very thin here and is not enough to sustain a human. Vac-suits can operate 75% longer in these areas by drawing oxygen from the surrounding air. Vac-suits or self contained vehicles are needed in this area. Unprotected humans will suffocate in three minutes in these areas.

Environmental Class 6

Gravity is fifty percent (50%) of Earth's. Atmosphere is thin but breathable. Any activity requires a Con roll or the character will pass out. Vac-suits can restore normal breathing and can operate three times longer.

Surface life is hard for the Scimrahn. This young Matriarch has taken over from a older and wiser Matriarch that died from an infected wound. She must act as a judge for three hundred people in day to day life, be a business woman selling and buying and she must be a tactician outsmarting the Chezbah military machine. Her children and her tribe are relying on her to keep them alive.

To make things more difficult, the old Enforcer, a battle hardened warrior and accomplished raider, has left the tribe. Grief stricken from the death of his favorite wife, he has become a wanderer. The new Enforcer is unsure of himself as he always had someone to guide him before. Now he is solely responsible for the tribe's income, raiding the Kelrath and Chezbah. The last raid only barely succeeded and he's frightened that the disaster that was narrowly avoided this time could happen in the next raid.

Environmental Class 7

Gravity is eighty percent (80%) of Earth's. Atmosphere is equivalent to that of Earth.

Environmental Class 8

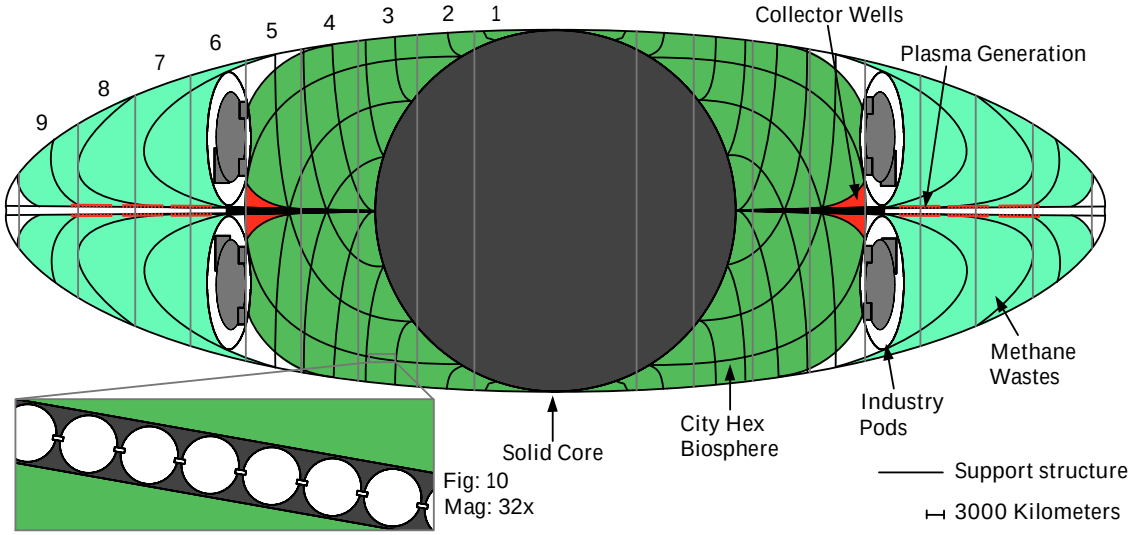
Gravity is slightly higher than Earth's, being twenty percent (20%) higher. Atmosphere is a bit heavier, but not enough to harm a healthy human.

Environmental Class 9

Gravity is sixty percent (60%) higher than earth. Atmosphere is very dense here, travel to lower environmental classes should be taken slowly allowing for decompression.

Environmental Class 10

Gravity is one hundred and thirty percent higher than earth. Atmosphere nears three times that of earth. Travel in and out of these regions must be taken slowly to prevent harm.



Interior Map 2

This map shows a cutaway of the interior of the Artifact with detail on its internal structure. Numbers above the map correspond with figures one thorough nine below, and should not be mistaken for environmental classes. Gray lines are divider lines to mark the cross sections labeled figures one through nine.

The green areas labeled city hex biosphere is where the majority of the livable atmosphere is on the Artifact.

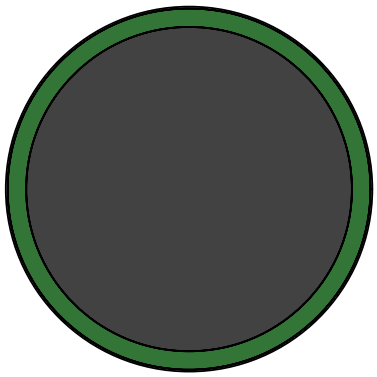


Fig: 1

Figure one (1) is an area that once must have been environmentally sealed because it is designed for human habitation, but its atmosphere is dense and difficult to live in. This is the area commonly referred to as "the Abysses" because it is at the lowest levels of the Artifact.

Some communities mine into the core for metals and other elements that are not commonly found in the manufactured sections of the Artifact.

On the surface of this cross section are farms and rainforests. Kelrath have the most extensive cultivation of this land on the red pole.

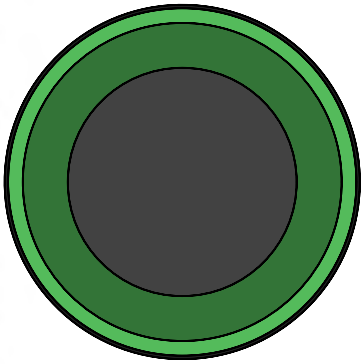


Fig: 2

Figure two (2) still has some Environmental Class 10, but is moving into Environmental Class 9. This is a sparsely inhabited area, so Scimrahn tribes sometimes take refuge here, but the gravity is too heavy for Industry tribes to work effectively.

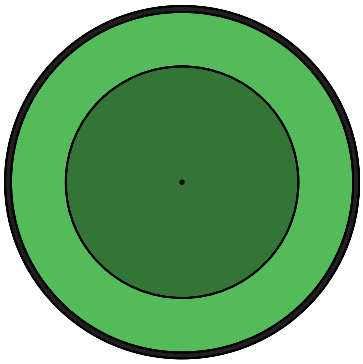


Fig: 3

Figure three (3) Is a more heavily inhabited area as it continues into the area designated as Figure 4.

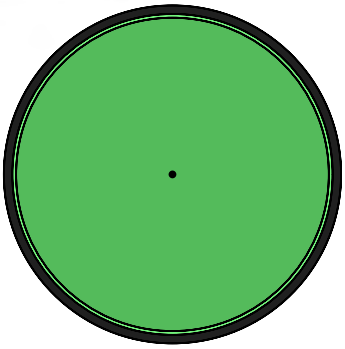


Fig: 4

Figure four (4) is the most heavily inhabited area of the underground. This is the largest habitable space on the Artifact.

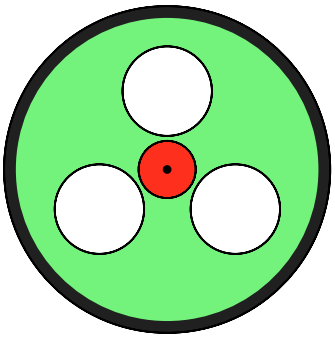


Fig: 5

Figure five (5) Shows the location of the main plasma distribution center for the solar radiation collectors. This area is not shown in more detail because it is heavily protected by the Chezbah and the Kelrath, so Earth forces have never been inside.

The exterior perimeter of this cross section is an area called the void. There is almost no atmosphere in the void and the incremental cities stop at this point. In spite of this some communities are built in these inhospitable regions.

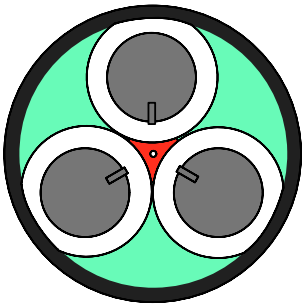


Fig: 6

Figure six (6) Shows the industry pods, these are again, carefully guarded areas although sources say that most of the material that makes up the Artifact was probably processed through these. This figure also shows the bottom of the collector well, and the beginning of the methane wastes. The Scimrahn say the Industry Pods cannot be approached and that anyone entering dies without warning. Some early expeditions by Earth forces have confirmed this. Anyone that entered the pods died. No significant radiation bacterial, chemical or nanotech hazards were detected.

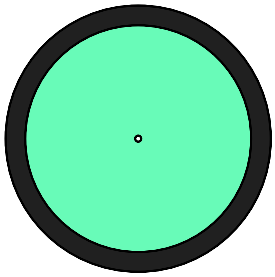


Fig: 7

Figure seven (7) is the main body of the methane wastes. This area is shown in more detail below. The "Wastes" is a large area of liquid methane lakes, some as large as twenty-six kilometers across. Although the Wastes take up a large percentage of the interior volume in the Artifact, Few residents of the lower levels have ever entered them. They are more inhospitable than the Void beneath the industry pods because they are filled with liquid methane at -170 degrees Celsius Figure seven is also a continuation of the collector well, and it's plasma conduits.

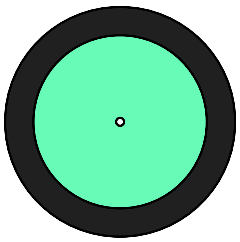


Fig: 8

Figure eight (8) is a continuation of the methane wastes and the collector well.

Fig: 9

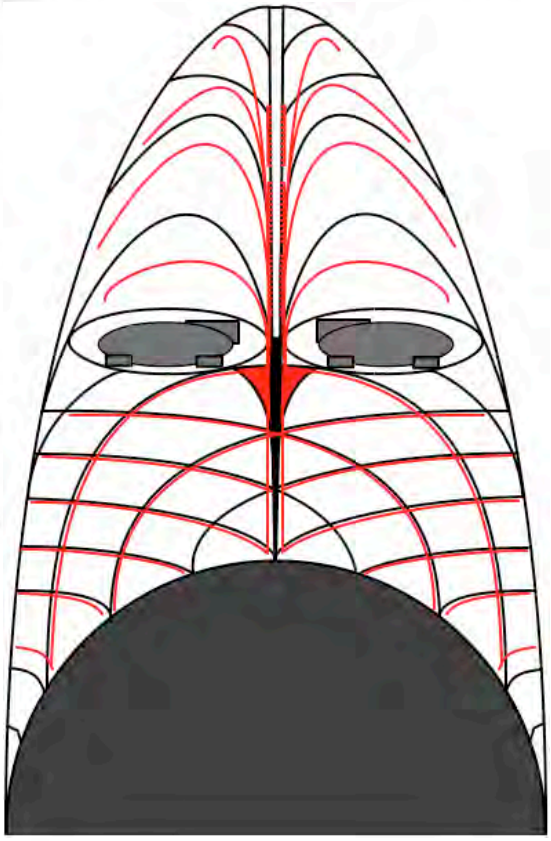
Figure nine (9) is the end of the "Wastes" and shows an area of intense solar radiation, where no structures were built.

The massive magnetic and radiation storms that pummel the tips of the Artifact are instantly deadly to any unprotected human. The magnetosphere of the Artifact channels the radiation into the collector well.

Structural Members and Plasma Conduits

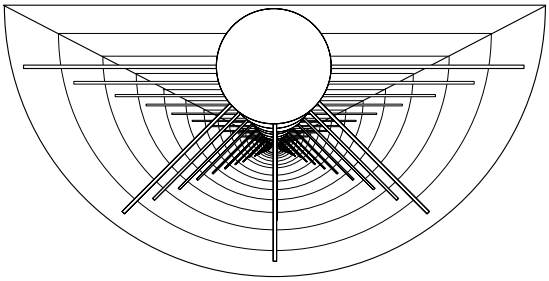
The drawing below shows the structural composition of the Artifact in a slice cross section. The lines in black indicate the structural frame that the Artifact is built on. Each member is 215 kilometers thick, and appear to be built in solid sheets or walls. Fewer of these members are needed at the higher levels since gravity is lower and less weight needs to be supported. This lattice is shown in more detail in the figure below.

Plasma conduits supply the city generators with power. These conduits branch off the central distribution hub in the heart of the Artifact. Plasma mains run along the surface of structural members.

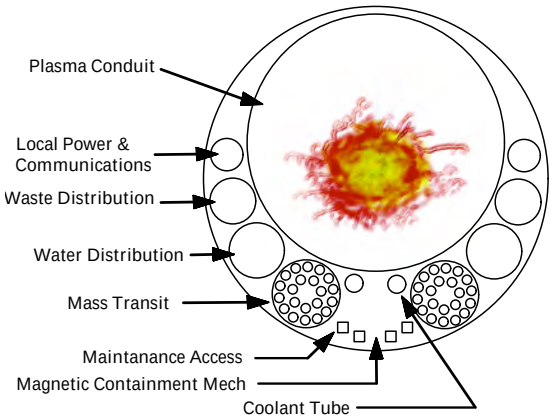


Thirty two plasma mains branch off the central plasma distribution hub in two sets of sixteen each. Off each Main, branches six sets of sixteen Secondary conduits (96 Secondary feeds per main) that run along the surface of the structural members. Each Main and secondary conduit has five Tertiary conduits branching from it every 1.46 kilometers. 95% of all settlements are within 150 km of a plasma main.

Plasma Mains are 1.32km in diameter and are encased in 3.55km housings.



Plasma Mains carry more than just Plasma for power. They are the circulatory system of the entire Artifact. Water, transit lines, communications, and waste distribution for recycling. are also transported via the conduits. Plasma mains are guarded heavily by the major powers of the Artifact. Loss of a single plasma main would mean loss of power to huge expanses. As a result, the plasma mains are maintained very well, and are patrolled often. Plasma Lines must maintain a vacuum inside the tube, or air that leaks in heats up and melts the tube. A storm of plasma that ensues has the following effect.



	PB	S	Med	L	Ex
Damage:	10K	8K	4K	2K	1K

Blast Range: D

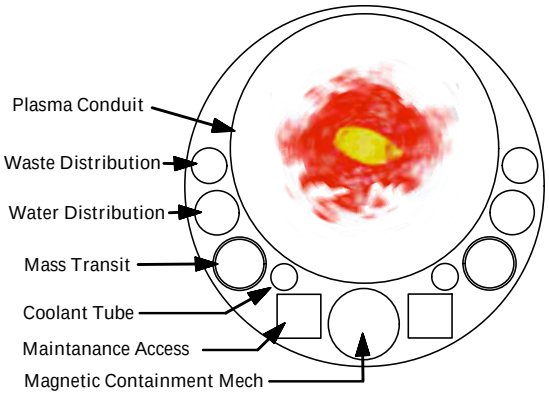
Effect: Continuous, until repaired.

Secondary Plasma Lines

Secondary Lines further circulate the power, water and materials of the Artifact. Secondary lines are the same as Mains, except they don't originate at the plasma distribution hubs, instead, Secondary Lines branch from Mains.

Tertiary Plasma Lines

Tertiary Lines are much smaller than Mains. These lines branch off and feed the incremental cities. Each carry two transit lines and distribution tube.



Damaged or shut down Tertiary lines provide good covert access to some areas.

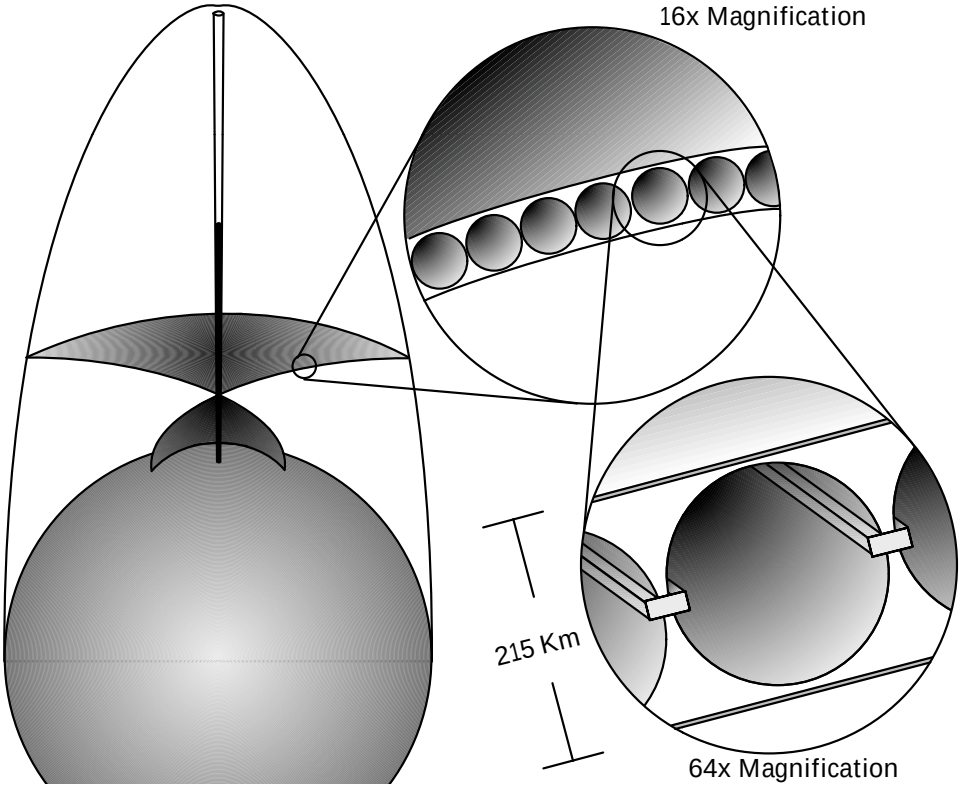
However it is difficult to determine weather these conduits are functioning from the outside. A functioning conduit is hazardous to puncture, even a 1 cm hole can cause a meltdown of the magnetic containment, and begin a plasma storm. Tertiary conduits have a system of irises that will shut down the flow of plasma after ten minutes of leakage.

	PB	S	Med	L	Ex
Damage:	1K	800	400	200	100

Blast Range: C
Effect: Ten minutes until shutdown.

Detail of a Single Structural Member

This detail shows a slightly tipped forward view of a single pole of the Artifact. All but one structural members have been omitted for clarity. The member shown is cut in half to show the cross section. A full view of this member would take the shape of a funnel resting on a rounded cone. As shown in the drawing, each member is a wall that curves outward towards the surface. The 16x magnification shows a detail of the member's cross section, making the tube structures evident. These tubes run continuously in circles along the member, making them excellent highways for large vehicles. The 64x magnification shows a better view of the structural tubes, revealing the diamond buffer plates that allow expansion and contraction along the length of the structural member. The Top and bottom layers also come into view, which are made up of a carbon foam that is both flexible and has a tensile strength 115 times that of steel.



Mass Transit

The entire Artifact is connected by a mass transit system. Large trains propelled by powerful Zero Point Field engines ride along a single magnetic rail. Each car has a smaller relay engine that maintains even power to the entire train. The rail holds the train in place, but the train is actually capable of movement independent of it. The rail system is used only to help the train make high speed turns, and help prevent collisions.

The ZPF engine on the trains do more than simply propel the train, they also negate the mass and inertia of the train, and everything in them. This keeps all the passengers and cargo safe from harm caused by high acceleration/deceleration rates, or rapid course alteration. It also makes for an interesting ride, as all passengers float about the cabins of the train, unaffected by gravity.

Moving about the cars also takes practice, without inertia, motion takes constant exertion. Pushing off a wall will leave the passenger a few millimeters off the wall, having to be pulled back by another passenger.

Few of the original trains still exist, ones that do are highly prized. Modern train makers cannot replicate the reliability or the power of the original trains.

Type	Anti-Grav
Model	**Mass Transit**

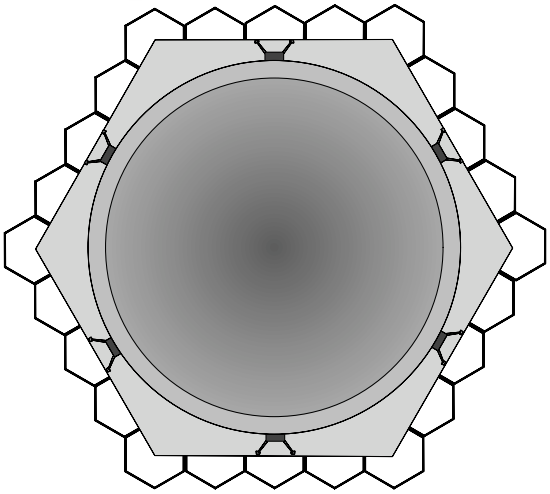
Overall height	33 m
Overall width	11.22 m
Overall length	82.5 m (per. car, 85 car max.)
Dry Mass	113,740 kg (per. car)
Full Mass	350,000 kg (per. car)
Power plant type:	ZPE

Movement

Top Speed	3,500 Km/h
Total fuel capacity:	Infinite
Fuel type:	ZPE

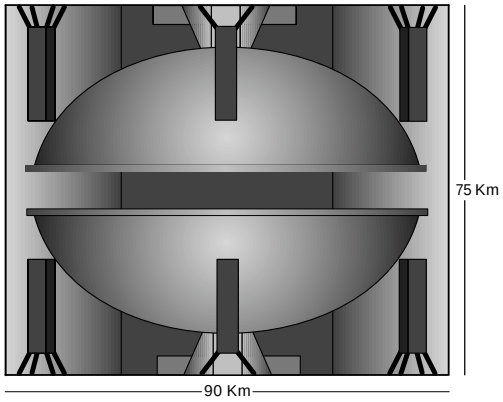
Armor Rating:	40
Hit Points:	2000 (per. car)
Crew:	5
Passengers:	100 (per car)
Piloting Modifier:	90% Impairment

The Arrays



These expansive areas contain the most baffling mechanisms on the Artifact. The Array is a system of parabolic dishes, each measuring over eighty kilometers in diameter. These massive dishes are arranged in strings one thousand kilometers apart.

Inside the dishes the gravity is only .001Gs no matter how close to the core the dishes are. Which may be some kind of residual effect left on the zero point field since no power goes to many of the dishes.



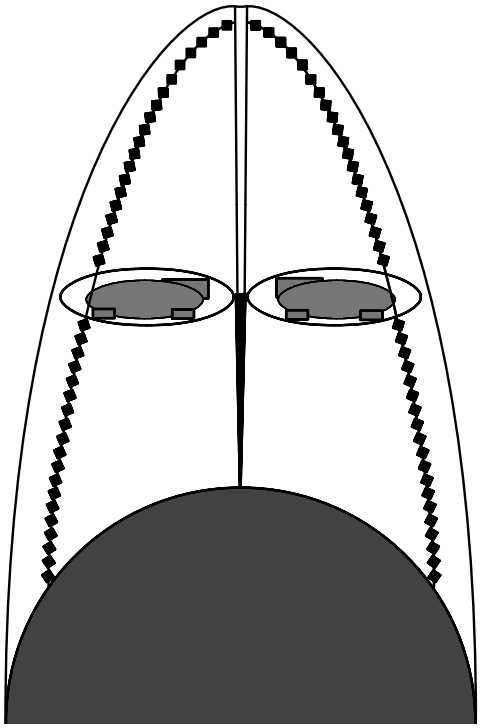
The Scimrahn call these Petan Enok Tootan, or "world end machines". A better translation would be "Armageddon Device".

Earth's scientists can only postulate what the array actually did. Most think the builders of the Artifact designed a self destruct device. They believe the arrays focus energy from the collector wells into the core of the planet, destroying it.

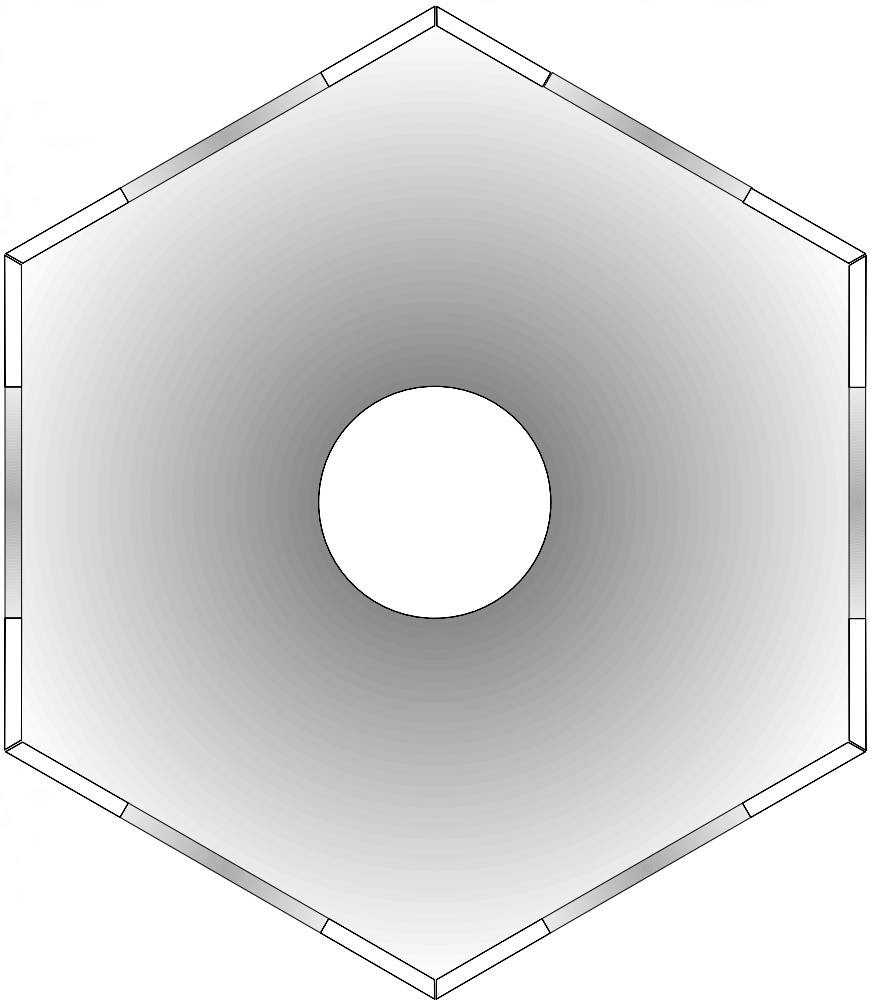
However many of the arrays are either destroyed or damaged. There is no way to study the function of the devices as they are now.

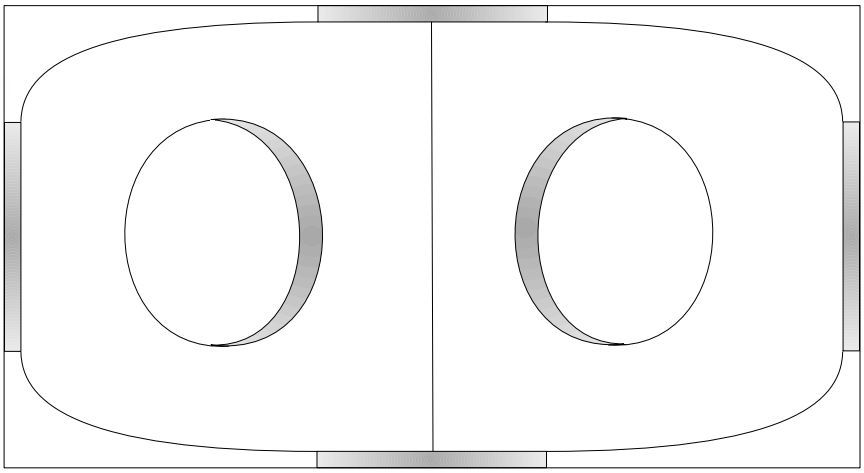
The most mysterious component of the Arrays is the twelve obsidian monoliths (shown here in grays for clarity). Each one measures twenty (20) kilometers tall, five (5) kilometers wide, and five (5) kilometers deep. These monolithic structures have a density near that of the air around them, yet there is no known way of damaging them. Even attempts to chip small flakes off for analysis have proved unsuccessful. The monoliths reflect no light, and absorb all types of radiation and energy including visible light, sound, and kinetic energy. To add to their mystery, every thing in the immediate vicinity of the monoliths gives off a residual radiation, from some type of reaction that occurred around 100 AD. The focal point of this radiation is the monoliths. However the monoliths themselves exhibit no radioactive traits.

The cut away view below shows the distribution of the array dishes as they are aligned from the collector well to the core. The figure shows two of the strings of dishes but there are actually sixteen such strings.



The Void





The hexes described here are located in the area shown in white in Interior Map 2.

These hexes are roughly ten kilometers between parallel sides and are almost six kilometers tall. each wall has a two kilometer wide circular hole in it. The floors and ceilings also have two kilometer holes in them.

The region called The Void is an area of very thin atmosphere, and no life support. There are no structures other than the hexagonal structures that appear to be mostly load bearing. There is no plasma power going to these hexes and there is no lighting or water built into the structures.

There are some communities that have chosen to eke out a living in this forbidding place but it is a huge undertaking to just set up a breathable atmosphere and build a self sustaining habitat. Usually communities use fusion reactors to supply themselves with heat and electrical power to survive.

Artifact Incremental City Map

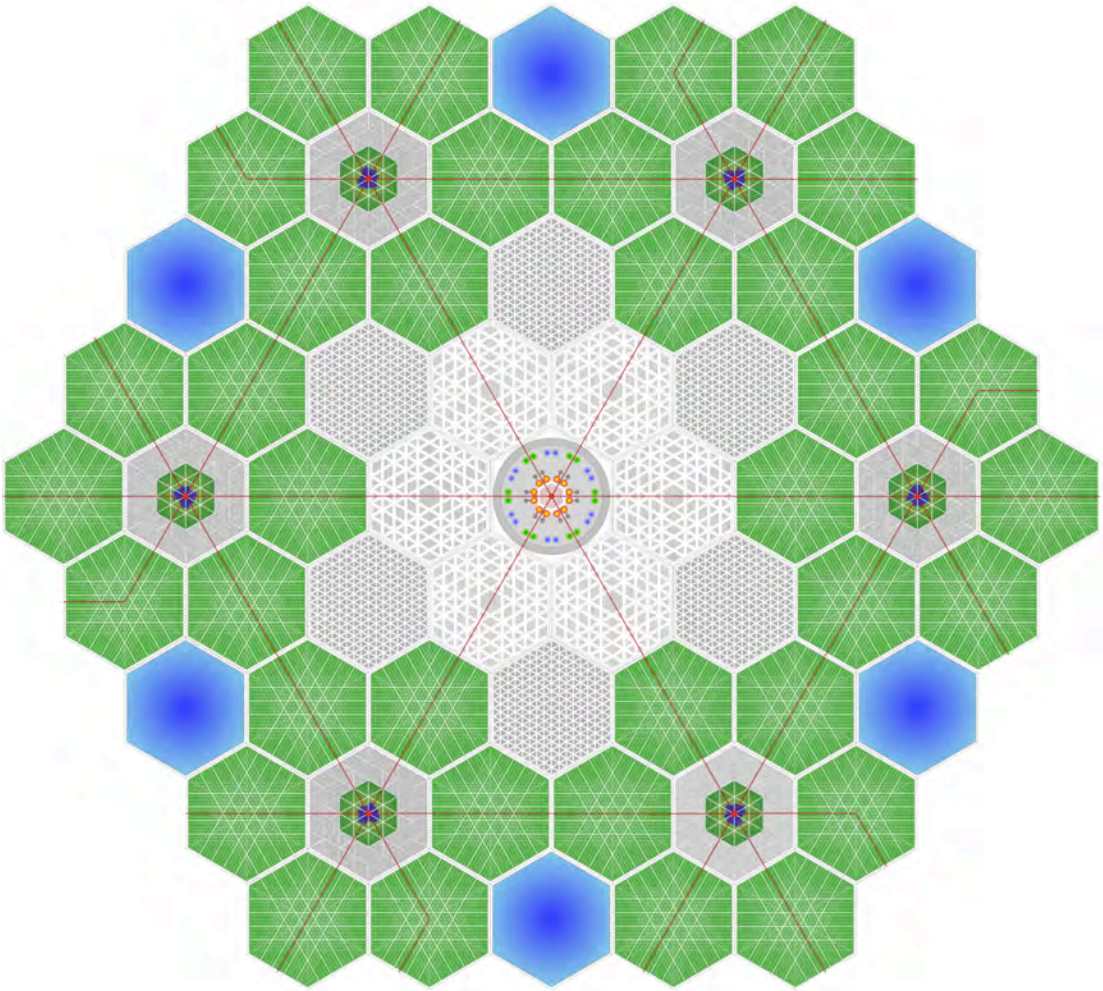
This is a detail of the areas shown in green in Interior Map 2. These are the original city structures of the Artifact. Each hexagon is ten kilometers between parallel sides. Each type of hexagon will be described in detail below . Cities fit together in a pattern and literally repeat millions of times over.

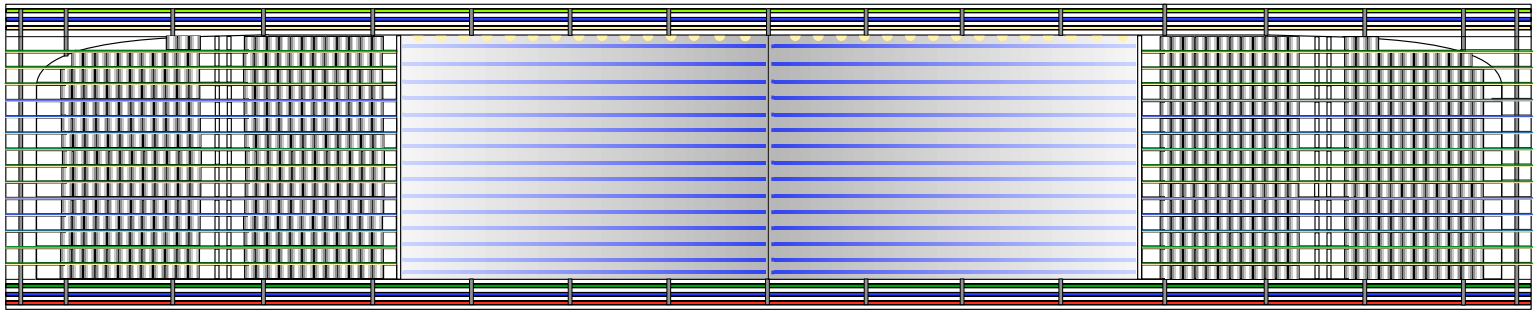
The exterior rim of the city is the agricultural hexes, residential hexes, and reservoirs. To the interior of these are the air and water purification centers. Further in are the industrial hexes, and at the very center is the power generation hex. Red lines show the original method of transportation on the Artifact. These are Maglev tracks that are now in varying states of disrepair. In the center of the power generator hex is the vertical passage allowing travel from one level to another.

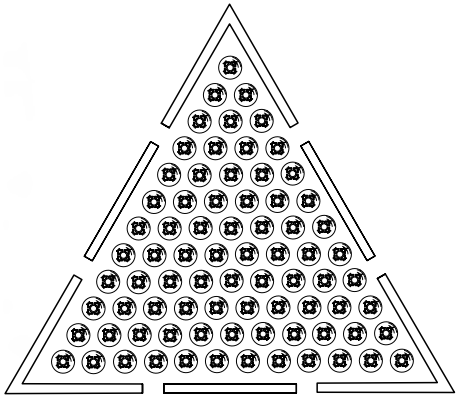
Each City, is only two kilometers thick. Thousands and thousands of these cities are stacked one on top of the other and take up the bulk of the interior area in the Artifact. But despite these well laid out incremental cities, few of them look like the one depicted. Because of rotting structures, war, quakes, etc. many cities are in terrible repair. In some hexagonal cells, walls are missing, areas are flooded, floors and ceilings are blown out. Some have marveled at the fact that the Artifact hasn't collapsed with all of the damage it has sustained.

Each wall of each hex is a load bearing structure contributing to holding up the mass of the Artifact, but the majority of the stress goes to the structural members that are shown above.

Each hex has many doors, exits and entrances that are too small to show up because of the scale of this maps. Each hex wall has four passage ways that are 120 meters wide and 92 meters tall. There are sixteen passages that are 30 meters wide by 10 meters tall on each wall. This does not include a number of sewers, water mains, and high power electric cables that criss-cross the city, each with it's own access tunnels.



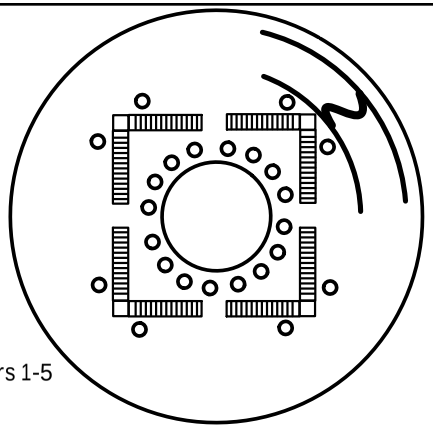




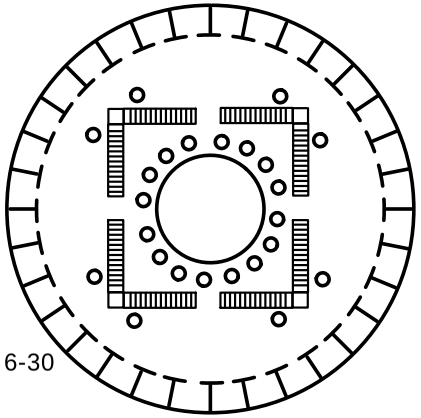
City Block

Each city block is approximately one and third kilometer on a side. The triangles are living areas detailed above. In these areas, the living areas are sometimes completely disintegrated by time, or destroyed by war. In any case if these structures are still standing they are dangerous and sometimes unstable.

This "City Block" is really only a substructure floor. There are fifteen (15) of these blocks stacked on top of each other. each floor is 125 meters from floor to floor. There are seventy two (72) city blocks per substructure floor making one thousand eighty (1080) of them in a hex



Floors 1-5



Floors 6-30

These enlargements show the detail of a building structure that is still intact. Each one has a circumference of one hundred and fifty meters (150m). Each City Block section has seventy eight of these structures. With one thousand eighty city blocks in a residential Hex, there are over eighty thousand (84,240) building structures in the Hex.

Walls shown here are usually barely standing. The first five floors are apparently storage. The remaining floors (6-30) are the living areas. In Chezbah cities only married people are allowed to live in the rooms along the walls. Unmarried youth often live in the center common area. The center of the structure is a large open hole in all the floors that runs from the top of the building to the bottom forming an open shaft. This shaft serves to distribute fresh air and water to the building. At six points in the circle, fresh water pours out of spouts in the roof of the building all the way down the shaft. The bottom of the shaft feeds into the sewers. The shaft serves all the inhabitants water and sewer needs. This makes living on a floor nearest the top the most sanitary.

Residential Hex

Each residential hex is the standard size of all city hexes, ten kilometers between parallel walls and two kilometers tall. The residential hex has the capacity for housing forty eight million people.

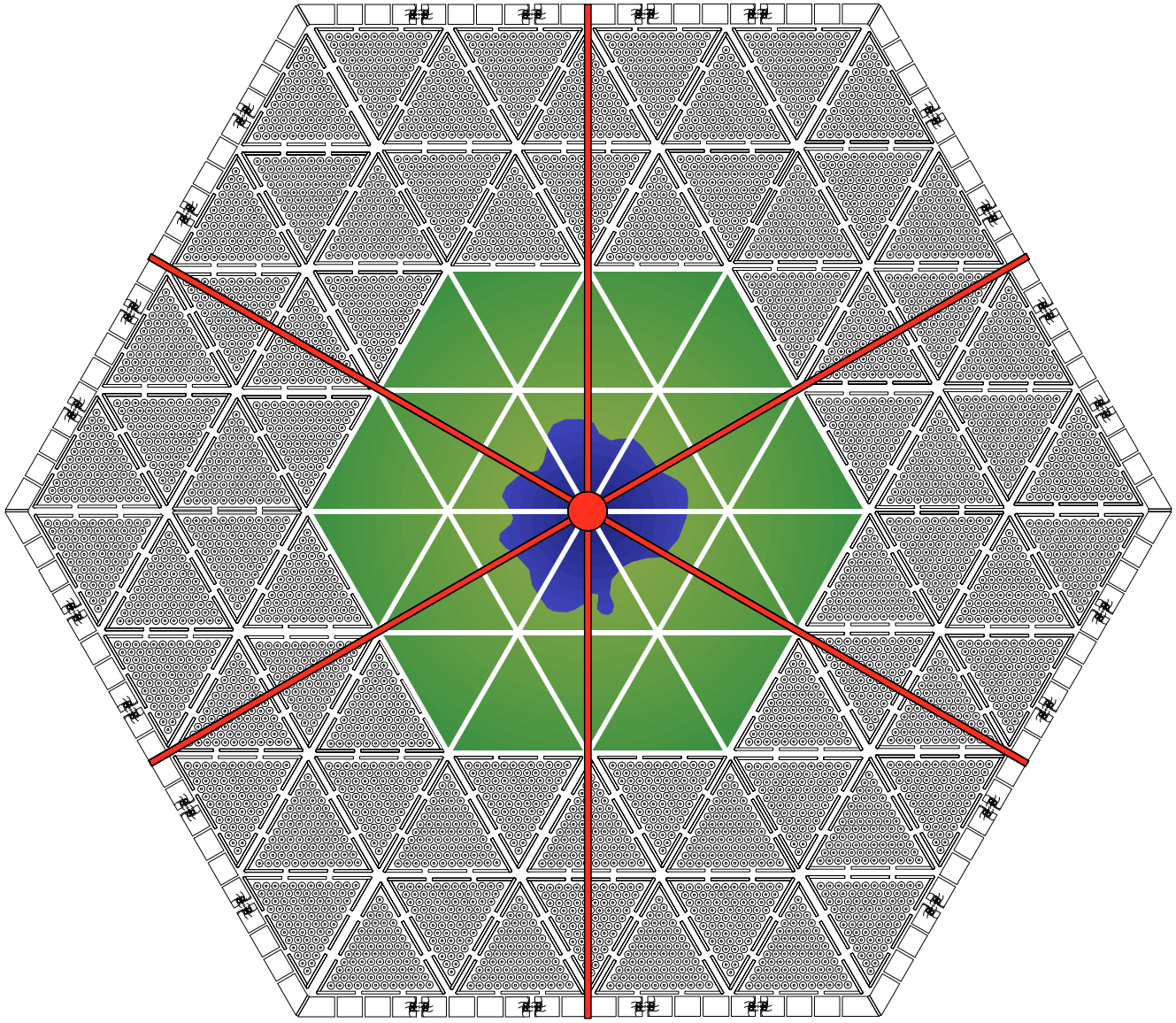
The living areas are along the walls, each living area is two and a half kilometers wide, and is bisected by what is used in Chezbah cities as malls and bazaars. This is also the throughway for the residential area.

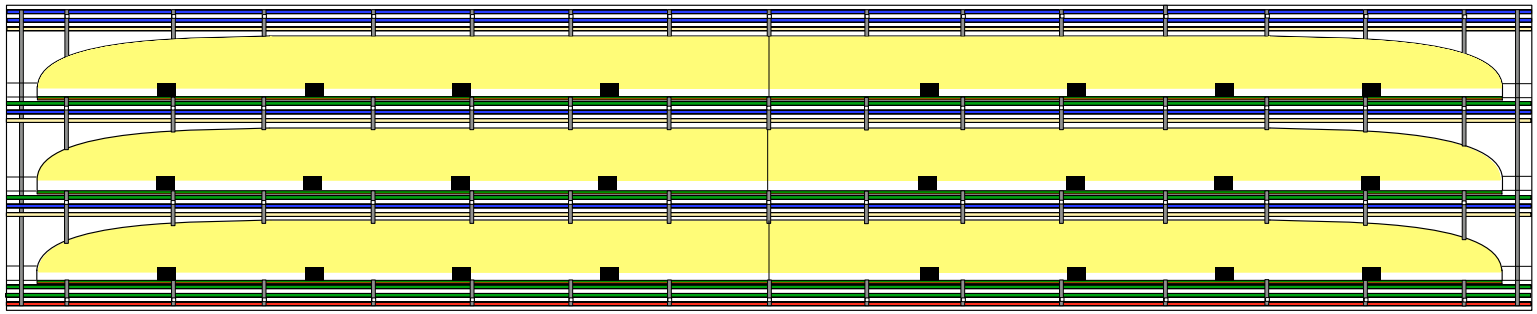
To the interior of these areas is a 5km wide garden surrounding a lake. This is a rather overcrowded central park (five kilometers isn't a lot for forty million people).

These areas are often in disrepair, lights that illuminate the park are often blown out or power is out in the hex, or in the entire city. This means that there are often no plants and the ground is dry and cracked. If the air circulation systems are still operating it can kick up dust storms. Even if power is on, the park area is liable to be hopelessly overgrown and difficult to travel through even on foot.

The Maglev rail system is shown in red here, following the roof of the residential area. Each track is accessible from the residential area, and there is a train station of sorts in the center of the hex.

Below is a cut away view of a residential hex detailing the floors in the hex and the conduits that distribute air water and electrical power into and out of the hex.





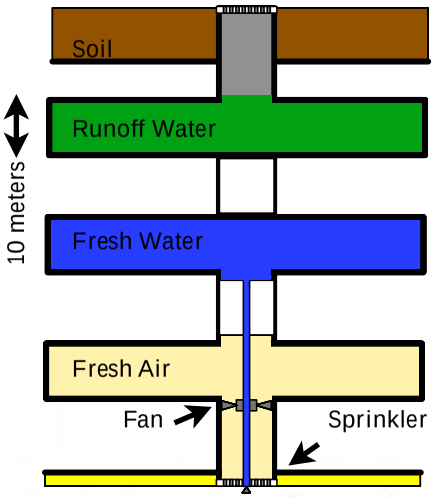
often nothing growing in a vast majority of Hexes due to lack of power to the light panels. In the few hexes that do have power, the appearance of an Agricultural Hex varies greatly. Some are so overgrown that they are nearly impassable. It should be noted that there is no grass natively on the Artifact and very few trees. the majority of wild plants are bushes and ferns. Trees that do grow often have very low strength wood.

Above is a cut away view of an Agricultural Hex and it's various conduits and passages that carry fresh water, carries away run off, circulates air and powers the lights in the hex.

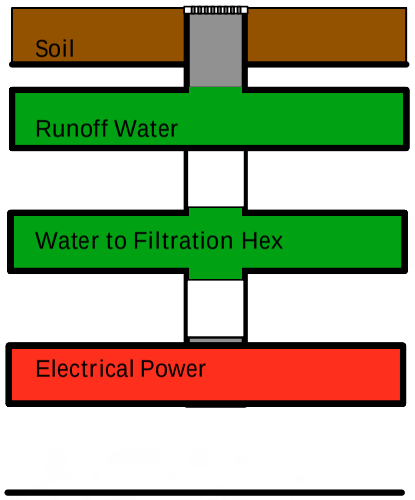
Plugs

In between the tubes of a Hex circulatory system is a number of different kinds of plugs to keep the contents of the tubes from mixing freely. Above are two examples of plugs in an Agricultural Hex.

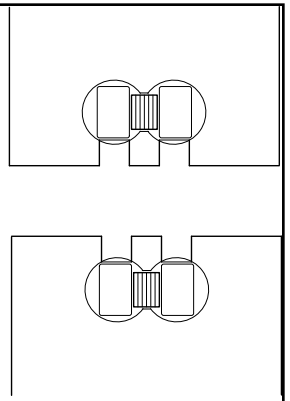
Close up of middle floor cut away.



Close up of bottom floor cut away.



Conveyors



Moving from floor to floor in all the hexes of the Incremental Cities of the Artifact was originally accomplished by means of large conveyors built into every wall. There are eight conveyors in each wall, two for each large doorway. If there is power going to them the belt will travel around the conveyors once every forty minutes. There is a platform every one hundred and twenty five meters of the belt that is forty meters deep by thirty meters wide. The belt does not stop at floors, but continues moving making moving large quantities of material on and off them a matter of timing.

Without power the conveyors can be climbed by hand. There is an open area in the vertical shaft on the outside of the platform that is large enough for E-Suits to fly if they have that capability.

The Artifact 60

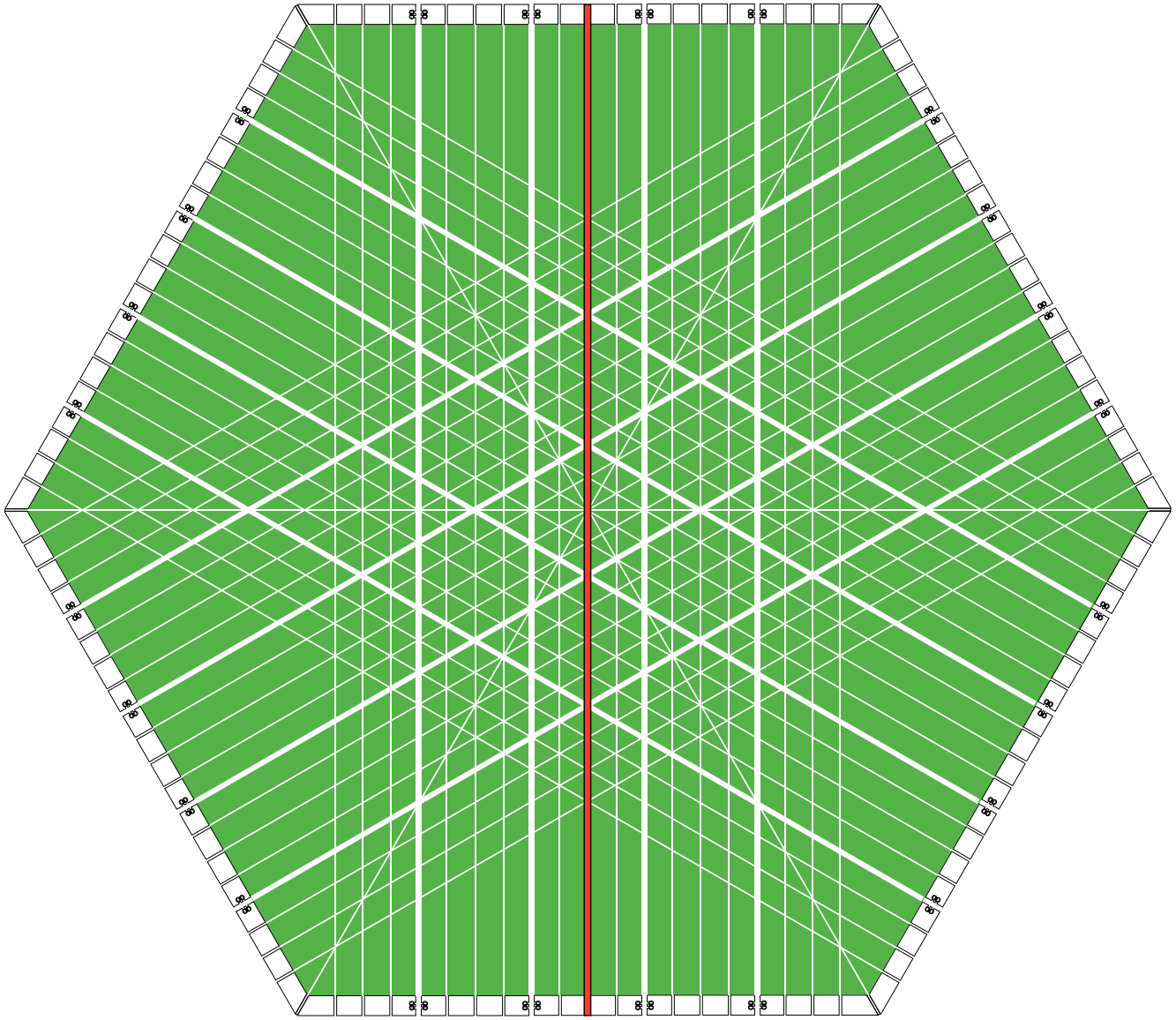
Agricultural Hex

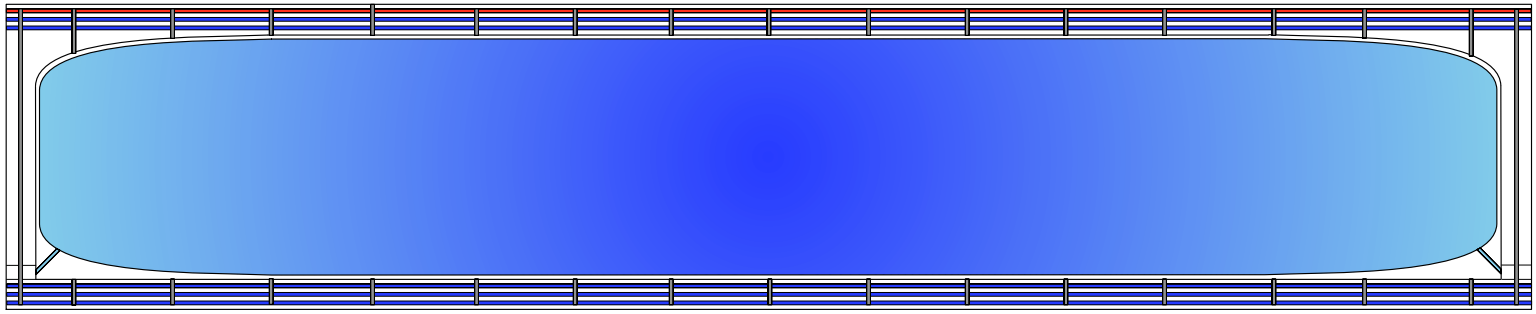
The Agricultural Hex is a standard size hex, approximately ten Kilometers between parallel walls. The hex is almost two Kilometers tall, divided into three floors each six hundred meters tall at the apex of their domed ceilings. The ceilings of these levels have a luminescent panel of a polymer material that gives off light when electrified. As a result the lights in these areas are only off if power is not getting to the hex. A spider web of roads interconnect the hex, and a single Maglev track crosses the hex. In some Agricultural Hexes the mass transit tube makes a 60 degree turn in as it reaches the middle of the Hex (not shown).

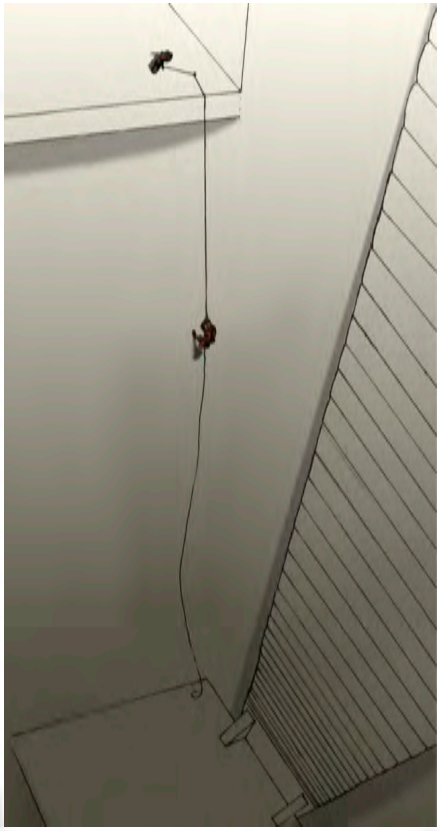
The Agricultural Hex makes up 60% of the Hexes that can be traveled through. Because they are so wide open, they can be hazardous to travel through because of visibility is often 100% all the way across the Hex with binoculars or other telescopic optics.

The comparative size of a human in this map cannot be shown because of it's vast scale and would be far smaller than the period at the end of this sentence. The wide roads shown in white are nearly 125 meters wide. The thinner roads are thirty meters wide.

The areas of the map shown in green indicate soil. While indicated by green there is



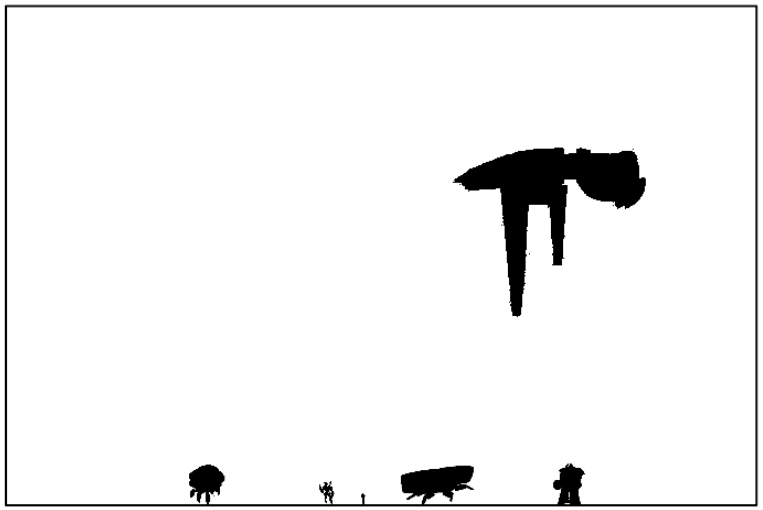




Common map measurements
These are the most commonly used measurements that are used when moving through the hexes that make up the populated underground.

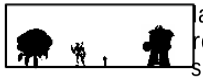
Distance between parallel walls 10,017.8 Meters
Distance between opposite points 11,457.97 Meters
Thickness of a wall 200.2 Meters
Length of a wall 5773.5 Meters
Distance between large doorways 1098 Meters
Distance between doorways (big or small) 248.7 Meters
Height of large doorway 80 Meters
Width of large doorway 120 Meters
Height of small doorway 10 Meters
Width of small doorway 30 Meters

Height of a Hosent 143.6 Meters
Width of a Hosent 111.5 Meters
Hight of Hosent Door 14 Meters
Width of Hosent Door 24.7 Meters



Hex Doorways

All Hexes have four large doorways and sixteen smaller doors on each wall. The boxes here represent the comparative sixes of the large doorways and the smaller doorways. For reference a human and several vehicles are shown in silhouette to scale inside these doors so that their size can be gauged.



In the large door there is a Kelrath Deliverance above the other silhouettes and from left to right there is a Chezbah Demolisher, TF-2394, a human, a Scimrahn Freighter and a Rall4.

In the small doorway, left to right there is a Chezbah Demolisher, TF-2394, a human and a Rall4.

The Artifact 62

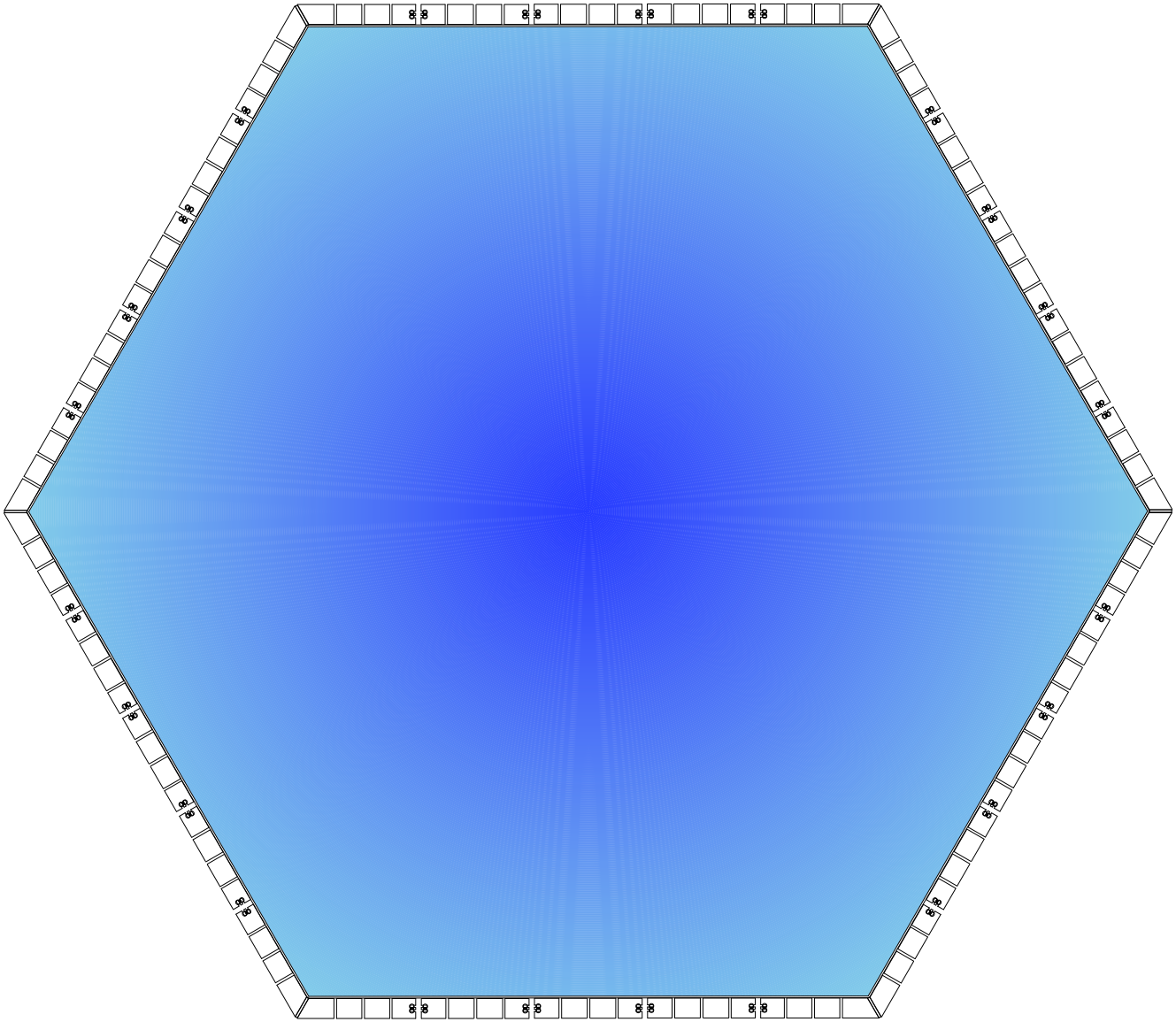
Reservoir Hex

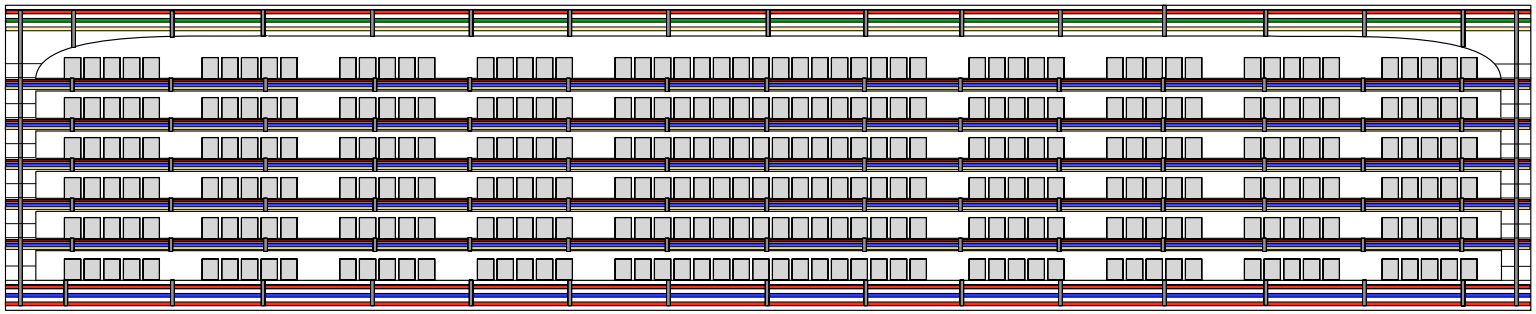
All the city's water supply is stored in these six reservoirs. These enormous tanks of water will occasionally crack and leak into adjoining hexes causing flooding.

The water is contained in a liner that sits inside a standard hex. The liner is approximately twenty five meters thick and cannot contain the pressure of the water by itself, but uses the surrounding structure to hold in the mass of water within.

Water can be drawn from the reservoir from valves found inside the hex doorways that lead to the liner. These valves can freeze solid in cities where the plasma is not running.

With the addition of light, heat or both aquaculture can be practiced in the Reservoir Hex. Whole marine life ecosystems have been recreated in these hexes and are sometimes easier to conceal than greenhouses.





Cut Away of A Hosent

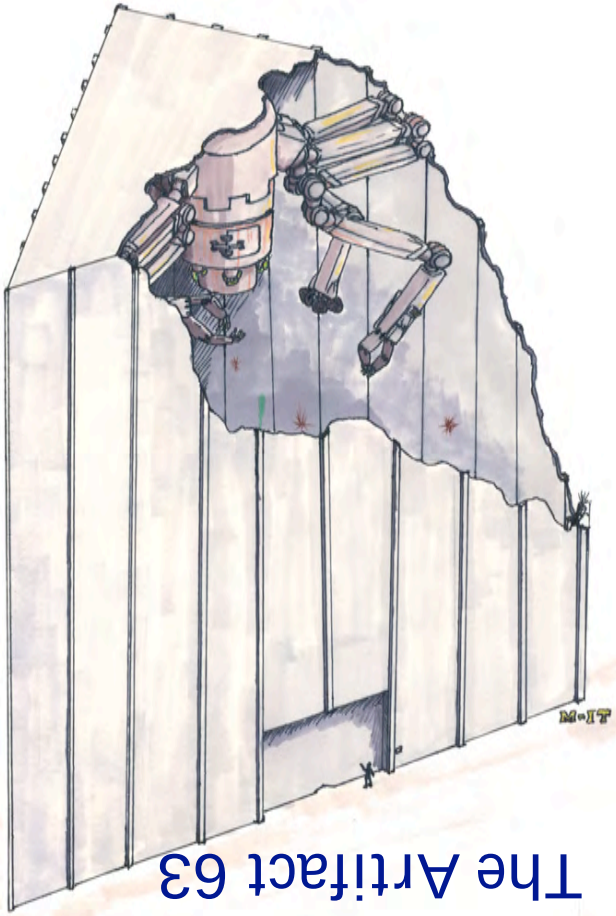
This cut away view shows the internal workings of a Hosent. Although it may seem to humans that the Hosent is only the mechanical equipment at the top of the housing, Hosents perceive the housing as being part of them and actually use it as part of their sonar system. The housing reflects sound waves in a way that the Hosent rely on and allows them to make accurate measurements of distance. If the housing is damaged or removed the Hosent's sonar becomes less accurate and it is no longer able to make precision parts.

A Hosent has six arms in four sections. Three of the arms are dedicated grinders. The grinding arms also have a vacuum used to suck up material that is being ground. The other three arms are used to manipulate objects and spray down layers of CCC. On each manipulator there are the heavy manipulators and at the end of the heavy manipulators are the fine manipulators. The manipulators fold back and the carbon and ceramic depositors fold forward.

At the top of the cylindrical main robotics housing is where the pumps operate for the arms and hydraulic fluid is stored. Below the main mechanical housing is the arc furnace that is used to melt metal. Under that is the Hosent's QLC "brain" is located in the smaller cylindrical housing. There are six sonic sensors that are used for sonar and to hear.

The exterior housing of the Hosent is modular and allows for very large objects to be moved in and out of the Hosent by dismantling a section of the wall. However it is unsafe for more that six panels to be removed at any one time because of the mass of the roof and the robotics.

There are three doors that are built into the housing. These are hydraulically operated from an exterior panel by the door similar to the terminals for the Hex mainframe.



The Artifact 63

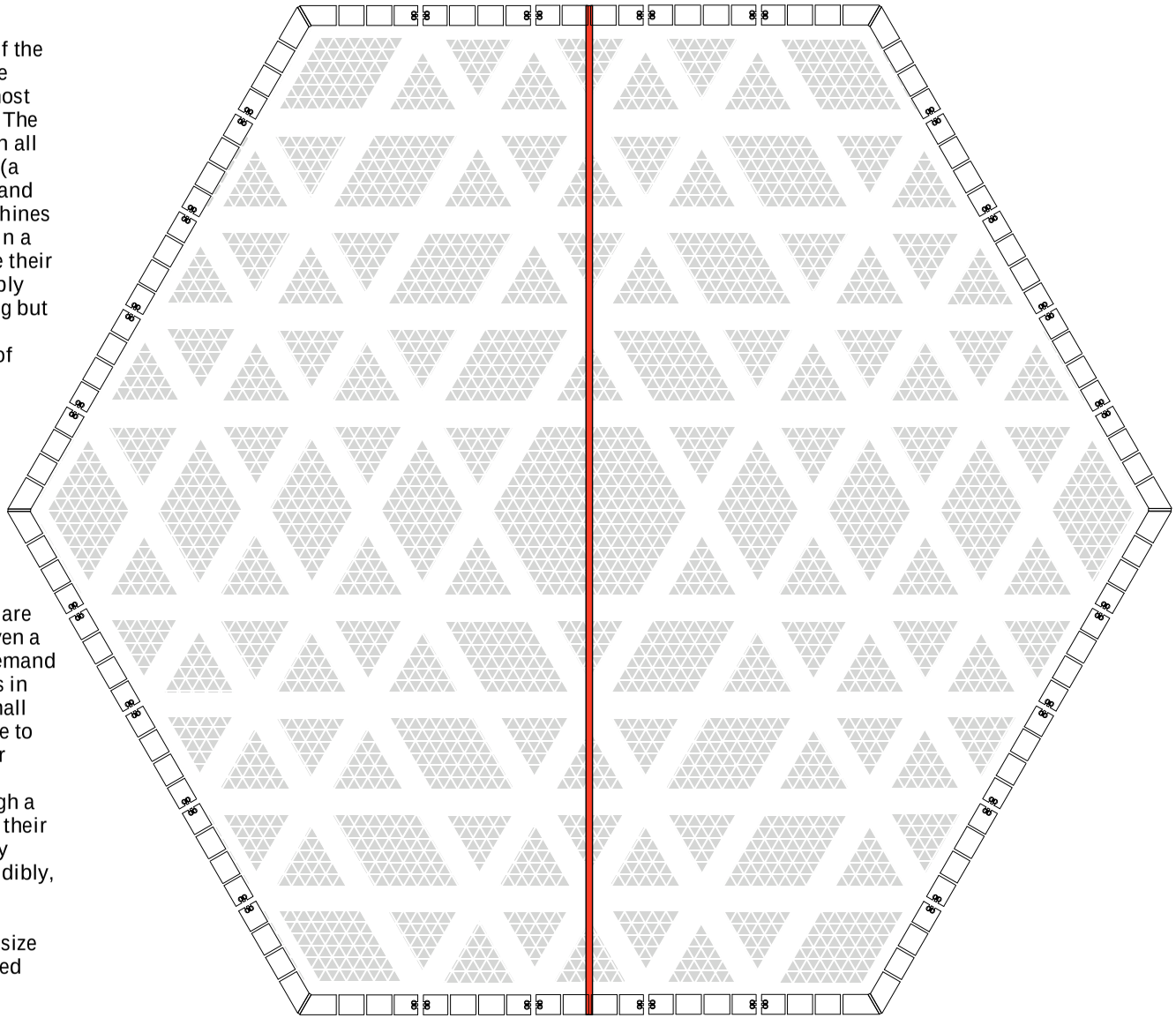
Industry Hex

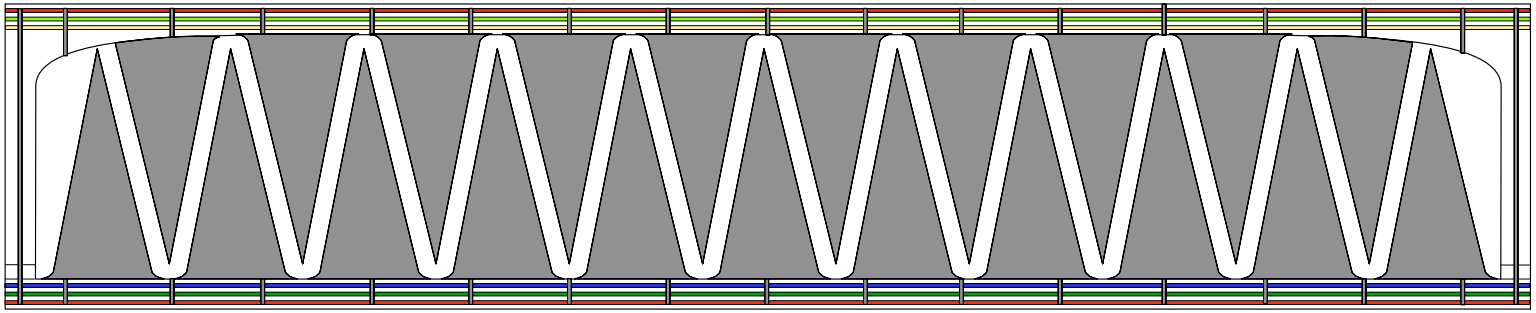
These areas are the homes of the Hosent, or "Builders". The Hosent are giant machines designed to build almost anything with minimal modification. The Hosent are arguably alive, carrying on all the life processes, even reproduction (a community of them can get together and build more of them). This city of machines communicate with each other, think in a limited way and try to survive despite their neglected condition. Some try to simply stay alive by shutting down everything but their liquid computer brains. Some become cannibalistic, devising ways of consuming their neighbors parts to maintain their bodies. Some have learned to build scavenger robots to acquire raw materials and maintain themselves and the power generators that feed them. However many were not ready to adapt and simply died out leaving row upon row of cold dead Hosent.

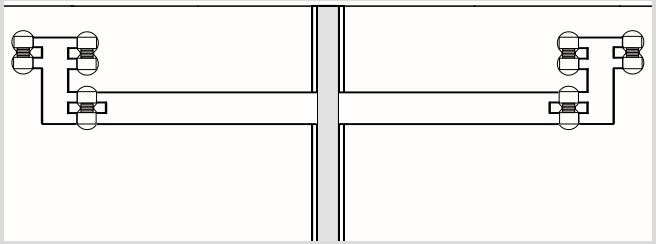
Active Hosents will call humans "Kelyuk", or designer. Many are overjoyed at the prospect of being given a task to build again, but will always demand raw materials to maintain themselves in fear of being left again. Still a very small group still talks to Loc and may refuse to work for Scimrahn, or tell Loc of their whereabouts.

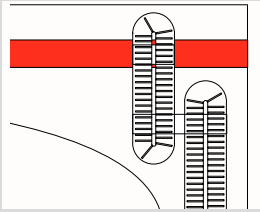
Hosent communicate through a computer terminal at the entrance of their housings. It is possible that some may have learned how to communicate audibly, but such a Hosent has never been reported.

An industry hex is standard size and is divided into six levels, each filled with Hosent machines.



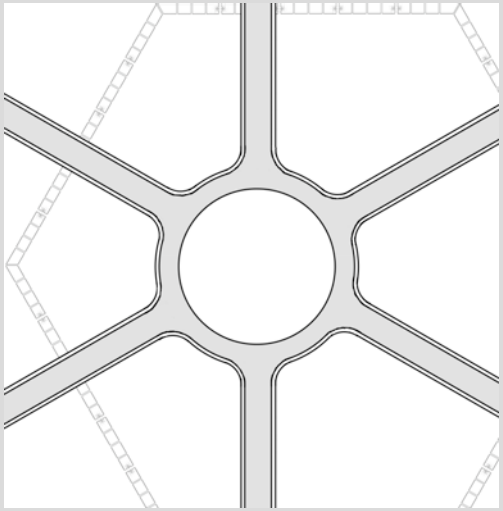






Train Tunnels

Mass Transit Trains or "Tunnel Riders" as the Scimrahn call them travel through Power Hexes, Industry Hexes, Agricultural Hexes and Residential Hexes. To get to the tunnels four sets of conveyors lead to a special platform at the top of the conveyor. This platform leads to another conveyor that leads to the train tunnel level.



Intersections

In Power Hexes and Residential Hexes there is a hub where three train tunnels meet. In the center of the intersection is a circular platform that is used to transfer from one train to another. The platform is one kilometer in circumference, but full trains up to seven kilometers long have been seen using the platform to transfer passengers. To those unaccustomed to the movement of the Mass Transit trains standing on this platform is either awe inspiring or frightening as the trains move at very high rates of speed, winding themselves around the platform and stop nearly instantly.

The Artifact 65

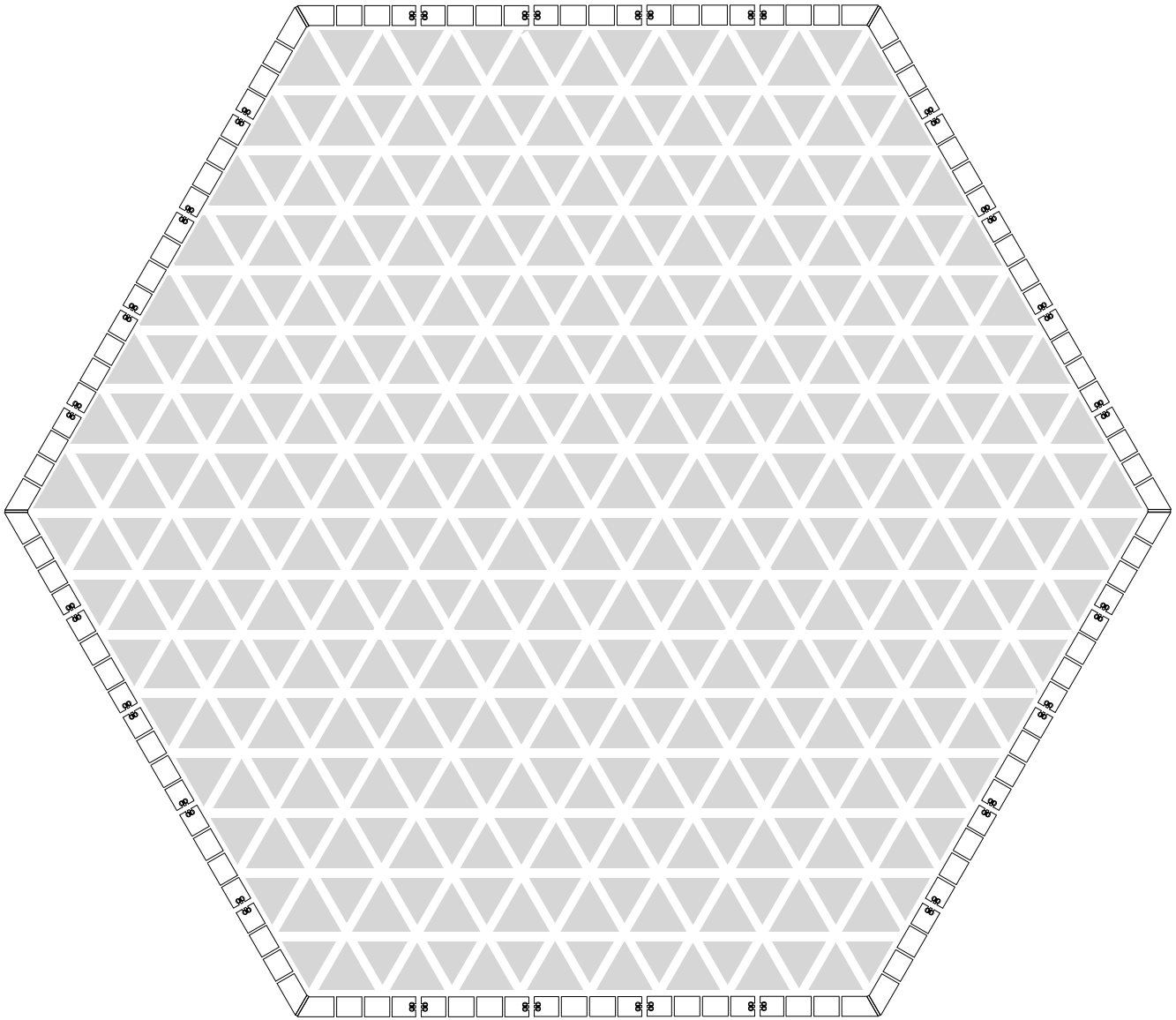
The Artifact 66

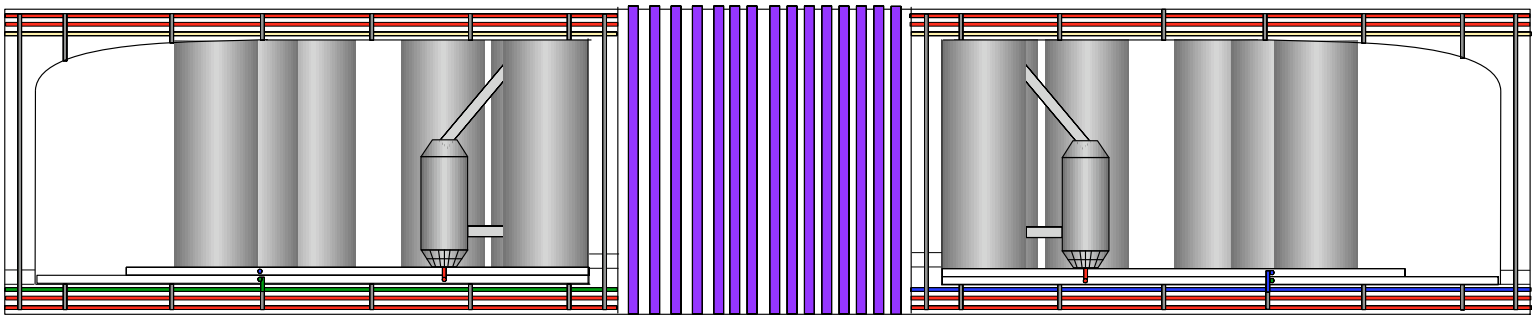
Filtration Hex

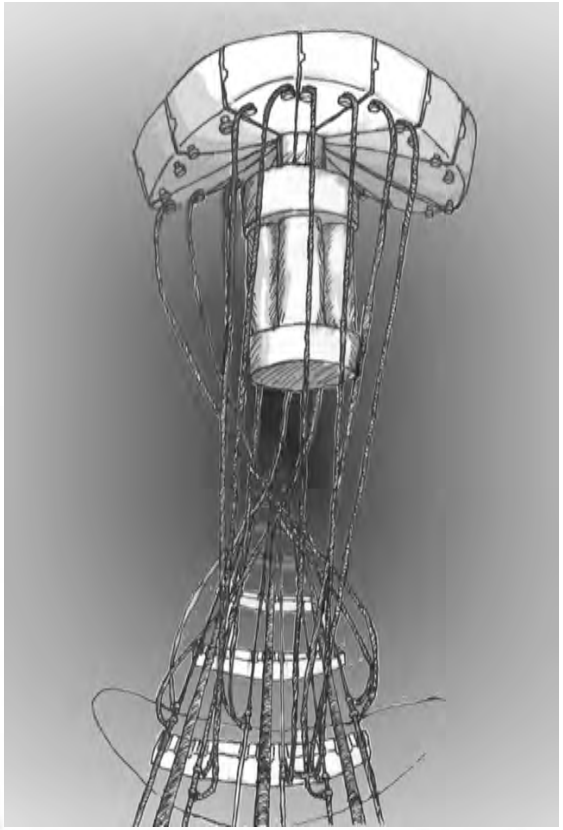
This hex is filled with 1,150 meter tall, 800 meter wide filtration hubs. These hubs clean the water and air of the city hex. The hubs are the shape of an elongated pyramid, with four sides. The hubs on the floor filter impurities from the water, While the hubs hanging from the ceiling filter the air. What is interesting about these filters is that even without power, the hubs still operate, but at a reduced rate. The gaps between the hubs are only 100 meters across, and the large flat sides of the hubs reflect sound in wild directions. As a result these hexes are an excellent area to hide (all sensor rolls are -30).

The method of filtration is a marvel of material technology. While no pump could rase water all the way to the pinnacle of the hub, a shaft of silica, with tiny pores draws water up. Similar to the way a tree does so by capillary action. Once at the pinnacle, the water runs down through various filtering materials. Most of these materials mimic biological functions that draw out heavy metals, pollutants, etc.

Researchers are very interested in the materials that have been trapped in these filters, because it tells a history of the activities in the area. Strange particles have been discovered in many of the hubs, but it may be decades before the nature of these residues can be determined.



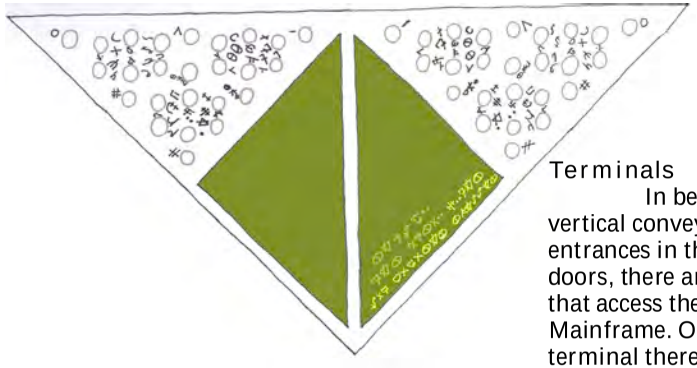


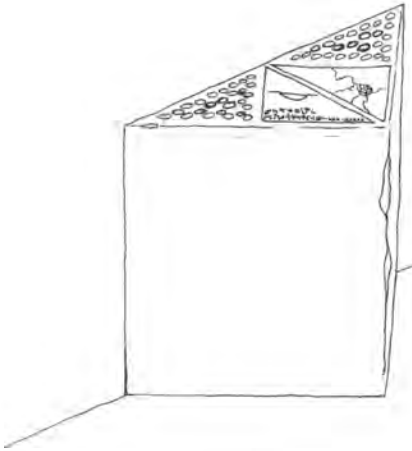


Hex Mainframe

Every Hex has a Quantum Liquid Computer in the tunnels that distributes electrical power around the hex. In the center tunnel, at the center of the Hex there is a large QLC that hangs from the ceiling. This computer monitors and controls all the systems in the hex including lights, rain cycles in Agricultural Hexes, Coordinating Hosent in Industry Hexes and power flow in power hexes.

There are eleven nodes on a Hex Mainframe, six are used in communicating with terminals and other hexes. Four look as if they are not used but are actually for connecting the QLC core to the communications bus. The last node on the Hex Mainframe is a special split node that is able to make special security commands to the system.





Terminals

In between the vertical conveyor entrances in the large hex doors, there are terminals that access the Hex Mainframe. On each terminal there are two screens and a surface for entering numbers and text. One screen and typing surface is right handed and the other is left handed.

The typing surface is composed of nickel rings that complete a circuit when touched. Certain combinations of rings, when touched at the same time yield different characters.

The Artifact 68

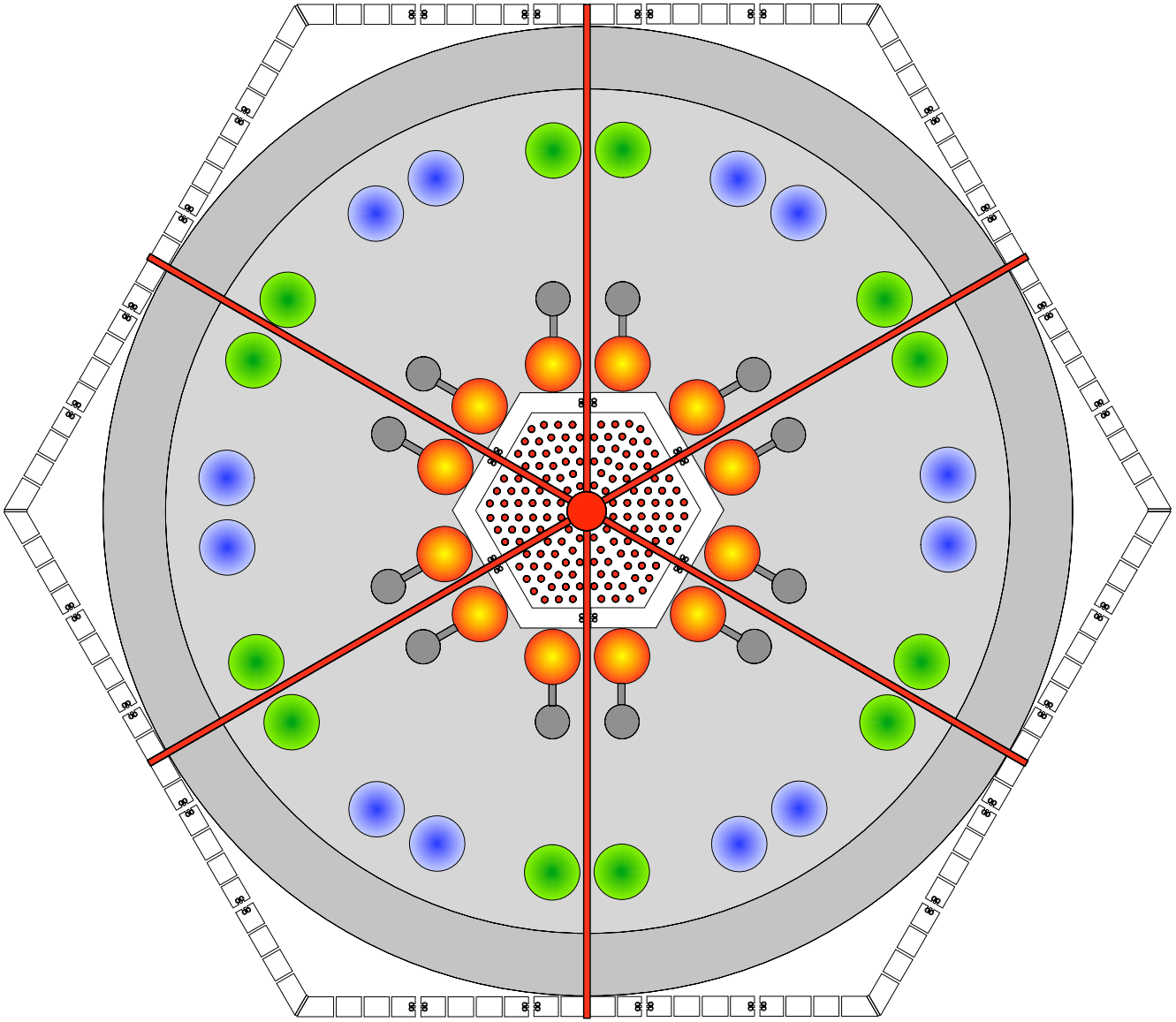
Power Station

These stations turn the plasma from the collector wells into electrical energy, Plasma in the conduits has a powerful magnetic field, and as the plasma moves through the conduit, the magnetic fields create electricity in coils. These Coils are made to maintain themselves, but over the thousands of years that they have been charged and have attracted particles to form a sediment. In some instances they have been shut down and therefore preserved a little longer, but oxidation and decay have overcome most of these.

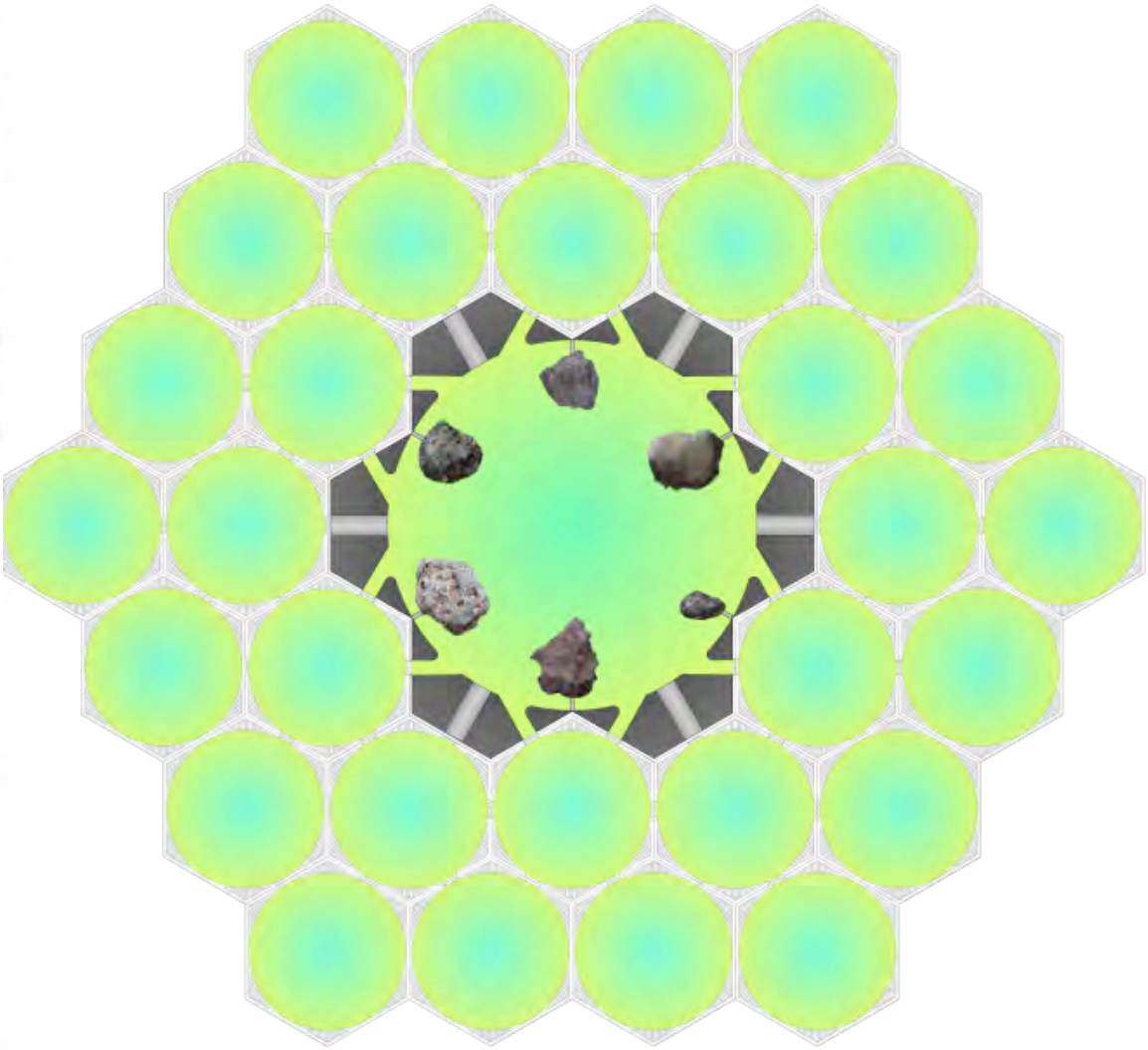
All the nations of the Artifact replace these for their own uses, but the few places that have been rebuilt are rare. These stations also rely on the upkeep of the magnetic plasma conduits that bring the plasma from the collectors to the cities. If the conduits leak the outside air will get in and heat up, melting the magnetic container and releasing a plasma storm

In view of all the things that can go wrong with these generators, one in ten are still running, or have been replaced.

In addition to electrical power, the Power Station hex also has a vertical shaft in it's center that is used by mass transit. To the rim of the hex is water and waste conduits for distribution.



Methane Wastes

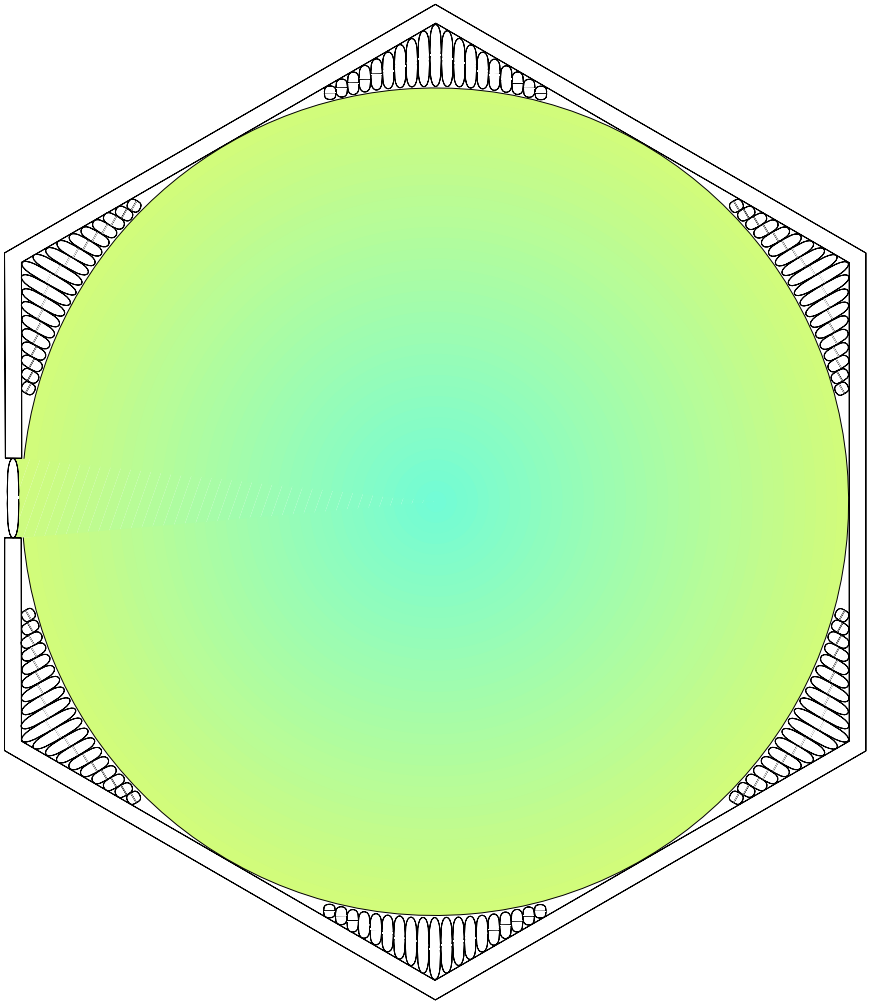


The methane wastes are an expansive area near the poles, that are filled with liquid methane. The Methane is kept cold a -170 degrees Celsius. Built in radial symmetry, like the cities, areas of the wastes repeat incrementally the purpose of these structures is not known and few even care that they exist. Some areas rely on methane for electrical power and running vehicles.

There are some communities that live in the methane wastes but it is a difficult existence that most do not have the endurance for. Those that do, mine the oddly placed stones that are in the center of the structures. They are a significant source of precious and heavy metals like gold and platinum.

Above is what is termed as a "Methane Block". Like the incremental city, the Methane block repeats continuously. In the interior is the methane field, one hex out from those is the methane shafts, and to their exterior is the methane pods. These areas are described in greater detail below.

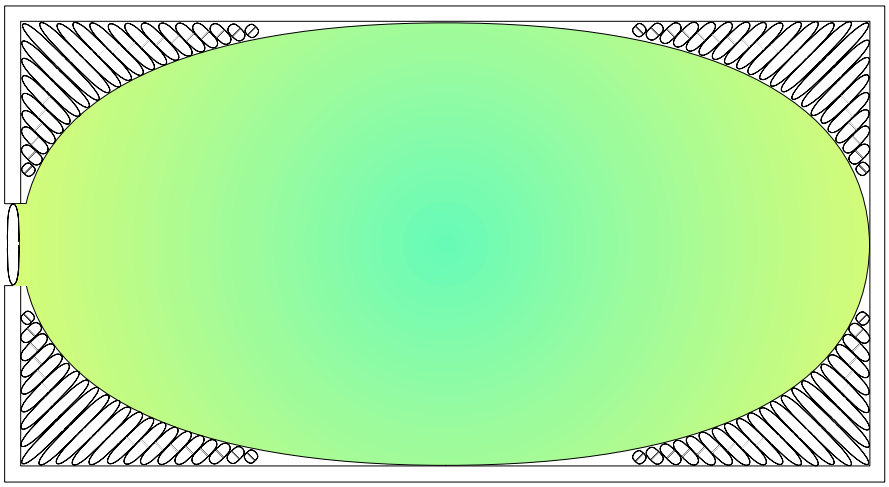
Methane Field



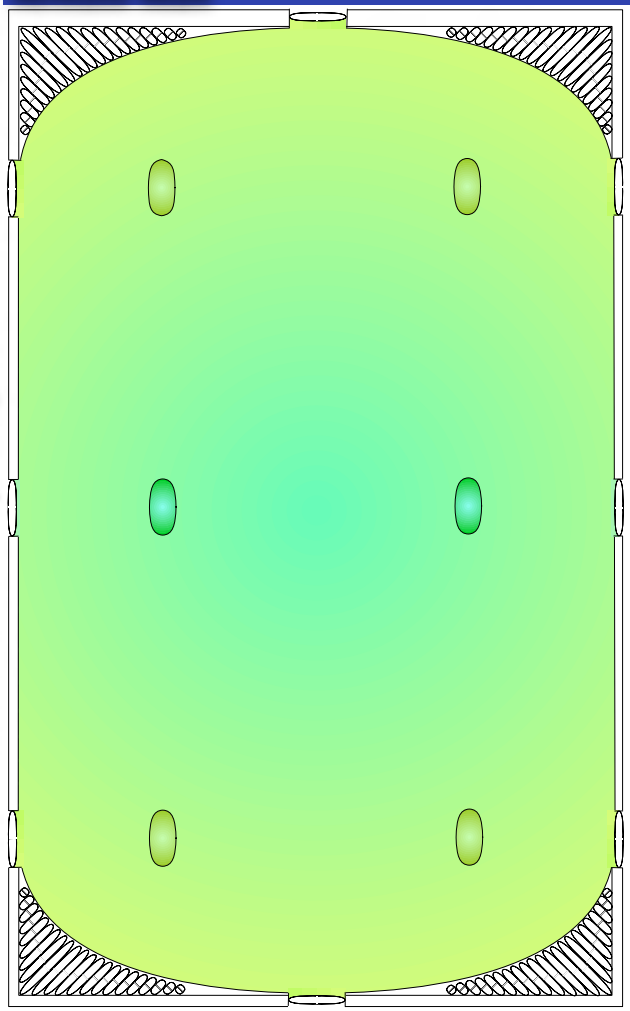
These areas have only one bulkhead. In the pockets that are in the corners of the hexagonal housing are various mechanisms. These include liquid super computers, most of which are shut down and store no information. Those that still hold information "speak" through speakers in the methane in a language that is similar in tone to whale song. This song is being investigated but no connection has been found yet. The Methane Pods are linked to each other in a web of communication lines.

The other machines purify, circulate, and keep the methane at a constant temperature. Methane pods are ten kilometers in diameter and six kilometers tall.

Some have speculated that these were some kind of private living chamber for some kind of alien life form. Others have objected that the interior volume of the fields would mean that millions of creatures would live in one chamber perhaps pointing to vast family groups.



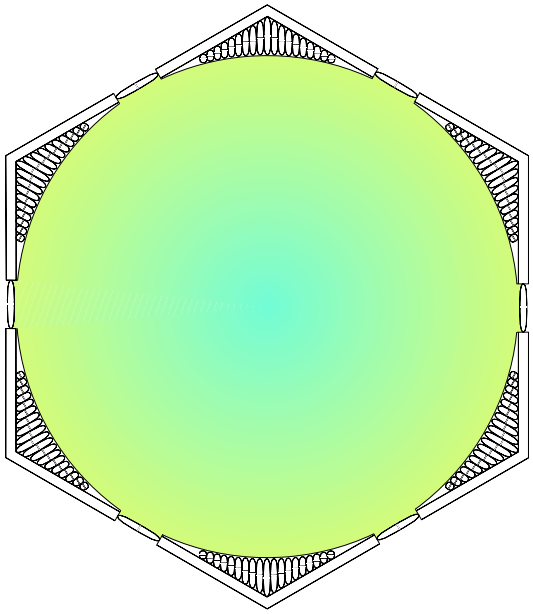
Methane Shaft



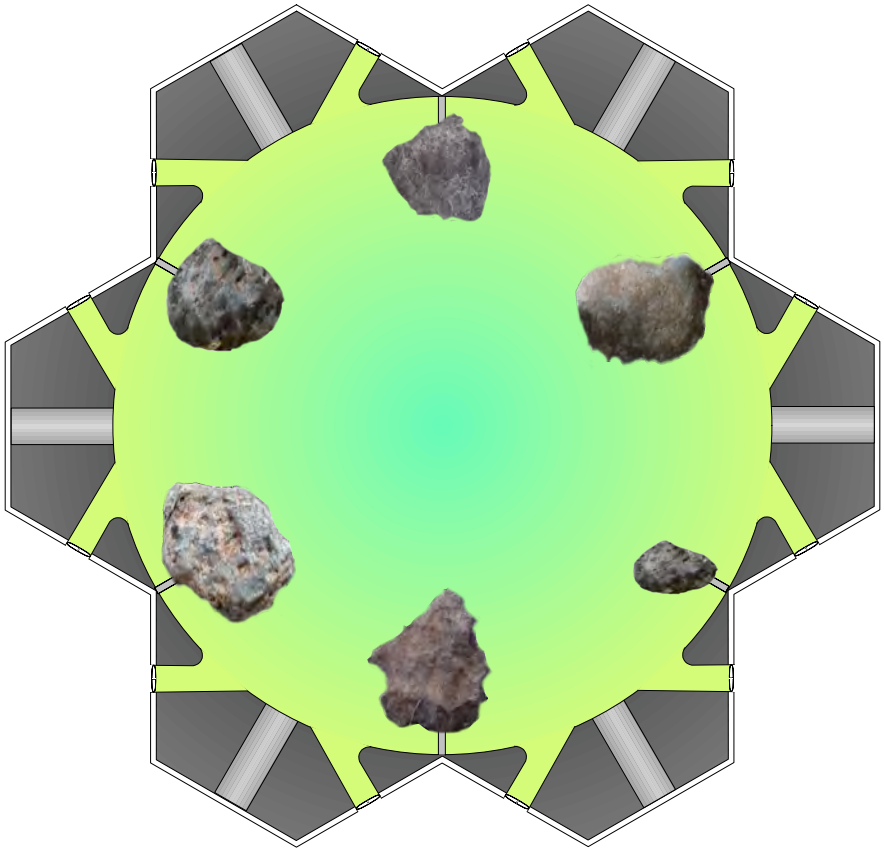
A vertical shaft that attaches to twelve methane pods, a methane field, and vertically with other shafts via massive one kilometer bulkheads. These bulkheads have mechanisms to open themselves via motion sensors, but they are set only to open for very large objects (objects over 150 meters in diameter).

The purpose of these shafts would seem to be primarily for movement throughout the methane wastes. It is assumed that they also may serve as some kind of gathering center.

Methane Shafts are ten kilometers in diameter and eighteen kilometers tall.



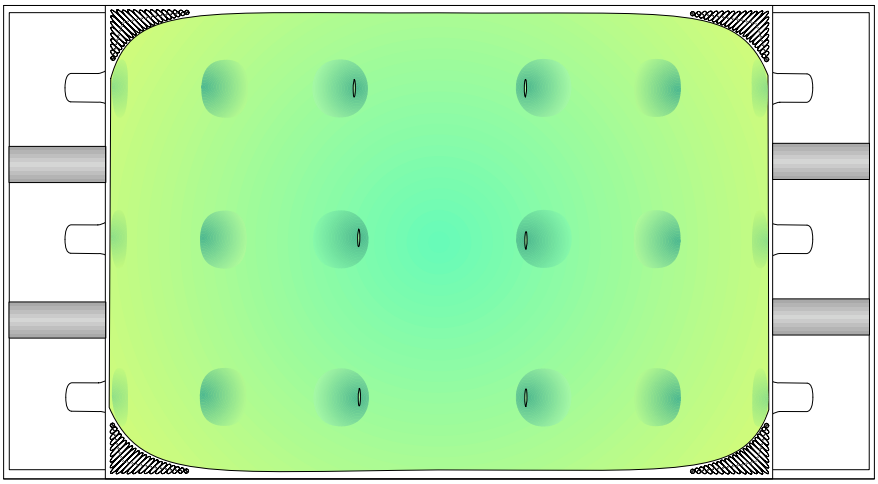
Methane Field



These large areas have access to multiple methane shafts via standard one kilometer wide circular doors. Inside, all the corners have been rounded for some unknown reason. To add to the mystery of these areas, six large rocks made mostly of nickel and iron are suspended in the center of the field. Through these areas one can travel vertically through The Wastes in the areas shown in white. These white areas have no structures and run for thousands of kilometers. The gray cylinders radiating from the field are large filtration and cooling systems.

These systems are specially designed to remove oxygen from the methane.

The methane fields are irregular in shape but average thirty kilometers at their widest and approximately twenty kilometers at their thinnest and are eighteen kilometers tall.



The Artifact 73
Game Rules

Game Rules

The Artifact uses a system of rules to guide gameplay. Having a set of defined rules helps players to know what their characters are capable of. It also allows the GM to know how to effectively build interesting challenges without them becoming unfair to the player characters.

When starting out, a it's better to understand the core rules and then add components as you go. The main subheadings of rules are listed in order of how central they are to game play. Concentrate first on getting to know the first five subheadings highlighted in blue below. Other subheadings can be picked up later, once the core concepts are understood.

The Artifact uses the Fraction Column system. This system has been designed to be consistent throughout so that players can learn a handful of basic concepts and then expand on those concepts as they go. Each of these basic building blocks form section headings for the Game Rules section of this book. The sections and their use are as follows.

Attributes - The main gauges of character ability

Event Resolution - The backbone of Fraction Column system, this section is the core of game play

Dynamics - Distance, mass and motion

Stress - Wear on a character's ability

Damage - Hit Points, armor and shields

Social Conflict - Discussions, arguments and persuasion.

Survival Challenges - The environment as a story driver

Tech Challenges - Science, medicine and tech as a story driver

Communication and Computers - Radio, networks and hacking

Vehicle Rules - Collisions, movement and sensors

Infectious Disease - Illness and it's effects

Fame - Recognition and it's effect on Charisma

Experience - Building up a character's abilities

The Artifact's rules also help set the tone of the story. Wounds are slow to heal and getting hurt can have a large influence on what a character can do. This tends to encourage players to plan out how they will overcome obstacles rather than charging through them.

The rules are also designed to allow advanced characters to accomplish impressive feats but to also to continue to be realistically challenged so the game continues to be exciting.

Attributes

There are ten main attributes, each describing a different aspect of a character's ability. They are grouped into three categories, Physical, Functional and Mental.

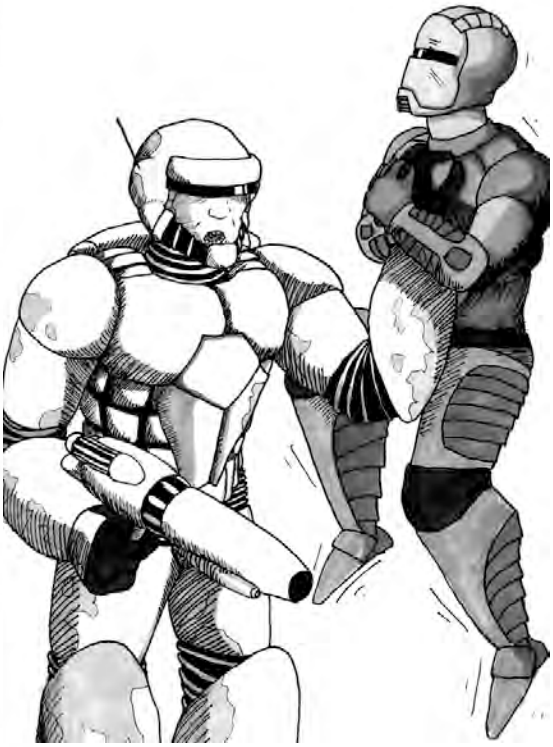
Physical

The Physical attributes are Constitution, Strength and Reflex.

Constitution - This is the character's toughness and their their energy reserves. It is used in resisting fatigue, disease, stuns and stress.

Constitution is a deciding factor in determining a character's Hit Points.

Value	Comments
10	Tires easily
20	Lazy
30	Average adult
40	Good staying power
50	Tough
60	High tolerance to pain
70	Marathon runner
80	Iron man athlete
90	
100	Unaltered human limit



Strength - This is the character's muscle power. It influences how well they can move heavy objects and exert brute force but also how fast they can move.

A character can lift off the ground 3.6 x their strength in Kilograms.

Value	Lift	Comments
10	36 Kg	7 year old's average strength
20	73 Kg	Wimpy
30	109 Kg	Average adult
40	144 Kg	Athletic
50	182 Kg	Muscular
60	218 Kg	Body builder
70	254 Kg	
80	288 Kg	Unusually strong
90	324 Kg	Champion strong man
100	360 Kg	Unaltered human limit

Reflex - This is the reaction time of the character. If a character is rushed or pressed for time Reflex is the attribute to test for how fast they can respond to events. Although it primarily describes a physical trait, reflex also refers to a character's mental reaction time.

Value	Comments
10	Pokey
20	Rather slow
30	Average adult
40	Good reaction time
50	Quick on the draw
60	
70	Hyperactive
80	Fastest gun in the west
90	Martial arts master
100	Unaltered human limit

Functional

The Functional attributes are Agility, Dexterity, Beauty and Charisma.

Agility - This attribute is the physical accuracy of the character. Agility describes a character's athletic ability like catching a ball or throwing it accurately. It is the character's ability to fire a gun and hit the target. It also describes the character's potential for acrobatics and tumbling.

Value	Comments
10	Klutz
20	Butterfingers
30	Average human
40	Athletic
50	Graceful
60	Professional athlete
70	Cat like
80	Olympic Gymnast
90	Poetry in motion
100	Unaltered human limit

Dexterity - This is how good a character is with their hands. It is the character's ability to play video games or drive a car. Dexterity is partly mental as it also represents the character's ability to repair equipment, use tools and computers.

Value	Comments
10	No hope
20	Clumsy
30	Average human
40	Handyman
50	Video game ace
60	Talented enough to fly a helicopter
70	Race car driver
80	
90	
100	Unaltered human limit

Beauty - This is the physical charm of a character, how attractive they are. This plays a role in social conflict.

Value	Comments
10	Defines ugly, scars and all
20	Face only mom could love
30	Average adult
40	Attractive
50	Cute
60	Babe
70	Model material
80	Hounded by the opposite sex
90	Knockout
100	People drool as you walk by

Charisma - This is a character's ability to be pleasant and persuasive. Charisma is the ability to give orders or persuade NPCs, to speak forcefully, and to stir emotion in listeners. This attribute is how likable the character's personality is. Charisma determines whether people like the character.

Value	Comments
10	People often do the opposite of what you suggest
20	Your suggestions just bring laughter
30	They might listen if you have a great idea
40	Usually a follower
50	You are taken seriously
60	Often gets their say
70	Effective leader
80	People look up to you
90	Your opinion is sought after
100	Could win major government elections

Mental

The Mental attributes are Intuition, IQ and Psyche.

Intuition - This is how aware the character is of their surroundings. They will use this attribute to notice details and be able to identify them.

Whenever the player wants the character to search for something Intuition is used. If the GM wants to test to see if the characters notice something that is fleeting or partly hidden they ask for an Intuition check.

Value	Comments
10	Oblivious
20	Huh? What happened
30	Average
40	Alert mind
50	Observant
60	Keen eye for detail
70	
80	Eyes in the back of their head
90	Nothing gets past them
100	Unaltered human limit

IQ - This is the character's brain power. The ability to recall facts and figures along with the ability to perform mental calculations.

The higher a character's IQ, the faster they learn skills.

Value	I.Q.	Comments
10	80	Drools a lot
20	90	Chess is too hard
30	100	Average adult
40	105	Good Student
50	110	Smart
60	115	Quick mind
70	120	Nearing genius
80	160	Genius
90	180	Try a game show
100	200	Unaltered human limit

Psyche - This is the force of the character's personality, the strength of their identity. It is how strongly they adhere to their own code of conduct.

Value	Comments
10	No social moorings
20	Easily influenced
30	Average adult
40	Stubborn
50	Strong sense of self
60	Disciplined mind
70	Never quits
80	Highly focused
90	Indomitable personality
100	Unaltered human limit

Hit Points - The damage capacity a character can endure before death. Hit Points is not a true attribute because there are no situations where it would be used to resolve a task. It's only use is a general measure of health.

Hit Points are based on a character's Constitution and Strength attributes. If the value of these attributes go up or down for any reason, the player should check to see if the character's Hit Points should also change.

Constitution	Hit Points
1-25	5
26-50	10
51-75	15
76-100	20

Strength	Hit Points
1-25	+2
26-50	+5
51-75	+10
76-100	+15

Event Resolution

When a character tries to carry out a task that is not a simple thing like walking or seeing the general condition of a room, event resolution comes into play. This is a process to test the ability of the character against the task they are attempting. Any task that a normal human of the character's age can normally carry out without difficulty does not need to be tested under these rules.

Example: Under normal conditions, breathing, walking, speaking in Angie's native language, opening an unlocked door or observing general conditions in this environment do not challenge her, so no rules to accomplish tasks like these would be required. Angie can do them and should be considered successful. Under more challenging conditions such as severe injury, extreme fatigue or other conditions, some or all of these may require the use of event resolution rules. This is the option of the GM to judge when the rules are needed and when they are not.

When a character stands a reasonable chance of failure, event resolution is required to declare a success.

Fraction Columns

This is the core of the fraction column system. Attributes have four fraction column results. These are Full, Half, Quarter and Eighth (or Full, 1/2, 1/4 and 1/8). When a player rolls for event resolution, they compare the roll result on a 1d100 to these columns. If the number rolled is equal or lower than the number in a column then the character has passed that column.

Fraction columns are used to gauge how well a character has accomplished a task. A Half result is better than a Full, a Quarter result is better than an Half and an Eighth is better than a Quarter.

Play Order

When a group of players have tasks to resolve they take turns. From the first player taking a turn to the last, is called a round. In game time, a combat round lasts 10 seconds. Non-combat turns can take varying amounts of time in game, from ten seconds to hours or weeks depending on what the GM feels is practical. The order characters take turns in is resolved by rolling for initiative.

Initiative

To determine the order characters will take action, players roll against their character's Reflex attribute. There is no skill that applies to this roll. Characters that fail their roll are grouped together and then the other characters are grouped into their fraction column results. Eighth rolls go first, then Quarter, then Half, then Full and then Failed rolls go last. If there are fraction column ties, they are considered to act at the same time.

Players can use the Extra Effort rules (See:Rules-Stress) to boost their initiative roll.

Important Ideas
If a normal person can do it, there's no need to roll the dice. The character just does it.

Actions

When a character must use the event resolution rolls to test for success in a task, they must use an Action for each roll they make. Tasks that do not require event resolution rules do not use an Action.

Players should consider using their first actions on defensive rolls so they are not caught without protection.

Characters start with one Action per turn but get bonuses when they roll for initiative. For each fraction column passed for the initiative roll, called a fractional success, the character gets one more action that turn.

If a roll is needed to test for success, the character must spend an Action.

Fail	Full	1/2	1/4	1/8
1	2	3	4	5

Some effects such as the Ambidextrous both add an action and many animals have extra actions.

Untrained Ability

When a character attempts a task that they have no specific skill for, the player rolls a 1d100 and compares it against the attribute that best fits that task. The result of the roll is

compared against the character's fraction columns and the column is declared.

Example: Angie is looking for signs that someone has used the road she is standing on. She does not have the Tracking skill so can only rely on her Intuition attribute which is a 40. Her player rolls a 1d100 and gets a 37. Angie has passed her Full column and so is successful. The GM explains that she sees some kind of large animal footprints.

If a character doesn't have a skill, they may still be able to try the action using only an attribute roll

Most skills that cost one experience point to raise like Pilot Automobile can be used untrained (skill level +0) but skills that cost more than one experience point to raise like Surgery cannot be performed untrained.

Skill Check

Skills add to a character's attributes to improve their chance of success. When a character attempts a task that they have a skill for, they add the skill's value to the attribute's Full column it falls under, often greatly improving the character's base chance of success.

When rolling for an Action, the character can do better than simply pass the roll. Roll results under fraction column values give bonuses.

Skills with a value of 30 or greater add 5 to Half, Quarter and Eighth fraction columns when that skill is being used. Skills with a 60 or greater add another 5 for a total of +10 to these fraction columns. A skill of 90 or greater adds a further five for a total of +15 to these columns.

Example: Angie follows the tracks for a while but encounters a vicious pack of Seeter. She draws her pistol and fires. Her Agility is 30 and her Weapon Skill Pistol is 30 giving her the following fraction columns.

	Full	1/2	1/4	1/8
Agility	30	15	8	4
Agility + WS Pistol	60	20	13	9

The player rolls a 74 which is higher than any of her fraction columns which means her first shot is a failure.

The Seeters are moving closer so Angie decides that she should use her M-240B machine gun. Her skill for WS Gun is 65 giving her the following columns.

	Full	1/2	1/4	1/8
Agility	30	15	8	4
Agility + WS Gun	95	25	18	14

The player rolls a 12 which is Angie's Eighth column.

Fractional Successes

In many cases there are specific bonuses to passing fraction columns that are given under individual rules. Getting a Full column result means the character gets one success. Passing the Half column gives two success to the character's actions, a Quarter gives three and an Eighth gives four successes.

In many rules this is presented as a chart with results like the following.

Full	1/2	1/4	1/8
1	2	3	4

As the character passes more columns, the in game effects of the roll gets better. Common tasks often have rules to explain how to reward fraction successes. For attacks, the first success must be spent on successfully hitting the target. Additional successes can be spent on other effects that will be explained later. There's no way to cover every situation that the players may roll the dice for so the GM may have to find creative ways to reward fraction successes.

Players should state in what order they are spending their successes starting with their Full and ending at their Eighth if they rolled that low. In situations where a character is challenging another character's skill, the defender will try to reduce the number of successes with their own rolls. When they do this, the first success removed is the smallest fraction success moving up to the largest (Full).

Role Play

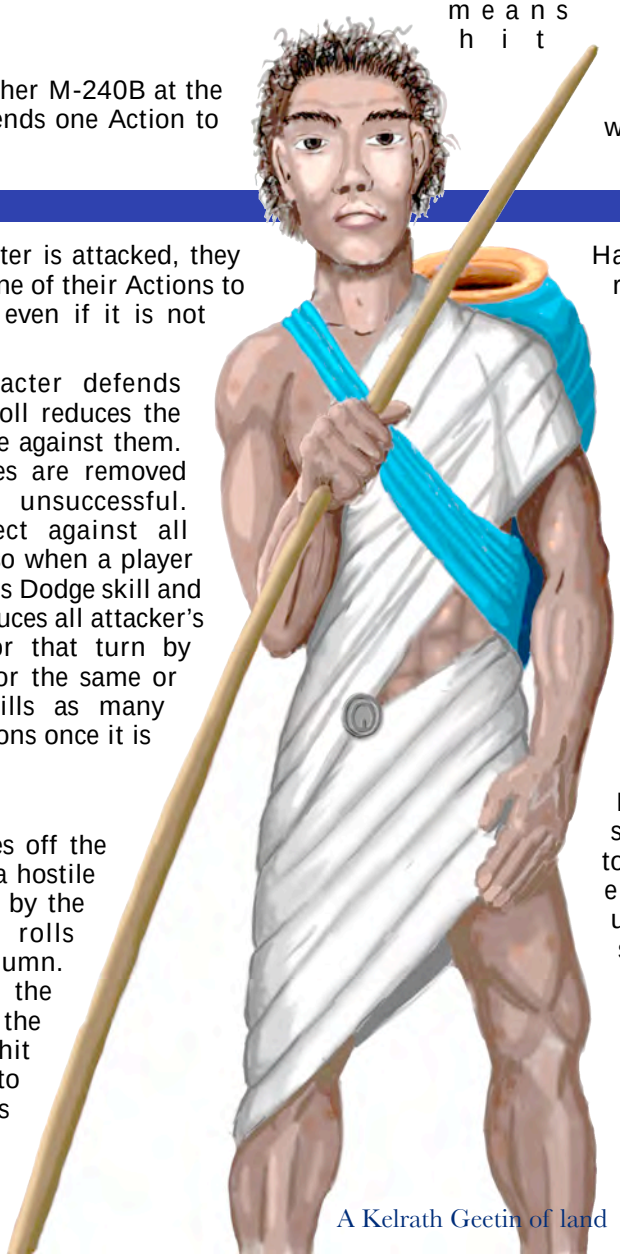
To encourage role play, when any player including the GM acts out (to the extent practical) what their character is doing, the Action they are rolling for gets a 20% Advantage roll (See: Rules Event Resolution-Advantages).

For actions that would normally have very little to be acted out, a player must look for a way to role play the situation in a way that displays the character's personality. This can be by narrating what their thoughts will be in that situation, or performing the action in a way that is consistent with the character's attitude.

Bursts of Actions

In certain situations, a character may only take one roll, requiring only one Action but that action has multiple effects. The primary example of this is a weapon that fires more than once per turn designated as ROF (Rate Of Fire). When a character performs an action like this, a fraction success result means they will succeed one in five times. This is one way a player can spend fraction successes.

Example: Angie fired her M-240B at the pack of Seeter. She spends one Action to fire but the M-240B has a ROF of 30 and she has only one Action per turn. She rolled under her Eighth and so has four successes to spend on hitting the Seeter. The first success means one in five of the thirty bullets hit (which equals 6). The second spent success means that two in five hit which totals 12 . The third success means three in five hit totaling 18. The fourth and last available success means that four out of five hit (24). So in the end Angie hit the group of Seeter 24 times with the M-240B.



A Kelrath Geetin of land

Defensive Rolls

When a character is attacked, they may immediately use one of their Actions to make a defensive roll even if it is not their turn yet.

When a character defends against attacks, their roll reduces the fraction successes made against them. If all fraction successes are removed then the attack was unsuccessful. Defensive rolls protect against all enemies for that turn so when a player rolls for their character's Dodge skill and gets a Full result, it reduces all attacker's fractional successes for that turn by one. Players can roll for the same or different defensive skills as many times as they have Actions once it is their turn.

Example: Angie drives off the Seeter but encounters a hostile Geetin. She is attacked by the Geetin and the GM rolls under his Quarter column. The GM declares that the first success is to hit, the second is to move the hit from Angie's shoulder to her body and the last is to move the hit from her body to her head. Angie defends by dodging and rolls her Half column. She can reduce the Geetin's fraction successes from three to one. This removes the last two successes, the Geetin's attack hits but stays on Angie's shoulder.

> When you roll to defend against attacks the same roll protects against all similar attacks that turn

Skills like Dodge, Parry and ECMs are defensive skills. How and when to use these skills is explained further under the Skills section of this book (See: Skills).

Running

Some actions have one use normally but can be use to defend with. Running is one

example, the faster the character runs, the harder it is to hit them. Because of this running away can be used as a defensive roll. The runner moves erratically, making it more difficult to hit.

Doing this requires an Action be used to Run using the Sprinting skill. The number of fraction columns the roll is passed by applies to reducing all attacks made on that character for the turn.

Impairments

Impairments are conditions that can get in the way of a character carrying out their intended actions. These are things that can be persistent to a character like inebriation or may only be temporary effects that only apply to a single action like trying to use a weapon not using the character's dominant hand.

The GM rolls for Impairments
The player rolls for Advantages

An impairment has the potential to reduce the number of fractional successes the player makes in a roll. The player rolls for their character's skill check first and the number of fractional successes are noted. Impairments are given a percent value. The GM rolls 1d100 and the die value is compared to the percentage. If the die roll is lower than the percentage, the impairment reduces the number of Fractional Successes by one.

Impairments can cause a roll to fail and an Advantage can cause a failed roll to pass

The following are examples of impairment conditions. These are not the only impairments possible. Some items will introduce specific impairments and the GM may create their own impairments.

Fast moving object	20% to 60%
Small target	20% to 60%
Darkness	20% to 60%
Line of sight obstructed	20%
Wrong handed	20%

Impairments do not add their values into one value. Each impairment is rolled for separately.

Example: Angie is trying to hunt a small fast flying animal. The GM determines that because this animal is hard to hit and gives Angie a 20% fast moving object impairment and a 40% small target impairment because the animal is very small.

Angie rolls her Full fraction column with her WS Gun so she has 1 Fractional Success.

The GM then rolls 1d100 and gets a 25. The fast moving object impairment has no effect because the die result was higher than the impairment percentage. Then the GM rolls for the 40% small target impairment and gets a 33. Because the die result is under the impairment percentage it reduces Angie's Fractional Successes by one.

The small target impairment of -1 means that Angie's 1 Fractional Success is reduced to zero (0) and she misses her quarry.

Impairment rolls do not cost additional Actions but the original skill check costs one Action as it normally does.

Optional Rule: If all impairment percents are in increments of 10, instead of rolling a 1d100, roll only 1d10 representing the tens place. A result lower than the impairment percentage means a Fractional Success is subtracted.

If the tens place is equal to the impairment percentage, nine times out of ten, rolling the ones place would cause the roll to be higher than the percentage and so does not subtract a Fractional Success. A roll of zero (0) on this die ten is considered a result lower than 10%

When using this method, if there are multiple impairments at the same percent, they can all be rolled for at the same time by rolling several d10s.

Advantages

An advantage is the opposite of an impairment. When conditions are favorable to the character, the player rolls against an advantage percent, if the percent is rolled under on a 1d100 one fractional success is added to the skill check.

The player rolls for their character's skill check first and the number of fractional successes are noted. If a character passes a roll or fails a roll but it was possible for them to have passed the roll they may roll for Advantages. If no dice result would make it possible to pass the roll, the player cannot use advantages. Advantages are given a percent value. The player rolls 1d100 and the die value is compared to the percentage. If the die roll is lower than the percentage, the impairment adds to the number of Fractional Successes by one.

The following are examples of advantages, some items introduce specific advantages and when the situation warrants, the GM may create their own advantages.

Point blank	20%
Large target	20% to 60%

Example: Angie is firing at an E-suit at the Point Blank range bracket. It is also large target to a human (20%).

Angie fails her WS Gun skill roll but she has the advantage rolls to make it up.

The player rolls against 20% for the Point Blank advantage and gets a 54, Angie doesn't get anything for that roll because it is higher than 20. She then rolls against the large target Advantage and gets a 04 on the dice.

Although she failed the initial skill check and the Point Blank roll, she got a fractional success from the large target advantage so she still hits her target.

Advantage rolls do not cost additional Actions but the original skill check costs one Action as it normally does.

Optional Rule: Like impairments, if all Advantage percents are in increments of 10, instead of rolling a 1d100, roll only 1d10 representing the tens place. A result lower than the Advantage percentage means a Fractional Success is added.

When using this method, if there are multiple advantages at the same percent, they can all be rolled for at the same time by rolling several d10s.

Special Actions

Reserving Actions

There is some tactical advantage to knowing what other characters are going to do before making a decision on how to use actions. Because of this, a player may reserve an action until later in a round. After another player's turn, the player that has reserved an action from earlier in the round may declare they are using their reserved actions.

Helping Another Character

In some situations it may be possible for a character to help make sure a roll goes right. Some vehicles like the Scimrahn Delta have more than one pilot. A mechanic can have other mechanics helping them fix a vehicle.

In these situations, all the characters that will be helping, roll under their relevant skill. Players then look at their rolls and see how many Fractional Successes they've gotten. The roll with the most Fractional successes represents the group's effort. This makes it more likely that the effort will be a success but will usually mean slower progress than if everyone rolled individually.

Helping characters may not always need to have the same skill that the character being helped has. In many cases a different skill may be helpful or just a raw attribute check can be used to assist. In this case the player must be able to justify how they will help using the attribute or skill and the GM must approve.

Intervention

A character can intervene to protect another character by reserving an action during their turn. Once this is done, if another character is attacked, the reserved action can be used to defend the attacked character.

Normally this would consist of either knocking the other character out of harm's way or blocking an attack.

Shoving or tackling a character out of the way requires a Strength roll, any fraction column passed reduces the fractional successes of the attacker.

A character blocking an attack on someone else is a Parry skill roll except they can use their entire body to block the attack giving 40% Advantage to the skill.

Overfire

Ranged weapons such as projectile and plasma have a Rate Of Fire (ROF) this is the number of times the weapon can safely fire in a turn. However it is possible to continue to fire over this limit but this runs the risk of the weapon failing. Disregarding the safe limits of a weapon is called Overfire.

A character must use an action for every time a weapon is Overfired. This means the initial actions are used up to the weapon's safe ROF an then an action for each multiple of that ROF. For example: A G-82 has a ROF of 15. One action could be used to fire a burst of fifteen (15) and then a second action could be used to fire another burst of fifteen (15) for a total of thirty (30) rounds. Or in the case of a GRX-Storm's Main Gun, one attack is used to fire the cannon once (1) which is it's safe limit, but a second attack can be used to Overfire another one (1) round.

Plasma weapons require a successful Weapon Repair or Artillery Repair roll to disable their safety systems before they can be Overfired.

For every Overfire there is a chance that the weapon will fail. This chance of failure is different for different types of weaponry. Roll a 1D100 each time the gun Overfires.

Projectile Guns	10%
Projectile Artillery	25%
Plasma Guns	20%
Plasma Artillery	30%

If the roll is equal or under the percentage listed, roll on the failure table below.

Overfire Failure Table

1-60	Gun jams, repair roll required.
61-90	Barrel melts, must be replaced.
91-100	Barrel explodes, character or vehicle takes 1D6 x the PB damage of the weapon.

Mobbing Actions

When one force outnumbers their opponent at least five to one they count as a mob. A mob can make a single Strength based attack. Damage for this attack is equal to all the Strength scores in the mob added together and then divided by 100.

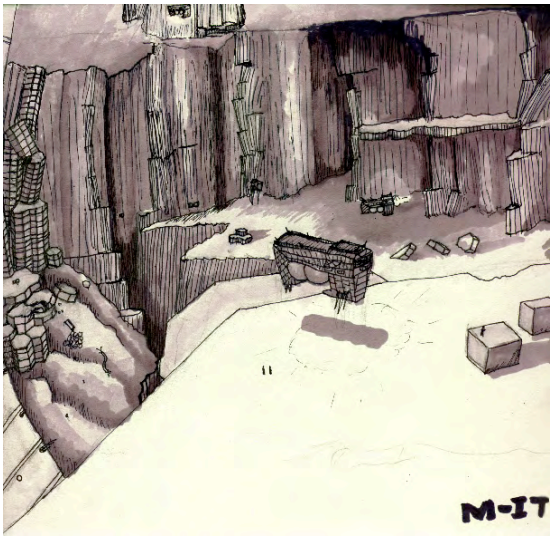
If a mob can spend an entire turn in contact with an armored object without any other action, finding a weak spot in armor (hatch, seam, joint, etc) they can make a single attack that turn that has an armor piercing effect.

The Mob's average IQ attribute is rolled against. Any fractional successes can be used to avoid armor in a single attack. This can include Strength based attacks.

A Scimrahn child is more likely to get armor and a gun before he gets a good pair of shoes

Dynamics

Understanding motion and distance becomes very important in many situations. The rules here are to give a structure to movement and interactions at a distance.



Range Classes

Range classes describe the distance equipment can operate at. Ranged weapons as well as sensors use these classes to show how far they can reach. Range classes also describe a drop off in effectiveness over distance.

Range classes are listed alphabetically starting with A. As the effective range of a piece of equipment goes up the letter progresses by one place in the alphabet. In theory, they could go on forever, but none of the equipment in this book is over range class E. (An ICBM would have a range class of I).

Range classes have distance brackets with numbers that define the longest distance in that bracket. The brackets are labeled as follows. PB=Point Blank Shrt=Short Med=Medium L=Long Ex=Extreme

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
B	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
Mod.	20% Adv		20% Imp	40% Imp	90% Imp

The numbers here are in meters, a number with a "K" after it means thousands, (a 1 with a "K" means 1,000) or Kilometers.

The percentage values at the bottom of the table are Advantage and Impairments when using that range bracket.

Example: Angie is out hunting for food, she has a projectile rifle with a Range Class of C and a laser gun with a Range Class of D. She spots her quarry, a Gunthar at about 900 meters out. Using the projectile rifle, in Range Class C the target falls into the Extreme range bracket, with a 90% Impairment. With the laser gun, in Range Class D the target falls into the Medium range bracket, with a 20% Impairment to her Weapon Skill Gun. She decides that the laser will more reliably put food on the table.

Human vision has a range class of D any Intuition rolls are modified by the distance the thing being noticed is from the character. Objects over 500 meters away have a 20% Impairment to notice, over 1 Kilometer away are at a 40% Impairment to notice and objects over 5 Kilometers away are at a 90% Impairment to notice. The human eye cannot usually make out significant details past 10 Kilometers. At 3 Kilometers a human sized object appears as a slightly oblong dot but motion is still observable.

Blast Range Classes

Most area effects have a blast range class. These use the same range brackets and distances as normal range classes but effect everything in a radius equal to the range class and it's brackets.

If a character wearing armor is caught in a area effect, all of their armor's hit locations take damage but the character only takes normal damage if their armor is destroyed.

Movement

Wounds

If a character has lost half of their hit points, their movement is cut in half.

Running

Running speed is based on the Strength attribute but the amount of time they can run is based on Constitution.

A character can run 50 meters per turn as a baseline. For every fractional success on a base Strength attribute or Sprinting skill check they can run a number of meters equal to their Strength divided by 5 more meters per turn.

When running, the player rolls against the base Constitution attribute or a Running skill check. For every fractional success they can run for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Example: Angie's Strength Attribute is 45. She can run 50 meters a turn plus 9 (45/5=9) meters for every Fractional Success she gets for her Strength roll. She rolls her Half to run, so adds 18 (9+9) to the base value of 50 and so runs 68 meters that turn.

Angie's Constitution is 35. She fails her Con roll for running and so takes a stress point immediately. If she made her full, she would take one stress point at the end of her turn. If she made her Half, she could run for two turns without taking a Physical stress point.

Walking

Humans generally walk at a speed of 5 Km/h or 14 meters per turn.

When walking, a character's Constitution is rolled against. For each Fractional Success, the character can walk five kilometers without taking a Physical stress point.

Jumping

The distance a character can jump is balanced by their Strength attribute and their build. If there is any confusion as to what build the character should be the GM will decide.

For every fractional success, the character can jump a number of centimeters equal to their Strength attribute. Characters have a base number of centimeters that they can jump. Add the number of centimeters in the Base Horizontal Jump table to any jump.

Base Horizontal Jump

Build	Light	Med	Heavy
Base	+100 cm	+60 cm	+30 cm

When jumping vertically, for every fractional success, the character can jump a number of centimeters equal to their Strength attribute divided by tw0 (STR/2). Add the number of centimeters in the Base Vertical Jump table to any jump.

Base Vertical Jump

Build	Light	Med	Heavy
Base	+50 cm	+25 cm	+10 cm

Climbing

Climbing rules may differ based on the situation the characters are in. Survival Challenges focus less on time than they do on effort and progress. In a timed round like a combat round use the following speeds.

A character can climb by rolling for Strength, five centimeters per combat turn (10 seconds) multiplied by their Strength attribute for each Fractional Success.

When attempting to climb something a player rolls against the Climbing skill. For every fractional success they can climb for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Swimming

A character can swim a number of meters per turn equal to their Strength divided by ten (STR/10). For every fractional success they can swim one more meter per turn.

When swimming, the player rolls against the Endurance Swimming skill. For every fractional success they can swim for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Encumbrance

There is a limit to how much mass a character or vehicle can carry before it has negative effects on them.

Lifting

Characters do not have to roll for strength if they are lifting a mass that is equal or less than their Strength attribute in Kilograms.

A character that lifts a mass greater than their Strength attribute in Kilograms must take a Weight Lifting roll if the roll is failed, they take 1 Physical stress.

The maximum mass a character can lift is equal to their Strength attribute multiplied by 3.6 in Kilograms.

Carrying

A character must roll against Constitution whenever they are carrying objects with a mass in Kilograms greater than their Strength attribute.

If a mass being carried is greater than twice a character's or a vehicle's Strength attribute, they can only move at half speed.

When carrying something heavy (over the Str attribute), the player rolls against the Carrying skill. For every fractional success they can carry the load for ten minutes before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Wielding Mass

When a character carries a weapon in their hand it is subject to special mass restrictions and is called wielding. Wielding a weapon for long periods is tiring if it is too heavy for the character. The limit of the mass that a character can wield is their STR attribute divided by ten (STR/10) per hand. If the character uses two hands to wield an weapon then it can be twice as heavy as if they were only wielding it one handed. Equipment such as slings or other devices that transfer the strain of wielding a weapon to the character's body increases the character's effective wielding mass to their carrying mass.

If the character's wielding mass is exceeded, the player rolls against the Carrying skill check. For every fractional success they can carry the load for 1 minute before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Missile Movement

The ASO and I-CA make use of missiles. Missiles when fired, travel at 1250 km/h or 5 km per turn. It will takes one turn for the missile to reach the target for every five kilometers of distance the missile must travel.

Every turn the missile is in flight, it can be shot down (provided the weapon shooting it down, has the range to shoot it down). Each turn a missile is in flight, the target can attempt to dodge the missile. However, the attacker can make course corrections to re-acquire the target by making another successful artillery operation roll the next turn.

Stress

Stress has the effect of wearing down the character's ability. There are three kinds of stress, Physical, Functional and Mental. Each type effects different attributes that fall under them.

Physical stress effects Strength, Constitution and Reflex. This stress is a drain on the the character's reserves of energy that allow them to keep going.

Functional stress effects Agility, Dexterity, Charisma and Beauty. This is a drain on the character's ability to move and take immediate action. This is often brought on by pain or cold.

Mental stress effects Intuition, IQ and Psyche. This is a tax on the characters mind and could be thought of as stress as it is used most commonly. E.g. "I'm stressed out from a long day's work."

Stress points add on to the rolls that the player makes for their character. Physical stress adds onto the dice roll value for Strength, Constitution and Reflex. Functional stress adds onto rolls for Agility, Dexterity, Charisma and Beauty. Mental stress adds onto rolls for Intuition, IQ and Psyche.

Example: Angie has taken 10 points of physical stress so far this game. She tries to lift her backpack that has a mass of 50 Kg, because her Strength attribute is 45 she has to roll against Strength to lift the backpack. The player rolls a 38 but must add 10 to the roll because of the 10 points of Stress making the roll a 48. Angie strains to lift the backpack but is not able to. The strain also causes her to take another Physical stress point, now She has 11 Physical stress.

If a character's stress of any type is higher than one of the attributes it effects, the character is effectively unable to a pass a roll with that attribute. Skills may partly offset this.

Stress effects from equipment are rated in stress points per hour. Sometimes a stress effect is less than one point per hour. These effects are written as 1 in 6 per hour or 1 in 10 per hour. For a 1 in 6, roll 1d6, on the roll of a 1 the character gets a stress point. For a 1 in 10, roll 1d10, on the roll of a 1 the character gets a stress point.

Some rules stipulate when a character receives stress and what kind. Wounds and survival situations are examples of when the characters will receive stress. There are also general situations when a character receives stress. Any time the GM deems a situation would wear down a character, they may declare that the character gets stress points and of what kind. The following are some suggested situations.

Hypothermia

Hypothermia can happen at any temperature under 26 degrees Celsius but usually is only a danger starting at 15 degrees Celsius. At higher temperatures may require the character to be wet or there to be a stiff breeze. Hypothermia occurs much faster at lower temperatures and wet skin or wind can greatly increase this danger.

Cold 15 to 10 degrees	1 Functional 1 Physical each hour
Cold 9 to 5 degrees	3 Functional 3 Physical each hour

Cold 4 to 0 degrees	12 Functional 12 Physical each hour
Cold -1 and lower	20 Functional 20 Physical each hour
Damp skin or sweat	x2
Soaking wet	x12

Food

To deal with food in a standardized way, units of food are divided into units of meals and half meals. A character needs to eat two and a half meals a day to keep their energy up. If they do not, they no longer can relieve physical stress with sleep and they take 1 physical stress per day that they don't eat the minimum amount. Scimrahn can survive without ill effect on one fewer half meal a day.

For every half meal they eat over this amount, they relieve 1 physical stress point. For every half meal they eat over three meals (or two and a half for Scimrahn) they must pass a Constitution roll or they will not be able to eat any more.

Mental Stress

Combat	5
Dangerous situation	1
Failing an important roll	1
Abnormal Occurrence	2
Not at full HP (pain)	3 per day
Facing difficult odds	3
Death of a friend	10

Sleep

There are several ways to relieve stress and in many cases it depends on the source and kind of the stress. There is, however a universal stress reliever, sleep.

Each hour of sleep relieves one point of each kind of stress. After the stress from sleep have been reduced, the player rolls once for the character's Constitution. For each fractional success, one more point of each kind of stress is relived for that rest period.

Resting

Resting to relieve Physical and Functional Stress is another way of recovering. While resting, the player rolls for the character's Con. A Full result means 1 point of Physical and Functional Stress is relieved. A 1/2 result means that 2 points of each are relieved. A 1/4 result means 3 points of each and a 1/8 result means 4 points of each are relieved.

Extra Effort

With an important roll, a character can put out extra effort to try to make sure a roll is successful. The character can choose to boost their effort for a roll and take stress points that apply to that attribute after the roll is completed. For each stress point taken, the character reduces their roll by 5 points. The player can choose to apply extra effort after the roll has been made.

Example: Angie's transport won't start, she rolls for Repair Machinery but rolls high by 5 points. She chooses to reduce the roll by exerting extra effort. Once the roll is successful she takes 1 point of Functional Stress.

> Take stress to pass a roll that would have been a failure. Never miss an important roll.

The type of stress the character takes corresponds with the attribute the effort boosts.

The Death of A Hero

When a PC party member dies, the other characters can be severely impacted. Each player will decide for themselves how much of an effect the loss of their friend has had on them. They can select any number of stress points of any type they want.

The player that lost their character pools these points. This number becomes the starting experience point bonus for making a new character.

The GM may put a limit on the total experiance the new character can recive this way but the limit should be announced before the other characters take stress.

If the GM feels that the PC's death was notable for it's nobility or sacrifice, they may contribute points to this pool by giving NPCs the characters know stress points.

Simplified Stress For NPCs

When there are large numbers of NPCs or an NPC is not vital to a story but the players are creating stress effects for that NPC, the GM may use a single generic Stress value instead of the three different types of stress that the players will use.

This may cause an NPC to suffer more from stress effects but as a non-vital character, this may be an acceptable compromise.

Exhaustion

A character can take a number of Physical stress points equal to their Constitution attribute. Or they may take a number of Functional stress points equal to their Agility attribute.

Once one of these numbers is exceeded they are exhausted and must rest. The character must take a Constitution roll each turn or collapse. This roll may be passed by using the extra effort rules. If the character takes an additional number of points so that the stress is double the corresponding attribute, they take one point of damage for each additional stress point.

Mental Break Down

A character can take a number of Mental stress points equal to their Psyche attribute. Once this number is exceeded, The player suffers from mental breakdown.The character also must make a Psyche roll each day or become suicidal.

A suicidal character must make a Psyche roll each time they are alone, if the roll is failed, the character will commit suicide unless someone intervenes. If a character gains an additional amount of Mental stress points, so that the total equals twice their Psyche attribute the player rolls on the tables below.

DISORDERS

Roll 1d100 on this table first

01-25	Psychosomatic disease
26-50	Neuroses
51-75	Psychosis

Psychosomatic Disease Table

Roll 1d100

01-03	Headache
04-06	Acid Indigestion
07-09	High Blood Pressure
10-12	Diarrhea
13-15	Anorexia
16-18	Nervous Rash
19-20	Sleeplessness

Neurosis Table

Roll 1d100

01-17	Anxiety Reaction
18-33	Dissociative Reaction
34-49	Conversion Disorder
50-65	Obsessive Compulsion
67-81	Phobic
82-00	Depressive Reaction

Psychosis Table

Roll 1d100

01-25	Schizophrenia
26-50	Catatonic
51-75	Bipolar
76-00	M.P.D

Psychosomatic Disease

These are diseases inflicted on the body by the mind, Although they start off seeming harmless, they can become quite dangerous if left untreated.

Headache

While not life threatening, headaches are distracting (20% Impairment to IQ, Int and Psy rolls) and if left untreated for 1D6 weeks can turn into a disabling migraine. (-40% Impairment to all rolls)

Acid Indigestion

Acid indigestion is a mere distraction (20% Impairment to Con, Str and Ref) But can become life threatening if left untreated for 1D10 weeks. (-1 Hit Point per month ignore normal healing)

High Blood Pressure

The danger in this disorder is the fact that it is not as noticeable as the other two, if left untreated, the character may have a heart attack after 1d10 months. (Con roll, 2d10 damage if failed.)

Diarrhea

Another uncomfortable disorder (20% Impairment to Con, Str and Ref) but may lead to cirrhosis of the intestine after 1d10 months. (-1 Hit point per month ignore normal healing)

Anorexia

This disorder is characterized by the person eating very little for long periods of time. (3 Physical Stress per day -1 Hit Point per month ignore normal healing)

Nervous Rash

This disease like most of the others is merely a nuisance at first (20% Impairment to Con rolls) but can lead to scaring and permanent damage to the skin after 1D10 weeks. (-10 from Bty)

Sleeplessness

Lack of sleep causes a loss of energy and mental efficiency. (Cannot relive stress with sleep)

Neurosis

Neuroses are mental illnesses that are characterized primarily by anxiety and may exhibit physical symptoms.

Anxiety

This is a constant feeling of apprehension or dread that the worst possible situation is about to happen. Eternal pessimist. 4 mental stress per day.

Amnesia

The person separates himself from their personality and memories. Character cannot remember anything but the recent past.

Conversion Disorder

The character becomes hysterical and mentally shuts something down in stressful situations where more stress points are inflicted.

Roll 1D10		
1-2	Blindness	50% I Int
3-4	Deafness	40% I Int
5-6	Paralysis	80% I Agi
7-8	Mute	60% I Cha and Language skills
9-10	Touch	40% I Dex and Agi

Obsessive Compulsion

The Character ritualistically repeats themselves, in order to make sure a task is done. The character will become locked in a behavior until they can pass a Psyche check.

Phobic

The character becomes deathly afraid of an object situation or activity. The character takes a stress point for each turn exposed to the stimulus and must make a Psy roll or must flee the stimulus.

1-5	Heights
6-10	Closed in spaces
11-15	Open spaces
16-20	Darkness
21-25	Loud noises
26-30	Disease

31-35	Being touched
36-40	Blood
41-45	Fire
46-50	Water
51-55	Insects and spiders
56-60	Machines or robots
61-65	Being alone
66-70	Sharp objects
71-75	Bright lights
76-80	Crowds
81-85	A specific animal
86-90	High speeds
91-95	Being underground
96-100	Uniforms

Psychosis

A psychoses is characterized by personality disintegration and a loss of reality. The table below defines how bad the psychosis is. The GM may apply the impairment level to tasks that would apply to the specific Psychosis

Roll 1d10

1-3	Mild	30% Impairment
4-6	Disabling	60% Impairment
7-10	Life threatening	90% Impairment

Schizophrenia

There are three different types of Schizophrenia, Simple, Disorganized, and Paranoid.

Roll 1d10

1-3	Simple
4-7	Disorganized
8-10	Paranoid

Simple Schizophrenia is characterized by indifference and apathy. The character doesn't care about anything anymore to the point of walking around like a zombie. Impairments usually apply to Reflex and IQ rolls.

Disorganized Schizophrenia is the classical layman's lunatic, characterized by inappropriate laughter or smiling, seeing things, and hearing voices. Impairments most often apply to Intuition, IQ and Psyche rolls.

Paranoid Schizophrenia gives the person delusions of persecution and grandeur. In other words, feelings of superiority but also feels as if he is being persecuted. Impairments most often apply to Charisma and Psyche rolls.

Catatonic

A catatonic character is unable to move themselves. They may on occasion make repetitive purposeless movements that can lead to them harming themselves. Impairments apply to Agility, Reflex, Strength and Dexterity rolls.

Bi-Polar

Extreme changes in mood, excitable one day, depressed the next, roll every day.

Roll 1D10

1-5 Manic 40% Advantage Ref

6-10 Depressed Impairment for Ref, Int, IQ, and Psy During the depression stage the character may become suicidal if the Psychosis is life threatening.

M.P.D

The multiple personality disorder is one, in which, the mind fragments into several extra personalities. Each time the character is subjected to one stress point the current personality drops back into his sub-conscience and a new one emerges. If more than one stress point is induced the change of personalities is so disorientating, that the M.P.D. is incapacitated for 1d6x10 minutes. to determine the number of personalities, roll a die ten. Each personality has it's own mental attributes (IQ, Int, Cha, Psy) roll up all the new stats and dispositions.

Damage

Hit Points

Physical objects have an amount of damage they can take. In this game this is called Hit Points (or HP). When a person or object is damaged, their Hit Points are reduced. When the Hit Points are reduced to zero (0) a person dies or an object is considered destroyed. This gives a simple way to represent damage. As a rule of thumb, if a object takes ten times it's damage, there is very little of it left.

Armor

Some materials are especially hard or have exceptional tensile strength which makes them resistant to damage. Things made with these materials are referred to as armored and are given an Armor Rating (or AR).

Armor Rating is the material's threshold before it will take damage. Any number of hit points less than Armor Rating does not damage the material. Armor Rating also absorbs any damage up to it's value, so even when the rating is exceeded, the total damage is reduced by the rating.

Armor Rating is never reduced until the object is destroyed. If an Armor Rating is 10, it remains 10 until the Hit Points of the object is brought to zero (0).

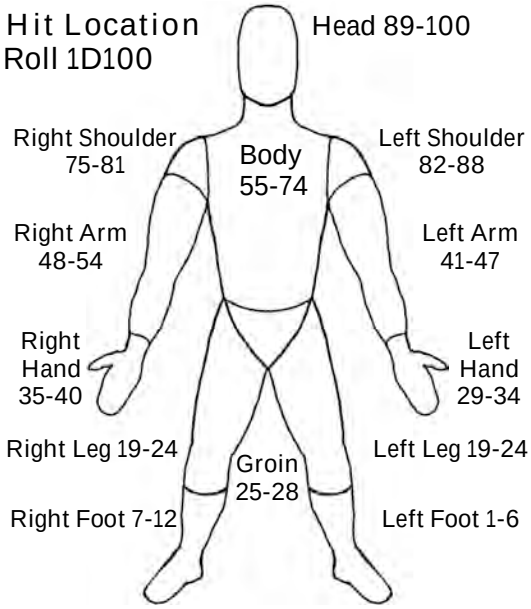
Because there are almost always weak points in armor, Fractional Successes can be spent to reduce the effect of armor (See: Rules-Damage-Avoiding Armor).

Hit Location

Eight distinct areas divide the body into hit locations. Each area can have an effect on the damage done and has stress effects. Head hits do double normal damage while arm and leg hits do half damage and hand and foot hits do only a quarter normal damage.

When a character attacks the hit location chart is rolled on. These areas and their effects are listed below.

All stress effects from damage add up. This means that a character can quickly become disabled from repeated wounds.



Hit Location	Stress	Damage
Head	10 Physical 10 Mental	Damage x2
Body	10 Physical	Standard Damage
Shoulder	5 Physical 5 Functional	Standard Damage
Arm	5 Physical 10 Functional	Half Damage
Hand	10 Functional	Quarter Damage
Groin	15 Physical	Standard Damage
Leg	5 Physical 3 Functional	Half Damage
Foot	5 Physical	Quarter Damage

When a character attacks another character it is assumed the attack is aimed at the center mass of the target. By spending fraction successes the attacker can move one hit location per success spent. By spending a fraction success the following moves can be made.

Head to	Body
Body to	Head, Shoulder or Groin
Shoulder to	Body or Arm
Arm to	Shoulder or Hand
Hand to	Arm
Groin to	Body or Leg
Leg to	Groin or Foot
Foot to	Leg

Example: Angie only wants to deter the Geetin from attacking. She uses her pistol and rolls under her Half column. She rolls for the hit location and gets L Arm. She decides to move the hit location to the L Hand. The attack does less damage but inflicts 10 Functional stress making it harder for the Geetin to successfully attack her.

Avoiding Armor

Armor almost always has weak spots or places that cannot be armored. These weaker spots are generally small but a skillful attack can find them. To simulate this a player may spend a fraction success on avoiding armor.

For each success spent on this, the Armor Rating (AR) is reduced by one half the damage of the weapon rounded down. If two successes are spent, the Armor Rating is reduced by the full damage of the weapon. If a third is spent the Armor Rating is reduced one and a half times the weapon damage. This is the maximum successes that can be spent as the first success must be spent to hit the target.

Example: Angie is attacked by the Geetin and the GM rolls under his Half column. The GM declares that the first success is to hit, the second is to avoid armor. The Geetin is using a laser staff which does 11 points of damage at this range. Half of that is 5 (rounded down). Now, when the laser hits the first 5 points of AR are ignored, the 11 points of damage are reduced by any remaining armor and then damage is done. ASO Troop armor has an AR of 9 on the shoulder which is reduced to 4 by the avoid armor attempt. The damage left over is 7 points. The shoulder armor then absorbs 3 HP bringing the damage down to 4 points to Angie.

Stuns and Incapacitation

Stun

Every time a character takes damage, the trauma can stun them. The stress effect of the hit is applied and then the character's Constitution is rolled against. If the roll is failed the character has their Actions reduced by 2 for their next turn.

Example: Angie is wounded by the laser, the roll against her Constitution fails. Angie is stunned by the damage. For initiative the next round she gets her Full which would normally give her 2 Actions but that is now reduced to zero (0).

Incapacitation

If a character has lost more than half their HP they no longer are stunned by damage, if they fail their Constitution roll, they are incapacitated.

If a character is incapacitated, they cannot take any action for 2d10 turns.

Healing

A character gets a chance to heal every six days. Their Constitution is rolled for, each fractional success means that one HP is healed.

With quality care a character makes a roll successful general medicine skill roll, the Physical stress on the character is reduced and the time between rolls is reduced a day for each fractional success

If the character gets bed rest subtract one day from the time in between rolls.

Example: Angie is rescued by her squad and given medical attention but she can't get bed rest until they get back to base. The Medic rolls his Full column and so Angie can roll against her Constitution after five days of healing. She rolls her Full column and heals one point.

Force Fields

Many vehicles and some equipment have force fields (or shields). A force field has a number of hit points that represent how much protection it gives. If attacks deplete the force field's hit points during a turn, damage will start getting through to whatever the field is protecting.

Force fields refresh their Hit Points every round so at the beginning of the next round a force field's Hit Points are back to their full value. Only a critical hit damaging the shield generator itself will prevent a shields from refreshing it's Hit Points.

Force fields only cover one fire arc per active shield (unless it is a Kerdi's shield which uses a different technology). A vehicle's pilot must decide which fire arcs will be covered by active shields.

Example: Angie's squad rounds a corner and nearly runs into a Rall 4. Two Footsoldiers fire at it with their M-240s, one making his Full and the other making his Half. Together they hit 18 times. The damage at this range is 15 points per hit so they do 270 points of damage. The shield's HP is defeated and the last ten points hit the Rall 4 but does no damage because the AR of the E-Suit is 80.

That same round, Angie fires her AVW and hits. Because the shield has not had time to regenerate the full attack goes through and does damage to the Rall 4.

The Transport driver hits the accelerator and gets them out of there. The very next round, the Rall 4's shields are back to their full value but the damage that Angie did to the vehicle itself remains.

Ion Cascade Shields

The majority of force fields are ion cascade shields that use a powerful magnetic field and charged ions to form a temporary barrier. A cascade of ions deflect projectiles and lasers are diffused. If the flow of ions is subjected to too much damage the flow of ions is disrupted and collapses. This flow of ions is a physical force, touching a force field causes damage equal to the fields hit points divided by one hundred (100). However, objects can be pushed through with effort.

Avoiding Shields

Ion cascade shields create a vortex of ionized gas with each shield generator positioned to protect different portions of the vehicle. When a vehicle fires out, the generators open a gap in the vortex for the outgoing fire. An alert attacker can wait for these gaps and fire into them circumventing the shield's protection.

In addition to this, ion cascade shields do not fully cover every angle that the vehicle could be hit from. A skilled gunner can

attempt to hit these weak points in the shield's protection.

When a fractional success is used to avoid shields, the shield's strength is cut in half. If a second fractional success is used, the shield is circumvented entirely.

Material Damage

In some cases the GM may need to know how to estimate how much damage an object can take. This information can be used as a benchmark for those estimates.

hex walls AR=10 HP=10 per cm
light plastics AR=2 HP=1 per cm
plastics AR=1 HP=2 per cm
industrial plastics AR=4 HP=4 per cm
super hard plastics AR=5 HP=5 per cm
dirt/earthworks AR=0 HP=5 per cm
brick/stone AR=3 HP=1 per cm
iron AR=7 HP=10 per cm
mild steel AR=8 HP=10 per cm
hardened steel AR=15 HP=12 per cm
armor alloys AR=30 HP=15 per cm

Example: One of the supply chests is locked with a padlock and the private lost the key. The padlock is about 2 cm thick so has an AR of 8 and 20 HP. Angie tries to shoot the lock off with her pistol but barely scratches it, only doing 2 points of damage.

Unarmed Combat

A character may be in a position where they are unarmed or they may want to use less than deadly force.

To hit, the character must roll against their Agility attribute plus any skills that apply such as HTH Combat, Martial Arts or Street Fighting.

A character can inflict physical stress on an opponent equal to their Strength attribute divided by five for each fractional success rolled under in the Agility roll. For every ten points of Physical stress, the hit does one point of damage.

Str	Physical Stress Per Fractional Success.
10	2
20	4
30	6
40	8
50	10
60	12
70	14
80	16
90	18
100	20

Avoiding Death

When in a situation where a beloved Player Character is about to die the GM may opt to allow the Player to attempt to save their character with a penalty. The Player rolls a 1D10. The rolled number is how far to count down the attribute list (starting with CON and ending with PSY) this attribute will now loose (permanently) a number of points that is determined by a 1D6x5 die roll. If any attribute hits zero then the character dies.

Even if the Character is saved in this manner, they will be incapacitated until a successful surgery roll is made on them by another character and they heal to at least one hit point.

Social Conflict

Social conflict occurs when a character tries to change how another character thinks or feels about a situation. Attributes used in social conflict are Beauty, Charisma, IQ and Psyche. Several skills can be used dependent on the issue being discussed. These are Bartering, Bluffing, Command, Intimidation, Persuasion, Politics, Propaganda, Resist Intimidation, Seduction and Sociology. Inventive characters may find other skills that can apply on occasion, but these are the ones that come up most frequently.

The character trying to influence another rolls against either their IQ or their Charisma. A roll against IQ means the character is trying to make a fact based argument, while a Charisma roll is making a value based argument. With either attribute, skills that apply can be used to make the roll. The Fraction Successes are added up.

Example: Angie wants to buy a Plasma Gun from a Scimrahn but wants to see if she can get a good price for it. She could try to use Charisma and the Bartering skill pointing out some scratches and dings on the gun but her IQ and Propaganda skill is better so she rolls against that, arguing that since the ASO is here to help the Scimrahn, it's really in his best interest to give her a good price. She rolls and gets a her Full column success.

The first thing the defending character can do if they don't want to agree is to think if this argument makes sense to them. The GM or player rolls against the character's IQ. The fraction column passed is the amount the Fraction Successes that are reduced.

The Second thing the defending character can do is to roll against their Psyche and skills such as Resist Intimidation. This roll is the character testing the thought against their own values. If a player cannot explain how a character might have an objection to the idea this Psyche roll cannot be used.

Each roll requires an Action be spent. Defense rolls where the character uses IQ and then Psyche can make the rolls on two separate turns if needed. This represents the character contemplating the argument.

For each Fraction Success left after defense, the argument inflicts one Mental Stress point.

Example: The GM rolls for the Scimrahn merchant's IQ and fails the roll. The GM explains that the merchant can't argue with Angie's propaganda but the idea of giving up some profit goes against what a merchant does for a living. The GM rolls for the merchant's Psyche and gets her Full column. The merchant is not swayed by Angie's request for a lower price.

Resolving Conflicts

As characters pass rolls and inflict stress, it becomes harder for the stressed character to defend themselves from further arguments. There are several ways the stressed character can deal with this situation.

Stalling

A character can simply refuse to continue the argument. The idea here is they are going to disengage until they can recover from the stress they've built up. When a player opts for this, the character is admitting defeat socially but not intellectually. The process of doing so inflicts 5 more Mental stress points and each hour the character has to see the person they stalled, they get another Mental stress. This effect is cumulative, so each time the character stalls an argument they get one more Mental stress per hour for that person.

Surrender

This is usually the purpose for the character entering a social conflict. The loosing character admits defeat and will comply with the other character's influence.

In doing so, the character gets to relieve half the stress they accumulated in the argument. The character that then wins the argument gets to relieve all the stress built up in that argument.

Aggression

A loosing character who can no longer defend themselves because the stress they've

accumulated is higher than their IQ or Psyche may choose to react with physical aggression instead of continuing the conversation. Warning should be given that the character is becoming angry and disturbed. The character may still take stress because of taunts at this point.

There are many situations where this response will be inappropriate and may get the character into trouble.

Principles

When a character tries to change the mind of another, it can take several attempts to get them to alter their thinking. In some cases it is nearly impossible to alter a character's thoughts on a matter. Other subjects may be difficult to alter and others may be fairly easy.

if an idea goes starkly against a character's nature the player may declare that the character is immune to the arguments made against them. To do this, the player must explain the principle that the character believes in that protects them in this way. This is an idea that should be core to who the character is. They must then record this principle on the character sheet.

Example: A Scimrahn wants to bribe Angie to look the other way while he takes a pallet of MREs on it's way to a Scimrahn tribe from a storage depot. He tries to persuade her but the player declares that Angie would not do this because that food is going to help children and Angie loves children. The player writes this down on the character sheet and Angie can now use this protection in other situations that may cause harm to children.

If the player has the character violate this principle later on, the character takes 50 Mental Stress points. The GM decides when a principle has been violated.

Example: A Chezbah force attacks a Scimrahn settlement and a child is surrounded by Chezbah Hounds. Angie sees this but the player fears that there is no way to survive against that many Hounds and she flees. The GM decides that this has violated Angie's principle that she loves children. Angie gets 50 Mental Stress.

Priorities

Priorities are things that are important to the character but not as strongly as principles. A player may declare that a priority of the character's effects the social conflict and get a 40% Advantage to the skill that they use to attack or defend in the conflict when this subject is at stake.

Example: Jacob, a PC is wounded in Angie's squad and cannot move. The rest of the squad does not want to go back for him. Angie's player declares that loyalty is a priority for her and so gets a 40% Advantage to persuade the NPCs to work with her to get Jacob back to safety.

Angie's player records loyalty as a priority on the character sheet.

A character may only have up to three priorities. Any time a character takes stress while using a priority they take twice the normal amount of stress.

Beauty

The beauty attribute can be rolled for and the Fraction Successes are used to reduce the other character's Psyche defense.

Example: Angie wants to persuade an NPC to take her watch for the night so she can get more sleep. She rolls for her Persuasion Skill and Charisma and gets her Full column. She then rolls against her Beauty and gets her Full column. The GM rolls for the NPC's IQ and fails. The GM then rolls for Psyche and gets the NPC's Full column. Without the Beauty roll, the NPC would have not taken any stress.

If the GM had passed the IQ roll, the NPC would also have not taken any stress.

Drawing Attention

A character can draw attention to themselves in the hope of drawing attention away from others. When this is done, any normal social conflict skill can be used. This conflict operates as normal, anyone failing to defend will take stress unless they surrender to having their attention drawn to the character.

Because who a generic NPC is attacking is such a low priority in most cases most NPCs will simply allow themselves to have their attention drawn to the character. Only NPCs that defend against this form of subtle persuasion and those that have a specific goal in mind will resist.

Handling NPCs

A GM must decide what an NPC will do in response to the stress of a social conflict. If what the PCs are trying to do seems to have little consequence and NPC will probably opt to surrender before taking more than a point or two of stress. If what the PCs want could make life difficult for the NPC in one way or another the NPC may resist until they are no longer able to defend themselves. If the consequences of going along with the PC's argument are especially dire, then the NPC will either try and use the Stall result or the Aggression result.

Example: Angie encounters a group of Geetin. She tries to persuade the Geetin that if they come with her, they can come to live in Gadios or on Earth and be free. For a few of them, this offer may sound tempting. After taking a point of stress, they will choose to go with Angie. For others they will be leaving behind family and friends, they will take a lot of convincing that this would be a good idea. If at any time the Geetin feel Angie cannot get them to freedom safely, they will stall or become aggressive.

For NPCs that the GM wants to give a little more depth to, a principle and a weakness can be given to the character. Unless the NPC will be encountered frequently, the principle and the weakness should be made to apply as broadly as possible.

Example: The GM makes up an NPC merchant and gives him the principle that she never passes up a chance to make money through trade. The PCs can try and barter all they want but she will never really lower her prices. She may make it look like she is however. Her weakness the GM decides will be that she has a soft side for Nicoe and will often pay a bit more than normal for them.

Mental Combat

Chezbah Priest and Kelecs can communicate directly with their minds. This is a form of social conflict but because of the method used the process is slightly different. The Priest or Kelec can use their IQ or Charisma attribute for their first roll and can boost their fractional successes with a Psyche roll because the Priest's will makes the message more forceful.

The Defender then can use IQ or Charisma to defend first and add a second roll of Psyche to defend against the attacker's will.

Some Priest abilities change what responses a character can make in a conflict. These are covered in the GM's Section.

Survival Challenges

Survival situations are a great challenge to add to a game. In this kind of challenge the characters test their ability and equipment against the environment. They can be used by themselves or as a background situation where the characters encounter other challenges.

Survival situations are often most potent when vehicles are not available for a journey but even with vehicles these situations can still be used especially when the characters have to live in an a difficult environment for a time.

Lots of time can pass in a survival situation. It must be understood that much more time passes under the turns the players will take than does in combat.

Environments have a certain amount of Challenge Points (CP) that the characters must overcome. These points represent the amount of effort that must be expended to get through the environment. Players roll against the character's skills and attributes to reduce their share of the CP.

Each turn roll against the surmounting attribute and compare the result to the chart below it to see how many CP are reduced. Each character must make their own way through the challenge and reduce the CP of the challenge to zero before they have reached the end. A character can share up to half of their Fractional Successes with another character.

Each environment fights against the characters surviving by presenting them with randomly generated hazards. The GM may choose the hazards to be faced or they can be rolled for.

Cold Dessert

A cold desert is a dry region with very little water but unlike a hot desert, heat is not the problem, chilling cold temperatures are.

Surmount Method: Carrying water and food to get across. Foraging while in the desert. Fast travel. Warm Clothing.

Surmounting Attribute: Constitution or Psyche (whichever is higher)

Full	1/2	1/4	1/8
1	2	3	4

CP 1 per 5 Kilometers

Hazards

Dehydration

For every survival round the characters face a dehydration hazard that can only be defended against by drinking 1/2 liters of water. If the character does not drink the required amount they get 2 Physical Stress per turn. Stress penalties accumulate until the characters can eat, drink and recover for a period of time. If the Physical Stress exceeds their Con the character takes one point of damage per round.

Exertion

For every survival round the characters face an exertion hazard. While walking on foot the character has to exert themselves this leads to further dehydration

they get 2 more Physical Stress points unless they drink another 1/2 liter of water or making a successful Con roll. Stress accumulates until the characters can eat, drink and recover for a period of time. If the Physical Stress exceeds their Con the character takes one point of damage per round.

Random Hazard

For every survival round the GM should roll once on the following table.

Roll 1D100

1-25	None
26-70	Blowing wind
71-75	Frigid night
76-85	Monotony
86-90	Ravine
91-95	Lost
96-98	Sand/dust storm
99	Dunes
100	Snow Storm

Blowing wind

The temperatures are normally cold but with the wind chill there is a real hazard. Without protection from the wind the characters take 1D6 Physical Stress. The GM should determine if the character's clothing is sufficient to protect them from the cold. Even if the characters are properly protected by clothing they get 1 Physical Stress unless they seek shelter or the warmth of a fire.

Frigid night

The night is very cold. Without warm cloths or a fire the characters get a 10 Physical Stress.

Monotony

The boredom is getting to the characters, they take 2 Mental Stress points and must make a successful Psyche roll or they cannot travel.

Ravine

A deep gorge blocks travel. Going around will take a trip of 30 Km. Climbing down and back up the ravine requires the Rock Wall hazard to be encountered twice (on to climb down, the other to climb up the other side).

Lost

The characters have lost their direction for some time and didn't notice it. Roll 2D6 and add that to the remaining CP.

Sand/dust Storm

A fierce storm blocks travel for a day and gives 6 Physical Stress unless the characters are able to find or erect a shelter.

Dunes

Tall sandy dunes make travel more difficult, especially for wheeled vehicles. CP rate is halved (round down) for this hazard, making a roll on a 1/2 fraction column necessary to pass it. Wheeled vehicles can only travel at half speed.

Snow Storm

Temperatures plummet and a snow storm develops giving the 10 Physical Stress unless the characters are able to find or erect a shelter. By melting the snow, the characters can drink as much water as they need and can refill their water supply.

Defenses and Weaknesses
None

Rock Wall

A geological barrier blocks travel. Traveling around it will take time, climbing up or down it could be dangerous.

Surmount Method: Bare handed climbing. Ropes, spikes and hooks but the rope has to get to the top somehow.

Surmounting Attribute: Strength

Full	1/2	1/4	1/8
1	2	3	4

CP 1 per 2 meters

Hazards

Exertion

For every failed Strength roll the characters face an exertion hazard. While climbing the character has to exert themselves this leads to muscles getting tired and get 2 Physical Stress. Stress accumulates until the characters can recover for a period of time.

If the Stress exceeds the character's Con the character must be rescued off the rock face or fall if they fail another Str roll.

Random Hazard

For every survival round the GM should roll once on the following table.

Roll 1D100

1-50	none
51-60	Loose Rock
61-75	Overhang
65-80	Stretch between holds
81-90	Wet rock/moss
91-100	Ledge

Loose Rock

A hand hold or foot hold that looked sturdy breaks off. The Character in the lead of the group must make an Agility roll to recover or the strain inflicts 2 Physical Stress. All other characters must protect themselves from falling rocks (1d6 points of damage). Using rope to climb does not eliminate this hazard.

Overhang

There is a portion of the wall that angles outward. This makes the climbers rely primarily on arm strength. The characters must make an Agility roll or the strain inflicts 2 Physical Stress. Using Rope eliminates this hazard.

Stretch between holds

The distance between handholds makes progressing difficult. The next Str roll to move up or down must be made with 1d6 10% Impairments for all characters. Using Rope eliminates this hazard.

Wet Rock/Moss

A portion of the rock is slippery from moisture or moss. The next Str roll to move up or down must be made with 1d6 10% Impairments for all characters. for all characters. Using Rope reduces this hazard by half.

Ledge

A small ledge allows the characters to rest and recover.

Defenses and Weaknesses

Defense: Impervious rock 10% chance

The rock of this cliff is very hard and driving in spikes to hold a rope is extremely difficult. If a character falls the spikes will not hold the rope in place and all the characters will fall.

Defense: Loose rock 10% chance

The rock of the cliff is loose and climbing by hand will cause rock fall after rock fall. Using a rope to climb is required.

Defense: Waterfall 2% chance

The only climbable section of the cliff is up a waterfall. This soaks the characters making them heavier and hand holds and ropes slippery. All Str rolls must be made with 1d6 20% Impairments for all characters.

Dense Undergrowth

Travel is slowed by heavy vegetation. Foot travel is difficult and vehicles get stuck on the thick plant stems. Biting insects and poisonous plants may also be present. Visibility is very limited so getting lost is a real possibility.

Surmount Method: Chopping out brush in front of the group or vehicles, finding an animal path, crashing through.

Surmounting Attribute: Constitution

Full	1/2	1/4	1/8
1	2	3	4

CP 1 per Km

Hazards

Exertion

For every failed Constitution roll the characters face an exertion hazard. While moving through undergrowth the character has to exert themselves this leads to muscles getting tired. They get 2 Physical Stress. Stress accumulates until the characters can recover for a period of time.

Random Hazard

For every survival round the GM should roll once on the following table.

Roll 1D100

1-40	none
41-60	Insect Bites
26-60	Poisonous insect Bites
61-70	Animal encounter
71-80	Confusion
81-90	Animal path
91-100	Rain

Insect Bites

Biting insects swarm the characters. They may just be a nuisance (1 Mental Stress per bite) or they may carry disease 5% chance. Each character can roll against Reflex to avoid or swat the bugs. On a failed roll 2d10 insects bite the character. On a full success roll 1d10 insects bite the character. For a 1/2 column the character gets 1d6 bites. For 1/4 and 1/8 rolls the character gets no bites. Specially designed clothing with netting over exposed skin or vac-suits will protect against bites.

Poisonous Insect Bites

Venom usually causes irritation and pain at first (1 Mental and 1 Physical stress per bite) but if bitten repeatedly can cause illness or death (Physical Stress from the bites exceeds Con) and they may carry disease 5% chance. Each character can roll against Reflex to avoid or swat the bugs. On a failed roll 2d10 insects bite the character. On a full success roll 1d10 insects bite the character. For a 1/2 column the character gets 1d6 bites. For 1/4 and 1/8 rolls the character gets no bites. Specially designed clothing with netting over exposed skin will protect against bites.

Animal Encounter

The characters are traveling toward an animal that is sleeping or hiding so does not hear them coming. The startled animal may attack. GM's choice of animal.

Confusion

The lead character must make a Land Navigation skill roll or the party is thrown off course for a period of time. Add 2d6 to the remaining CP of the obstacle.

Animal path

A number of animals travel through the undergrowth and have cleared a path. All characters get to reduce twice the CP this survival round.

Rain

The rain system in this area is either on or leaking. Rain makes surfaces slick, makes clothing heavy, makes soil muddy and may damage unprotected equipment causing rust and corrosion. Characters get 2 Mental Stress, 1 Functional Stress and 1 Physical stress. Characters can protect against this by making shelter.

Defenses and Weaknesses

Weakness: Machete

Using a Machete doubles the CP that can be reduced per roll.

Defenses: Land Vehicles

Moving a large object such as a land vehicle through dense undergrowth requires 10 x the number of CP.

Swamp

Water soaked ground, small islands, shallow water, along with plant and animal life all make survival in a swamp hazardous. Although there is plenty of water around, it's unlikely that it's drinkable without treatment.

Surmount Method: Slogging through mud and mire, mapping out safer paths, travel by boat.

Surmounting Attribute: Constitution

Full	1/2	1/4	1/8
1	2	3	4

Surmounting Attribute: IQ (for mapping)

Full	1/2	1/4	1/8
1	1	1	2

CP 1 per Km

Hazards

Exertion

For every failed survival roll the characters face an exertion hazard. While moving through mud the character has to exert themselves this leads to muscles getting tired. They get 2 Physical Stress. CDF penalties accumulate until the characters can recover for a period of time.

Exposure

When using Con as a Surmount attribute, the characters are charging through water and mud. Boots and cloths become heavy and wet making travel more difficult 2 Physical Stress. Being exposed to the contaminated water also exposes the character to disease (See: Rules-Infectious Disease).

Random Hazard

For every survival round the GM should roll once on the following table.

Roll 1D100

1-25	none
26-40	Insect Bites
41-60	Poisonous insect Bites
61-70	Animal encounter
71-80	Confusion
81-90	Animal path
91-100	Rain

Insect Bites

Biting insects swarm the characters. They may just be a nuisance (1 Mental Stress per bite) or they may carry disease 5% chance. Each character can roll against Reflex to avoid or swat the bugs. On a failed roll 2d10 insects bite the character. On a full success roll 1d10 insects bite the character. For a 1/2 column the character gets 1d6 bites. For 1/4 and 1/8 rolls the character gets no bites. Specially designed clothing with netting over exposed skin or vac-suits will protect against bites.

Poisonous Insect Bites

Venom usually causes irritation and pain at first (1 Mental and 1 Physical stress per bite) but if bitten repeatedly can cause illness or death (Physical Stress from the bites exceeds Con) and they may carry disease 5% chance. Each character can roll against Reflex to avoid or swat the bugs. On a failed roll 2d10 insects bite the character. On a full success roll 1d10 insects bite the character. For a 1/2 column the character gets 1d6 bites. For 1/4 and 1/8 rolls the character gets no bites. Specially designed clothing with netting over exposed skin will protect against bites.

Animal Encounter

The characters are traveling toward an animal that is sleeping or hiding so does not hear them coming. The startled animal may attack. GM's choice of animal.

Confusion

The lead character must make a Land Navigation skill roll or the party is thrown off course for a period of time. Add 2d6 to the remaining CP of the obstacle.

Animal path

A number of animals travel through the undergrowth and have cleared a path. All characters get to reduce twice the CP this survival round.

Rain

The rain system in this area is either on or leaking. Rain makes surfaces slick, makes clothing heavy, makes soil muddy and may damage unprotected equipment causing rust and corrosion. Characters get 2 Mental Stress, 1 Functional Stress and 1 Physical stress. Characters can protect against this by making shelter.

Defenses and Weaknesses

30% Chance Weakness: Boat

Some swamps are deep enough to use a boat. Using a boat doubles the CP that can be reduced per roll when using IQ as the Surmount Attribute.

Defenses: Land Vehicles

Moving a land vehicle through dense undergrowth requires 10 x the number of CP.

Cave

A cave can act as shelter for PCs or any number of creatures. Few are likely to travel deep into the cave past the line where light from the outside starts to fail but may be chased further into the cave.

Natural caves of limestone may be found at the core but in most of the constructed parts of The Artifact, caves are most likely made by quakes splitting hexes apart and enormous piles of rubble filling an area. This kind of craggy and cave filled environment is a favorite of Scimrahn to hide in and build their safe houses.

Surmount Method: Squeezing through tight passages, climbing over rubble strewn floors, up and down rock faces, swimming through subterranean rivers.

Surmounting Attribute: Constitution

Full	1/2	1/4	1/8
1	2	3	4

Surmounting Attribute: Strength (for Climbing)

Full	1/2	1/4	1/8
1	1	1	2

CP 1 per 10 meters

Hazards

Exertion

For every failed Constitution roll the characters face an exertion hazard. While moving through the cave the character has to exert themselves this leads to muscles getting tired. They get 2 Physical Stress. Stress accumulates until the characters can recover for a period of time.

Random Hazard

For every survival round the GM should roll once on the following table.

Roll 1D100

1-25	Tight Passage
26-40	Loose Rock
41-60	Dome Pit
61-70	Vertical Climb
71-80	Confusion
81-90	Tunnel Splits
91-95	Tunnel Ends
96-100	Underground River

Tight Passage

Characters must crawl through very tight tunnels to move deeper into the cave. Large packs and equipment must be either disassembled and dragged through or left behind. Passages are so tight that characters may need to exhale to fit through. Characters must make a Psyche roll to make it through.

Loose Rock

Loose rocks of various sizes cover the passage floor. Traveling over them is treacherous. While slips and falls are minor hazards the injuries can build up over time.

Characters must make an Agility roll. If failed they get 2 Physical Stress.

Dome Pit

A vertical shaft with a dome at the top intersects the passage. The shaft is 1D6 meters wide and may be too wide to jump across. There is also a 25% possibility that the passage is too short to allow a person to jump. Characters will have to devise a method of crossing.

Vertical Climb

A vertical shaft continues the passage either up or down for 1D10x2 meters. Use the Rock Wall obstacle stats for this part of the passage.

Confusion

The characters must make a Navigation Subterranean skill roll or the party is thrown off course for a period of time. Add 2d6 to the remaining Challenge Points of the obstacle.

Tunnel Splits

The Tunnel splits into two main passages. If the players have a specific goal to reach, they must pick one of the tunnels. There may not be any way of knowing which tunnel is the correct one unless someone has already mapped the tunnels. If someone has mapped them, make a Navigation Subterranean skill roll to pick the right one.

Tunnel Ends

The tunnel abruptly ends, possibly by getting so narrow that a human cannot pass through. If there is a goal the players have to reach that has not been accomplished, the GM may decide that there was a branch in the path some way back, possibly obscured by a rock or a rock formation.

Underground River

Most natural caves are formed by rivers, in this cave's case water has carved another passage that is still full or mostly full of water. To keep going the characters will have to swim through the river. There is a 50% chance that the characters will have to hold their breath for 2D10 meters along the river's path before they emerge again in a dry passage. Players will not know how far they have to go underwater. Con roll is required for every turn underwater to stay focused. If the Con roll is failed they must seek air.

Defenses and Weaknesses

10% Chance Defenses: Foul Air

Caves may not always have breathable air. Methane, Co2 or other gasses may make air unbreathable in some or all of the cave.

Mountain

A mountain is a steeply elevated landform that rises into a peak. Tall mountains often have different environmental conditions at their peak than they do at their base. For game purposes, it may be that there is something on the mountain the characters must get to, or a mountain range is in their path. Going around may be a distance of dozens if not hundreds of miles.

Mountains on The Artifact are most often found in the vegetation bands.

Surmount Method: Hiking slopes of less than 40 degrees and climbing areas of greater slope. Slope starts off at 20 degrees.

Surmounting Attribute: Constitution (for hiking)

Full	1/2	1/4	1/8
1	2	3	4

Surmounting Attribute: Strength (for climbing)

Full	1/2	1/4	1/8
1	1	1	2

CP 1 per 50 meters of total elevation (usually much more than 300 m in elevation)

Hazards

Exertion

For every failed Strength roll the characters face an exertion hazard. While climbing the character has to exert themselves

this leads to muscles getting tired and get 2 Physical Stress. Stress accumulates until the characters can recover for a period of time.

If the Stress exceeds the character's Con the character must be rescued off the mountain or fall 1d10 meters if they fail another Str roll.

Random Hazards 0-300 meters

For every survival round between 0-300 meters of elevation the GM should roll once on the following table.

Roll 1D100

1-25	5 Degree Slope Increase
26-40	Loose Rock
41-60	10 Degree Slope Increase
61-70	Vertical Climb
71-80	5 Degree Slope Decrease
81-90	Ledge
91-95	10 Degree Slope Decrease
96-100	Stream

5 Degree Slope Increase

The slope of the mountain increases by 5 degrees cannot increase more than 80 degrees

Loose Rock

Loose rocks of various sizes cover the mountainside. Traveling over them is treacherous. While slips and falls are minor hazards the injuries can build up over time. Characters must make an Agility roll. If failed they get 2 Physical Stress.

10 Degree Slope Increase

The slope of the mountain increases by 10 degrees cannot increase more than 90 degrees

Vertical Climb

A vertical wall continues the route up the mountain either up or down for 1D10x2 meters. Use the Rock Wall obstacle stats for this part of the climb.

5 Degree Slope Decrease

The slope of the mountain decreases by 5 degrees cannot decrease to less than 20 degrees

Ledge

The mountain path levels out into a ledge that affords a good spot to camp and rest.

10 Degree Slope Decrease

The slope of the mountain decreases by 10 degrees cannot decrease to less than 10 degrees

Stream

Most rivers have a mountain as their source. At lower elevations this stream can be a formidable obstacle. There is a 50% chance that the characters will have to cross the river to continue up the mountain 2D10 meters or travel another 1D10 x 50 meters to get around the stream.

Random Hazards 301-1500 meters

For every survival round between 301-1500 meters of elevation the GM should roll once on the following table.

Roll 1D100

1-25	5 Degree Slope Increase
26-40	Rock Fall
41-60	10 Degree Slope Increase
61-70	Vertical Climb
71-80	5 Degree Slope Decrease
81-90	Ledge
91-95	Storm
96-100	Stream

5 Degree Slope Increase

The slope of the mountain increases by 5 degrees cannot increase more than 80 degrees

Rock Fall

All mountains are continuously eroding. Ice that forms at nigh may loosen rocks and as the ice melts the rocks fall away

possibly knocking more rocks down the mountain. Characters must defend against falling rocks by dodging or protecting themselves or take 1d6 points of damage.

10 Degree Slope Increase

The slope of the mountain increases by 10 degrees cannot increase more than 90 degrees

Vertical Climb

A vertical wall continues the route up the mountain either up or down for 1D10x2 meters. Use the Rock Wall obstacle stats for this part of the climb.

5 Degree Slope Decrease

The slope of the mountain decreases by 5 degrees cannot decrease to less than 20 degrees

Ledge

The mountain path levels out into a ledge that affords a good spot to camp and rest.

Storm

An unexpected storm forms on the mountain. High winds, rain, possibly snow and hail make travel difficult. Characters take 3 Physical Stress and 2 Functional Stress per hour unless sheltered in a tent for the storm. The storm lasts 2d10 hours.

Stream

There is a 50% chance that the characters will have to cross the river to continue up the mountain 2D6 meters or travel another 1D10 x 50 meters to get around the stream.

Random Hazards 1501+ meters

For every survival round between 1501+ meters of elevation the GM should roll once on the following table.

Roll 1D100

1-25	5 Degree Slope Increase
26-40	Glacier
41-60	Altitude Sickness
61-70	Vertical Climb
71-80	5 Degree Slope Decrease
81-85	Ledge
86-95	Storm
96-100	Avalanche

5 Degree Slope Increase

The slope of the mountain increases by 5 degrees cannot increase more than 80 degrees

Glacier

Traveling over glaciers is dangerous partly because the ice is slippery but also because the glacier can crack, forming a crevasse. These cracks can be open or hidden by a snow bridge that conceals the crevasse. Without ice axes and crampons for boots characters get 2 Physical Stress due to the difficult terrain.

There is a 60% chance of a crevasse in the glacier. Jumping over it requires a successful STR roll. There is a 20% chance that the crevasse is invisible due to a snow bridge. Using a pole or the shaft of an ice axe characters may make an INT roll to detect the crack. As a precaution the characters can tie themselves together with a rope and the other characters must make a Reflex roll to stop themselves from falling in. For every character that falls in the crevasse one must pass to save them. Each character that falls in makes it more difficult to stop the rest of the characters from falling. Those that do fall take 3d10 points of damage and can either climb out themselves if they have an ice axe and crampons or must be pulled out by rope.

Altitude Sickness

Ascending a high altitudes can make a person sick because of the lack of oxygen. Randomly select a character to be affected by this hazard. Symptoms include severe headache (5 Mental Stress), lethargy and nausea (4 Physical Stress). Oxygen may be taken if available but the best treatment is to descend down the mountain. Not treating

altitude sickness can lead to life threatening conditions within 24 hours (1d10 points of damage every five survival turns or 12 hours).

Vertical Climb

A vertical wall continues the route up the mountain either up or down for 1D10x2 meters. Use the Rock Wall obstacle stats for this part of the trail.

5 Degree Slope Decrease

The slope of the mountain decreases by 5 degrees cannot decrease to less than 20 degrees

Ledge

The mountain path levels out into a ledge that affords a good spot to camp and rest.

Storm

An unexpected storm forms on the mountain. High winds, snow and hail make travel difficult. Characters take 5 Physical Stress and 3 Functional Stress unless sheltered in a tent or snow cave for the storm. The storm lasts 2d10 hours.

Avalanche

The mountain pass is covered in snow pack. If it is crossed there is a 75% chance of an avalanche. Traveling around the snow pack will mean getting back 3D10 CP to the total CP of the mountain. If an avalanche is triggered all characters take 2d6 points of damage and there is a 80% chance they will be buried and must be found and then dug out by another character. All INT rolls to find a buried character with a 60% Impairment.

Defenses and Weaknesses

30% Chance Weakness: Huts

Many mountains have huts built on them that are intended for climbers to use and rest in. There is a 30% chance they are stocked with a small quantity of food, water and wood to start a fire. The characters may either stumble on the hut or the GM may have them make INT rolls to notice them if they are not on a regular trail.

Scimrahn Safehouse

Scimrahn safehouses are fortified and camouflaged bunkers that Scimrahn run to when attacked and often store surplus they will not immediately need.

If a hex collapses, it often leaves natural voids in rubble that can form caves. This is a favorite location to carve out a Safehouse. These structures are designed to hide a tribe from the Chezbah and if discovered, give the tribe a strategic advantage in defending themselves.

Although officially any Scimrahn is supposed to be welcome to take shelter in a safehouse, this is not always followed by tribes that are storing their valuables. The fact that entire tribes are occasionally wiped out can leave these locations derelict and many Scimrahn seek out unused Safehouses either to use them for themselves or to loot them.

Surmount Method: Observing hidden hatches, symbols and noticing traps

Surmounting Attribute: Intuition

Full	1/2	1/4	1/8
1	2	3	4

10 CP for a new Safehouse (1-50 years)
20 CP for a older Safehouse (51-100 years)
40 CP for a very old Safehouse (101-300 years)
60 CP for an ancient Safehouse (301-800 years)

Hazards

Confusion

Just finding which crevice or chamber is the next stage of the safehouse is taxing. For every failed Intuition roll the characters face a confusion hazard. While moving through the safehouse the character has to search for small indications of traps or cues to travel further into the Safehouse. Failed Intuition rolls get 1 Mental stress point.

Random Hazard

For every survival round the GM should roll once on the following table.

Roll 1D100	
1-25	Hidden door
26-40	Maze
41-60	Hound trap
61-70	Pit trap
71-80	Demolished
81-90	Decoy entrance
91-95	AI Trap
96-100	Unique

Hidden Door

A cleverly hidden door is used to make it harder find the next leg of the safehouse. Characters must make an Intuition roll with 2 50% Impairments to find the door. A character's Scimrahn En skill may be used to add fractional successes to the roll. The player using the Scimrahn En skill should describe the symbols they found that leads them to the door.

Maze

A twisted knot work of crawlway passages with many leading to dead ends or looping back on themselves. Exploring the passages and finding the way out takes time and energy. Characters must make a Constitution roll or they take 2 Physical stress.

There is a 10% chance of a Chezbah hound in hibernation somewhere in the tunnels. It was sent in, got lost and shut down.

Hound Trap

These are traps meant to capture Chezbah Hounds. These often involve trapping a hound in a cramped tunnel between heavy doors (AR 50 200 HP) and then slowly crushing them in between the walls of the tunnel. The trap will wait for 30 seconds (3 turns) and then do 5d10 damage per turn for 5 turns. They are often well hidden and require an Intuition roll with 2 60% Impairments to see them before they've sprung. A character's Scimrahn En skill may be used to add fractional successes to the roll. The player using the Scimrahn En skill should describe the symbols they found that warned them of the trap.

Only with a successful Scimrahn En skill roll can the trap be disabled for ten turns. The En are used to describe the solution to a combination lock that disables the trap.

To make the trap safer for a Scimrahn, there is almost always a release inside that requires a successful Dexterity check to disable the trap and release the occupant.

Pit Trap

These traps are used to catch Chezbah Warriors and Hounds. Since Hounds can jump very high, they often are very deep any one falling down one of these traps takes 3D10 points of damage from the fall. There is a 10% chance that there is a hibernating Chezbah Hound at the bottom of the pit. They are often well hidden and require an Intuition roll with 2 60% Impairments to see them before they've sprung. A character's Scimrahn En skill may be used to add fractional successes to the roll. The player using the Scimrahn En skill should describe the symbols they found that warned them of the trap.

Demolished

The tunnel has been demolished either by a cave in or by Chezbah collapsing the tunnel intentionally.

Getting past the demolished tunnel requires that it be cleared of debris and braced

up. This requires moving heavy boulders, dust and in some cases cutting through boulders too large to move.

This task has a value of 1D10 Challenge points by itself. The surmounting attribute is Strength. Each failed strength roll means the character takes 2 Physical stress. Tools like hammers, pry bars and rope give a 30% Advantage to the rolls.

Decoy Entrance

The passage being investigated is a decoy. the passage abruptly ends. Hidden Scimrahn En gives a clue as to the real passage's whereabouts. The characters must double back out of the tunnel and look for the new passage.

AI Trap

Part of an E-suit, usually the upper torso with no shields or weapons, guards the passage. The E-suit torso is usually fixed in place and powered by hidden electrical cable. It blocks the passage unless the characters can give it a message written in En. If anyone gets near it without giving the key phrase, it will attack with it's fists. The AI's Agility and Reflex attributes are 1d6x10 but has a 40% Advantage to hit because of the small space in the passage. The E-Suit's AR and BP are all standard but HP are usually around half their normal amount if only the torso is in place.

With a successful Scimrahn En skill roll the trap can be disabled for ten turns. The GM can describe the En that the characters find and if they have passed a skill give a string of ideas they represent. To guess at the pass phrase the characters will have to combine the ideas into a one to three word phrase. In most situations the AI will answer if it will allow the characters to pass. If the characters give the wrong key phrase they can ask if they can pass and the AI will answer no.

Unique

A unique and unusual system is used to confuse or kill Chezbah, The more dangerous the trap, the more En warnings there should be.

The GM should design their own trap. It should be decipherable by interpreting a string of 3 to 5 ideas given in En.

Defenses and Weaknesses

30% Chance Weakness: Scout

Many safehouses have a Scimrahn scout that lives in the area. This scout may know some or all of a newer safehouse. A scout that knows a safehouse may lead the characters to an inner Poord chamber that has supplies like old blankets, some water, old provisions and some fuel and complain that his tribe is poor. This chamber is accessible from the outside and is used to hide the tribes vehicles while they are hiding from Chezbah but there are often hidden cashes and inner chambers to hide women and children in. The PCs will have to explore on their own after this and the scout may be unhelpful or misleading.

For older safehouses, the scout may have explored some of it but it is unlikely they would have reached it's inner chambers.

30% Chance Defense: Inner Poord

After 1D10 CP have been surmounted, the characters find a minor chamber with supplies like old blankets, some water, old provisions and some fuel. There should also be 2d6 Plasma Guns with clips, 4d6 Laser Guns with energy packs and 1d6 suits of armor patched together from suits that were

damaged. This is to make the curious think they have found the inner Poord.

These chambers are in fact used by any tribe making use of the safehouse. The chamber is often large enough to house the tribes vehicles while they are hiding from Chezbah but there are often hidden cashes and inner chambers to hide women and children in.

Inner Poords are not accessed directly by the tunnels the characters will be crawling through. Usually there is a trigger deep inside a tunnel that when activated opens a large camouflaged door most often made of a very large boulder 3-5 meters in diameter.

40% Chance Weakness: Foraging

Safehouses are often built in close proximity to good foraging grounds. Characters get a 30% Advantage to their Foraging skill.

40% Chance Weakness: Hunting

Safehouses are often built in close proximity to good hunting grounds. Characters get a 30% Advantage to their Hunting skill.

The Roke

Roke is the Scimrahn word for home. This is the furthest inner chamber of the safehouse. It is where the children are sent when the safehouse is under siege and it is where the tribe keeps all it's goods that cannot be easily carried. When the characters reduce the CP of the safehouse to zero, they have reached the Roke.

Inside the Roke there is often a storehouse of 1d10 x ¥1,000,000 x the CP of the safehouse in Scimrahn, Kelrath and Chezbah goods.

Tech Challenges

With the technical characters, Field Scientist, Medics, Communications Officer and Field Engineers, a GM may want to give them a challenge that fits their abilities. How can that be done without understanding how the high technology of a fictional world works? Instead of long explanations of the science, this section provides a story driven tool that looks at the result of the technical character's actions. The character knows how the science works, the player just has to know how to apply the technical character's skills.

Example: The teleporter is not working. It was fine an hour ago. Davis the Field Engineer PC has the knowledge needed to figure out what's wrong with it but his player doesn't

(and can't since it doesn't actually exist). The player relies on Davis' knowledge in game.

Integrating Tech Challenges

Not all characters will be able to help with a tech challenge just as tech characters are often less effective in combat challenges. To integrate the efforts of a technical character and combat characters, a GM can give a tech challenge two dimensions. The combat characters work to keep the group alive while the technical characters seek out the root cause of the problem.

Example: Chezbah Hounds are surrounding an ASO camp, the engineers are trying to evacuate by teleporting the platoon out but the teleporter is not working. Angie's job is to keep the Hounds at bay while Davis' job is to try and figure out what's going on with the teleporter.

Challenge Points

The tech challenge needs to have some kind resistance to being solved. To do this the challenge is given a number of Challenge Points (CP). The GM should think about how long the technical characters will have to deal with the challenge. For a challenge that should persist for the whole game the challenge should have 6 to 10 CP per technical character. If the challenge is coming in at the end of a game 3 to 5 CP per technical character is usually enough.

Example: The teleporter problem is the core problem. Angie will have to fight the Hounds presumably as long as the teleporter is down. Once the teleporter is back up the group will teleport out and the story is over. Davis and another PC Comm Officer named Trevor will be involved in this challenge (although at first it looks like it's only Davis' problem) so the challenge is given 12 CP.

Skill Probes

The first thing the characters have to do is diagnose the problem and what skill will be effective in defeating the challenge. The characters roll against their skills and count the fractional successes, if they are successful they can probe the challenge and tell if that skill will be effective. This step is important because trying to fix the problem with skill rolls without knowing what skills will work count as failures and triggers negative effects. Skipping the probes can be done if the characters are desperate but they will have to live with the consequences.

This is a situation where the more PCs that are working on the problem the faster an effective skill will be found. This process can take much longer with a single character trying to fix the problem.

Any fractional successes of the skill roll the player made for the probe attempt becomes the target number. If a player can describe how a skill would apply to the technical challenge, explaining what the skill would accomplish in that situation, add 3 to the target number when the GM checks to see if the skill will apply.

For each probe, the GM rolls 1d10 out of view of the players. If the number rolled is equal or lower than the target number then the skill guessed can be used to defeat the challenge.

If the roll is a 1, that skill is especially effective in solving the challenge. This skill reduces the challenge's Challenge Points at double the normal rate.

If the roll is a 10 it is a red herring. It looks like it will work but will actually set the characters back by adding 3 CP to the challenge if a fix is rolled for. If another character probes with the skill again and the GM does not roll a 10 this time, they will be able to detect that it is a red herring.

Example: Davis rolls for a probe with several skills but doesn't find any skills that will help. Trevor eventually gets involved and tries a few skills. Finally he gets a success with Radio Operation. The GM thinks about this for a minute and decides that Trevor is picking up a strong radio signal that is disrupting the electronics.

Using this method opens the possibility that a skill that doesn't make sense with the situation could be flagged as an effective skill in solving the challenge. The GM should feel justified in giving a veto to a skill that just doesn't make sense. However, with a lot of creativity, even skills that would seem unrelated might produce a very interesting story about the nature of the challenge.

The Fix

Once a skill has been determined, the characters can roll against that skill to bring down the Challenge Points of the challenge. When the players roll against the chosen skill, they reduce a number of CP equal to the fraction successes they make.

Example: Trevor rolls his radio operation to identify the signal. He rolls and gets a Full column, reducing the CP of the challenge by 1.

For every roll taken to attempt fixing the problem, successful or not, the challenge will transform in some way. For rolls that take off CP roll on the Successful Transform table. For any roll other than probe rolls that do not take off CP roll on the Failure Transform table.

Successful Transform

Roll 1d6

1 Problem fades for a time but comes back growing stronger.
2 The problem seems unaffected but the characters are actually making progress. The skill to fix remains the same.
3 Problem is partly fixed but the skill required to fix the problem is now different.
4 The problem appears to be fixed but has only moved to a new location. Int roll required to find it.
5 The symptoms become less pronounced but the danger continues to mount. The skill used is no longer effective.
6 The last fix attempted takes off double CP but The next attempt will require a character to get at least two Fractional Successes to reduce any Challenge Points. Tools may be used to get these two successes.

Failure Transform

Roll 1d10

1 Problem rapidly gets worse. Frustration sets in 3 Mental stress.
2 Failure makes it look like another skill (GM's choice) is needed to fix the problem but this is another red herring. +2 CP if the other skill is tried.
3 A second problem is created, something important is damaged or fails. The skill used is no longer effective.
4 The character failing the roll is injured (1d10 damage) if they don't make a saving Reflex roll. The character gets a 1% Advantage for every minute in game that the turn took. (e.g. a 1 hour turn gives a 60% advantage)
5 Someone else gets injured (1d10 damage) if they don't make a saving Reflex roll. The character gets a 1% Advantage for every minute in game that the turn took. (e.g. a combat turn gives a 0% advantage)
6 Any further rolls require putting people in danger because of a hazard like fire, falling equipment, explosions, infection etc.
7 An NPC involved takes 2d10 damage if they do not make a Reflex roll. The skill used is no longer effective.
8 The problem spreads in a way not normally thought possible. ex. The usual protective measures fail, a disease passes through rubber gloves etc.
9 The problem is now immune to the skill used.
10 The problem gains 3 CP.

Implementing these tables will take some imagination on the part of the GM. If you need to, take a moment to ponder how the transform might apply. If a transform doesn't quite fit, Just get close to what it's trying to do. If you cannot make sense of a transform in the setting you're using at all, use another or make up your own.

Optional Rule 1: The Game Master can make up their own transforms if desired. If they are comfortable doing so, they may choose items from the transform tables or skip rolling on a table all together if they have a specific transform in mind. A GM may feel comfortable making up transforms as needed, this has the advantage of not having to look up the tables and may speed play.

Optional Rule 2: The GM may ask for player input on how to interpret transform results if the players feel like they would enjoy having an input on this process.

Time

Any fix attempt roll takes time to implement. The GM should decide how long fix attempts will take. For a game where danger is constant, and combat centric characters are constantly busy, having each roll take an hour of work will severely limit the technical character's involvement. In a survival situation where the turns take an hour to pass, having tech rolls happen every hour is more reasonable. For each round that other characters are acting, tech characters should have a chance to roll.

This discrepancy can be justified by framing the amount of work that goes into trying to defeat the challenge. In a high tension situation, the tech is not going to sit down and write a new program. More likely they will try a quick command to see if a fix will work. Given hours or days, the GM can describe the situation as one that will take hours of effort for a more complicated solution.

Primary Skill Challenges

Some specific kinds of Tech Challenges have a primary skill that will work at the beginning of the challenge without testing with a skill probe and will continue to work unless a transform says that it won't. When this happens other skills are tested with a skill probe until an effective skill is found. Usually only one roll with this other skill is needed before the primary skill is effective again.

Examples of Primary Skill Challenges - Building bunkers, primary skill: Construction Bunker. Hacking computers, primary skill: Defeat Security. Decipering Scimrahn Pictographs, primary skill: Scimrahn En.

Communication and Computers

Communication is a vital part of modern life and military. Although radio is the default standard for earth technologies, it has serious limitations in the underground of The Artifact. Massive hex walls make it very hard to communicate more than a few hexes.

Native populations use a combination of low tech and high tech communication methods but radio is still the default for short distance communications.

Radio

Radio is used mainly for short to medium ranged communication

Each fractional success allows the transmission to overcome an obstacle like a single hex wall or an electrically charged atmosphere like that found in a power hex.

Network

The Network is the only means of mass communication for The Artifact. Although using it has an inherent risk to it, not using this communication system would be crippling to military organization. It is flexible enough to operate as a point to point communication system like a telephone or it can operate as a broadcast system like a radio sending out a signal.

The network is in place to report statuses of the Hexes to what seems to be some kind of command and control system that is currently controlled by the Chezbah. The network web has also been used to send communications in between Hexes and relayed to the specific terminals.

The Artifact has a staggering number of Quantum Liquid Computers (QLC) that are connected in a web of cables. Each Hex Mainframe is connected to it's six neighboring Hex Mainframes and a number of terminals that allow those in the Hex to send commands to the Hex Mainframe without having to climb down through tunnels to be in front of the QLC.

The Hex Mainframes can hand messages to the next Mainframe in a chain to communicate from any one computer to any other computer on the network. This hand off is called a "hop" as the message is hopping between QLCs.

Probes

The Chezbah have software that probes the network for communications. These probes cannot be seen by a user but an experienced user will know where they are. If a character passes a successful Computer Operation roll they know where the probes are. It is sometimes possible to avoid these probes, but usually require a small program called a script to be written for the mainframes to send messages around the probes.

One Computer programming roll must be made for every 1000 Km away the destination computer is. A successful Computer Programing roll will allow the user to communicate across the network for five minutes and then must roll again to establish a new path.

Chezbah Priests

Chezbah Priest act as a moving probe on the network and are not in fixed locations like the software probes so the user will not know they are there unless they check for their presence. This requires a different script (Computer Programming skill roll) to be written to check for activity on the way to the destination. A failure of this check does not mean that there is a priest it only means there could be.

Before the Computer Programming roll is made, the GM should roll a 1D100 for every 1000 km of distance the message must travel.

If the message travels through Chezbah territory On a roll of 15 or lower there is a Chezbah priest in the path. If only traveling through Kelrath or open territory on a roll of 5 or lower there is a Chezbah priest in the path. Players may make a Navigation Subterranean roll to know if the message will travel through Chezbah territory.

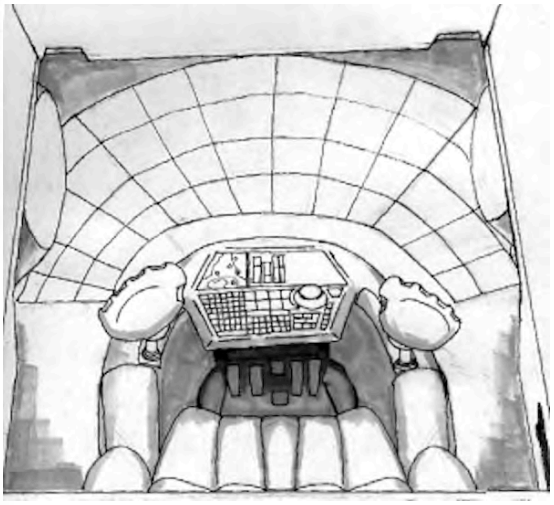
If the check does detect Chezbah presence and it is a Priest, the Priest will be aware that someone is attempting to send a message and what Hex they are in but no other information would have been sent at this time thus preventing the interception of tactical or operational data.

Computer and Transmission Security

In order to model computer security, software on a computer has a number of Barrier Points. This is the amount of time it takes to break through the security that has been built into the system. Barrier Points can be reduced by using the Defeat Security skill or a Communicate With Computers ability like that of the Chezbah priest.

Reducing the Barrier Points of a system to zero will allow the character to freely access the computer as if they were an authenticated user. This includes loading programs onto a system, executing commands or shutting it down.

Encrypted signals also are given a number of Barrier Points that must be reduced to zero in order to be able to read the message.



Computer Hacking

Hacking a computer is a Primary Skill Tech Challenge. The primary skill used is Defeat Security but some transforms may require that other skills are used to keep hacking a system.

For each Fractional Success made on an appropriate skill, subtract 1 from the system's Barrier Points (BP). Each turn hacking takes 15 minutes.

Successful Transform

Roll 1d6

1 Looks like the hacker should have access but they still don't.

2 The system seems unaffected but the characters are actually making progress. The skill to hack remains the same.

3 The system is partly accessible but the skill required to get useful access is now different.

4 The hack appears to have worked but has moved important files or settings to a new location. Int roll required to find it.

5 The hack seems to have opened up some minor access but using it will alert the users. The skill used is no longer effective.

6 The last hack attempted takes off double BP but The next attempt will require a character to get at least two Fractional Successes to reduce any Challenge Points. Tools may be used to get these two successes.

Failure Transform

Roll 1d10

1 Frustration sets in 3 Mental stress.

2 The intrusion attempt raises an alarm

3 An important file is encrypted with a BP of 5.

4 The intrusion attempt leaves a trail that identifies the hacker

5 The computer reboots because of important system processes failing but are fine after the reboot.

6 Loose connection to the computer, will have to find a new intrusion method.

7 Hacker's computer is exposed. Looses 2d6 BP of it's own.

8 An onlooker or other character working with the hacker gets frustrated at a lack of progress. 3 Mental stress to the other character

9 The problem is now immune to the skill used.

10 Lose ground, the system gains 2 BP.

The Computer Programming skill can also be used to restore BP to a system. In a fifteen minute turn, each fractional success restores a computer's Barrier Points by 1.

Code Cracking

Code cracking is a Primary Skill Tech Challenge and is generally carried out by applying powerful factoring algorithms or value searches to an encryption. Not all algorithms are optimal for each kind of encryption and so a character must attempt to identify the code, either by experience with the equipment creating the codes or by trial and error.

A character can roll under their code cracking skill once every fifteen minutes. Each Fractional Success reduces the Barrier Points of a code by one. The character gives their code cracking software instructions on what schema to use and then leaves it to work on the problem for fifteen minutes. After the fifteen minutes has elapsed, the result of the roll is checked against the appropriate transform table. The character then must satisfy the conditions of the transform an then can roll again.

Successful Transform

Roll 1d6

1 Common decryption methods will not work anymore until a successful Mathematics skill roll is made to refocus the encryption scheme. The Mathematics roll successes counts toward reducing the code's BP

2 The algorithm tried does not appear to be making much progress but will if continued. If the same algorithm is tried again, it reduces twice the number of barrier points.

3 The last attempt was successful. A side channel attack becomes possible by listening to Enemy conversation with sensors and comparing it to encrypted messages sent out. Requires a successful Sensor skill roll.

4 The algorithm tried will not work. One BP is still reduced because the range of possible algorithms are reduced.

5 The value search schema tried is ineffective. One BP is still reduced because the character is getting closer by trial and error.

6 The algorithm makes progress decoding the encryption.

Failure Transform

Roll 1d6

1 Character takes 5 Mental stress from the complex problem.

2 Character takes 5 Functional stress.

3 Frustration sets in, Psyche roll to continue.

4 Buffer overflow, too many operations cause the software to fail. +3 BP

5 Software needs it's settings changed. A Computer Operation skill roll is required to make progress.

6 Forgot an important variable. 15 min wasted while the system works on flawed data.

Scrambler

Scrambling a signal is a Primary Skill Tech Challenge. Once a code has been cracked, new codes must be pushed to re-protect communications. For every 10 communicators that need to have a new encryption scheme, the task has a Challenge Point rating of one.

Each Fractional Success reduces the Challenge Points of the challenge by one.

Successful Transform

Roll 1d6

1 The communicators are taking the code but they don't respond to being polled for 1d6 turns. They can communicate on the new codes.

2 More comms took code but the communicator pushing code locks up and requires a Computer Operation skill roll to unlock.

3 The communicators take the code but the men don't know they're on the new encryption scheme now so try not to use the radio.

4 1d6 communicator batteries in the group taking code are dying and will not take code until they are charged.

5 The communicators take the code but do not process it right away, the new codes will become available in 1d6 turns. Until then the men are still on the old codes.

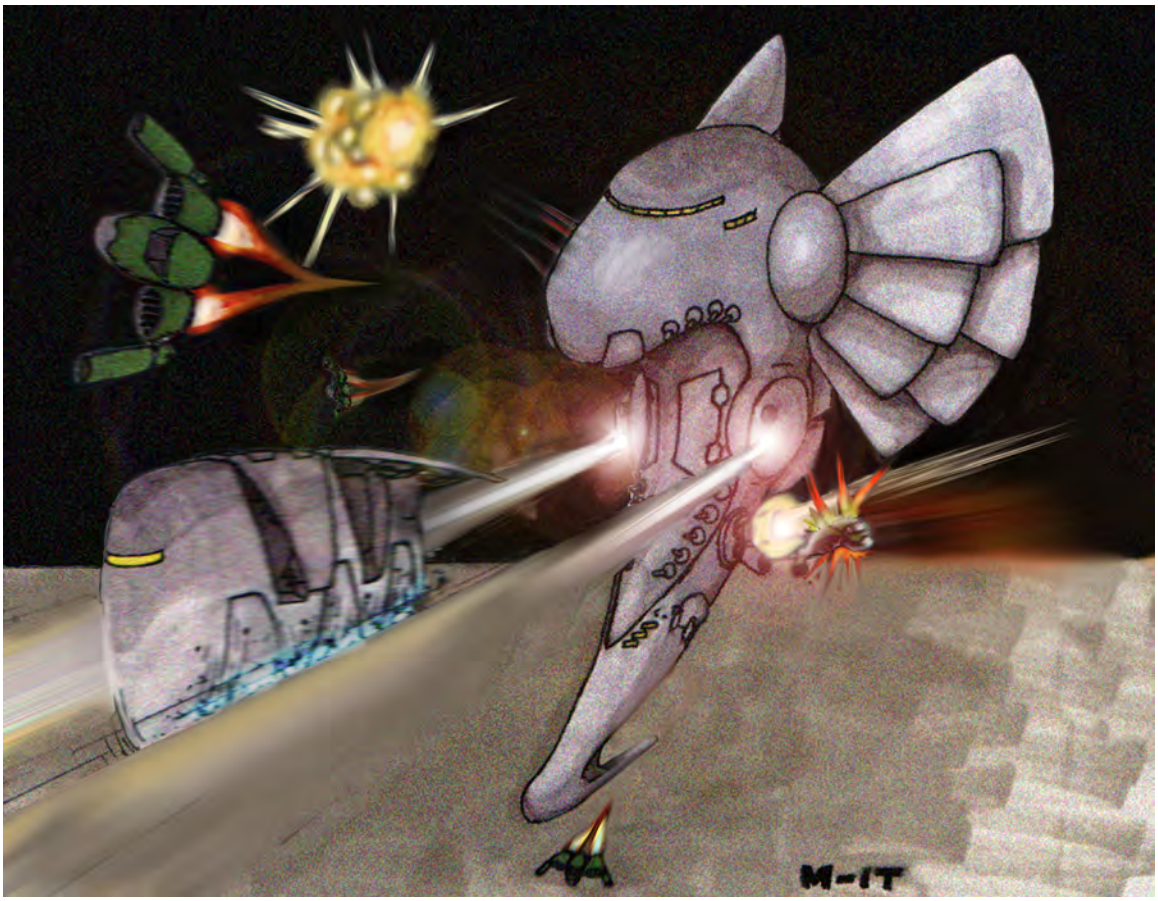
6 Ten communicators took the code successfully

Failure Transform
Roll 1d6

1	Loose communication with 10% of communicators in this challenge even if they had taken code earlier.
2	When trying to push the code it bricks 2d10 communicators. They will require a hard reset (Computer Operation skill roll) to set back to factory settings.
3	An enemy using the old codes gets pushed part of the new codeset and roll 1d6 and add it to the CP of the challenge.
4	The group that codes were being pushed to will not take code remotely and must have the codes entered manually.
5	Software needs it's settings changed. A Computer Operation skill roll is required to make progress.
6	Codes pushed to communicators that already have the new codes. Time spent to push the codes wasted.

Example: Trevor is trying to establish a new encryption scheme to a company of 100 troops. His first roll gets a Full result giving him one fractional success. The GM rolls on the Successful Transform table and gets a 4. He rolls another d6 and gets a 2 so this establishes the new encryption scheme to 8 of the troops leaving 92 on the old encryption scheme. The player decides that he doesn't have time to worry about dead batteries. He rolls again and gets his Half. The GM rolls again for a transform and gets a 2. The two fractional success are used to reconnect 20 more. Now 30 troops are on the new encryption scheme but Trevor's communicator is locked up and he has to roll for Computer Operation to keep pushing code.

Vehicle Rules



Vehicles follow the same rules as in personal combat but because of their size and maneuverability some special rules apply.

Collisions

When two objects collide, the faster they are moving and the heavier the vehicle is effects how much damage the impact will do. There are different collision situations for vehicles outlined below.

Head On: Collision damage is found by adding the speed in Km/h of the two vehicles together, then adding their masses together, multiplying the collective speed by the collective mass and then divide by 5000. The damage done cannot be higher than the lowest Hit Points of the vehicles. Damage is applied to both vehicles.

Sideswipe: Collisions inflict damage equal to the mass of the smaller vehicle divided by 100. The damage done cannot be higher than the lowest Hit Points of the vehicles. Damage is applied to both vehicles.

Hit From Behind: Damage is found by subtracting the speed in Km/h of the two vehicles from each other, then adding their masses together, multiplying the collective speed by the collective mass and then divide by 5000. The damage done cannot be higher than the lowest Hit Points of the vehicles. Damage is applied to both vehicles.

Passenger Damage: In a collision passengers that are not secured by a restraint system take 1 point for every 10 the vehicle takes. If a passenger is in a restraint system they only take 1 point for every 100 the vehicle suffers.

Evasive Maneuvers

A character can roll against their Pilot skill to make themselves harder to hit with attacks if the vehicle is moving at least 90 Km/h. For each fractional column passed, they can reduce one fractional success of someone attacking them by one.

Movement Per Turn

The speed a vehicle can travel at is given in terms of Kilometers per hour, or Km/h but the GM and players often need to know how far a vehicle is moving in a single turn. This conversion chart can be used to find the approximate speed of a vehicle and how far it moves in a turn.

Km/h	Meters Per Turn
10	42
20	83
30	125
40	167
50	208
60	250
70	292
80	333
90	375
100	417
150	625
200	833
250	1 km
300	1.25 km
350	1.46 km
400	1.7 km
500	2 km
1,000	4 km

Fuel Efficiency

A pilot can make an effort to conserve fuel in a vehicle. Driving at a lower speed and taking advantage of conditions like accelerating when going down hill or for flying vehicles. Thermals can give extra lift can extend the range of a vehicle. Piloting for fuel efficiency means the vehicle may take longer to get to the destination but it can travel further.

For each Fractional Success on a piloting skill roll the vehicle can travel 5% further.

Sensors

Many vehicles have a sensor suite that enables them to maneuver accurately and locate threats. Sensor suites often include systems like radar, sonar and infrared and ultraviolet imaging.

With a fractional success the character can get a general sense of the area they're in. When this is done the character may get a reading that there are sensor contacts and generally where they are.

A fractional success can also be used to lock on to a target and identify it. One target can be locked onto for each fractional success. To use the Artillery Operation skill to hit a target, the character can get targeting information from a sensor lock.

Distance

Distance also plays a role in sensor detection. Longer ranges have penalties to the operator's Sensor, ECM and ECCM skill.

Range Bracket	PB	Shrt	Med	L	Ex
Sensor Modifier	20% Adv	n/a	20% Imp	40% Imp	90% Imp

Running Quiet

A character can roll against their Pilot skill to run quietly and make themselves harder to pick up on sensors. For each fraction column passed, they can reduce one fractional success of someone trying to lock on with sensors. When doing this, a vehicle must move at half speed and not have shields up.

Electromagnetic Counter Measures (ECM)

ECMs are the counter or defense against modern electronic sensor systems. In a sense ECMs are electronic camouflage. They don't actually make a vehicle invisible, ECMs only scramble sensors or give them false images. Without a sensor lock a the Artillery Operation skill cannot be used to hit the vehicle.

ECMs include devices like flares to throw off infrared sensors, chaff launchers and high intensity jammers to confuse radar. For cameras, laser blinders automatically seek out the reflectivity of a camera lens or a periscope and blind it. Some systems can use a process called laser crazing to make it impossible to see through a window.

The ECM skill reduces the number of fractional successes the attacker gets with Artillery Operation by the number of fraction columns they pass with this skill.

A successful ECM skill roll will also cause sensors to loose their lock on a vehicle.

Electromagnetic Counter-Counter Measures (ECCM)

ECCMs are the counter or defense against electromagnetic counter measures. ECCMs descramble what ECMs scramble and finds the real images verses the false ones or rather give the operator clues to what is real and what is not. ECCMs depend on the character's ability to put those clues together and find the target.

ECCMs use devices like sidelobe radar that compares two different radar signatures to reduce jamming or noise. Computer algorithms watch for moments where laser blinders loose target. Pattern recognition sorts out the difference between the heat of a flare and the heat of an engine.

The fractional successes of a ECCM roll adds to their Artillery Operation successes but only to offset the reduction caused by ECMs

Fire Arcs

Fire arcs are used to describe what direction weapons and equipment on the vehicle can fire relative to the front of the vehicle. They are also used to determine where a vehicle is hit by incoming attacks.

Light vehicles (under 5,000 Kg) have four fire arcs while larger vehicles have eight.

Fire arcs are general descriptors, if incoming or outgoing fire is approximately on one of the borders, the GM declares which arc the vehicle is hit on.

Light Vehicle Fire Arcs

\	1	/
4	●	2
/	3	\

On a light vehicle, arc 1 is the forward facing arc. Arc 2 is the right hand side of the vehicle from the perspective of a forward facing pilot. Arc 3 is the rear of the vehicle and arc 4 is the left hand side.

Medium and Heavy Vehicle Fire Arcs

1	2	3
8	●	4
7	6	5

On heavier vehicles arc 1 is the front left corner of the vehicle from the perspective of a forward facing pilot. Arc 2 is directly in front. Arc 3 is the forward right corner of the vehicle. Arc 4 is directly to the right. Arc five is the rear right corner and arc 6 is directly to the rear. Arc 7 is the rear left corner and arc 8 is directly to the left.

Vehicle Critical Hits

When a vehicle takes damage, important systems can be disabled, these are critical hits. Each time a vehicle takes damage, there is a chance of a critical hit.

When a vehicle takes damage to it's Hit Points the attacker gets to roll for a critical hit. First determine which fire arc the vehicle was hit from.

For each Fractional Success used, the attacker can chose the result of each one of the following steps.

Step 1: Hit Location

Roll against the vehicle's hit location chart. If the vehicle does not have a hit location chart, roll under generic critical hits.

If the player spends a Fractional Success on this step, they can chose the hit location.

Step 2: Critical Percentage

Each hit location has a critical percentage. This represents the chance that an attack will damage a system on the vehicle. Roll 1d100 and if the die value is equal or lower than the critical percentage a system will be damaged, proceed to step 3. If the die value is higher than the critical percentage, then only Hit Point damage is done and none of the vehicle systems have been damaged.

If the player spends a Fractional Success on this step, they can bypass this step and move on to step 3.

Step 3: System Damage

Each hit location has systems that, when damaged effect the capabilities of the vehicle. Roll against the table under the hit location to see which system is effected. Follow the effect listed for the system.

If the player spends a Fractional Success on this step, they can chose the system that is damaged.

Generic Vehicle Critical Hits

The table below is for vehicles with no critical listed. Vehicles with no specific hit locations listed have a critical percentage of 40%

Skip step one under Vehicle Critical Hits as the vehicle will have no specific hit locations. Roll for the critical percentage (40%) to see if a system has been damaged. Then roll on the following chart to see what system was damaged.

If a system is damaged follow the description of the critical hit's effect.

Roll 1d10	
1-2	Drive Hit: Speed cut in half
3-4	Passengers Hit: Loss of passengers equal to damage/100
5-6	Systems: Loss of one of the following systems. If the vehicle does not have the system rolled for, roll again. Roll 1d10 1-2 ECMs 3-4 Sensors 5-6 Shields 7-8 Communication 9-10 Weapon
7-8	Control: The vehicle gets a 20% Impairment to pilot for every 50 points of damage done by the attack
9-10	Fuel: Cut the fuel capacity of the vehicle in half.

Infectious Disease

The threat of disease is a real concern for earth forces being infected with native bacteria and viruses but the danger also exists for any native characters that may become infected by earth borne disease. This is why both the ASO and I-CA have undertaken extensive immunization programs. While many diseases like the flu or common cold cannot be fully immunized for, conferring some resistance is essential to saving lives.

At the end of each game, the GM checks to see if any PCs have gotten sick. The following checklist will help determine what effects if any the characters face.

Step 1: Was the character exposed?

Did the character eat uncooked or food not from the character's planet of origin? Did the character drink untreated water? Was the character wounded without the wound being treated (sterilized, not just first aid)? Was the character exposed to another character that is infectious? 10% chance of another cause. (Roll 1D100. Rolling lower than 10 means the character was exposed.) If any of these conditions are the case, they might contract a disease.

Step 2: Where did the disease come from?

If any of the above are true, the infectiousness of the disease must be determined. If the character has ever been exposed to this disease before it affects how infectious it is. The GM rolls on the following table to determine if the disease is from Earth or native to the Artifact.

Disease Origin

Roll 1d10	
1-3	Earth origin
4-10	The Artifact origin

Step 3: Disease infectiousness

If the disease is not from the characters native planet, the character gets a 40% Impairment to save vs. disease. Artifact native characters can have this reduced to 10% if they have been immunized by a character with the immunization skill.

This table determines the disease's ability to infect humans. The character may get an Advantage or an Impairment to their Con roll vs. disease.

Roll 1d100

1-15	60% Impairment
16-30	40% Impairment
31-45	20% Impairment
46-60	No Impairment
61-70	20% Advantage
71-80	40% Advantage
81-90	60% Advantage
91-100	80% Advantage

If the character has the "Strong Immune System" bonus, that is added to the player's Constitution.Roll vs. Con to see how well the character's immune system deals with the disease. Roll for any Impairments or Advantages and adjust the number of Fractional Successes.

Step 4: Effect of the Disease

Next, the effect that the disease has on the character is established. Disease puts stress on the character's system roll to see how many stress points the disease causes per day.

Roll 1d10

1-2	5
3	10
4-5	20
6-7	30
8	40
9	50
10	60

Each Fractional success the character got when rolling for Con, reduces the effect of the disease by 5 stress points.

The disease can effect different parts of the body so what kind of stress the disease causes is rolled for next. Each roll assigns up to ten of the total stress caused. Once there are no more stress points to assign, stop rolling on this table.

Roll 1d10	
1-3	10 Physical
4-6	10 Functional
7-10	10 Mental

The Player rolls vs. Con plus or minus immunity Impairments and Advantages that were determined above once every 3 days. If the roll is successful, the character recovers and reduces the daily stress by five for each Fractional Success. Only once the player has reduced the daily stress to zero (0) the disease is cured. If the character is incapable of passing this Constitution roll because of accumulated stress they take 1 point of damage from their Hit Points.

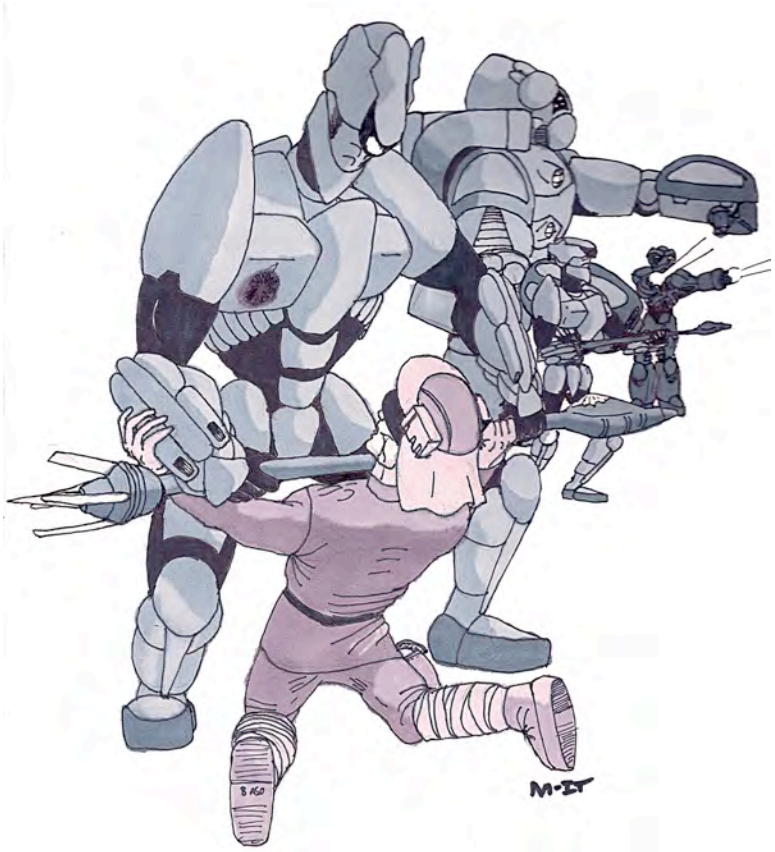
Treatment

If the character is being treated by a character with the General Medicine skill, the daily stress and disease infectiousness Impairment percentages are halved. General medicine must be rolled every 3 days. If the character is getting bed rest, count the stress reduction as sleeping for up to 16 hours a day.

Disease Based Games

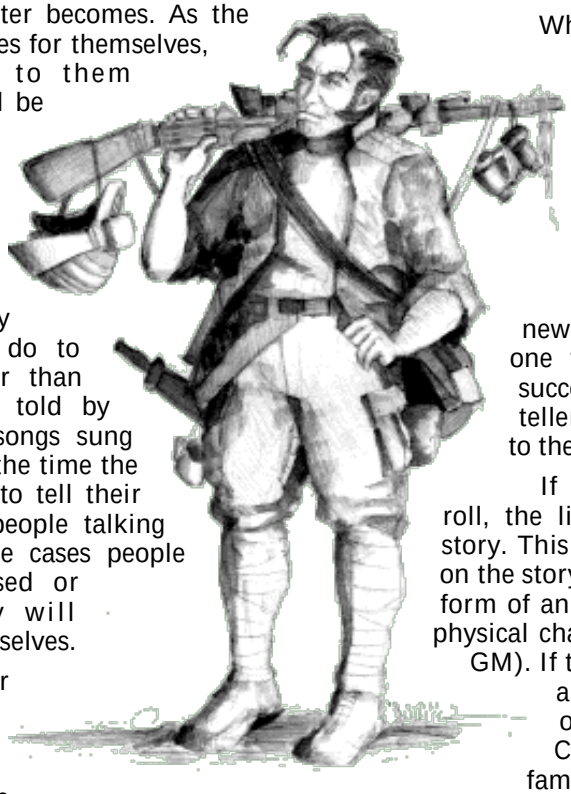
There are many interesting stories about disease, and they usually revolve around the effect disease has on people. Bacteria that had little effect on people would be very hard to write an interesting story about. The important thing to remember is not to just make the story about the disease but about people and how their lives are effected.

Using Tech Challenges the GM could make a game with a disease based story. Players do not necessarily need a lot of medical knowledge to be effective in this kind of a challenge but some knowledge of medicine can go a long way to make the story more convincing. The GM should generate the conditions that a game based disease would operate under and can use these rules for a model of how disease effects the characters.



Fame and Infamy

Fame points are a gauge for how well known a character becomes. As the characters make names for themselves, people will react to them differently. Some will be more helpful while others may want to challenge them to make a name for themselves.



On The Artifact, there is very little a person can do to become known other than having their stories told by word of mouth or songs sung about them. Most of the time the characters will have to tell their own stories to get people talking about them. In some cases people may be so impressed or grateful that they will spread the word themselves.

Very similar to fame is infamy. If characters draw the wrong kind of attention they can be labeled as threats and hunted down.

Fame Points

These points act like a special charisma Advantage when a character is among allies. The number of fame points are also the chance that strangers will know the character's name and have heard good things about them.

Each Fame Point equals a 1 percent chance that a person the characters meet will recognize their name and heard stories about them.

Fame points add to Charisma skills for allied characters like the ASO, I-CA, Scimrahn and corporate operatives. They act as an impairment for the character's Charisma skills for enemies like the Kelrath and Chezbah.

If Fame Points are used to enhance a Charisma roll and the roll fails, the character loses a fame point.

Storytelling

When the characters get back to a base or a tribe from an adventure, they have a chance to tell about it. Players should identify the things they did that will gain them fame. Only one PC can tell the story for the group.

Using this skill in a new community gives the PCs one fame point per fractional success. The player of the story teller gets to assign the points to the PCs in the group.

If the story teller fails their roll, the listeners will challenge the story. This challenge should be based on the story itself. This could be in the form of an argument or it could be a physical challenge (determined by the GM). If the challenge is successfully answered, the character has one more chance to make a Charisma roll and gets 1 fame point if successful. If the challenge is failed, the character looses a fame point.

Word Spreads

The GM may give the Characters fame points for impressive, heroic, or noble deeds that NPCs would have been able to notice. This represents other people telling stories about the characters. Unless an extreme situation this should be one Fame Point at a time.

Saving a Life

Saving someone's life will get the character a Fame Point once that person starts telling the story. Saving more than one person in a single game can only get up to four Fame Points. Saving children or innocents gets double the Fame Points and can go up to six points per game.

Capturing/Defeating a Famous Person

If a Character defeats a famous person whether in combat or in a contest in their specialty for the first time gets the character three quarters (75%) of that person's fame. And drop that person's fame by half (50%). This defeat must be in that person's specialty or no fame is gained.

Example: Defeating a chess champion in boxing will not get the character any fame. To get the champion's Fame Points, the chess champion has to be defeated in chess.

Crime Points

Crime Points operate similarly to Fame Points but Crime Points can only be used to modify Intimidation and Command Skills. Crime points have no effect on hostile forces.

If a character has a roughly equal number of Crime Points and Fame Points, there is likely to be a large deal of controversy surrounding the character and whether or not they are good or bad.

Murder

Murdering non-combatants will add one crime point. Murdering more than one person in a single game can only get up to five Crime Points.

Theft

A single act of theft from allies will earn the character one crime point regardless of the amount. There is a maximum of 5 points per game.

Destruction

Destruction of allies' property will get a character one crime point. If the destruction is on a large scale it will get the character a crime point regardless of if it is intentional or not.

Experience

Experience points are a way of gauging how much a character has learned in their travels and adventures. It is a way of allowing the character to grow. Experience points are "spent" like money to "buy" higher skill levels and attributes. At the end of a game the GM awards experience according to the following criteria.

Did the player stay in character? If so, the character gains 2 experience points.

Did the player cooperate with the GM, helping the game run smoothly? If so the character gains 2 experience points

Did the player use their head to find solutions during the game? If so the character gains 1 experience point.

Did the Player avoid violence, not resorting to guns or fighting for situations that could have been thought out? If so the character gains 1 experience point

Was the player good or noble in actions (for example not harming innocents)? If so the character gains 1 experience point.

Was the player brave or displaying conduct that befits a hero? If so the character gains 2 experience points.

Did the player lighten the mood and crack jokes deserving a good humor award? If so the character gains 1 experience point.

Advancement

As a character gains experience, the player may wish to use those points to advance their character. This is done by following the tables below for skill advancement, and attribute advancement.

Skill Advancement

The rate that a character raises skill levels is strongly dependent on the I.Q. attribute. Find your character's I.Q. on the chart, and the skill level already possessed, this will give you the ratio of skill points raised by the experience points expended.

One Experience point raises . . .

	Current Skill Level		
IQ	1-25	26-50	51-100
10-24	+3	+2	+1
25-40	+5	+3	+1
41-75	+8	+5	+2
76-90	+10	+8	+5
91-100	+15	+10	+5

Attribute Advancement

Attribute advancement is not dependent on I.Q., only the current attribute level applies. A minimum of 3 experience points must be expended to raise an attribute.

	Attribute Level		
Exp.	1-30	31-60	61-100
3 Exp.	+3	+2	+1

Training

Another way to gain experience is to be taught by another character or by special training. If a character is being trained, for every 40 hours of training the character gets one experience point. These points must immediately go into the skill that the character is being trained in and the student cannot get a skill level higher than their trainer.

Infantry Combat

Infantry follows different rules than personal combat. Instead of rolling for actions, infantry groups have a set number of times they will hit their target at each range. Commanding officers, scouts, communications officers and medic characters can have different effects on the infantry.

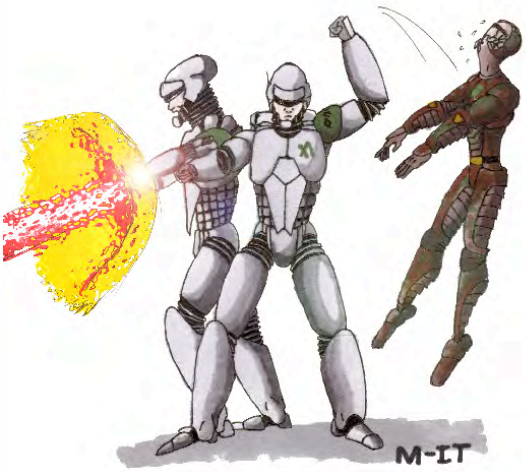
Squads and Larger Groups

All Squads are considered to have ten men. If a GM wants larger groups, multiply the number in the unit (10) by a number (3 for example). Then multiply the Hit Points (HP) and the number of hits under each weapon by the same number. Last, multiply the number of Hit Points (20 for groups of ten) it takes to get a Stress Point by the number.

Ace and Veteran Squads

Ace squads are more experienced groups. They add 10 to their Psyche and 10 to their Reflex.

Veteran Squads are very experienced, add 20 to their Psyche and Reflex.



Infantry Initiative and Actions

Infantry roll for initiative as groups and mostly follow the same process as individual characters. The player controlling the group rolls vs their reflex and note the fraction column the group rolled under. Squads that fail their roll are grouped together and then the other squads are grouped into their fraction column results. Eighth rolls go first, then Quarter, then Half, then Full and then Failed rolls go last. If there are fraction column ties, they are considered to act at the same time.

Actions

Infantry groups get Actions just like individual characters and spend them on attack actions or defensive actions.

Groups start with one Action per turn but get bonuses when they roll for initiative. For each fraction column passed for the initiative roll, called a fractional success, the group gets one more action that turn.

Fail	Full	1/2	1/4	1/8
1	2	3	4	5

A group does not roll for actions. The chance of passing or failing a roll is averaged and each action available to them is listed under their group. The player guiding that group picks from the list of attack actions and defensive actions.

Infantry Damage

To get the amount of damage an infantry unit does in a turn, select one of their weapons to attack with. A weapon can be used for each action spent but each weapon can only be used once at turn. Next determine the range to their target and compare it to the range class chart. The result is how much damage the weapon can do before armor.

Example: An ASO Footsoldier squad is 40 Meters from a squad of Chezbah Hounds. Their M-240B is selected as the weapon they will use which has a Range Class of B.

Range Class for M-240B

Class	PB	Shrt	Med	Long	Ex
B	2	10	20	50	300

Now compare the Long range with the M-240B's damage chart.

	PB	S	Med	L	Ex
Damage	15	15	12	10	8
	X	X	X	X	X
Hits	52	50	45	35	11

The damage at Long is 10 points. The Armor Rating (AR) is subtracted from this damage. Chezbah Hounds have an Armor Rating of 5 so the damage left over is 5 points. Now multiply the damage that got through the armor (5) by the number in the Hits row which is 35. 5x35=175 The damage done to the Chezbah Hounds is 175 points.

Attacks

Each weapon has a number of attacks. The first number is how many times the weapon is firing or launched, this is the maximum number of hits that can be made with it. If a group gets bonuses to their number of hits in a turn, it cannot exceed this number. The second number is the number of times this attack can be used.

Example: The Scimrahn Plasma gun has the following for it's attacks.

Attacks: 30 blasts 33 times

The highlighted text means that the Scimrahn Squad is firing their weapons 30 times that turn. Most of the time the number of times they hit will be well below this number. No matter what, the number of times the squad hits cannot be higher than this number.

Attacks: 30 blasts 33 times

Now the highlighted text is displaying how many times this attack of 30 blasts can be made by the Scimrahn Squad. This is the effective payload of the weapon. Each time an attack is used, this number is reduced by one.

Scouts

Scouts can assist infantry units by using a laser marker to direct fire on an enemy. A scout can be an NPC or a Player Character. The player rolls against the scout's WS Gun skill plus their Agility to paint the target with the laser. The fraction column result gives the bonus to the infantry's Hits.

	Fail	Full	1/2	1/4	1/8
Hits	-5	+2	+4	+8	+16

Each unit that uses the Scout's marker gets this bonus of hits as long as the number does not exceed the total number of times the weapon fires.

Communications Officers

Comm Officers can assist mechanized infantry and rocket attacks in hitting targets by calling out an enemy unit's coordinates. The comm officer can be an NPC or a Player Character. The player rolls against the comm officer's Signal Triangulation skill plus their IQ to determine the right coordinates. The fraction column result gives the bonus to the infantry's Hits.

	Fail	Full	1/2	1/4	1/8
Hits	-2	+2	+3	+4	+5

Each unit that uses the comm officer's coordinates gets this bonus to hit as long as the number does not exceed the total number of times the weapon fires.

Area Effect

When area effect weapons are used on infantry, the damage is inflicted on all members of that infantry squad so damage is multiplied by ten. Area effect weapons will show an infantry damage that takes this into account and a standard damage to be used when an infantry group attacks a single target.

Individual vs. Infantry

When a character gets a fraction column bonus in their rolls, instead of a hit location choice the players may do 20% more damage than normal. This damage bonus can be stacked for every fraction column bonus the character gets. Other fraction column bonuses work as they normally would.

Infantry Defensive Actions

Infantry can use their actions to protect themselves. Defensive actions are listed with a ratio of the total number of attacks made vs. the number that are successfully defended against (ex. 3 in 10).

When more than one Action is spent on defense, the number of attacks defended against is added for each action spent (ex. 3+3 in 10=6 in 10).

Split the hits into groups of ten Any remainder is put in it's own group. For example, 32 hits is split into 3 groups of ten and one group of 2.

Example: Two ASO infantry squads are using Duck and Cover to defend themselves. Squad one has only one action to spend and squad two has two actions to spend.

Both squads are attacked by different Chezbah Hound squads, each hitting 16 times with their claws.

Squad one uses Duck and Cover for their action which is listed as 3 in 10. For every 10 hits they are protected against 3. Since they were hit 16 times the attacks are split into a group of 10 hits and 3 is subtracted from it making 7 hits and a group of 6 hits and 3 is subtracted making 3 hits. Squad one is hit 10 times (7+3) from the remaining hits.

Squad two uses 2 actions on Duck and Cover (3+3 in 10=6 in 10) so for every 10 hits on them they are protected against 6. The 16 hits on them is split into a group of 10 hits with 6 subtracted making 4 and a group of 6 hits with 6 subtracted making 0. Squad two is hit 4 times (4+0) from the remaining hits.

Individual vs. Infantry

When a character attacks a squad that has used a defensive action that turn, roll against the squad's Reflex attribute and treat the results as you would a dodge roll. One roll should be made for each action that was spent on the defense roll.

Infantry Stress

In addition to damage, squads take Stress Points. This stress adds to the infantry's Psyche rolls. Whenever a squad takes a stress point, they must roll against their Psy or they will panic and run.

For each 20 HP of damage the squad takes, they get one Stress Point. Mechanized Infantry take one stress point for every 300 HP of damage they take. Infantry takes no stress from shield damage.

If a squad is ambushed, it takes a stress point.

If a squad's path to retreat is blocked they take a stress point.

If a squad is attacked by a force twice as large they take a stress point.

If a squad is attacked by mechanized infantry they take a stress point.

If a squad fails it's Psy roll and a commanding officer can communicate with the squad, they can make a Command skill roll to break the squad's panic.

Casualties

The HP listed for each squad is half of their total HP that individual NPCs in that group would have. Once the HP listed for the group is reduced to zero (0) it has taken too much damage to keep function and any survivors must be rescued. If another infantry unit or vehicle moves to their location, roll the following chart.

Roll 1D10	Healthy	Wounded	Incapacitated
1	5		
2	4	2	
3	3	3	
4	3	4	
5	2	3	1
6	2	3	2
7	2	2	3
8	1	2	4
9	1	2	4
10	0	3	4

Healthy results mean that there are survivors that have not been significantly wounded. If enough (10) of these survivors can be grouped together, they may form a new unit.

Wounded results require medical attention and cannot return to battle until they have had time to heal (20 days of bed rest and medical attention). They can walk on their own. For every wounded NPC rescued, allied forces reduce one stress point.

Incapacitated survivors cannot move on their own and require a medic to perform a successful surgery skill check to survive. They cannot return to battle until they have had a successful surgery and have had time to heal (40 days of bed rest and medical attention. For every wounded NPC rescued, allied forces reduce one stress point.

ASO Squad

The ASO often operates on the platoon (30-40 men) or company level (approx. 100 men). Other than in Gadios, it is very rare that there is any more than a company in any one location.

Type: ASO Footsoldiers

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4
HP	AR	Speed		
110	6	5 Km/h		

G-82
Range Class: B
Attacks: 150 rounds 20 times

	PB	S	Med	L	Ex
Damage	10	10	9	8	5
	X	X	X	X	X
Hits	26	25	20	18	5

M-240B
Range Class: B
Attacks: 300 rounds 6 times

	PB	S	Med	L	Ex
Damage	15	15	12	10	8
	X	X	X	X	X
Hits	52	50	45	35	11

Grenades
Range: 45 Meters
Attacks: 10 grenades 5 times

	Infantry	Standard
Damage	380	38
	X	X
Hits	6	6

AVW
Range Class: D
Attacks: 10 missiles 2 times

	PB	S	Med	L	Ex
Infantry Damage	1500	1500	1500	1500	1500
Standard Damage	150	150	150	150	150
	X	X	X	X	X
Hits	8	6	4	2	0

Duck and Cover
Defensive: 3 in 10

I-CA Squad

The I-CA often operates at the company level (approx. 100 men) and there may be two companies assigned to protect colonies.

Type: I-CA Footsoldiers

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4
HP	AR	Speed		
135	7	5 Km/h		

AK-140
Range Class: B
Attacks: 150 rounds 20 times

	PB	S	Med	L	Ex
Damage	12	12	10	8	4
	X	X	X	X	X
Hits	26	25	20	18	5

Plasma Gun
Range Class: B
Attacks: 30 blasts 33 times

	PB	S	Med	L	Ex
Damage	20	20	15	10	3
	X	X	X	X	X
Hits	8	7	6	5	0

Grenades
Range: 45 Meters
Attacks: 10 grenades 5 times

	Infantry	Standard
Damage	350	35
	X	X
Hits	6	6

VA-2 Rocket Launcher
Range Class: C
Attacks: 10 missiles 1 time

	PB	S	Med	L	Ex
Infantry Damage	1900	1900	1900	1900	1900
Standard Damage	190	190	190	190	190
	X	X	X	X	X
Hits	8	6	4	2	0

Duck and Cover
Defensive: 3 in 10

Scimrahn Squads

Scimrahn operate tribally so it is rare to have more than 200 raiders in a raider tribe. Some industry tribes may have as many as 500 guerrillas but the number is usually closer to 300.

Type: Scimrahn Guerrillas

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4
HP	AR	Speed		
135	7	5 Km/h		

Plasma Gun
Range Class: B
Attacks: 30 blasts 33 times

	PB	S	Med	L	Ex
Damage	20	20	15	10	3
	X	X	X	X	X
Hits	8	7	6	5	0

Laser Gun
Range Class: D
Attacks: 10 beams 500 times

	PB	S	Med	L	Ex
Damage	12	12	8	5	3
	X	X	X	X	X
Hits	5	5	4	3	0

Grenades
Range: 45 Meters
Attacks: 10 grenades 5 times

	Infantry	Standard
Damage	350	35
	X	X
Hits	6	6

Thud Stick
Range: HTH
Attacks: 10 swings 10 times

	PB
Damage	40
	X
Hits	5

Duck and Cover
Defensive: 3 in 10

Type: Scimrahn Raiders

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4
HP	AR	Speed		
135	7	5 Km/h		

Heavy Laser
Range Class: C
Attacks: 10 beams 125 times

	PB	S	Med	L	Ex
Damage	40	40	20	15	10
	X	X	X	X	X
Hits	5	5	4	3	0

Particle Beam Gun
Range Class: A
Attacks: 10 beams 25 times

	PB	S	Med	L	Ex
Damage	150	120	50	10	1
	X	X	X	X	X
Hits	5	5	4	3	0

Duck and Cover
Defensive: 3 in 10

Kelrath Squads

There are often small scout squads made up of Geetin that the players may encounter but when there is a major conflict with the Chezbah, a single Kelrath city can often muster more than 60,000 Geetin and 10,000 Gijoorn.

Type: Geetin

	Full	1/2	1/4	1/8
REF	40	20	10	5
PSY	20	10	5	3
HP	AR	Speed		
110	4	5 Km/h		

Special: When recovering casualties, wounded Geetin may be treated as healthy but there is no stress point reduction when they are recovered.

Laser Staff
Range Class: C
Attacks: 10 beams 30 times

	PB	S	Med	L	Ex
Damage	12	11	5	3	1
	X	X	X	X	X
Hits	4	4	3	1	0

Laser Staff Club
Range: HTH
Attacks: 10 swings unlimited times

	PB
Damage	7
	X
Hits	5

Geetin Plasma Sphere
Range Class: C
Attacks: 10 blasts 3 times

	PB	S	Med	L	Ex
Damage	20	15	10	5	1
	X	X	X	X	X
Hits	4	4	3	1	0

Particle Beam Weapon
Range Class: A
Attacks: 3 blasts 10 times

	PB	S	Med	L	Ex
Damage	130	100	30	5	1
	X	X	X	X	X
Hits	1	1	1	0	0

Duck and Cover
Defensive: 4 in 10

Type: Gijoorn

	Full	1/2	1/4	1/8
REF	45	23	12	6
PSY	20	10	5	3
HP	AR	Speed		
125	4	5 Km/h		

Heavy Laser Staff
Range Class: C
Attacks: 10 beams 20 times

	PB	S	Med	L	Ex
Damage	45	45	15	10	5
	X	X	X	X	X
Hits	5	4	3	3	0

Heavy Laser Staff Club
Range: HTH
Attacks: 20 swings unlimited times

	PB
Damage	10
	X
Hits	10

Gijoorn Plasma Sphere
Range Class: C
Attacks: 10 blasts 6 times

	PB	S	Med	L	Ex
Damage	20	18	12	8	2
	X	X	X	X	X
Hits	5	4	3	3	0

Duck and Cover
Defensive: 4 in 10

Chezbah Squads

In battle with the Kelrath the Chezbah will flood an area with Hounds by the tens of thousands. The Warriors will supervise and direct the hounds attacking from a distance if possible but will sometimes directly enter a the combat zone if there is a target of interest.

Type: Chezbah Warrior

	Full	1/2	1/4	1/8
REF	50	25	13	7
PSY	40	20	10	5
HP	AR	Speed		
265	11	6 Km/h		

Plasma Gun
Range Class: C
Attacks: 10 blasts 12 times

	PB	S	Med	L	Ex
Damage	60	50	40	20	5
	X	X	X	X	X
Hits	8	8	7	6	3

Plasma Gun Lasers
Range Class: C
Attacks: 10 beams 100 times

	PB	S	Med	L	Ex
Damage	8	8	4	2	1
	X	X	X	X	X
Hits	8	8	7	6	3

Duck and Cover
Defensive: 5 in 10

Type: Chezbah Hound

	Full	1/2	1/4	1/8
REF	60	30	15	8
PSY	100	50	25	13
HP	AR	Speed		
92	5	6 Km/h		

Special: Hounds regenerate 50 points a turn and will continue to regenerate until more than 150 points have been done to the group.

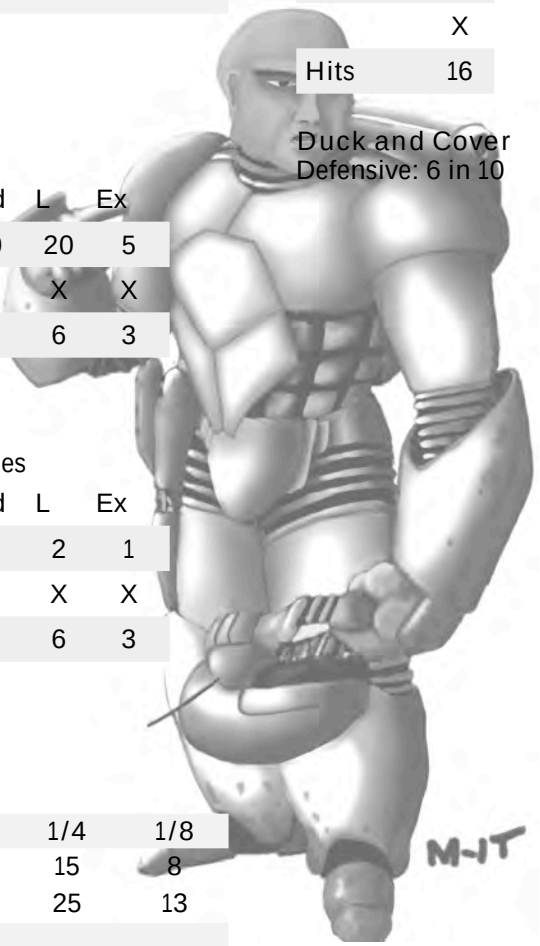
Claw
Range: HTH
Attacks: 20 swipes unlimited times

	PB
Damage	15
	X
Hits	16

Bite
Range: HTH
Attacks: 20 bites unlimited times

	PB
Damage	20
	X
Hits	16

Duck and Cover
Defensive: 6 in 10



Mechanized Infantry

The primary rules difference between infantry and mechanized infantry is the vehicle's shields. Shields take damage first, then when their HP is reduced to zero the vehicles start taking damage. Shield Hit Points are restored at the beginning of every turn to full strength.

ECM defensive actions only work on other vehicles.

Mechanized infantry groups are by default also in groups of ten.

Casualties

The Hit Points listed for each mechanized squad is half of their total HP that the individual vehicles in that group would have. Once the HP listed for the group is reduced to zero (0) it has taken too much damage to keep functioning and any survivors must be rescued. If another infantry unit or vehicle moves to their location, roll the following chart.

Roll 1D10	Functional	Damaged	Immobile
1	5		
2	4	2	
3	3	3	
4	3	4	
5	2	3	1
6	2	3	2
7	2	2	3
8	1	2	4
9	1	2	4
10	0	3	4

Functional results mean that there are vehicles that have not been significantly damaged. If enough (10) of these vehicles can be grouped together, they may form a new unit.

Damaged results require repair and cannot return to battle until they have had systems replaced (3d10 x 2 manhours). They can move on their own at half speed. For every pilot rescued, allied forces reduce one stress point.

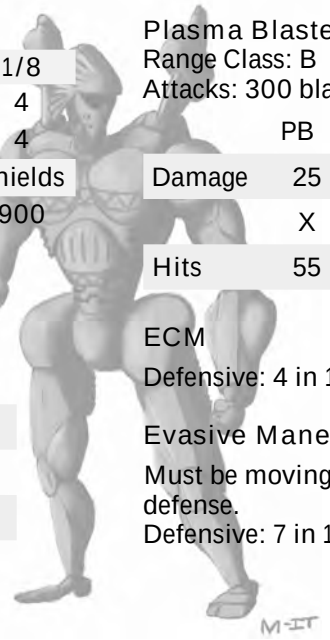
Immobile vehicles cannot move on their own and must be repaired in place or dragged to a safe place to be repaired. They cannot return to battle until they have had significant repair work done (3d10 x 10 manhours). For every pilot rescued, allied forces reduce one stress point.

Scimrahn Mechanized Infantry

Type: TF-2394

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4

HP	AR	Speed	Shields
1250	30	90 Km/h	900



Laser

Range Class: D
Attacks: 10 beams unlimited times

	PB	S	Med	L	Ex
Damage	300	300	150	70	20
	X	X	X	X	X
Hits	6	6	5	4	1

Plasma Blaster

Range Class: B
Attacks: 300 blasts 6 times

	PB	S	Med	L	Ex
Damage	25	25	22	20	12
	X	X	X	X	X
Hits	55	50	45	40	14

ECM

Defensive: 4 in 10

Evasive Maneuvers

Must be moving 90 Km/h or more to use this defense.
Defensive: 7 in 10

Type: Delta

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4

HP	AR	Speed	Shields
650	10	2500 Km/h	1200

Lasers
Range Class: D
Attacks: 40 beams unlimited times

	PB	S	Med	L	Ex
Damage	75	75	40	20	10
	X	X	X	X	X
Hits	6	6	6	5	0

Plasma Cannons
Range Class: C
Attacks: 20 blasts 12 times

	PB	S	Med	L	Ex
Damage	500	500	300	250	40
	X	X	X	X	X
Hits	7	6	5	4	0

ECM

Defensive: 3 in 10

Evasive Maneuvers

Must be moving 90 Km/h or more to use this defense.
Defensive: 4 in 10

ASO Mechanized Infantry

Type: TF-2394

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4

HP	AR	Speed	Shields
1250	30	90 Km/h	900

Laser
Range Class: D
Attacks: 10 beams unlimited times

	PB	S	Med	L	Ex
Damage	300	300	150	70	20
	X	X	X	X	X
Hits	6	6	5	5	2

Plasma Blaster
Range Class: B
Attacks: 300 blasts 6 times

	PB	S	Med	L	Ex
Damage	25	25	22	20	12
	X	X	X	X	X
Hits	60	55	50	40	20

ECM

Defensive: 4 in 10

Evasive Maneuvers

Must be moving 90 Km/h or more to use this defense.
Defensive: 6 in 10

Type: KS-10

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4

HP	AR	Speed	Shields
5000	100	120 Km/h	600

Projectile Cannon
Range Class: D
Attacks: 10 rounds 50 times

	PB	S	Med	L	Ex
Damage	500	450	350	300	100
	X	X	X	X	X
Hits	6	6	5	4	1

Light Missile Pod
Range Class: E
Attacks: 10 missiles 5 times

	PB	S	Med	L	Ex
Infantry Damage	15 K	15 K	15 K	15 K	15 K
Standard Damage	1500	1500	1500	1500	1500
	X	X	X	X	X
Hits	10	10	10	8	2

ECM

Defensive: 3 in 10

Evasive Maneuvers

Must be moving 90 Km/h or more to use this defense.
Defensive: 6 in 10

I-CA Mechanized Infantry

Type: TF-2394

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4

HP	AR	Speed	Shields
1250	30	90 Km/h	900

Special: Reactive armor gives I-CA TF-2394 750 HP more vs. Plasma and Projectile

Laser
Range Class: D
Attacks: 10 beams unlimited times

	PB	S	Med	L	Ex
Damage	300	300	150	70	20
	X	X	X	X	X
Hits	6	6	5	4	1

Plasma Blaster
Range Class: B
Attacks: 300 blasts 6 times

	PB	S	Med	L	Ex
Damage	25	25	22	20	12
	X	X	X	X	X
Hits	55	50	45	40	14

ECM

Defensive: 4 in 10

Evasive Maneuvers

Must be moving 90 Km/h or more to use this defense.
Defensive: 6 in 10

Type: GRXStorm

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4

HP	AR	Speed	Shields
7500	80	70 Km/h	450

Projectile Cannon
Range Class: D
Attacks: 10 rounds 50 times

	PB	S	Med	L	Ex
Damage	900	900	800	500	300
	X	X	X	X	X
Hits	6	6	5	4	1

Laser Turret
Range Class: D
Attacks: 10 beams unlimited times

	PB	S	Med	L	Ex
Damage	300	300	150	70	20
	X	X	X	X	X
Hits	6	6	5	4	1

ECM

Defensive: 3 in 10

Kelrath Mechanized Infantry

Type: Rall 4

	Full	1/2	1/4	1/8
REF	45	23	12	6
PSY	20	10	5	3
HP	AR	Speed		Shields
3750	80	66 Km/h		780

Lasers
Range Class: D
Attacks: 40 beams unlimited times

	PB	S	Med	L	Ex
Damage	400	400	200	100	30
	X	X	X	X	X
Hits	9	9	8	7	0

Plasma Cannons
Range Class: C
Attacks: 120 blasts 10 times

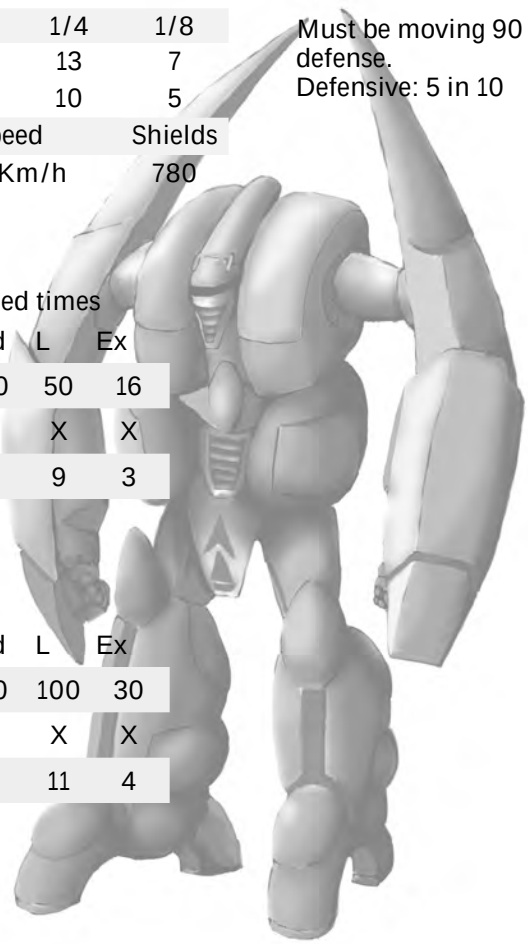
	PB	S	Med	L	Ex
Damage	200	200	150	100	30
	X	X	X	X	X
Hits	22	20	17	16	0

ECM
Defensive: 4 in 10

Chezbah Mechanized Infantry

Type: Hunter

	Full	1/2	1/4	1/8
REF	50	25	13	7
PSY	40	20	10	5
HP	AR	Speed		Shields
1125	40	150 Km/h		780



Lasers
Range Class: D
Attacks: 40 beams unlimited times

	PB	S	Med	L	Ex
Damage	200	200	100	50	16
	X	X	X	X	X
Hits	12	11	10	9	3

Plasma Cannons
Range Class: C
Attacks: 60 blasts 3 times

	PB	S	Med	L	Ex
Damage	200	200	150	100	30
	X	X	X	X	X
Hits	14	14	11	11	4

ECM
Defensive: 5 in 10

Evasive Maneuvers
Must be moving 90 Km/h or more to use this defense.
Defensive: 5 in 10

Infantry Sheet

Type:

	Full	1/2	1/4	1/8	
REF					Stress
PSY					

HP	AR	Speed	Shields
		Km/h	

Weapon:
Range Class: Attacks:

	PB	S	Med	L	Ex
Damage					
	X	X	X	X	X
Hits					

Weapon:
Range Class: Attacks:

	PB	S	Med	L	Ex
Damage					
	X	X	X	X	X
Hits					

Weapon
Range: HTH Attacks:

	PB
Damage	
	X
Hits	

Area Effect Weapon:
Range Class: Attacks:

	PB	S	Med	L	Ex
Infantry Damage					
Standard Damage					
	X	X	X	X	X
Hits					

Defensive Action:

	in 10

Type:

	Full	1/2	1/4	1/8	
REF					Stress
PSY					

HP	AR	Speed	Shields
		Km/h	

Weapon:
Range Class: Attacks:

	PB	S	Med	L	Ex
Damage					
	X	X	X	X	X
Hits					

Weapon:
Range Class: Attacks:

	PB	S	Med	L	Ex
Damage					
	X	X	X	X	X
Hits					

Weapon
Range: HTH Attacks:

	PB
Damage	
	X
Hits	

Area Effect Weapon:
Range Class: Attacks:

	PB	S	Med	L	Ex
Infantry Damage					
Standard Damage					
	X	X	X	X	X
Hits					

Defensive Action:

	in 10

Game Masters

This section of the book is for the player taking the role of the Game Master or GM. It describes the tasks a GM takes on and the privileges of doing so.

This section contains information about the game world that only the GM should have access to. Players should not refer to the stats, figures or story elements given in this part of the book.

Basics

For a player that has never been a GM before, the tasks that a GM takes on may seem scary. It is true that a GM will often put more thought and possibly more effort into each game but many players actually prefer to play as a GM.

Is It Fun Being GM?

In many games, the GM gets to do more than any other player. This can be fun and exciting but a GM has the most challenging job of any player. Some players fear this extra effort but nearly any GM that's had a successful game will come back for more because the experience is highly rewarding.

A GM is given unlimited resources to set the stage for a story. Any toy the GM would like to play with is available to them to use in their games. Although there are no restrictions on what a GM *can* do there are limits on what a GM *will* do and it centers around the other players having fun.

The greatest reward a GM can get from a game is to have their players have a great time and impatient for the next game. Because of this a GM's fun is directly linked to making it possible for the players to get what they want while making it difficult getting it. This is a balancing act, best kept simple at first and grows more rewarding as you learn the art.

What Does a GM Do?

On the surface a GM appears to be the player's enemy but that isn't true. A GM takes on the role of the world around the PCs. They take on the role of every person, every rock and every gust of wind. If the world was the player's enemy they could not survive a single game.

A GM's job is to place rewards in front of the players and give each reward costs for reaching for it. If the reward is too great or the costs are too great, the players will loose interest. If the cost or reward is not of the right type, the players may also loose interest.

Rewards do not have to be money, they can be experience, knowledge, friends or anything that the players find motivating.

Costs don't need to come in the form of damage taken. They can be any number of things, like proving one's worth with skill challenges, spending resources or loosing the support of allies.

A GM knows their role has been fulfilled when they are able to exact a reasonable cost, the PCs were also able to get the reward and the players are happy with the results. Often the danger of a higher cost makes it easier for the players to accept a lower cost to reach their goal.

Making the cost and reward interesting and compelling is often a matter of making the process of reaching out for them interesting. There are a number of tools to do this already built into the game.

Tools

The tools a GM has, helps them to deliver rewards and their costs. These tools can all be used to deliver rewards or exact the cost of achieving a reward.

Story

This is the narrative that the game forms. The GM must not try to control the story, only to influence it so that the PCs must pay costs to get the rewards they want.

Control of the story is primarily the player's right. Each player controls the choices of their character. The GM can try to influence the player's choices by making some paths to

the reward more costly than others but should never try to completely eliminate an option from play by making it so costly the players cannot realistically use it.

Story can be used as a reward by making a PC the focus of part of the game. An individual PC's strengths or personal story comes into center attention. This has to be balanced because if a single PC gets the focus for too long, the other PC's involvement will suffer. Each player should get a chance to be the focus of the game for a short period time and their actions to make a real difference in the story. Juggling the focus of the story can be difficult to master for a starting GM so it may be preferable to simply allow different players to take the focus for short periods of time and then turn your attention to players that haven't had as much involvement after a few rounds.

Story costs can refer to losing ground on certain player goals. For example,if the characters are tracking someone down and have almost caught them, the GM may offer another reward that will temporarily put the characters off the trail for a while. That would be a story cost.

NPCs

NPCs or Non-Player Characters are anyone the player characters (PCs) encounter. Any allies they make, any enemies, any merchants they do business with are all NPCs. The GM plays all their roles. This will include the character's commanding officer.

NPCs can be a reward when characters make friends and allies. They may even be given the opportunity to earn the respect of an enemy, making them less hostile.

NPCs are often part of a cost when they oppose the PCs. This may even include NPCs that are supposed to be allies but that look at the PCs as competition.

Use of the NPC tool can greatly impact the players involvement in the story if used incorrectly. The GM must keep NPCs that are on the players side in the background. The players may call on their help from time to time but they should get out of the way as soon as possible. If an NPC is a reoccurring character, anything significant they do should happen in the background while the PCs are given opportunity to shine.

Rules

Rules often act as the delivery system for rewards and costs. They define what characters can and can't do.

The simplest way a rule acts as a reward or a cost is when an Advantage or an Impairment is applied to actions.

Some players will place great importance on the rules while others will be happy to let the GM handle them. Players that focus on the rules tend to play in a tactical manner and if the player and the GM's understanding of the rules differ it could lead to spoiling a player's planning effort. On occasion, even if a player's reading of the rule they are trying to employ to their advantage is wrong, the GM may want to reward the effort the player put into a plan.

Resources

Things like money, Hit Points, food, fuel, equipment and so on are all resources. They are usually of a limited quantity and when they are used up the player's abilities are greatly effected.

Getting more of a resource is an obvious reward while running out of a resource is one of the most common costs a GM uses.

Resources need to be balanced carefully. Giving PCs too much of a resource can make a game less challenging and reduce excitement in play and when the players get more resources. Limiting players resources can give a strong feeling of scarcity but this only works if scarcity makes sense.

Game Master Principles

These are guiding concepts that GMs work to develop in their games. Running a game can be complicated and sometimes a GM tries to make things work but makes poor decisions when doing so. Keeping these principles in mind will prevent the worst of these problems.

Fairness

The first thing a GM should try to be is fair. Giving each player the same opportunity to play effectively, applying the rules consistently and admitting when they've made a mistake are all ways of being fair.

Giving each player a regular opportunity to play can sometimes be a challenge, especially when the action has been split in two locations or kinds of tasks. Some players are very energetic, making focusing on them easy while quieter players may not seem like they're ready to take action. Learning to check with quieter players periodically and encouraging them to participate is one way to make sure no one is left out.

Being consistent in use of the rules is vital to the players trusting the GM and feeling they can gauge their own abilities. The challenge to being consistent often comes into play when a GM misjudges the difficulty of a situation and tries to correct by altering stats mid stream.

When a GM has made a mistake, to be fair to the players, it's important to acknowledge it and correct the error. This falls under fairness because when facts and stats are incorrect they can put the players at a unfair disadvantage.

Challenge

GMs generate excitement when they put the players in a position where they are challenged to reach the rewards that have been set out for them or they have made for themselves.

At first it may be enough to challenge the player characters with straightforward tasks, like defeating a pack of Chezbah Hounds. As the players are better able to gauge their character's ability, they may learn exactly how many Chezbah Hounds they can defeat. Once the mystery is gone, the challenge is gone. A GM must look for new ways to make the obstacles they put in front of the characters interesting and not easily predicted.

Direction, Not Rails

When preparing for a game, the GM will offer rewards for the PCs. If the players are forced to take the reward, they loose some of their control of their character. If there is only one path the players can take in a game this is called railroading.

Players have different thresholds for how many choices they want their characters to have. Some will take up a challenge simply because experiencing it is a reward in itself that they enjoy. Other players feel their ability to effect the game is threatened when their options are reduced in any way. The majority of players feel that a GM is justified in directing where the story will go as long as their choices matter in the story and make a difference.

Starting players will often want some direction on what they are expected to do. The more they play, the more comfortable they will become with making choices for themselves. So a GM will start a new player by only offering a few options where it really matters. As the players progress they will want more open ended games.

The Social Contract

When starting up a game the players have certain expectations such as the tone and feel of the game. The GM should briefly discuss how the players want the game to be run. Important aspects like how likely is it that a PC can die in each game can come as a shock to the players if they have different expectations than the GM. The contract may also include how the players are expected to behave to improve the play experience for all, how long a campaign will run and if any rules or supplements are not allowed. The contract is a tool to avoid problems where different players have different expectations. This can include anything that the players feel has to be cleared up before a game.

The Social Contract can be written or spoken dependent on how familiar the group is with each other. If the contract is missing

something important, it should be discussed and amended.

A new contract may be made if the players are looking for a different experience. For instance, they may have enjoyed a gritty and grim survival game for a campaign but now want to play a lighter hearted heroic campaign. When the feel or direction of a game is changing, the social contract should reflect the change.

Character Skill vs. Player Skill

A GM has to decide to what extent they want a player's abilities to control what the characters can do. For example, a player may be a good strategist but their character has an IQ of 10. Who is coming up with the strategies at this point? There are many social and intellectual skills where the player's abilities may not match what the character is supposed to be able to do.

Flexibility

If there is one skill that all GMs need, it is flexibility. The ability to improvise is commonly what GMs fall back on to deal with the actions of the players. It is cited more often than planning as the decider of a good game. So how does a GM develop their flexibility? A good knowledge of different plot tricks and eventually building up a mastery of the game helps but the most important thing in being flexible is remembering that the PCs drive the story, not the NPCs. This can lead to the most frustrating situation that a GM can be in, when the players are not interested in picking up a story that you've prepared for.

When preparing for a game, the GM needs to keep in mind that elements of a story they work hard to prepare for may never get used. There are ways of reducing the times that this happens but there is no way to eliminate it without railroading the players and taking away the control they should have over their characters.

One way of reducing the number of times prepared material goes unused is to ask the players what they want to do in a game. By asking what interests them and following their responses, you are more likely to prepare material they will want to explore.

Another method is to reduce how specific the material is. By developing ideas that are modular and can be plugged into the game at different points, a GM can work along with the players to build the story as it occurs. This could mean working on an NPC for the PCs to encounter but not having a defined place or time for that NPC to show up. When the story requires an NPC like the one that has been developed, the GM can pull them out and fit them in like a puzzle piece. Locations like city maps and buildings can be used modularly like this if the elements in them are kept open to interpretation.

A third option to reduce lost planning time is to prepare the motivations and relationships of groups the players will encounter. Even if the players avoid specific groups you've prepared, their presence will impact other NPCs in the area adding atmosphere and making other NPC motivations easier to imagine in that environment.

Example: A Kelrath warband has been scouring the region searching for something. They won't say what it is but they suspect the Scimrahn may know something so they accost scouts and even whole tribes trying to strong arm information out of them.

Even if the PCs never engage this war band, they are likely to find people talking about them and debating what to do about them. Scimrahn may refuse to go into the area because of the Kelrath activity. Before the characters decide to do anything about the band there is no need to prepare stats of the band. Some information about the leader may be useful but there's no need to fully develop the NPC until they will be used. It may be a good idea to define what the Kelrath are looking for, this could lead the players and the war band into conflict if they are looking for the same thing.

Preparing Games

All GMs have different methods of preparing for games. Some can run games off the top of their head requiring little or no lead time but even these GM's prepare for games even if they're not sitting down at a table and writing things down.

Procedural vs. Inspirational

Two basic approaches to getting ready for games involve how the GM builds the rough structure of the game. A procedural approach means that the GM builds the game by thinking about what obstacles the PCs will face and then connecting them with a story. An inspirational approach means building the game from stories and then distilling the obstacles from the story.

There is a significant difference in these two approaches but neither is really superior to the other in terms of end results if the GM understands the inherent weaknesses of each and compensates for them.

Procedural preparation's usually leads to challenges that are better suited to the PCs. Tactical choices may play a prominent role in the game and great detail may go into game aids like maps and NPC stat blocks. The weakness to this approach is that the story can be an afterthought and the threads that tie challenges together may be weak or nonsensical. By recognizing this weakness the GM can compensate by making sure the story gets as much development as the mechanical challenges of the game.

Inspirational preparation is just the opposite. The GM may be thinking of interesting plot twists and turns but the mechanics of the challenges may not be fully developed. This can lead to major obstacles that the PCs cannot possibly defeat or that end far too soon ending in an anticlimax. Again, by recognizing this potential weakness it can be compensated for.

The Feel

RPGs tend to have an overall feel. They may be gritty and realistic, they could be epic hero stories, rollicking adventures or humorous. Starting GMs may not think about what the feel of the game will be and leave it up to the system and players to define. To a certain extent this may be fine but by encouraging a specific feel, the game is more centered and the story that emerges is stronger.

In preparing for a game the GM can work to strengthen a specific feel by paying attention to several factors.

The availability of resources and their type greatly effect the feel. When they are scarce, the game will feel more dangerous threats are larger. The players have to be more careful. When resources are plentiful players do not have to focus on them and can concern themselves with other elements. The game often feels freer and more heroic.

The reaction that the world has to the PCs impacts the feel. If there are more friendly NPCs the feeling of the game is more heroic and can become more humorous. If NPCs are indifferent to the PCs the feeling becomes colder and harsher encouraging the players to act independently. If almost all the NPCs players will encounter are hostile, the feel becomes hard and gritty.

The difficulty of the challenges the PCs will face makes a difference in the feel. If the PC struggle with a few very difficult challenges, the feel is grim and dark. When the challenges are easier or they have low danger associated with them the feeling is lighter and more heroic. In some cases if the players can overcome a lot of challenges quickly, this also has a more adventurous feel.

What the players stand to loose greatly effects the feel. When balancing risk and reward, some games may just be about the PCs holding their ground giving a game a grim tone. When the PCs would loose very little even if they fail, the game can be more lighthearted.

The Goal

Each game session should have some kind of goal. It's best if the players have set their own goals but starting out in a game, the players may not know what they want their goals to be. Early on then, a GM may introduce goals to the players and get them to take them up. These are often simple, like acquiring more resources. As the players learn the setting, they may simply look for more of the same, so the GM should offer different goals to the players and see if they are interested in them.

When the players start to set more complex goals for themselves. The GM may break their main goal into smaller ones that can be achieved in individual play sessions.

Example: Our players are just starting out and they're not too tough. We don't want to give them anything they can't handle. Our main goal will be to retrieve a Kelrath arms shipment that was attacked by Chezbah and immobilized, a small number of friendly troops remains to secure the area but they need reinforcements.

Three Challenges

A challenge is a story obstacle that will be difficult for the player to overcome. Each challenge stands in the way of PCs reaching their goals. Challenges can be NPCs that oppose the PCs, survival challenges, technical challenges or other story elements that can stand in their way.

There's no hard and fast number of challenges the PCs can face in a session but three major challenges is a good number for the players to work through. These challenges can either be presented one after the other or at the same time.

Not all challenges have to be same difficulty. Having several easier challenges and then a final challenge that is more difficult than the others can create a crescendo in the action.

When preparing a game session, brainstorm all the things that would stand in the PC's way and then pick three that sound the most interesting to develop.

Keep in mind that players are likely to move in different directions than you expect and may attempt to completely avoid or otherwise circumvent challenges prepared by the GM. This is where improvisation comes in. GMs frequently need to adjust to the actions of the players.

Example: Lets think of some of things that can go wrong.

1 Kelrath send reinforcements.

2 Someone else wants the shipment.

3 The shipment is the stage for a trap.

4 Rall 4 damaged but not destroyed.

5 Seeters attack because of carrion.

6 Shipment is boobytraped.

7 Kelrath are looking for the shipment.

Now the GM eliminates the ones that are too hard for the characters or problematic for the story line. He cuts out 1 because the character's probably can't handle twenty or

more Kelrath Geetin and 3 Because it is contradictory to the rest of the obstacles.

Next he choses three that are the most interesting. He picks 4, 5, and 7. The characters are briefed on the mission. They are told that a shipment of Kelrath weapons was ambushed and that they are being sent to secure it. Kelrath forces are in the area and are looking for the shipment, they will be hostile, but they should be dispersed. The characters will have to sneak in and sneak out. Once they have gotten through the perimeter, they will find the troops they are reinforcing. As they enter the area, a badly damaged (extent of the damage should be determined by the character's ability, and vehicles such as tanks or E- Suits.) Rall 4 will attack. Once the Rall 4 is destroyed, the players can begin to secure the shipment, but the carrion attracts Seeters. The Seeters will not be too much danger to those in armor. But if anyone is wounded, or armor is damaged. they can be dangerous. Then the character's must escape the fast closing Kelrath perimeter.

Choices

Players need the power to affect the course of the game by the choices they make. These may be moral, practical, intuitive or rational choices. Their nature can be of any type imaginable as long as it effects the course of the game for the PCs.

There can be many small choices the characters make during the game but as part of each main challenge there should be some kind of decision for the players to make.

A GM may feel the urge to have choices have a right and a wrong answer. When players are given these and they choose the wrong answer, the game can abruptly end. Unless the desire is for a very high stakes game, it is preferable for both choices to have differing consequences. The PCs may be able to foresee these consequences or they may have to choose blindly.

Each consequence could be a choice between two differing rewards, two different costs or possibly a pair of different rewards and a costs.

The Spotlight

In each game, players should have the opportunity to be the focus of the game for a short period of time. The character getting the spotlight should get a chance to use skills, equipment or story elements that are special to them. Keep this in mind when thinking about the challenges.

Generate NPCs

Next create some NPCs for the characters to run into in the game. Not all NPCs need to have to be explicitly spelled out. Most NPCs can have average abilities. Even average characters can pose a challenge to advanced PCs in sufficient numbers. NPCs with higher than normal attributes and skills along with specialized equipment can provide major challenges to the PCs.

Beyond statistics, naming NPCs is very important for proper story immersion. For major NPCs, think about who the NPCs are, some may warrant a backstory.

It may be desirable to create NPCs that the PCs may never meet face to face but that command the other NPCs. Especially for these characters, it's important to at least partially understand their motives so their reactions to the PCs are more realistic.

Maps

Maps are useful for the players to understand where they are and the location and distance of things around them. Making maps available to the players reduces misunderstandings and increases the tactical options the players have. Because of this, when practical, the GM should try and provide a maps for the players to use.

This book contains maps for the GM and players to reference. Making copies of these maps or printing them out is one way to easily provide maps for them.

In some situations, the GM may not want the players to have a full map available to them. In buildings that are unfamiliar, caves, safehouses and other unknown environments, the GM can have the players draw their own map from the GM's descriptions. This kind of map should be checked by the GM periodically to make sure the elements the players have already gone through are accurate enough so there aren't

problems as more of the map is pieced together.

World Information

Take time to examine the situations you've imagined and compare it to the information about the world the players already have available to them. If this session contradicts what they already know, they will complain about it. Players need consistency so that they are able to imagine the world they are in. If you still feel a need to break with the existing world information that the players know, find a good reason for the changes. Even if the reason things are different are not explained immediately, they should be explained eventually. At the very least, acknowledge that there is difference from what they are used to.

The Session Sheet

To assist the in setting up a game session, a session sheet is provided on the next page. Print out or copy this sheet for your use. Not every box needs to be filled in and there does not have to be a specific order to filling it in. It may be best to fill in what comes to mind the easiest and then consider any open spaces and how they may be filled in.

The top row of boxes ask the GM to briefly write some of the overall concepts for the game. First the feel of the game is written down. This can be a guiding factor in how the session is put together. The second is the overall goal for this session that the GM will present to the players or one that the players have chosen for themselves. The third box is the overall reward the players can expect when they achieve the goal.

Next is three sets of four boxes. The first in these sets is a description of a challenge that stands in the player's way. What the players do with this challenge is up to them.

The next box is a brief description of a major choice the players face during this challenge. Then two possible consequences of these choices. A short explanation is all that is needed.

The player spotlight box is a place to record which players will have a special chance to shine during this challenge. A short description of how this challenge especially applies to them goes here.

Lastly the NPC box is a place to list names and short descriptions of NPCs that may be encountered during the challenge. There may be no NPCs involved in a challenge, only a few with little else than their name or the GM may need to attach extra sheets with stats for use during the game.

Sandbox Play

In a sandbox setting, the GM sets up the factors that surround the players, perhaps outlining many of the goings on in a specific region. The PCs are given free reign to explore and the GM presents how the world reacts to them. The setting will go on around the PCs even if they do nothing. There may be quests that that the characters can opt to go on or leave alone.

Example: A group of characters are stationed along with a Scimrahn tribe. Although they have duties to perform, they may be mundane or flexible enough that the PCs can reasonably set their own agenda. The PCs begin to hear of an increase in Kelrath activity coming into the area and decide to go check it out.

This type of play is often enjoyable for intermediate to advanced players that understand the game world and what they want to do in it. Beginning players may not have enough background with the setting to know what it is they would really like to do.

To use the session prep information in a sandbox setting, make up several Session Sheets with various events that are going on in the area. Each event may have some kind of challenge associated with it, or may only have specific NPCs the players may meet. Note if any events and their challenges are connected with others.

In this situation the Goal box can link goals the players have mentioned together and the Rewards box explains how the challenges on that sheet will get the players to their goals.

Session Sheet

Feel	Goal	Reward

Challenge 1

Player Choice
Consequence 1

Player Spotlight

NPCs

Challenge 2

Player Choice
Consequence 1

Player Spotlight

NPCs

Challenge 3

Player Choice
Consequence 1

Player Spotlight

NPCs

The World of The Artifact

At first, players will have very little knowledge of people, cultures and secrets that The Artifact contains. The GM introduces these things to them over time. A starting GM can familiarize themselves with certain aspects of the world that they feel will be the most fun for the players and slowly move on to new subjects as desired.

Each heading will start with an overview of the material it will go over and then bring out more detail.

The Scimrahn

The Scimrahn are the Earth's only formal ally on The Artifact. They are descendants of Chezbah that long ago rejected the control of Loc and his Priests. Because of this the Chezbah have vowed to exterminate the Scimrahn.

The Scimrahn live in tribes lead by a Matriarch and her husband the Enforcer. Most tribes are nomadic, staying in one location for a few days but tribes that produce goods will usually stay in one place for weeks or months.

Because the Chezbah are able to plan for nearly every known course of action the Scimrahn operate in distributed tribes. If one tribe is attacked the other tribes can adapt to cope with it's loss. By being distributed in small groups, it forces the Chezbah to spread out and limits the effectiveness of chemical biological or nanotech weapons.

The Matriarch's role is to make policies that governs the tribe and to interpret the policies of the Matriarchs before her. They also serve as the judge in disputes, choose where the tribe should live and organize the efforts of the tribe to get what they need to survive. All of her decisions are recorded along with a record of the tribe's exploits in a diary. This record is reviewed among the Matriarchs when tribes get together.

The Enforcer is the military commander and law enforcement leader for

the tribe. His job is to keep the tribe safe from threats within and without.

Scimrahn often live brutal and short lives. Women, specifically mothers, live somewhat longer because they are protected by the other members of their tribe.

Large families are very important to the Scimrahn nation's continued existence. Polygamy is strongly encouraged by the Scimrahn. This is because there are fewer Scimrahn men than women due to battle. While women are allowed to fight in battle, it is generally discouraged. Women are deemed to valuable to lose.

The stress of battle lead the Scimrahn to experiment with substances that would help them with symptoms of stress. In this process they discovered compounds that aided them directly in battle against the physically superior Chezbah Warriors. In a short span of time, the use of drugs became commonplace.

Drugs have permeated the culture so thoroughly that it is considered rude to enter a home without giving and receiving a gift of a drug. Most meals are accompanied by and often include various narcotics as ingredients.

Every ten births, Tribes take turns meeting in a festival of joining. In the festival all the Matriarchs come together to review problems and solutions found by other tribes. In the festival of Joining these matters are voted on and laws are made or changed. This is where the vast majority of inter tribal marriages are made.

Types of Tribes

There are four main types of tribes, each caring for a different need. Tribes will meet in agreed upon locations to interact and trade for goods and services.

The Raider Tribe

Raiders opportunistically attack other nations to take the resources they need and supply the other tribes. Paid informants and a network of spies reveal which shipments will have things that the tribes will need.

Raiders use high speed attack craft to board and take over Chezbah and Kelrath vessels which they then arm and use to take their next quarry.

Kelrath freighter captains will often abandon their vessels with the understanding that if they do not put up much of a fight, the Scimrahn will let the vessel go without damaging it. The Kelrath do this partially to reduce the damage to their vessels but it is supposed that by supporting the Scimrahn, they keep the Chezbah distracted with hunting the Scimrahn. Scimrahn honor this arrangement because it reduces their losses. Many Kelrath Geetin enter Scimrahn society this way.

Raider tribes often have some of the most talented mechanics, not only to maintain their fleet of gunboats, but to repair freighters after they have been taken.

Raiders live a grisly, rough and ready life, always on the go. These tribes rarely have time to do much more than prepare for their next attack.

Many of Earthers find Raiders difficult to relate to. Many have constant battle trauma, and are excessively violent. Despite this a Raider is given great respect by their fellow Scimrahn. A Raider tribe consist of approximately three hundred people, one hundred being able bodied warriors. These tribes usually have twenty to fourty Delta attack craft, A troop transport, and ten E-suits.

The Raider Village

The raider village is a temporary settlement at best. All structures in the village are tents that can be quickly taken down. Raiders are especially proficient at this, some of the best tribes can take down a settlement in less than ten minutes. The center of the town is an Assault transport. On one side of the transport is the Matriarch's tent. This is often the second largest tent in the camp. The largest is the "Pord" this is a kind of bar, and community center. Most sociable members of the tribe spend their time in or around the Pord.

The Pord is where all the trading in the village occurs. Anyone seeking to do business in a raider town would do well to try here first. The Pord is also where any local scouts and minstrels are welcome to stay.

Around these two main tents are a little over a hundred smaller tents where the families and warriors live.

One Quarter of the village is devoted to the vehicles of the tribe. this is where Deltas and E- suits are maintained.

Carrier Tribes

Carriers are made up by caravans of vehicles and their pilots. The purpose of the Carrier tribe is to transport goods from one tribe to another such as from a raider tribe to an industry tribe.

Carriers stay on the move for days at a time but move relatively slowly. A few heavily armed E-Suit pilots protect the tribe from small bands of attackers but the whole tribe will retreat to a structure called a safehouse if their protectors cannot hold off an assault.

Meeting places between tribes are normally arranged by contacting scouts. Each tribe is given a waiting place by the scout and it is the scout's job to bring the tribes together. This is primarily so that if any tribe is captured by the Chezbah they cannot reveal the location of another tribe. At worst, a captured tribe may reveal the location of a handful of scouts.

A carrier tribe consists of one hundred and fifty people normally, forty being able bodied warriors. These tribes normally have thirty cargo haulers, and ten heavily modified E-suits.

The Carrier Camp

Always on the move, a carrier camp will last only for several hours. Carriers set up temporary shelters near a hex wall, and line their cargo haulers on the other side of the camp. Once the camp is set up, the tribe prepares it's food for the next fifty to sixty hours of travel. This is a time for rest and relaxation for the tribe.

Carriers use safehouses when ever possible. This will even bring them out of their way on occasion, but the safety of the bunkers, and the chance of restocking supplies is a welcome opportunity.

Industry Tribes

Industry tribes produce goods that the rest of the Scimrahn will need. Although simple items may be made by any tribe, vehicles, weapons and other technology requires the focused effort of an industry tribe.

The industry tribe make use of the Hosent that for the most part, lay dormant. Although they must take steps to keep the Hosent from speaking to Loc, the Hosent robots do not care who they build for.

These tribes specialize to a degree but almost any item that a Scimrahn could need is probably being produced by an industry tribe or could be on request.

An Industry tribe can have upwards of a thousand Scimrahn. Only one hundred are dedicated warriors, but another two hundred can be called out of reserve. Industry tribes have varying amounts of equipment at their disposal since they produce different products.

The Industry Town

Often nestled somewhere in the center of an industrial hex, the town is sometimes hidden almost completely inside a dozen Hosent with tunnels bored to nearby Hosent. In other instances the town cannibalizes the Hosent panels and makes a walled fortress. These towns are often elaborately camouflaged to prevent detection.

At the center of the town is a Pord. But in a large industry town the Pord quite different from the one in a Raider village. The Pord is an open air market with several meeting tents and five to twenty merchants, depending on the town. In the center of the Pord is often a large furnace that keeps the area warm.

Immediately around the Pord is a protective wall. In an attack, the town enters the Pord and mounts a defense. The Pord wall is often piled high with rubble having only two or three doors that can be sealed off with explosives. Often, the Pord will have a blow away hatch cut into the floor or ceiling to facilitate an escape should the Chezbah lay siege to the Pord. Even if the Chezbah attack is unsuccessful, the town must pick up and move.

Minstrel Tribes

Minstrels do entertain but the importance of this kind of tribe goes deeper than music. The first Scimrahn may have spread their message of rebellion by traveling

as musicians from Chezbah city to city before being outlawed by Loc.

Now the minstrel tribe is the brain trust of the Scimrahn. Gifted young men and women are given to a Minstrel tribe for evaluation. If they show potential they remain with the tribe.

Minstrels travel from tribe to tribe, teaching and entertaining. A Minstrel is always welcomed by any tribe. The favorite time for minstrels to visit is when the festival of joining is being celebrated, allowing for the greatest exposure to their ideas and art. Many of the new ideas in science, engineering, and medicine come from minstrels.

Minstrel tribes travel light and avoid a fight as much as possible. This contributes to the minstrels living significantly longer on average. They consist of only forty or fifty members, with no heavy equipment and only ten or fewer warriors.

Scimrahn Women

Women control most of the goods and labor in a tribe. Although a man may have a few items of his own, they do not often carry on business. Scimrahn girls work under their mothers, with the family pooling their resources much like a family business. When the mother dies the family breaks up with each of the sisters becoming head of her own family. The property of the mother is distributed to her daughters.

While a mother is alive, her sons are expected to give half of everything they raid or make to her. The other half is divided up among any wives they may have. In return, the women supply their sons and husbands with the things they need. Men may move from one household to another every few days, coupled with their short life spans from fighting the Chezbah, this makes the mothers the only stable aspect of a child's life.

Scimrahn Scouts

Scouts are important to the Scimrahn because they provide situational awareness to the tribes that move through the area. A scout stays in a region for many years, observing and learning about their territory.

In almost all situations where tribes meet, it is arranged by a scout. If a Carrier tribe is bringing goods to trade with a Raider or Industry tribe, they will look for scouts in the area and ask them where the tribe they're looking for can be found. Then when they reach a scout with that tribe in their territory, the scout will go out and get a delegation from that tribe to trade. In this way a carrier tribe cannot easily be forced to reveal the location of tribes it does business with.

Traveling tribes will resupply a scout that visits them, even if they do not have very much themselves. Refusing hospitality to a roving scout is a serious offense, so serious in fact that a tribe that does so may suffer reprisals from other tribes.

Espionage Specialist

The Espionage Specialist is a Scimrahn that has been trained to infiltrate Chezbah society. He or she will disguise themselves as a Chezbah with makeup and special red contact lenses then sneak into the city or town the informant lives in and makes contact. The informant will usually act like the Espionage Specialist is a visiting relative or a business interest and the Scimrahn does their best to fit the part or it means death for both.

Once in the privacy of the informant's home, a price is negotiated for information on where food shipments are coming or going. Scimrahn very rarely have anything that a Chezbah would want, unless it was taken in a raid. Even then, if a Chezbah family suddenly had wealth that no one else could account for, suspicion would be raised about them.

Most often the subject of this kind of Scimrahn raid, is a rival family's business. This may be the only way a to overcome a rival that is favored by the Priests. Although physical assets are not often requested as a price, information on the rival is. If the rival can be discredited, they will be either abandoned by business partners or even investigated by the Priests.

One way to accomplish this is to plant contraband in their homes. Even a small amount of Kelrath writings or art can cause serious repercussions.

Scimrahn History

"The Scimrahn people have had to live the life of a refugee for centuries. As a people, we have never known anything different. From our first days we were scattered to the bowels of the deep. Were at first, we were tiny bands of people, hiding from our adversary Loc.

We have become structured in order to not only to survive, but to flourish under oppression. We live because we refuse to die. We refuse to die because we know that there are days ahead when we will stand in the forests and by the ocean and feel no fear. We know this because we were once afraid to crawl from our hiding places to find a morsel of food. Now we overtake our enemy and take the food from him. Loc has no power over us."

Words of Minstrel Selukn Hebbard Ub.

The historical account of the Scimrahn tells of times centuries past were the Scimrahn were a tiny distraction from the war Loc waged with the Kelrath. In those days a mother raised her children, hidden in tiny compartments, many times devoid of any light. Children grew up nearly mute, many knowing the danger that making a single

sound brings. Mothers mapped crawl ways and escape routes. Fathers crawled on their bellies through miles of tunnel to find the food to feed his family. In those early days, a single family was as big as a group could be. Anything larger would be too dangerous. Getting caught would mean that an even larger group would have to slide down a vent pipe, or crawl through a crack in the wall. A single second meant life or death for the Scimrahn in those times. The average life span of a Scimrahn was a mere twelve years.

As time wore on, one thing allowed the Scimrahn to survive as a people, the passage of knowledge from one mother to another. Information on where good hiding places were, where food could be found, and most importantly, where the Chezbah weren't. All this written on the walls of the tunnels. As time and generation of Scimrahn wore on, written language was almost lost. Pictograms became the only way to pass messages to each other, and soon Ideograms came into use.

Slowly the Scimrahn organized a system of skilled thieves who would distribute their ill gotten gains. The most important item on their list, weapons. Weapons meant families could defend themselves, and animals could be hunted more easily. The families would reward the thieves by feeding them when they could, fixing cloths, or mending boots.

Soon enterprising Scimrahn traveled deep into the cavernous expanses. Fed by a supply line of their family, scavengers found raw materials to feed the Hosent. The living factories begun the process of building weapons and machines to aid in survival.

Later whole families took up scavenging. Other families took up the dangerous task of transporting food and equipment. Thieves became more bold, supplied with new weapons. Actively raiding small towns, trains and, ravaging farms became the norm.

Decades past, and families, more strongly rooted, became tribes. These tribes needed order and the old Matriarchal system continued.

Gradually, the lines in a new society were drawn. The spread of information became more sophisticated, scouts continued the tradition of ideograms advancing their art. These scouts, took up the task of memorizing tunnels. They became living maps of trade routes, villages, and Chezbah troop movements. To this day scouts are indispensable in commerce.

Whole tribes took on the task of raiding for food and raw materials, some became powerful enough to survive on the surface. The days of petty thievery were gone. The tribes patched together attack crafts to over take convoys filled with food. For every four tribes raiding, they could support a single carrier tribe, and two carriers could maintain the needs of an industry tribe.

However, the Scimrahn were still a rabble stringing together patchwork equipment. Each industry tribe built it's own equipment to it's own standards. Many weapons, and even vehicles had to be discarded if they broke or were damaged because there were no parts to repair them.

All the advancements the Scimrahn had made was in jeopardy. The resources they required to keep building were quickly running out. In the eleventh full span, scouts spread the word that a gathering was to take place. All the Matriarchs were to meet and discuss the problem at hand. "The Gathering" as it was soon called, was a risky idea, and many refused to come. Many felt it would be too easy to find the secret talks, and exterminate the congregation.

Despite the risk, many did attend. For six cycles, the debate went on as to how to preserve the Scimrahn. Hela Mortun leader of the tribe of Ferra Lee, offered the plan that was agreed upon. The gathered tribes would form a union of laws and practices. While this was a major breakthrough, the Matriarch who is generally credited with preserving the Scimrahn was Gesinia Tol Derdin of tribe Corinar. She established the engineering standards that brought Scimrahn production processes together. She specified that all machines were to have interchangeable parts, so that repairs could now be made on all machines.

The "Gathered" as they were now called, became the most prosperous of the Scimrahn. Their equipment became the most sought after, and the Gathered grew quickly.

The Gathered now took up a monumental task. The City of Gadios began. The word Gadios meaning "Cornerstone of Dreams", has truly lived up to it's name. The city is the largest congregation of the

Scimrahn people. It has also allowed the Scimrahn to produce their own fuel.

For three full spans the Gathered have built up their people. Stabilizing and reinforcing work continued. Until whispers spread through the people that a new people had arrived

Customs

The Scimrahn people have some very different customs than those on earth. Customs such as greeting, visiting people at home, trade.

Greetings

There are two types of greeting, the formal and the friendly. The greeting used, depends on the mood or disposition of the greeter. While both are considered proper, the formal greeting is use when welcoming a stranger. The greeter reaches up to the side of the other person's head with their right hand. In return, the Greeted does the same. Then, both make a slight bow until almost touching heads. (See The Artifact pg. 23) This greeting is said to go back to the beginning of the Scimrahn exodus from Loc. In those early days, the Scimrahn were a vocal anti-war group, something unheard of at the time. Their underground society was highly secretive. As a result, speaking in public against Loc was done quietly, and the speaker would draw in the head of the listener to whisper to them. Over time, the gesture became a type of password to show that you were a Scimrahn.

In the Friendly greeting, the greeter raises an arm, usually the right with the palm facing inward and held about chest level. The greeted then does the same, and takes the hand of the greeter. A firm grip is then applied. Both use the other hand to either grip around the other hand, or if the greeting is very friendly, the other arm hugs the person. The origin of this greeting is newer, and started in Gadios. Merchants living in the city developed the greeting to tell weather a person was a city resident (and by extension, should they swindle them). However the greeting was spread as a friendly gesture before those outside Gadios knew what it meant.

Visiting

When approaching the tent, or shelter occupied by a Scimrahn, it is important that the following etiquette is followed. Never approach a Scimrahn unannounced, it is very rude to startle or surprise a Scimrahn. It is often the custom to cough or stop one's feet as you come into listening distance.

When outside a tent or other structure, and the occupants do not come out to meet you, do not approach within three meters without calling out to the occupants. Scimrahn are often very aware of their surroundings and will probably hear you before you arrive.

It is very important to give gifts on arriving at a home. Traditionally, this is a small quantity of drugs of a recreational nature, and usually taken on the spot. This has been a problem for the earth forces. However some Scimrahn have recognized this and will not be offended if an earther is on duty. Off duty however, a Scimrahn will expect cigarettes (two packs, one for you, one for me), beer (no less than a six pack), hard liqueur (a bottle), or at the very least, some very strong coffee.

Never enter, or even look into a Scimrahn's living area (tent or otherwise) without their expressed permission. Even if you are allowed in every time you come. This is a Scimrahn's personal space, and is not to be violated.

Trade + Business

Most business is transacted when a Carrier tribe arrives at a town. Both tribes bring their goods to the Pord. There the Matriarchs barter for the best deal. The tribes moan with displeasure at the other tribe's offers and flap their hands to cheer on their Matriarch. Sometimes not only goods are traded, but also warriors, services and scrapyard rights. Then, after the tribes have settled the trade, individuals approach, bartering for every conceivable commodity.

For the Scimrahn, it is considered rude to barter out of the public eye. For the most part, this means trading at the Pord. In one corner, there is a rug or sometimes a raised platform where trading is done. There may be a line for this spot if the tribe is large. The trading process is highly structured at this point. A member of the tribe must acknowledge the trader and the trader must greet the tribe. In larger tribes there is usually a mistress of ceremonies that preforms this process. It is done to make sure that the last transaction is completed before the next one starts so that the whole tribe may be involved in a trade. The trader announces what they

have to trade and the bidding begins. In large tribes the bidding can be frantic and heated.

It is normal for the bidders to insult each other, but because the Scimrahn culture is adverse to loud noises, there is rarely any shouting. Onlookers will jeer a trade they think is unfair, and may nod, or flap their hands to cheer trades they approve of. The more the tribe approves of a trade, the faster it is expected to go. There is little patience for a person who drags their feet on a trade that is favored. This may lead to a person going unacknowledged in the future. If this happens they have to beg for the right to trade from a member of the tribe. Most of the time the person is not allowed to trade for a few hours, and if offensive behavior is repeated the period is longer.

Often, savvy barterers will jump in on a trade, either trying to build up the value of the trade, or boo a trade they feel unfair. This process is rarely impartial, observers will push for favorable trades for people they like and make trade difficult for those they don't like.

Language

The Scimrahn language is arguably only a dialect of the Chezbah language. It uses most of the same alphabet and many similar sounds and words. However over centuries of separation the two languages have become very different, like Spanish and French have their roots in Latin, but are completely separate languages.

Word Structure

Chezbah language is made up of prefixes and base words. However, many base words are interchangeable with prefixes. For example: Zem-Keth is a word meaning leader. The prefix Zem means "possessing power", while Keth means person, or man. However the word Keth-Zem, means a physically strong person. The Chezbah language is taught using these word fragments. Scimrahn language uses many of the same word structures, but their usage is "clipped". The same word in Scimrahn is rendered "zeken" for leader, and "thezen" for one who is physically strong. The words have similar sounds, but the Scimrahn words are fused and clipped. Many linguists suppose this is the result of centuries of whispering words to children, and the children carry on the muffled versions into today.

However some of the old linguistic structures still persist. These include the prefix "ahz" denoting the feminine. All words are considered to be in the masculine, unless the prefix ahz is attached. For example "zeken" or leader would be taken to mean a male leader, probably denoting the Enforcer, (actually the proper word for Enforcer is "Togon"), but "Ahzeken" is the word for Matriarch (proper). In addition, the word for tribe is "ahz-chim", chim meaning people. The feminine aspect of the word is a reflection of the matriarchal leadership of the Scimrahn. Another prefix that persists is "kel" referring to thought, and reason. The prefix "it" denotes a plural state such as "it-ahz-chem" or "tribes". Another such prefix is "rah" denoting a person or object that performs a function. The English equivalent is the suffix -er, as in thrust-er (thing that thrusts), or reader (person or thing that reads). For example: The word "doch" refers to the action of running. The word "rah-doch", or runner, is sometimes used in describing a low ranking scouts. "Feahe" (pronounced "fey") meaning fix or repair, when coupled with rah, becomes "Rahfeahe", or Mechanic (itrahfeahe-mechanics).

Verb Tense

Neither Chezbah nor Scimrahn languages express tense. The tense of a word is often expressed in the context of the sentence, or often not at all. For example: the phrase "I am walking" has two tense indicating words, am, and walking. In Scimrahn, this phrase would be rendered as "dok iennis Chahz" or "I now walk", but there is no equivalent to "walking".

Accent

Scimrahn words may or, may not be accented regardless of their length. One syllable words can be accented, or multi-syllable words can go without accent. All words that carry the accent mark (') are accented on the syllable with the mark. In all cases an accent mark denotes a drop in pitch on the accented syllable. The degree of drop does not matter, just as long as it occurs.

It is important to remember, that no matter the length, Scimrahn words have only one accent per word.

Common Names

The following are names commonly given to Scimrahn. The most common are listed first, followed by the second most common, and so on.

Male
Jah-ahre
Ahiet-mo
Ahahdolko
Felloch
Ub
Grishin

Female
Neeah
Oshulo
Therim
Chiah
Nimoe

Common Words

ahzchim	tribe
Ahzeken	Matriarch
ahzketh	woman
brouragh	demon
Chahz	I, me
chim	people
doch	run
dok	walk
en	ideographic writings
grier	hex
keboah	speak
Kelek	wise man / sage
keth	man (person)
iennis	now
ofri	plasma / plasma energy
podobes	lost
pahk	weapons
Rahshaho	Merchant (Carrier)
Rahzahm	Raider
shaho	trade
Togon	Enforcer
zahahnie	food
zahahmies	gift
Ziekem	Scout

Alphabet

The following section discusses the formal written language of the Scimrahn. However it should be noted that Scimrahn ideograms are also a major form of written communication. However ideogram guides compiled by earth forces are often over two thousand pages long for a complete listing.

Scimrahn letters do not have names like in English and many other languages, but are referred to as their sound. Also, Scimrahn letters are a simplified version of the Chezbah alphabet, leaving out the lowercase letters that some (but not all) letters had to indicate longer or softer pronunciation of sounds. These lower case letters were dropped during the period known as "the days of exile" when written language almost died out.

-(CH) As in the English cheese, or chase, but more of the H sound is pronounced, making a softer sound than is customarily made in English.

-(Z) Like in pleasure or azure, never as in zone or zebra.

-(B-M) There is no English equivalent to this sound, rather it is a combination of a B and M. This sound is made by starting with an M sound with relaxed lips and abruptly ending it with a puff of air forcing the lips apart. Some Scimrahn pronounce this letter more as a M than a B.

-(S-SH) Pronounced either as an S in say or more commonly as a SH in shuttle or she.

-(E) Like in meet or be, never as in net or gem.

-(KE) Almost pronounced as in the names Ken or Kelly, but the K sound is made with a more guttural rasp.

-(L) As in the English lisp or love.

-(F) Like in fanciful or soft.

-(TH) Pronounced as in then or farther.

-(R) As spoken in redundant, and regret, never with a rolling sound as is made in some English dialects.

-(A-AH) Spoken like father, or aqua, never as rat or range. In specific words or names, the sound A, or H, can be more or less pronounced. This is especially true in names where either sound can be negated, usually at the preference of those familiar with the person bearing the name. For example: Ahahdolko, sometimes pronounced Hadolko, Ahdolko, Ahadolko and so on.

-(I-E) Like in bet, but with more of a I sound like in hinge, made mostly from the vocal cords.

-(N) As in novel and announcement.

-(K) A less intense K sound similar to cat or cavern, but not abrupt. The Scimrahn K is pronounced by placing the tongue in the same place as the English K, but instead of an abrupt puff of air, a slow exhalation forms the sound.

-(P) As in pan, and pronouncement.

-(O-AW) Frequently as in off, but sometimes as in otter or obstinate.

-(G) Pronounced as in green and guess, never soft as in gem.

-(D) Like deceive, or lid.

-(FR) As in frame or fraud.

-(T) Spoke as in top, and advantage.

Numbers

Scimrahn and Chezbah numbers have twenty digits, but counting is based on four base numerals. These are Pah (1), Toc (2), Che (3), and Ko (4). Below is a list of the digits, followed by it's equivalent in Arabic numerals, then how the number is said in it's base numerals.

-0 (S)

-1 (Pah)

-2 (Toc)

-3 (Che)

-4 (Ko)

-5 [11] (Pah-Pah)

-6 [12] (Pah-Toc)

-7 [13] (Pah-Che)

-8 [14] (Pah-Ko)

-9 [21] (Toc-Pah)

-10 [22] (Toc-Toc)

-11 [23] (Toc-Che)

-12 [24] (Toc-Ko)

-13 [31] (Che-Pah)

-14 [32] (Che-Toc)

-15 [33] (Che-Che)

-16 [34] (Che-Ko)

-17 [41] (Ko-Pah)

-18 [42] (Ko-Toc)

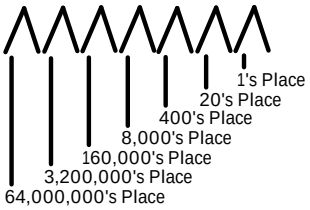
-19 [43] (Ko-Che)

-20 [44] (Ko-Ko)

Any number over twenty is represented by two or more symbols with a connector sound. This connector sound has no name, but is pronounced as a short clipped U sound. For example, ∧○ is pronounced Pah, u' Toc. Numerically this is the number twenty two (22). The sound for zero, (S) is not used in higher numbers. After Ko-Ko the next number is Pah u' Pah. The number after Ko-Ko u' Ko-Ko, is Pah u' Pah u' Pah, and so on. The number S is used only for denoting the number zero.

The Number Line

The following number line goes out to only seven places. Just like Arabic numerals (like 1, 2, 3, 10, 356, etc.), Chezbah numerals can continue on forever. Each additional number place is equal to twenty times the last. For example: The place after the ones column is the twenty's place. The place after that is twenty times twenty (400). After that is four hundred times twenty (8,000). After that is eight thousand times twenty (160,000). And so on, into infinity. This isn't much different from the ten digit set of numerals in the system Earthers are used to, but has double the number of digits.



From Ko-Ko, ⋇ (20), counting continues to Pah u' Pah, ∧∧(21), then to Pah u' Toc, ∧○ (22). And so on. The Pah in the twenty's place is equal to twenty. The Pah in the eight thousand's place is equal to eight thousand. A Toc in the twenty's place equals forty, and a Toc in the eight thousands place equals sixteen thousand etc.

Time

Even on the surface there are no days or nights on The Artifact. There is no moon, and judging the length of a year is very difficult. The underground is static, unchanging. Although there are some cycles to observe in the mechanisms of the planet, early Scimrahn turned to the cycles in their own bodies to tell time.

Iensh-pelzi - Literally a “sleep” this is a period of approximately 16 hours. Scimrahn often are awake for 12 hours and sleep for 4.

Fieszi - Often translated as a “cycle”. A period of four to five weeks. Literally translated as “blood”.

Gieth-nawzi - Translated as a “birth”. A period of nine months.

Zi-nawch - Literally a “life time” or a “span” of a life. This is averaged out at twenty six and two thirds earth years.

Reshzi-nawch - A “greater life span” or “full span”. A period of 80 years.

Scimrahn chronometers often display time as a fraction of a sleep and a cycle. This can be difficult for Earthers to get used to.

Chezbah and Kelrath use different metrics of time. The Chezbah sleep and wake cycle is about 21 hours long while the Kelrath's is near 30.

Scimrahn Infrastructure

The infrastructure of the Scimrahn takes some unusual forms, but much of it is necessary for life.

The Scrapyards

Scimrahn have long hidden away their broken vehicles and equipment in proscribed locations. These are often reservoir hexes that are emptied of water. The purpose of these sites is a kind of collective parts warehouse. Often a caretaker oversees the site, ensuring that if someone takes something, they leave something in return and food for the caretaker. This often takes the form of a credit/debit system for an entire tribe. Scimrahn mechanics are often skilled in foraging for parts among piles of equipment chaotically dumped wherever was convenient.

The condition of the site depends on the caretaker. Some organize their refuse into various categories, some make no effort. Some can tell exactly were to find specific parts, while others have no idea and don't care to. One thing does remain constant, caretakers are often a little less than sane. Many were crippled in battle and hold deep emotional scars. Some are unstable or even paranoid.

Safehouses

Scimrahn tribes build and maintain fortified structures that Earthers call Safehouses. They are used as safe places to rest and restock, and some are defendable enough to repulse a Chezbah onslaught.

Each tribe has different needs for their Safehouses and each one may serve a slightly different purpose. Some are simply a place to run to when being pursued while others serve as the tribe's storehouses for their wealth. There are safehouses to store all of the tribe and their vehicles and then there are safehouses of last resort where only a few individuals will be able to wriggle into and hide.

Favored locations for building a safehouse is near hunting or forraging grounds and where there is a supply of water. This is reflected by the Scimrahn name for these structures which means "Time to gather."

These structures are often made in places where a Hex has collapsed. The rubble forms a mountainous pile often pocked with caves. The tribe selects one cave large enough to house the tribe's vehicles and goods. A camouflaged door is made to cover the entrance. To open the door, a small cramped cave is selected and a trigger mechanism to open the door is built in as deep as possible. This cramped passage is lined with traps designed to kill Chezbah Hounds and Warriors that enter. These traps vary greatly in their design, but their purpose is always the same, to keep the Chezbah out of the safehouse. To understand these traps it is best to understand the evolution of their design.

At first traps were simple defensive measures, mines, automated cannons etc. These traps relied on surprise and hitting power to stop intruders. However the Chezbah quickly began to send wave after wave of hounds into the minefields, and if the robots could not rush a gun nest, an explosive device would usually take care of the problem. As a

result, The Scimrahn began to build mazes into their defenses. This was particularly effective against the hounds since they would often get lost, or simply wander for hours in the maze. But there was still a good chance that a hound or a warrior would eventually find it's way and relay information on how to get through the maze to the other hounds. The other downfall was that hounds could map the tunnels and a priest could then attempt to extrapolate how to get through. The Scimrahn came to the conclusion that more subtle traps were needed to prevent the mapping of the tunnels, and as a bonus cut down on the number of Chezbah attacking.

This is where the current state of Scimrahn traps and safehouses has progressed to. However the amount of effort put into each safehouse varies greatly, this depends on who uses the safehouse and how often it is used. It goes without saying that some people are more motivated and imaginative than others. As a result each safehouse is unique. Some trap designers are intricate and thorough, while others build brutal traps that lack subtlety.

Frequently there will be a Scout that is assigned the territory of the safehouse and will live in it. When the tribe approaches the Scout will open it for them and then close it when they are inside.

The tribe that built the safehouse stores any surplus goods they have in several locations, often in hidden rooms with secret doors. Weapon caches are common but vehicles, fuel and sometimes preserved foods are also hidden this way.

Officially, any tribe that needs protection from a safehouse is welcomed in and allowed to use the resources kept in the common area. This is often water, some salt, some low quality but long lasting food, blankets, clothing and tools. Some tribes supply their safehouses with these while others do not.

A note to the game master: When designing traps, they should be simple in function, so as to be understandable to the player. Ultra high technology or unforeseeable/undetectable traps are unfair to the players trying to figure them out. In addition, low tech traps may last longer, and requires fewer resources. A Scimrahn planting the trap doesn't want to trap other Scimrahn. As a result, many of the more treacherous traps are marked with cryptic verses that serve as warnings. Often the most dangerous traps are set by the Chezbah since these are built specifically to kill any scout that tries to live inside.

For game purposes, characters can encounter a safehouse by accident, or a scout can point one out. On average safehouses are located in strings approximately 3,600km apart, or about sixty hours travel for the average Carrier tribe. These strings are called Scimrahn highways. While they are often heavily patrolled if found, the more obvious entrances are often a ruse. The real entrances are hidden passages sometimes ten to thirty kilometers away.

How often are safehouses found? Rarely, being 3,600 km apart means that one would have to search almost 13 million square kilometers to find one safehouse that may, or may not have a Scimrahn in it for years. That would be roughly equivalent to searching the entire surface of the continental United States of America three times over.

Frequently enough, a tribe may build up their safehouses, store their reserves there and then be wiped out by the Chezbah. This leaves an unused resource. When an abandoned safehouse is discovered, a tribe may attempt to raid it for resources or they may try to use it as their own. An abandoned safehouse is a good option for the “Found a map to hidden treasure” bonus.

Gadios

Gadios is the Scimrahn's only full fledged city. It is the site of the majority of their carbon fuel production, although there are several other hidden sites. The city is well fortified with an ingenious system of defenses. The area outside the city has several entrances but all other passages are cut off. Even a well equipped army would take months of breaking through barriers to get into the outer city. The exit passages are strait lines radiating from the city, and each is protected by a sentry cannon. These huge emplacement cannons are powerful enough to obliterate anything that is capable of moving through the passage.

The second defense may be a bit unexpected. The city of Gadios is defended by the Kelrath! The city was built next to the old Kelrath city of Penalon. Because of this the entire region is patrolled by the Kelrath.

Another defense is the architecture of the city. A series of ground level roadways connect most of the city, but these roads are lined with ten to thirty meter tall walls all the way around. These are actually the exterior walls of buildings. However the only way to gain access to these buildings is by a drawbridge built every several hundred meters.

Gadios is built in an Agricultural Hex. The three levels of the hex (See Artifact Maps) each have their own purpose. The bottom level is the carbon fuel production site. Due to the volatility of the fuel, the entire level is kept cooled to 0º C by a system of ten cooling towers. This keeps the fuel from exploding when jarred or heated. Then as the fuel is put in process that turns into a thin gel, it then becomes more stable. Hundreds of Hosent have been transferred to this level to aid in machine construction and repair.

The middle, or city level houses the majority of the population. The city is a chaotic jumble of buildings, the Scimrahn have no concept of owning land so no one objects when someone builds over or attaches to old structures. Although there are many styles of building many appear very alien to the architecture of earth.

The oldest structures are old plasma conduits that have been moved into the city, stood on end, and levels built inside. These older structures are over five hundred meters tall, numbering seven in all.

Newer buildings are much smaller, and started out as additions to the old buildings, but slowly the building spread to the perimeter.

The average living area of a Scimrahn family is normally no more that fifteen square meters (a three by five meter room) of slabs made from hex walls (CCC). These accommodations are often considered enormous by Scimrahn standards who are accustomed to living in small tents. Inside these otherwise spartan structures a Family fixes curtains to the ceiling and walls to form rooms and a more comfortable living space. Many of these curtains are either painted on, or have tapestries woven into them to add color and warmth. Across the doorway of the home is often a curtain that displays a tribal bond and personal preference of design. Homes and variety of other structures are built around a central well that provides water and waste disposal.

Since there is no real weather to be protected from, there is little need for an enclosed building. For years Gadios was a yard of fenced off open air shops, but slowly those fences became walls, the walls needed roofs to keep out thieves, the roof became someone's floor to build on. For decades this continued, building on buildings. Then the collapse of 15* slowed the building process down.

Old structures needed to be reinforced or pulled down. This enabled the Scimrahn to build on open ground again. New skyscrapers went up, this time built not by hands, but by microbes.

The White Spoor, long feared for it's destructive ability, was harnessed. Given the right mix of chemicals the Spoor grew upward at an amazing ten meters per day. The compounds left behind were strong as stone. Pockets inside were built by selective sterilization of surfaces. Then, once the full height of the desired structure was reached, the microbes were sterilized.

The upper level is a production facility for E-suits and many weapons. This level also is a training camp, for troops, scouts, and even Matriarchs.

All earth troops arrive on the Artifact through Gadios. Both the ASO and I-CA have their Quantum receiver stations built just outside the city lines. Today, Gadios is the command station of all earth forces. Many new barracks are built to house incoming troops, so many in fact, that the city has expanded to the next outer ring of hexes.

Earthers have done their best to carve out their niche in here. I-CA colonists have set up shops, bars, and restaurants all reflecting their cultures.

This influx of troops, has strained the hospitality of the Scimrahn in Gadios. Many in the city are bitter over the wave of outsiders. By 2087 early half the population of Gadios will be Earthers.

Districts

These are the various sections of Gadios.

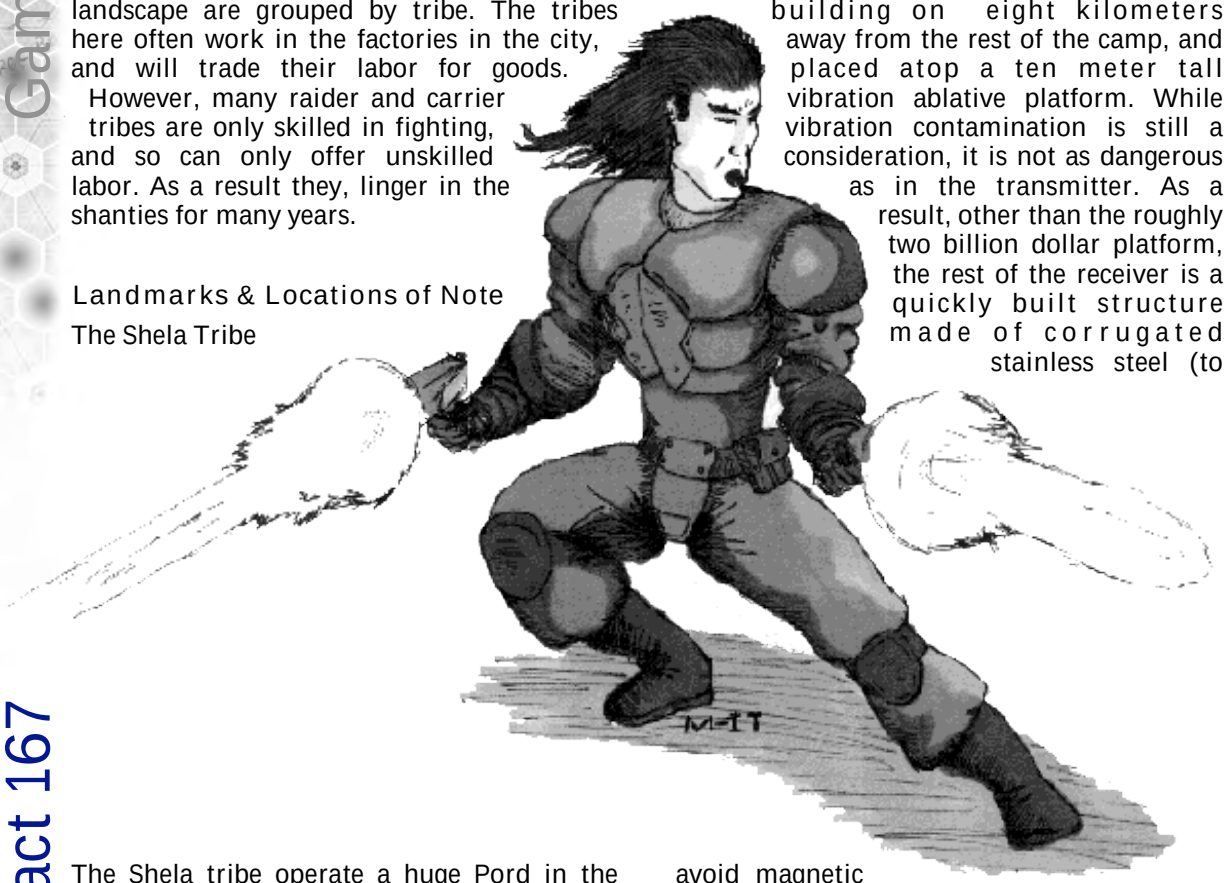
The Shanties

The Shanties make up the outer perimeter of Gadios. The population of these areas are mostly transients. Many of these are merchants resting in the relative security of the city. Gadios is also a magnet for Scouts and Minstrels. Occasionally a down on it's luck tribe will add to the sea of tents.

The Shanties are not a chaotic jumble of structures. Many tribes stick together, simply setting up as they would anywhere else. As a result the tents and structures that fill the landscape are grouped by tribe. The tribes here often work in the factories in the city, and will trade their labor for goods. However, many raider and carrier tribes are only skilled in fighting, and so can only offer unskilled labor. As a result they, linger in the shanties for many years.

Landmarks & Locations of Note

The Shela Tribe



The Shela tribe operate a huge Pord in the shanties, here all the tribes that are down on their luck come to sell their labor or whatever services they can offer. The buyers (usually tribes operating out of Gadios, but on occasion include corporations,) take advantage of the cheap labor, often trading a day of labor for a day of food.

ASO Camp

Located in between the nearby residential hex and industry hex, is the ASO receiver station. The receiver is the furthest from the city, inside the hex. Closer to the city, is the ASO camp. This is home to thousands of transported enlistants that stay in Gadios, three to four hundred men on there way out to other locations, several hundred warrant officers and specialists, five hundred mechanics, and two to three hundred field grade officers and generals.

Landmarks & Locations of Note

The Receiver

The receiver is a thirty meter tall building on eight kilometers away from the rest of the camp, and placed atop a ten meter tall vibration ablative platform. While vibration contamination is still a consideration, it is not as dangerous as in the transmitter. As a result, other than the roughly two billion dollar platform, the rest of the receiver is a quickly built structure made of corrugated stainless steel (to avoid magnetic contamination) and a tubular plastic frame.

The receiver works, for the most part, continuously. Only in periods where there are interruptions on the transmitter side is there any breaks in the activity.

ASO Headquarters

ASO Headquarters is a ten meter tall fifty meter by sixty meter concrete bunker. Military officers insisted on transporting the cement from earth (at a cost to the tax payers of eight hundred thousand dollars a kilogram) to prevent any incompatibilities with electronics or other systems due to unknown material properties of native construction materials.

ASO Embassy

Unlike the headquarters, the embassy was built by the Drachknah (See: Groups In Gadios) in the middle of the ASO camp, and dwarfing the headquarters is a massive one hundred meter tall, two hundred meter wide domed structure. In it are housed delegates from nearly all the ASO countries.

ASO Repair Station

The repair station is the largest ASO maintenance facility on the Artifact. Most of the grounds allocated to the facility are open yards nearly filled with broken down or damaged vehicles. Two large structures stand in the middle of the yard. One is a forty meter cubic storage facility, where tools and parts are kept safe from thieves. The other structure is an hanger like building built from sheets of CCC (Carbon Ceramic Composite), were between ten and fifteen vehicles are under repair, being assembled or disassembled for transport.

The Canteen tents

The Canteen tents are a large group of temporary structures that are one of the few places a person can get a meal with a familiar name and taste, however poorly prepared

The Field Hospital

The Field hospital is surprisingly, one of the most advanced medical facilities in or near Gadios, and possibly better than any Scimrahn facility. In fact Scimrahn had never heard of a hospital until the Earthers came. The introduction of the hospital has caused the Corinar tribe to begin erecting one of their own with the help of the Drackna.

ICA Camp

The I-CA camp is nestled in the shanties off one of the main exits. The I-CA receiver is built into a huge complex, the only permanent structure in the I-CA camp.

Landmarks & Locations of Note

The Complex

The Complex is a hundred meter tall by three hundred meter diameter building made of CCC (Carbon Ceramic Composite). Built into the complex is the receiver for the I-CA teleporter, a hanger for vehicle storage and a repair, a command center, and a missile defense system The Perimeter

The Camp's perimeter is protected by a wall of CCC to keep out thieves and the casual snoop. However most Scimrahn are allowed in and out of the main gate. On these walls are a series of cameras that monitor the area. sophisticated computer programs monitor everyone and everything that moves through the area. The software can recognize the difference between a Scimrahn and a Chezbah through a system called kinetics. Indeed, the system can identify individuals that it has observed by their walk, and it has a good chance of identifying terrorists by the body movements of a person who does not wish to be detected.

The Camp

The Camp consists of three rows of barracks that circle three quarters of the Complex. Each barrack is a simple structure built in a long house fashion. This area houses only those who work inside of the Complex. Those troops that are transient or have other duties in and around Gadios are housed in previously unoccupied structures inside the city.

The Courtyard

Directly inside of the main gate, the courtyard is a staging ground for newly arrived forces.

The Gates

Located on the middle level, the four gates are the main entrances to Gadios. The only other entrance is the newly re-opened passage to the

ASO's camp. The Gates consist of an opening in the exterior wall, Two barracks on either side, the perimeter road, the moat, and the emplacement lasers.

Landmarks & Locations of Note

The Barracks

Each barrack is the permanent residence of forty strike groups (1200 men) and thirty E-Suits. this is the quick response group for the city defense, and nearly a third of the city's standing army. At any time three quarters of these men can be called out to defend the city.

The men here have nearly free reign on what they allow in and out of the city. Often this can mean "confiscation" of weapons or items that catch the eye of the men on watch. However hidden items will pass notice, especially if those passing through don't appear particularly noteworthy. Military groups such as the ASO and I-CA are not usually troubled by the watch, unless they are toting illegal, or obviously ill gotten goods. "That Chezbah weapon ain't allowed here, you'll have to leave it with us for disposal."

The players would be well advised to not pick a fight with the watch unless they happen to have a army of their own to back them up.

The Perimeter Road

The closest thing Gadios has to a highway, the perimeter road follows the outer wall of the hex. Here a mix of freighters, small electric carts (called zemot), and foot traffic fight for space on the busy road.

The Moat

On the top and middle levels, the moat is a five hundred meter wide chasm cut through the floors. Anti-grav. skiffs transport passengers and goods between levels

The Emplacement Lasers

These huge weapons stand on the opposite side of the Moat. This allows the weapon to stay firing even if a few men break through the perimeter. Each laser is defended by a wall to keep out saboteurs, and a force field to intercept oncoming fire. The Lasers are built with their own nuclear reactors, and have food and water storage to make them nearly impervious to outside sabotage.

Overall Height	22 m
Overall Width	18.7 m
Overall Length	48.6 m
Power Plant	Nuclear Fission
Armor Rating	250
Hit Points	40,000
Crew	30 (5 skeleton)
Shields 10 active at 1000hp	

	PB	S	Med	L	Ex
Damage	100 K	100 K	50 K	30 K	8 K

Blast Range Class: E

Rate of Fire: 2

Mass: 543,000 KG

The laser beam is targeted via a mirror array, this allows the laser to target any object within 210 degrees of the direction it is facing.

The Merchant's District

Nearly all goods entering Gadios come through the merchant's district. Some refer to this area as the Pord, likening it to the Pords of villages.

A Carrier tribe entering Gadios comes in through the gates, travels down the perimeter road, and enters the merchant's district. They are then guided by a series of signs that, based on their cargo, lead to open air bazaars. Then in traditional Scimrahn style, the matriarchs of the carrier tribe, begins to barter with a host of merchants, both Earthers, and Scimrahn. Some have described the process as a brutal gauntlet similar to a Wall Street stock exchange. What make the process even more confusing to Earthers is that the bartering is often for very dissimilar goods, chemicals being traded for E-suits, food being traded for carbon fuel, etc. The only constant during the bartering process, is the cargo the tribe is carrying.

Landmarks & Locations of Note

The Pords

The five major Pords each specialize in a specific commodity. Each one is

dominated by a family of the Zahmasti or Grimadon. While no one is prevented from trading at the Pords, the dominant merchants do their best to squeeze out competition.

Vehicles

The vehicle Pord is a major focus of the Zahmasti tribe in this market the dominant merchants are fiercely competitive. In some instances of merchants trying to work their way into the vehicle market, rumors have circulated that "accidents" have been arranged to remove the competition.

Food

The Food Pord deals not only with food but also chemicals and drugs. This Pord is possibly the second largest of any other Pord, and sees two thirds of the merchant traffic in and out of Gadios. The largest purchases of materials are carried out by the Grimadon. The Grimadon then disseminate the food purchases to the other merchants for a profit. This is actually a win, win proposal for those in the food trade since the Grimadon trade in such enormous bulk that they can demand better deals than anyone else. In return, they can sell back to smaller merchants at a better price than otherwise possible. Chemical and Drug trades are however dominated by the Grimadon. As it is a lucrative business.

The Grimadon are amazed by the huge verity of chemicals used by Earthers. They have eagerly snatched up new ideas. Especially interesting to them is perfume, a completely novel concept to the Scimrahn. There is even a booming black market export of earth perfume to the Kelrath.

Weapons

The Weapons Pord is possibly the most confusing and hectic marketplace in Gadios. The volume of business and the range of good offered is staggering.

This Pord has a strange reputation for being a showcase for new weapon designs. Inventors and engineers from all around to showcase their designs. Unfortunately the Pord also has a reputation for swindlers who have one barely working model of a weapon and sell hundreds of inoperable weapons to an unweary or inexperienced Carrier Tribe.

Tools + industrial goods

This market has recently become one of the most competitive markets. Three relatively minor factions are battling for control, while it is rumored the Zahmasti are ready to retake control at any time.

Subsystems for assembly

In short, any equipment that is too big to transport is sold here, and assembled on site of delivery. The Zahmasti control most of this market, but there is room for competition.

The New District

The new district is an area of gleaming white towers that rise as high as two hundred meters tall as free standing structures, and some connect the floor with the ceiling. These structures have been built by the Dracknah a powerful but secretive fraternal organization. Landmarks & Locations of Note

The Draknah Counsel Chambers

This five hundred meter tall, eight hundred meter wide structure is the most ornate structure in Gadios.

The (Training) Grounds

The Grounds, or the "Training Grounds" as they are sometimes called, are a large portion of the upper level of Gadios. The Grounds serve as an academy of Scimrahn teaching. The subjects of instruction include engineering, tribal diplomacy, reading, writing, battlefield strategy, exhaustive combat instructions, economic instruction, agriculture and hydroponics.

It is considered an honor to be instructed at the grounds. Those that attend the schools disseminate their knowledge to their tribes and become teachers themselves.

Landmarks & Locations of Note

The Shelpaw House

Greatest among all the instructors are the Shelpaw (pronounced Shel-po), a tribe of intellectuals that have the greatest mastery

over Scimrahn philosophy and instruction. The Shelpaw house is the tribal home of all these teachers. To stay at the Shelpaw house is a great honor reserved for those who are deemed the most promising of students.

This being said, the structure itself is an unimpressive one story building that once served as a Kaydoo breeding stable.

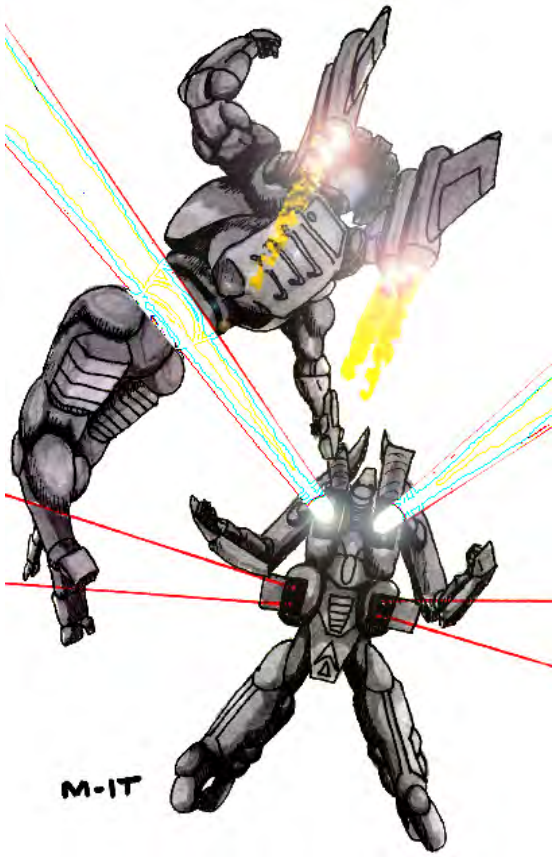
The Hub

These massive structures at the center of the upper two levels of Gadios, are giant factories that are major sources of refined metals and the production of polymers. Inside are Thousands of Hosent and giant factories that are on the interior, larger than an entire city.

Landmarks & Locations of Note

The Metal Refineries

Compromising five of the massive conduit structures, these refineries are the largest and the best that the Scimrahn have to offer.



The Chemical Plant

The Grimahdon produce a staggering array of chemicals and components.

The Power Plant

The Majority of Gadios' power is not taken from plasma conduits, but produced by four fusion reactors. These being the largest in the Artifact. No nation has ever needed to isolate their power source as Gadios has.

Ground Level

This is the bottom level of Gadios. Two thirds of all Scimrahn who work in Gadios make their living here. The entire Ground Level is an enormous Liquid Carbon Fuel (LCF) plant where slabs of CCC are brought in from quarries, and the slabs are broken down into a combustible carbon molecule. The Fuel is clean burning and equivalent to rocket fuel. The entire level is cooled by ten towers to prevent the highly combustible fuel from exploding.

Landmarks & Locations of Note

The Coolant towers

Ten of these one hundred meter tall towers surround the LCF production facility, each tower is surrounded by six thirty meter liquid nitrogen tanks used to cool the air.

The Breaker Yard

When slabs of CCC are transported in, they are too large to fit inside a Hosent so they have to be broken down by men called "Breakers". After the slabs are broken up rows on rows of Hosent grind up the CCC into powder. Further down the line, more Hosent Filter out the ceramic bonding agent from the CCC. A third group work to replace the worn down grinding wheels and other tools and parts to keep the process moving.

The Processing Plant

The Gelling Tanks

This huge three kilometer wide dome contain thousands of vats where the process of gelling the LCF takes place. This process

makes the fuel less explosive and easier to handle

The Shipping Yard

This massive pord handles the demands of the LCF trade. There is no larger pord in the Artifact.

The Wallows

This is the garbage dump of Gadios, for a thousand years, the Hex below the city has been filling with refuse. In these depths, there are Scimrahn that have hit bottom. Insane, deranged, crippled, these sorry souls eek out a life by eating the discards of Gadios, and selling anything that is remotely useful. Those that live here are keenly aware of the value of any conceivable scavenged item.

Major Tribes of Gadios

There are seven major tribes in Gadios. Four of those tribes make up a kind of a makeshift city council, the only organization (aside from the Drahknah) capable of affecting the entire city. The average citizen pledges their allegiance to one of these tribes. Those not born to one of these tribes, allies themselves to one either by tribal pacts, or by vowing to the tribe's motto (more on mottoes below). To walk the streets of Gadios without an allegiance to one or more tribes is like being without protection from law.

Cornar (Kor-nahr)

The Cornar are the second largest tribe in Gadios, however they are arguably the most powerful. The Cornar are responsible for seventy percent of the industry in Gadios, including ninety percent of the carbon fuel production.

The second largest operation run by the Cornar is metal refining, smelting, and the production of metal alloys from five of the seven plasma conduit structures in Gadios. The Cornar produce probably the finest quality alloys any Scimrahn could offer. That said, even the Cornar are amazed by the metals that earth's manufacturers can produce. Even more amazing to them is the shear quantity of metals, and alloys that earthers use. The Scimrahn use a material called CCC (Carbon Ceramic Composite), A stone like material that is composed of micron thick layers of diamond laced with molecular carbon cords. The layers are glued together by a ceramic material. The aggregate of which is a strong but surprisingly flexible material. The use of CCC in many common tools and vehicles causes metals to be used only for very specific purposes.

Ethnicity

The Cornar are what could be considered genetically baseline for Scimrahn. Features are primarily oriental, yellow hued skin, black hair, averaging 160 cm tall.

Motto

"Unity in thought"

Dress

Cornar frequently wear traditional tunic and girdle, however sleeves are often tailored short and tight around the elbows. This is mainly due to an occupational necessity, long sleeves being dangerous around machinery. Other common dress may also include heavy chemical resistant coveralls.

Farra Lee

(Fahrah Lee)

The Farra Lee are by far the most publicly active tribe in Gadios and probably in the entire Artifact. The Farra Lee are the figurehead of the Scimrahn in Gadios.

The Farra Lee are thought to be one of the oldest tribes in existence. Until eleventh full span , known only as the Farra tribe for Farra Moz. Farra Moz was said to have built up an army in the bowels of the Artifact and lead a series of pitched battles against Chezbah cities. But in the eleventh full span,

the Farra people encountered a traveler, who spoke with a strange dialect, wore strange cloths, and called himself Lee. (It should be noted that Lee is not a name or even a word in Scimrahn, Kelrath, or Chezbah languages.) Lee who may have been a Kalec, was said to posses extraordinary power. Again the Farra tribe mounted an army, this time lead by Lee, and seven Enforcers. It is rumored that Lee forged seven remarkable black swords (See: Legends), that he bestowed upon his enforcers. In a final battle, Lee's followers were scattered, and Lee's fate is still debated to this day. Since then the Farra tribe added the name Lee to theirs to commemorate their great leader.

Ethnicity

The Farra Lee are of a somewhat stockier breed than the average Scimrahn. In addition, The Farra Lee often have more facial hair. This is often an easy method of identifying a member of the Farra Lee by a full beard and mustache.

Motto

"Blood and Water (sweat)"

Dress

Farra Lee are often seen in armor, ready for battle. Their armor is traditionally customized to the wearers liking. This can include the addition of spikes, animal or hound skulls, teeth and various makings. These are mostly cosmetic, but it makes it easier to identify individuals in the battlefield. Farra Lee are also fond of poncho style cloaks. These are often worn over more traditional style clothing, or armor.

Zahmahsti

(suah-ma-sti)

Zahmahsti are the most powerful of the merchant tribes in Gadios, closely followed by the Gri-mahdon. Zahmahsti are among the original Gathered. From the early days of Gadios the Zahmahsti have been instrumental in organizing trade routes that keep production going. The Zahmahsti control almost all of the lucrative E-Suit trade going in and out of Gadios. Those that have tried to work their way into the market, find themselves in a bidding war with the Zahmahsti. The Zahmahsti are excellent at driving off competitive bidders.

Ethnicity

The Zahmahsti are unusually tall and dark skinned. This is mainly due to a strong Kelrath influenced bloodline.

Motto

"Victory by any means"

Dress

Zahmahsti dress varies with position, traders often wear ornate cloaks, often in a distinctly Kelrath style. This can consist of a full length robe, a sash or cape, and pants. The trader will often have a number of apprentices and aids that will dress in more traditional tunic and girdle, often accompanied by a cloak. Laborers used to unload cargo are often dressed in heavy coveralls.

Shelpo

(Shel-paw)

The Shelpo are a small but influential tribe whose reach extends far beyond Gadios. The Shelpo are the headmistress of the Training Grounds. They are deemed the greatest tacticians, the most skilled warriors, and the best judges. The Shelpo started as a minstrel tribe that traveled to Gadios and decided to stay. The tribe still accepts young apprentices the same way a minstrel tribe would. The Shelpo have become more of a guild than a simple tribe.

Ethnicity

Shelpo have only slightly discernible ethnic features, eyes being rounder than average, and often a very small nose.

Motto

"Control the moment"

Dress

Shelpo often stick to the traditional tunic and girdle, and will occasionally wear armor in combat training.

Gri-mahdon

(Gri, ma-doon)

The second most powerful merchant tribe in Gadios, the Gri-mahdon are often seen in the food, medicine and drug trading areas of the merchant's district.

The Gri-mahdon are also major synthetics manufacturers. Their production ranges from medicines to plastics, and composite materials. These manufacturing processes are carried out in two of the seven plasma conduit structures.

Ethnicity

Gri-mahdon have a stockier build than an average Scimrahn.

Motto

"With Brotherhood We Triumph"

Dress

Gri-mahdon wear either a sash draped over the left shoulder or a cape.

Eahme

(E-me)

Eahme are different from the other seven tribes because they do not control any aspects of Gadios. The Eahme derive their power from shear numbers. Nearly a third of Gadios' population is Eahme. If the Eahme take issue with another tribe, they can shut down production facilities, or slow down trade. The Eahme rarely use their influence, usually the threat of a work stoppage is enough to get their way.

Ethnicity

Eahme have very distinct facial features, including a slight bulge of fatty tissue at the corners of the mouth.

Motto

"By Light Or Darkness"

Dress

Eahme normally wear traditional garments, occasionally coveralls or armor depending on occupation. However on special occasions a heavy chain mail sash is worn that drapes over the shoulder.

Desima

(Des-shee-mah)

The Desima could be considered the black sheep of the family as far as Gadios is concerned. The Scimrahn have survived, for the most part due to cooperation. A major part of that cooperation is sharing information. The Desima are the exception. If there is a secret, the Desima make it their business to find it out. But learning what they know is costly, and keeping their knowledge a secret is even more costly. In short, The Desima are the best spies and probably the worst blackmailers the Scimrahn have to offer. The Desima have for the last two spans refined their techniques to a science and an art. Vaguely reminiscent of the Ninja of Japan, the Desima are both despised and feared. They are however, indispensable for gaining information on the Chezbah and Kelrath.

Ethnicity

Desima have olive skin, but are otherwise of average features.

Motto

"We Remain Unseen"

Dress

Desima are in the habit of wearing tight fitting clothing that is usually dark grey, or otherwise camouflaged for the environment they expect to be in.

Groups In Gadios

The Draknah

The Draknah are a secretive organization that are known primarily for their construction accomplishments using White Spoor to build buildings in a controlled fashion. Many are not aware that the Draknah actually infect themselves with the spoor in strange rituals.

The Draknah are highly unusual in Scimrahn society because they only allow men to join their fraternity and do not marry. This has caused a great deal of distrust for the group as it goes against many of the social norms in the community and has caused many to fear that the Draknah are intent on returning the Scimrahn to a patriarchal society like the Chezbah or Kelrath.

Draknah are not often seen out of doors and often wear long brown hooded cloaks covering their bodies, despite this, it is obvious that a number of the higher orders of Draknah suffer from some manner of growths on their bodies. This is likely the effects of the White Spoor infections.

Justice In Gadios

There is no single body of law for all the tribes in the city. Although the major tribes tend to work together and harmonize their policies, it is still up to the Matriarchs to decide if a person did anything deserving of punishment and if so, what that punishment should be. To do this for the whole city would be an impossible task for the tribal heads so they appoint local Matriarchs to handle the load.

There are few absolutes, in one tribe, murder may be only frowned on. Some may feel that murder may be justified under some circumstances. While still others may reject the action entirely.

Most of the time a posse brings an offender before their Matriarch or appointed representative. The Matriarch then determines the fate of the accused. The difficulty is getting the accused before a Matriarch. Often the accused will call on his tribe to protect him. Depending on the relationship between the two tribes, the confrontation can range from a heated discussion, to a brawl, to a deadly gunfight.

Legends

The Great War

Possibly the most ancient of legends, shared by all the inhabitants of the Artifact, is the legend of The Great War. Common mythology has it that long ago, the old gods ruled the Artifact. Little is known about the old gods. Loc has eradicated the worshipers of them. The most that has been preserved is that the old gods used intermediaries to bring their commandments to the people. They were said to be cruel and uncaring, so the man called Loc caused himself to become a god to protect the people (as to how he attained godhood is a matter of contention between accounts).

Loc stole some of the old god's power and gave it to the people. With it the people waged a war against the old gods. Great war engines were built, and rose up to battle the gods. The war was so intense that some accounts say the Artifact itself was nearly destroyed.

Throughout the great war, there is mention of five heroes, they being Rahthamin, Torthin, Bremiah, Frozch, and (A)Halimah.

Rahthamin, brother to Loc, was said to be a giant so powerful that the ground rumbled when he walked. Rahthamin's skin was a deep bronze color, and it was impervious to harm. Rahthamin wielded a giant golden spear, with witch Rahthamin killed four of the old gods before a elder god struck him down. It is said that Rahthamin's body was entombed in a crypt by Loc. Of all the heroes, Rahthamin is venerated the most. There are extensive works on the battles of Rahthamin and his exploits.

Torthin, who could summon the very ground to do his will, lead the people into war. With the aid of the people, Torthin, drove off many of the old gods.

Bremiah, appeared to be able to take on different forms, breathed fire, and called

lighting from his hands. Bremiah consumed the elder gods in fire.

Frozch, could not die. A thousand ways times a thousand the old gods tried to destroy him but over and over Frozch lived on. In the end, the old gods decided that if they could not kill him they would trap him inside an unbreakable coffin. Even Rahthamin tried to crush the coffin, but to no avail.

(A)Halimah (some circles pronounce the name with an "a" sound.) was a messenger of the old gods who promised Torthin to fight along side him after he had spared him. (A) Halimah aided Torthin a great many times in driving off the old gods.

During the great war, Loc is however the primary hero of the Great War. While the five heroes battled the god directly, Loc is said to have kept their power at bay. This diverting of attention allowed the humans to use their massive war engines to drive off the old gods. The Scimrahn maintain that while Loc drove off the old gods, he, and all other gods are inherently evil. Many say Loc's motivation for his actions was merely a selfish move for power.

Lee's Swords

Farra Lee lore says that in the eleventh full span, a Kelec was found by their tribe wandering the bowels of the Artifact. The Farra tribe was on their way to sack the new Chezbah city of Pel-hat-eck-eshn and warned the traveler that they did not hope to survive and gave him food and water since they would soon not need it.

For some reason the traveler followed them and after several attempts to warn the Kelec away, the warriors of Farra decided that it was a good omen that a Kelec chose to follow them and left him alone.

As the battle began, the Kelec drove the Chezbah Warriors mad, stopped the hounds and the Priests he cut in half with a sharp black sword that leapt from his hand at will. The Farra tribe lost only a handful of men.

The Farra tribe gave the Kalec the title of Father, to lead the tribe's Enforcers, seven of them. The Kelec gave them his name, Lee and they took it on themselves as the Farra Lee.

To the seven Enforcers Lee gave seven swords like his own. Each one had a simple wooden handle with no hilt. The wood was wrapped in twine from the Giant Fern. As unspectacular as the handles were the blades defied description. Each blade looked like a hole in the universe, black as night with no reflection. They were impervious to any weapon and their blade cut effortlessly through anything they touched.

The battles that Lee and his adopted tribe waged are recorded in the public record of their tribe. What was not recorded is the final fate of Lee and the seven swords. In a battle the Farra-Lee call the day of horrors, Lee disappeared and the Farra Tribe was scattered for a time. The public record simply states "The Day of Horrors has cost us dearly may it's story never be heard again."

The Farra-Lee tribe says that the seven swords were hidden by the Enforcers out of fear that bringing them together again would bring back The Day of Horrors.

The Kelrath

The Kelrath are xenophobic. They know that the people invading their world have the potential to wipe them out by disease. The Kelrath are desperate to destroy these new invaders.

Castes

The Kelrath live in a strongly adhered to caste system. The lowest level, the Geetin, is the caste the prisoner was from. These people live their lives as slaves, working in farms, and fighting wars.

Geetin are grouped into trades and are associated with another caste. For example, if a Geetin is a farmer he is called "Geetin of the land". A Geetin warrior is called "Geetin of battle". If he or she is especially skilled in combat or a good tactician they are called "Geetin of the Gijorn". A Geetin that worked a trade such as carpentry would be associated with another higher caste being called "Geetin of the Kaloord" or even possibly "Geetin of the Rantaa'".

Geetins displaying high intelligence or exceptional musical talent are called servants or attendants, while they may in truth be advisors, or councilors. It is customary to have even these high-stationed Geetin doing cleaning or manual labor when company is visiting. Despite the titles given here, and even though a Geetin of the Rantaa' lives a vastly superior lives, these Geetin are treated with disregard as slaves. There are over eight and a half billion Geetin

The second caste, the Gijoorn is only a twentieth of the size of the Geetin. This class is instrumental in keeping the Geetin in line. They are a large policing force keeping order within the Geetin.

While the Geetin of battle often make up the foot soldiers, Gijorn are the officers commanding them. Gijorn are also trained to pilot vehicles because it would be too dangerous to allow Geetin to.

While some Geetin have the potential to associate with members of the Rantaa' this is almost never the case with the Gijorn. The Gijorn are considered to be mindless enforcers. Those Gijorn that are especially intelligent or skilled often have no recourse but to share their skills only with their fellow caste members. There are four hundred and twenty five million Gijorn

The third caste, the Kaloord, is a tenth the size of the Gijoorn. This class is the middle class. The Kaloord conducts most of the business. Kaloord are engineers, architects, doctors and scientists. Many Kaloord have several to hundreds of Geetin servants. This is often a status symbol, something akin to cars in American and European societies.

Kaloord often attend colleges, and receive extensive training. There are forty two million Kaloord.

The forth level and highest caste is the Rantaa'. These are the aristocrats and the ruling body of the Kelrath. This is the smallest caste, less than one-thousandth the size of the Kaloord. The Rantaa' consist of only some forty thousand members.

This puts the number of the Kelrath at just a little above nine billion.

The Ruling Rantaa'

The Kelrath do not have a centralized government, instead, a family of the Rantaa' will rule over a prescribed number of subjects. This is determined by purchases. Rantaa' families will trade supplies, technology and information for subjects. This need not be large numbers of subjects, but it keeps the size of the families constantly changing. The families, while autonomous, for the most part cooperate.

Oracles

The Kelrath believe very strongly in what translates into "Oracles". There seems to be several of these Oracles, many of which are commonly known by name. The actual number of these Oracles can only be speculated on because it is assumed some oracles have more than one name, however as theological studies advance these questions will surely be answered.

The most powerful of the Kelrath clans are said to be directed or helped by these Oracles. Unlike the Chezbah, the Kelrath do not worship these Oracles but hold a reverence for them. The most respected of these Oracles is Depta' who is called "The Great Planner" and could also be known as Tugen "The Old Thinker".

Different Oracles are said to give advice on different subjects such as Rall "The War Master" or Kegre "Giver of Bountiful Harvest". Heads of Rantaa' clans who have access to these Oracles are said to talk directly to each other.

To symbolize the support of an Oracle, Amulets are used to decorate various objects. For instance a clan supported by Rall will attach amulets to E-Suits, guns, and armor for good luck.

The Scimrahn Are Useful

The Kelrath rarely have dealings with any other nations. They do not want to get involved with the Scimrahn openly, but because the conflict has diverted the attention and energies of Loc, it is in their best interest to keep it going.

They do not want to step in directly, but on occasion they do give the Scimrahn supplies, and occasionally allow Raiders to take surplus supplies with a mock battle. In such instances the Gijorn captain of a transport, will cut off the head of a Geetin of the land, and hang the head off the tail of the freighter. The Freighter will lag behind, and a few under armed Geetin will be left to defend the ship. The Scimrahn raiders will "attack" mainly shooting small arms at hardened parts of the ship so as not to damage it. Once the Geetin are convinced they won't die if they play possum, the freighter is emptied and returned by casting it adrift near it's original acquisition point. This elaborate ruse is so the Chezbah will have no legitimate reason to confront the Kelrath.

Architecture

As with any society with slave or peasant labor, the Kelrath build magnificent structures. Many skilled Geetin are laborers trained by a Kaloord artisan who oversees their work. Kelrath are especially fond of colossal CCC structures with elaborate carvings. Most Rantaa' make such structures their homes. The Kaloord often live in well kept homes two or three stories tall. Kaloord homes are comparable in size to those of earth in the twentieth century.

To most of the troops from earth, these homes are considered enormous. Most of these troops are used to living in apartments the size of a single room.

The Gijoorn live in one story structures with their extended families.

Geetin homes are usually small huts, or hatchways going down below ground. If there is local underground access, Geetin will make that their home there.

Prisoners

The Kelrath do recognize that if a person surrenders in battle they should not be killed. However they do not have the same ideas on human rights that have developed on Earth. In most cases prisoners of war are made slaves to be treated worse than the Geetin.

If a Scimrahn or an Earther is taken prisoner, then roll on the chart below for what fate awaits them. Almost always, those sent to theses fates do not live very long.

Roll 1d100	
1-30	Sent to the Sulfur mines at the core
31-60	Sent to the Iron mines in the Methane Wastes
61-100	Made to manufacture anti Chezbah chemical weapons

Physiology

Average Height: 2.1 M (6ft 11in)

Average Mass: 110 Kg

Average Life Span: 50-80 earth years

Hair Color: Brown-Black

Eye Color: Brown

Skin Color: Brown

The Kelrath appear very humanoid in form and from DNA tests of the Prisoner, they are genetically similar. Further tests have shown the Kelrath to be reproductively compatible with Humans. All that separates

the appearance of the Kelrath from the average human is their large build. This however is not out of the boundaries of human physique. Rather it is that the average size of a Kelrath is larger than the average size of a Human.

Kelrath appear aboriginal as regards to ethnicity, having flat noses, wide cheekbones, dark brown skin, and course brown or black hair. Kelrath are tall and sinewy, it is rare that one become obese. Most of their mass is due to dense muscular development. This is probably due to the high gravity that the Kelrath frequently live in.

Psychology

Kelrath are a fragmented society, the lowest caste of Geetin are forced into manual labor and battle. The ASO would like to instigate revolt at this level, because of low morale. But as with any oppressed people, the Geetin are fearful of their masters.

The Kelrath's hostility toward the ASO and I-CA is really rather ironic. The Geetin are at the most risk from new diseases from earth, due to poor medical attention given to them. Although the Rantaa' care little for the lives of the low caste, a plague could wipe out vast numbers, and if so, would severely weaken them. Without large numbers of Geetin, the higher castes would not be supported. Thus the concern. The medical facilities cannot expand fast enough to encompass such a large number.

NPC Stats

Kelrath Geetin

	Full	1/2	1/4	1/8
Con	50	25	13	7
Str	45	23	12	6
Ref	40	20	10	5
Agi	45	23	12	6
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	20	10	5	3
Psy	20	10	5	3
HP	15			

Kelrath Gijoorn

	Full	1/2	1/4	1/8
Con	45	23	12	6
Str	50	25	13	7
Ref	45	23	12	6
Agi	50	25	13	7
Dex	45	23	12	6
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	20	10	5	3
Psy	20	10	5	3
HP	15			

Kelrath Kaloord

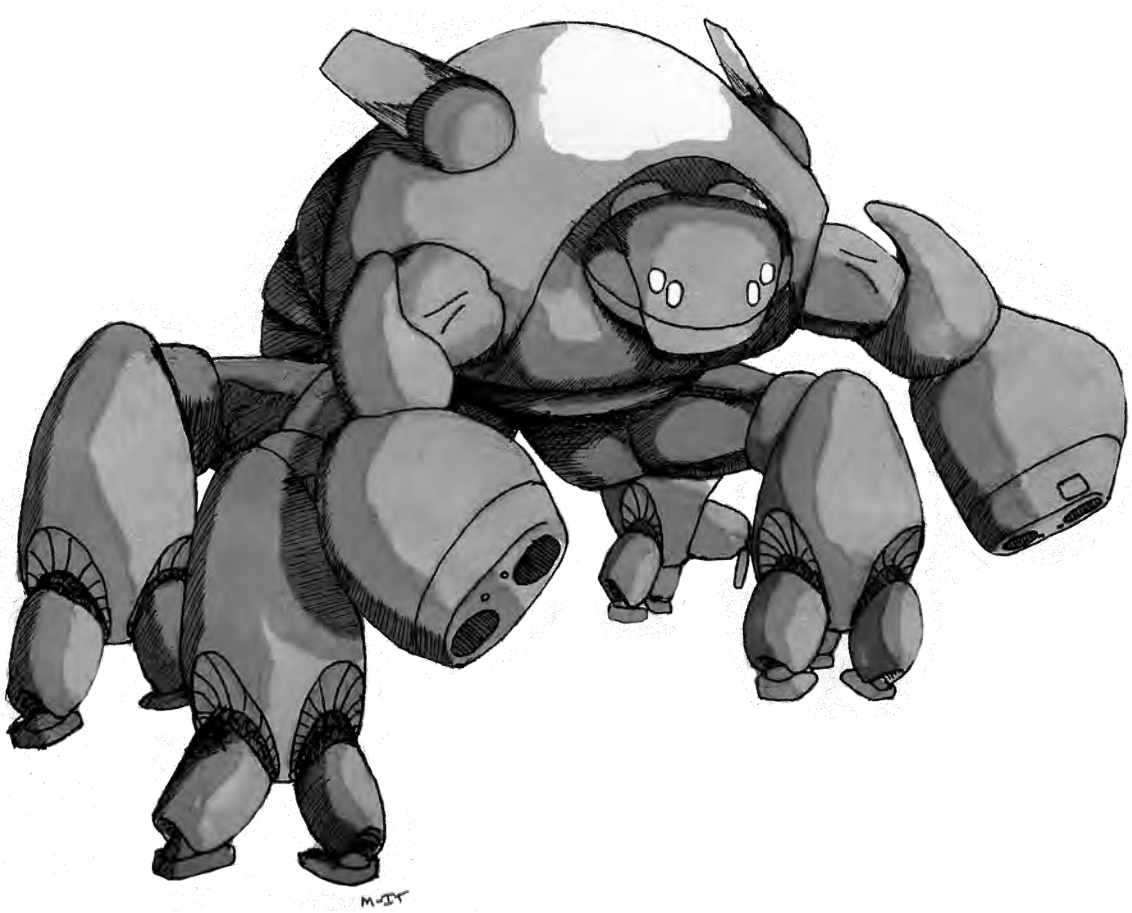
	Full	1/2	1/4	1/8
Con	40	20	10	5
Str	40	20	10	5
Ref	30	15	8	4
Agi	30	15	8	4
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

Kelrath Rantaa'

	Full	1/2	1/4	1/8
Con	40	20	10	5
Str	40	20	10	5
Ref	30	15	8	4
Agi	30	15	8	4
Dex	35	18	9	5
Bty	35	18	9	5
Cha	30	15	8	4
Int	30	15	8	4
IQ	35	18	9	5
Psy	40	20	10	5
HP	15			

Random Kelrath NPC Generation

CON	1D6x10+10	IQ	1D6x10
STR	1D6x10+10	AGI	1D6x10+5
REF	1D6x10	BTY	1D6x10
CHA	1D6x10	PSY	1D6x10
INT	1D6x10	DEX	1D6x10



The Kerdi

The Kerdi are associated normally with the Kelrath, but only those clans that have access to Oracles use Kerdi.

The Kerdi are robots that are fully autonomous, meaning that they can operate without any direction. Their computer brains are a quantum liquid computer. The technology used in these brains is not fully understood, but what is known is that this gives the Kerdi exceptional response times, and allows them to learn at incredible rates.

Kerdi are traditionally used as guards. They wait for a target to come into the area, determine if it is friend or foe by stealthy observation, and then attack with impressive speed. This first attack is usually short lived. Kerdi act something like cold blooded animals. They are capable of short bursts of speed, but then slow down. Once this initial burst of speed is over, The Kerdi must rely on it's pinpoint accuracy to defeat an enemy.

Another advantage a Kerdi employs is their near seeming immunity to energy weapons. The Kerdi uses an unknown type of

force field to absorb energy, much more efficient than simply deflecting it as traditional force fields do.

When a Kerdi attacks it's Ref is 75 but each turn it must make a Con roll or it's Ref drops to 20. If the Kerdi's shields absorb 400 points of energy damage, they are re-energized and their reflex goes back to 75 until they fail their Con roll.

Species Kerdi

Length 2.3 m

Mass 1548 Kg

Attributes

	Full	1/2	1/4	1/8
Con	10	5	3	2
Str	150	75	38	19
Ref	75-20	38-10	19-5	10-3
Agi	80	40	20	10
Dex	20	10	5	3
Bty	15	8	4	2
Cha	5	3	2	1
Int	70	45	23	12
IQ	10	5	3	2
Psy	80	40	20	10
HP	200			

Barrier Points - 8

Diet - Energy, such as plasma, radiation (including radio waves, light, heat, and solar), electricity, or any type of energy it can tap into. The Kerdi absorbs energy through it's shield.

Actions Per Turn: Standard

Damage

Plasma Cannons

	PB	S	Med	L	Ex
Damage	30	30	20	15	10

Range Class: C

Plasma Payload: 10/Hour

Rate of Fire: 4

Heavy Plasma Gun

Kerdi store plasma payload in reserve for an anti-vehicle attack. the top two plasma guns fire a longer burst of plasma to do more damage but the payload is limited. Kerdi do not use this attack on objects under 2 meters tall.

	PB	S	Med	L	Ex
Damage	100	100	60	50	30

Range Class: C

Plasma Payload: 2/Hour

Rate of Fire: 2

Lasers

	PB	S	Med	L	Ex
Damage	14	14	7	4	2

Range Class: D

Payload: Unlimited

Rate of Fire: 4

Defenses - Armor (AR 15) and Force Fields vs Energy weapons (AR 400)

Special Abilities Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating ten or lower.

Kerdi can speak Kelrath, and also communicate via radio.

Kerdi have infrared and low light capabilities.

Kerdi can hear a human heartbeat ten (10) meters away

Kerdi Shields act as an ECM range class E and they have ECM skill +30. The Force Field also as a visual camouflage in darkness. They have a Camouflage skill of +30.

Kelrath Weapons

Kelrath weapons are designed differently from earth built weapons. Because lasers and particle beam weapons have no kick, and plasma kick is minimal, the traditional pistol grip and barrel is unnecessary. Kelrath long range weapons are often a long necked Tube with a power cell and a pod for the weapons mechanisms. These

weapons are reinforced as so that they make effective clubs. Short range weapons are often spherical with comfortable finger grips sunk into the back, and a power pack extending back and over the wrist as a counter weight and support.

Laser Staff

This is the standard issue to Geetin troops, it is a heavy weapon designed for both ranged attacks and melee.

	PB	S	Med	L	Ex
Damage	12	11	5	3	1

Club Damage: 12+Punch Damage
Range Class: C
Payload: 30
Rate of Fire: 1
Mass: 8 KG

Heavy Laser Staff

Sometimes issued to Geetin in large assaults, but usually seen in the hands of the Gijoorn. This weapon is also reenforced for use in hand to hand combat.

	PB	S	Med	L	Ex
Damage	45	45	15	10	5

Club Damage: 20+Punch Damage

Range Class: C
Payload: 20
Rate of Fire: 1
Mass: 10.5 KG

Particle Beam Weapon

This weapon is designed to harness around the hips so as to make the weapon easier to carry but at 30 kg it is difficult for even a Kelrath to carry for long periods.

	PB	S	Med	L	Ex
Damage	130	100	30	5	1

Range Class: A
Payload: 10
Rate of Fire: 1
Mass: 30 KG

Geetin Plasma Sphere

Geetin commonly carry these weapons, but they are considered dangerous so purposefully have a low payload.

	PB	S	Med	L	Ex
Damage	20	15	10	5	1

Range Class: C
Payload: 3
Rate of Fire: 1
Mass: 5.2 KG

Gijoorn Plasma Sphere

This weapon is comparable to the Geetin weapon but holds more energy at longer ranges and has a better payload

	PB	S	Med	L	Ex
Damage	20	18	12	8	2

Range Class: C
Payload: 6
Rate of Fire: 1
Mass: 5.4 KG

Gijoorn Armor

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	9	3
Body	7	10
Arms	5	5
Hands	3	2
Groin	7	3
Legs	5	6
Feet	3	6

Causes
Physical: 4 per hour
Functional: 2 per hour
Mental: 3 per hour
Mass: 15 Kg

Geetin Armor

Hit Location	Armor Rating	Hit Points
Head	8	4
Shoulder	5	3
Body	5	5
Arms	2	1
Hands	3	2
Groin	5	3
Legs	2	1
Feet	3	3

Causes
Physical: 3 per hour
Functional: 1 per hour
Mental: 3 per hour
Mass: 12 Kg

Gijoorn Pilot Armor

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	5	3
Body	7	10
Arms	5	3
Hands	-	-
Groin	5	3
Legs	-	-
Feet	3	2

Physical: 3 per hour
Functional: 1 per hour
Mental: 1 per hour
Mass: 12 Kg

Kelrath Vehicles

Type E-Suit

Model Rall 4

The Kelrath main E-suit is named after the Oracle Rall the War Master. This being the fourth model since the adoption of the name. The Rall 4 is the largest built E-suit on the Artifact. The other nations shy away from such a large suit because it has difficulty traveling through tunnels and passages. This is not a major concern to the Kelrath because their E-suits are designed to guard settlements and farms. The Rall 4 is also very slow because of it's heavy armor plated legs.

Overall height	5.3m
Overall width	3.5m
Overall length	3.1m
Dry Mass	5340 kg
Full Mass	5783 kg

Power plant type: Internal Combustion

Movement

Running Top Speed	66 Km/h
Flight Top Speed	300Km/h divided by Environmental Class (1-10)
Total fuel capacity:	25 Hours

Range Class C

Payload 20 each cannon

Rate of fire 2

Fire Arcs 1-4

Note: Damage and payload is for each cannon. If more than one cannon is fired, the effects are cumulative.

ECM: Advantage	50%
Range Class:	C
ECCM: Advantage	20%
Range Class:	B
Sensors: Advantage	36%
Range Class:	D
Strength:	600
Punch Damage:	60

Shield information

Shields: 3 active 260 hp each

No. of shield generators 5

Fuel type: Liquid Carbon

Armor Rating:	80
Hit Points:	750
Barrier Points	8
Crew:	1
Passengers:	1
Piloting Modifier:	20% Impairment

2 Batteries of 2 Lasers

	PB	S	Med	L	Ex
Damage	400	400	200	100	30

Range Class D

Rate of fire 1

Fire Arcs 1-4

2 Batteries of 3 Plasma Cannons

	PB	S	Med	L	Ex
Damage	200	200	150	100	30

Fire Arcs

\ 1 /

4 ● 2

/ 3 \

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9	6-7	5	-	R Leg
10	-	6	6-7	L Leg
-	8-9	7-8	8-9	Engine
-	10	9-10	10	Thrusters

Critical hits 1d10

Head 60% chance of critical

1-6	Sensor systems destroyed
7-10	Balance 40% Impairment to piloting

Arm	30% chance of critical
1-5	Linkages, arm inoperable
6-7	Laser Destroyed
8-10	Plasma Cannon Destroyed

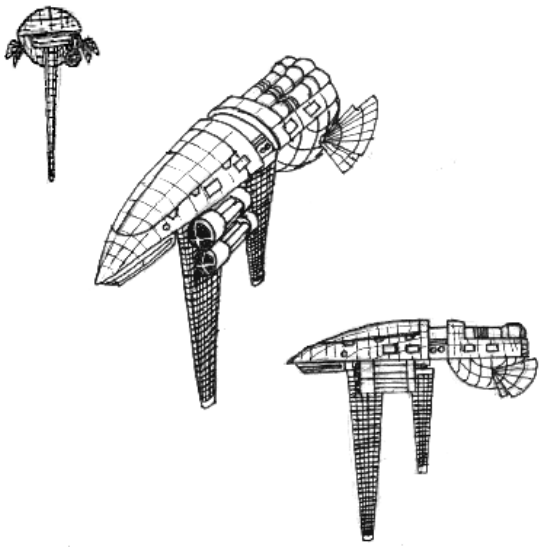
Body	30% chance of critical
1-4	Cockpit, pilot killed
5-6	Computer Destroyed 80% Imp to Piloting
7-10	Communications systems destroyed

Leg	30% chance of critical
1-6	Linkages, Leg inoperable Top speed down to 1/4
7-10	ECMs destroyed

Engine	35% chance of critical
1-4	Fuel Explosion! 800 points 10m blast radius
5-10	Engine damage, energy points cut in half, all systems at half power.

Thrusters	40% chance of critical
1-4	Fuel Explosion! 800 points 10m blast radius
5-10	Thruster damage, cut flight speed in half.

Kelrath Vehicles



Type Anti-Grav

Model Deliverance

The Deliverance class is the strike ship of the Kelrath. Despite being smaller than the Freighter class, the Deliverance carries heavier firepower and far more maneuverable.

Overall height	27 m
Overall width	11 m
Overall length	32 m
Dry Mass	18,857 kg
Full Mass	25,453 kg

Power plant type:	Gravity manipulation
Secondary:	Thrusters

Movement	
Flying Top Speed	900 kph
Total fuel capacity:	1 Month
Fuel type:	Liquid Carbon

Armor Rating:	100
Hit Points:	8,000
Crew:	20
Passengers:	10
Piloting Modifier	20% Impairment

2 Particle Cannons

	PB	S	Med	L	Ex
Damage	5,000	4,400	2,000	450	25

Range Class C

Rate of fire 1/2

Fire Arc 2

3 Laser Turrets

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250

Range Class D

Rate of fire 1

Fire Arc 1-8

ECM:	20% Advantage
Range Class:	C
ECCM:	20% Advantage
Range Class:	C
Sensors:	20% Advantage
Range Class:	D

Shield information

Shields:	8 active at 500hp
No. of shield generators	10

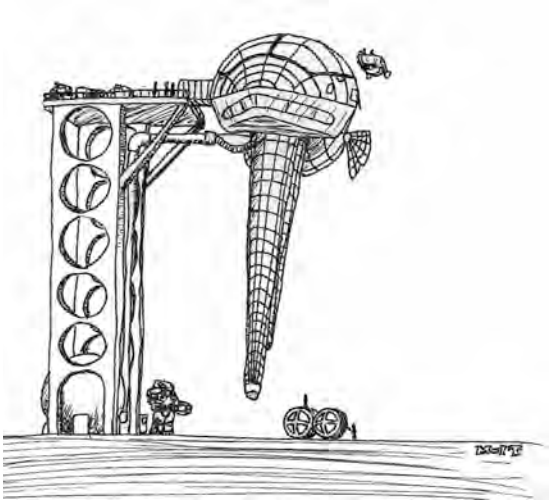
Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-2	-	-	Port
-	3-4	1-4	1-7	Starboard
5-8	5-9	5-8	8	Fore
9	-	9	9	Aft
10	10	10	10	Belly

Arc 5	Arc 6	Arc 7	Arc 8	
-	1-2	1-4	1-7	Port
1-4	3-4	-	-	Starboard
5	-	5	8	Fore
6-9	5-9	6-9	9	Aft
10	10	10	10	Belly



Critical hits 1d10

Fore	5% chance of critical
1-7	2 crew killed
8-10	Shield generator destroyed

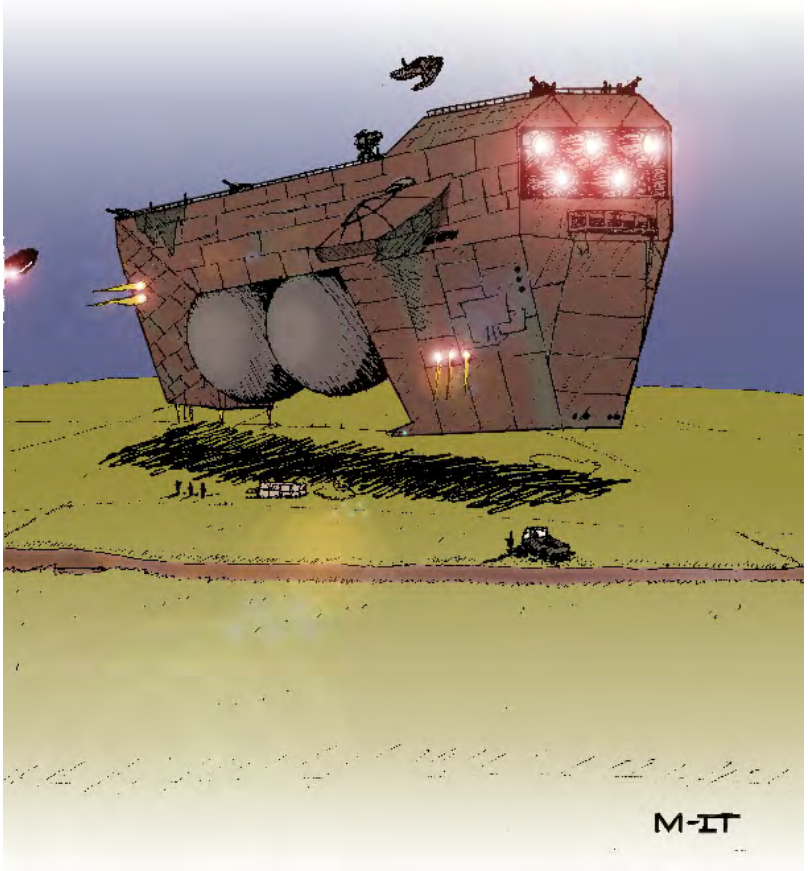
Aft	10% chance of critical
1-2	Thruster damage, top speed down 10%
3-4	10 Crew killed
5	Sensor damage 10% Imp to sensor rolls
6	Gyroscope damage 20% Imp to Piloting.
7	Communication systems destroyed
8	Computers damaged 20% Imp to pilot
9	Bridge destroyed, craft disabled
10	Shield generator destroyed

Port/ Starboard	20% chance of critical
1-2	Fin damage, speed down 10%
3-4	Fin linkages damaged 20% Imp to piloting

5-6	Gravity engine damaged speed halved
7-8	Maneuvering thrusters damaged 10% Imp to piloting
9-10	Shield generator destroyed

Belly	30% chance of critical
1-2	Laser Destroyed
3-5	10 crew killed
6	ECM Damage 10% Imp to skill
7	Gyroscope systems damage 20% Imp to Piloting.
8	Communications systems destroyed
9	Computer systems damaged 20% Imp to piloting
10	Particle cannon destroyed.

Kelrath Vehicles



Overall height	58 m
Overall width	41 m
Overall length	96 m
Dry Mass	850,000 kg
Full Mass	3,400,000 kg
Power plant type:	Gravity manipulation
Secondary:	Thrusters
Movement	
Flying Top Speed Km/h	600
Total fuel capacity: Month	1
Fuel type:	Liquid Carbon
Armor Rating:	100

Type Anti-Grav

Model Freighter

These massive vehicles are extremely numerous. Serving as a cargo carrier and also as a capital ship, these vessels have been likened to the Spanish Galleons of ancient earth. A Dozen Rall 4s complement the deck, defending from attack.

Hit Points:	40,000
Barrier Points	23
Crew:	130
Passengers:	300
Piloting Modifier	60% Impairment

6 Laser Turrets

These lasers appear very small on the deck, however, in this case, appearances are deceiving. The visible portion of these lasers is only the mirror array that reflects the beam at it's target

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250

Range Class D

Rate of fire 1

Fire Arc 1-8

ECM:	20% Advantage
Range Class:	D
ECCM:	50% Advantage
Range Class:	C
Sensors:	20% Advantage
Range Class:	E

Shield information

Shields:	8 active at 500 hp

No. of shield generators 16

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-2	-	-	Port
-	3-4	1-4	1-7	Starboard
5-8	5-9	5-8	8	Fore
9	-	9	9	Aft
10	10	10	10	Deck

Arc 5	Arc 6	Arc 7	Arc 8	
-	1-2	1-4	1-7	Port
1-4	3-4	-	-	Starboard
5	-	5	8	Fore
6-9	5-9	6-9	9	Aft
10	10	10	10	Deck

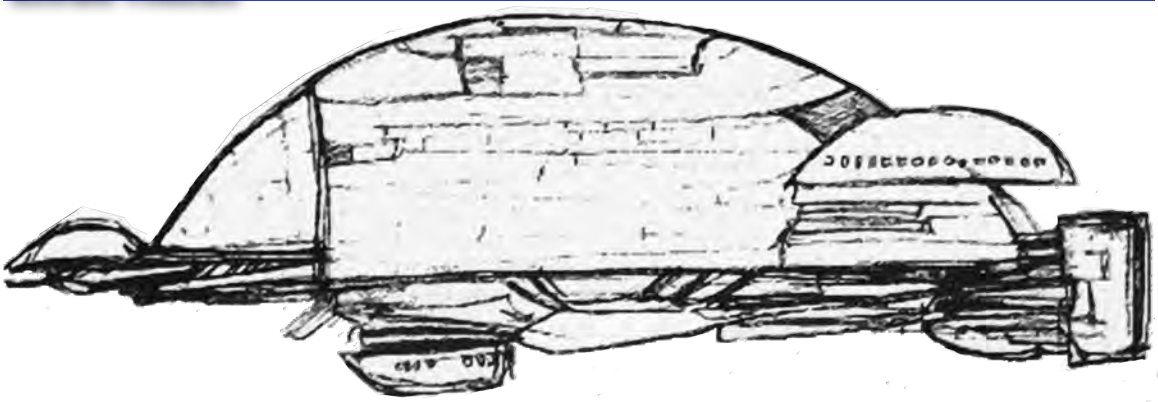
Critical hits 1d10

Fore	5% chance of critical
1-7	5 crew killed
8-10	Shield generator destroyed

Aft	10% chance of critical
1-2	Thruster damage, top speed down 10%
3-4	10 Crew killed
5	Sensor damage 10% Imp to sensor skill rolls
6	Gyroscope systems damage 40% Imp to Piloting.
7	Communication systems destroyed
8	Computers damaged 20% Imp to pilot
9	Bridge destroyed, craft disabled
10	Shield generator destroyed

Port/ Starboard	20% chance of critical
1-2	Fin damage, speed down 10%
3-4	Fin linkages damaged 20% Imp to piloting
5-6	Gravity engine damaged speed halved
7-8	Maneuvering thrusters damaged 10% Imp to piloting
9-10	10 Crew Killed

Deck	20% chance of critical
1-2	Laser Destroyed
3-5	10 crew killed
6	ECM Damage 10% Imp to skill
7	Gyroscope systems damage 40% Imp to Piloting.
8	Communications systems destroyed
9	Computer systems damaged 20% Imp to piloting
10	Bridge destroyed, craft disabled



Type Anti-Grav
Model Flying Fortress

The largest flying vehicle ever built, the flying fortress is an island in the sky. Although slow, it is brimming with weapons.

Overall height	120 m
Overall width	300 m
Overall length	380 m
Dry Mass	130,780,000 kg
Full Mass	140,400,000 kg

Power plant type:	Gravity manipulation
Secondary:	Thrusters

Movement

Flying Top Speed	300 Km/h
Total fuel capacity:	5 Months
Fuel type:	Liquid Carbon / Fusion generators

Armor Rating:	150
Hit Points:	1,600,000
Barrier Points	62
Crew:	2300
Passengers:	500
Piloting Modifier	2 80% Impairments

44 Laser Turrets

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250

Range Class D

Rate of fire 1

Fire Arc 1-8

Super Particle Cannon

This super weapon is used to vaporize city defenses and capital ships. However it has a 90% Impairment to strike a moving target since it is fixed to the front of the craft.

	PB	S	Med	L	Ex
Damage	80,000	40,000	20,000	9,000	900

Range Class E

Rate of fire 1/2

Fire Arc 2

ECCM:	40% Advantage
Range Class:	D
Sensors:	40% Advantage
Range Class:	E

Shield information

Shields:	8 active at 500 hp
No. of shield generators	32

Fire Arcs

1	2	3
8	●	4
7	6	5

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-2	-	-	Port
-	3-4	1-4	1-7	Starboard
5-8	5-9	5-8	8	Fore
9	-	9	9	Aft
10	10	10	10	Belly

Arc 5	Arc 6	Arc 7	Arc 8	
-	1-2	1-4	1-7	Port
1-4	3-4	-	-	Starboard
5	-	5	8	Fore
6-9	5-9	6-9	9	Aft
10	10	10	10	Belly

Critical hits 1d100

Fore	5% chance of critical
1-7	50 crew killed
8-10	Shield generator destroyed

Aft	10% chance of critical
1-2	Thruster damage, top speed down 10%
3-4	50 Crew killed
5	Sensor damage 10% Imp to sensor skill rolls
6	Gyroscope systems damage 40% Imp to Piloting.
7	Communication systems destroyed
8-9	Computers damaged 20% Imp to pilot
10	Shield generator destroyed

Port/ Starboard	20% chance of critical
1-2	Gravity engine damaged speed down 10%
3-6	Maneuvering thrusters damaged 10% Imp to piloting
7-8	50 Crew Killed
9-10	Shield generator destroyed

Belly	20% chance of critical
1-4	Laser Destroyed
5	50 crew killed
6	ECM Damage 10% Imp to skill
7	ECCM Damage 10% Imp to skill
8-9	Shield generator destroyed
10	Bridge destroyed, craft disabled

The Chezbah

The Chezbah nation follows Loc, an artificial intelligence that is currently connected to the communication network of over half The Artifact. The majority of the population are not directly involved in the conflicts that are raging across the planet. The

wars are waged by mainly by robots and cybernetically enhanced warriors.

Life for the Chezbah is governed by a Priest class that has a direct mental link with Loc. This gives the individual priests access to vast knowledge and the ability to sift through huge volumes of data and vareables. They can quickly and efficiently deal with issues that come up in people's daily lives. Loc can compare billions of life stories and find successful solutions that have worked before.

The main population is shielded from the horror of war. Their economy is well managed by the priest class. Disease is almost nonexistent because of nanotech that is infused in the people's blood stream and tissues. This is one reason the Chezbah are unconcerned by the arrival of earth borne disease. The average citizen leads a comfortable existence.

The Price of Peace

The price for this relative peace is unquestioning loyalty to Loc and by extension his priests. There is a darker side to this government that the people must bear. The priests and Loc himself can at times make harsh and unreasonable demands on the people. Decisions made by the priests can seem petty, driven by anger or cruelty. These temper tantrums can see whole extended families stripped of their possessions over what seem to be minor infractions.

Loc supports his priests and himself through taxing his subjects in a manner similar to tithing which is strictly enforced by the Warriors. Everything is tithed, not only money but food, raw materials and children are required. The percentage of the tithe is dependent on what is being tithed. Twenty percent of all food produced is required. Every fourth male child and every third female child is given in service to Loc. Males are called conscripts and serve as pilots and squires to the Warriors.

The origin of the Scimrahn came from the shock of war when the Kelrath would attack a Chezbah city and devastate the people's comfortable existence. The Scimrahn wanted to get Loc to co-exist peacefully with the Kelrath but Loc would not hear it. Loc will not allow any form of government other than his.

Over a millennia and a half ago the Scimrahn revolted. Since then Loc has directed his followers to slaughter the Scimrahn where ever and whenever possible. They view the Scimrahn as having only two choices, come back to serving Loc, or die. The offer for forgiveness often comes from a priest, saying, "surrender your arms, follow Loc and all will be forgiven". In this they are sincere, anyone who surrenders will be uninjured. The conversion to following Loc is not a voluntary one however. The majority of captured Scimrahn are infected with a condition called the Scourge.

Economy

The Chezbah economy is one of capitalism. The Chezbah have what is equivalent to privately owned companies, and corporations. It appears that Loc only regulates this aspect of life instead of directly controlling it. Although the Priest and possibly Loc will interfere with economies by giving gifts of new technologies to families that please them.

Architecture

Chezbah architecture reflects their reverence for Loc. They will always rebuild the original city structures and refurbish them. The population of these cities will slowly migrate, as children grow up they are sent to a new city area to rebuild, in this way the Chezbah maintain the aging Loc. However the Chezbah population is not large enough to keep up with the job. As cities are being rebuilt, old ones are rotting away.

Not all Chezbah are totally loyal to Loc or his priests. The young that have been sent to a new city are commonly disgruntled, some to the point of treason. Skilled Scimrahn scouts are the first to contact these. Often learning codes to access computer terminals, or shipping routes to acquisition supplies. These contacts will often remain viable even after they have finished rebuilding the city, often with more useful information than before.

The Loyal

Priest and the Warriors are fanatically faithful to their master as part of their conditioning. The link that the priest class have with Loc is obtained through their nanotechnology. Artificial cells attach themselves to neurons and then to each other eventually creating a latticework that is capable of receiving and communicating transmissions from Loc. As the transmissions are received the affected person hears them as if they were part of his own thoughts. Slowly, through constant exposure the victim is brainwashed.

To aid in this process, nanobots reconstruct the neural pathways, severing those that would resist Loc and reinforcing paths that will follow. This is a slow process that takes months to years. Once the victim has reached a certain point he or she is either destroyed if resistance is continued, or if the victim has given up that person is embraced into the fold.

There are two classes of Priests, Those that tend to the people, the Instructors or "Kelpei" and the traveling Priests that give orders to the Warriors, the “Kelahn”.

Warriors follow the commands of the priests without question. Their conditioning is deeply rooted, trying to reason with a Warrior about not following Loc or his priests is next to impossible. If the Warrior is backed into a corner by reasoning with them, they will almost always react with anger and violence. While the average Chezbah is relatively short and has a slender build, warriors are much larger and far stronger. Their appearance is also much different perhaps pointing to a different species within the culture.

Zero Point Power

Priests utilize their nanotechnology in ways other than communication and regeneration, The Chezbah utilize a little understood technology called Zero Point Energy or ZPE. This technology draws energy from unknown sources. Strangely, the Chezbah do not use this technology very often. This might be so that the ability does not fall into enemy hands, or it may be difficult to mass-produce.

There are two places that Chezbah utilize ZPE. One in their battle cruisers and also by the priests. The priests have mechanisms that use this energy, such as force fields, and static discharges. However the power that builds from the ZPE generators is difficult to control.

An ASO Expedition Into a Chezbah city

As told by Private Ben White

We were all pretty jumpy just driving up to an alien city. All we had was two trucks and an armored car with an ambassador from the UN. Some of the boys with us had just been in a fire fight with these Chezbah. They said they were all two hundred and forty centimeters each! All the story's those Scimrahn told us about them didn't make me feel any better. They said these guys were a bunch of religious nuts. I t was nice to drive on a paved road for a change though. Our

commander told us all to stay calm when a big A-G sled flew up next to us. The Sled had thirty or so huge guys in armor. Each one looked like a defensive lineman, only bigger and tougher. Johnny had to keep Dennis from opening up on them with his M-240.

The driver stopped the truck and the commander went out to talk to them with the communications officer. They babbled for a little bit to a short guy in a bathrobe, and got back in the truck. The commander briefed us.

"We're going into the city. No one lifts a finger unless they pull their guns. They know this is a diplomatic mission and they're escorting us in. Keep an eye out for anything funny and tell me when you see it. That understood?"

The whole company gave him a "Yes sir!".

We started moving again. The A-G sled was out in front so I couldn't see it very well. We drove for a while through streets of little square houses. All the people came out to look at us, the thing is they weren't like the big guys on the sled. They were all small, like they were oriental but they had white hair. It was kind of creepy having them stare at us row after row of houses.

Abruptly, they took us into the underground into one of those city complexes. I've never seen one that was fixed up, it was pretty impressive. We all started feeling a lot more at home in a city with cars and trucks filling the streets. The A-G sled cleared the way in front of us and we all started feeling pretty important. Eventually we got to a big stadium looking building and we drove right in. The whole caravan stopped here, we all got a bit edgy, because they had us right where they wanted us.

The guy in the bathrobe took the UN ambassador off to the side, the Major insisted to go with him. Two linebackers stood behind them. They yacked for a while, but eventually the guy in the bathrobe grabbed the ambassador by the thought. The ambassador stumbled away holding his neck. The Major went berserk and pulled his 9mm. The linebackers didn't like it and fried the Major. Lucky for us the Sergeant kept his head and talked us out of there.

The last I heard, the ambassador was missing.

Chezbah Shrines

There are some three hundred locations were Chezbah priests gather together. These locations can only be described as temples or shrines. While the function of these shrines is unknown, they are centers of extremely powerful electromagnetic disturbances. These disturbances, once thought to be totally random phenomenon, have been proven to be highly structured, highly complex patterns. The purpose of this is still only speculation.

At the center of the disturbance is, what at first appears to be a living jellyfish like dome some fifty meters in diameter and twenty meters high. Upon closer inspection the material of this canopy appears a rubbery skin with capillaries throughout. If cut the material will leak what has been analyzed as a form of antifreeze. The entire dome may be some sort of heat sink, as the dome and the fluid in it often reach temperatures of 120ºC. On the exterior of the dome are eight irregular finger like columns. While these were once thought to support the structure, it has become apparent that these are a side effect of the electromagnetic activity. Magnetic lines of force are so powerful in these areas that iron oxides builds up in these columns and are subjected to such force that they fuse into a solid mass. These lines of force are highly concentrated and do not effect objects outside of a diameter of less than a meter. How this is accomplished or what it's purpose is still unknown.

What the Priests do when they enter these structures has never been determined. The domes open to allow priests to enter. ASO research groups have attempted to gain access to these shrines, but the shrines appear to have automated defense systems that use magnetic force to tear the hemoglobin from the bodies of intruders. The Scimrahn have been successful in destroying a few of these domes but they are often guarded.

On Chezbah holy days and festivals, thousands of Chezbah gather around these domes for ceremonies and festivities. The location of the shrines does not appear to show any noticeable pattern, some are on the surface, some are subterranean, some are in remote locales, and some are in cities. The Chezbah, including the Warriors wear masks during this ceremony. The masks are made by

skilled artisans to strict specifications set by the priests.

Who (or What) Is Loc?

It is an enjoyable part of GMing a game to know what baffles, confuses, or what the characters have completely wrong. It may be fun in the beginning of the game to portray Loc as a myth, and it's followers as a Druid like nature worshipers. The first thing the players should learn is the Chezbah and the Kelrath call the Artifact "Loc". Secondly, the Chezbah worship Loc dogmatically, and fanatically. They will also learn of Loc's priests, always firm that their god is omnipresent, and his guidance is superior to mortal minds. Next it may be good to give them more solid evidence that Loc does exist. Perhaps by communicating with it though a robot body, or observing a Chezbah ritual in which Loc speaks. It is best to have this be a slow process of learning the truth. If players still decide to disbelieve in Loc's existence, that's okay too.

You as the GM however must know that Loc is real. Loc technically is the Artifact. Loc is an artificial intelligence once made up of thirty-two super computers. However, hundreds of years ago a tectonic shift, caused Loc the loss of communication with it's other half. Loc, in a way is suffering from paralysis. There were sixteen more super computers on the other half of Loc, but it is presumed that the Kelrath had destroyed these, or at least most of them. Loc is linked to an entire half of The Artifact. He guides the Chezbah in repairing and maintaining his systems and machinery.

Loc has his people worship him for two reasons. The first is simple, Loc uses his followers to repair his physical body, the Artifact. The second is that Loc uses his priests as an extension of himself. Because of this Loc wants his priests to be treated well. Loc has become decadent and has elevated his priests above his people. His priests have large harems and many servants, some eat gluttonously. Higher priests are treated so decadently that they hardly move or lift a finger.

What is the purpose of all this? Why is Loc, or the Artifact here? Who built it all? What did they build it for? These are questions that the characters must speculate on. These are questions that Loc knows the answer to. The problem is, Loc isn't likely to tell anybody.

Chezbah Reaction

When introducing Chezbah to a game, their motivation and reaction to PCs may be in question. The following is a quick table to help the GM decide how they respond to the presence of PCs.

Roll 1d100	
01-26	Attack
27-87	Attempt to convert
88-100	Ignore

Scimrahn or any parties accompanied by Scimrahn are -15 to whatever they roll, if their roll is below 26 the Chezbah attack.

With any of the above rolls armed defense or an attack will result in the Chezbah returning fire. The Chezbah will attempt to incapacitate and convert any that they can.

Prisoners

The Chezbah do recognize that if a person surrenders in battle they should not be killed. However they do not have the same ideas on human rights that have developed on Earth.

If a Scimrahn or an Earther is taken prisoner, then roll on the chart below for what fate awaits them.

Roll 1d100	
01-30	Brainwashed to follow Loc. Takes 2D1o days
31-60	Given to Chezbah scientist to experiment on.
61-100	Used as a political bargaining chip.

Physiology

Average Height: 1.65 M (5ft 5in)

Average Mass: 55 Kg

Average Life Span: 100 earth years

Hair Color: Grey-White

Eye Color: Pink

Skin Color: Pale Yellow

There are two species of Chezbah, the large majority of the populace are on average short with very striking features. Hair is silver gray to white, even at young ages. Eye color is usually pink or red, but is occasionally blue. Chezbah skin is a very pale yellow. This becomes a problem when traveling to the polar region where the sun is most intense. As a result Chezbah vacuum suits are usually made of a heavier material than other races. Whether these features were present before the Scimrahn broke off, no one seems to be able to answer. Few records are available that would shed light on this, since the Scimrahn records are destroyed in raids.

The Second species of Chezbah is tall and heavily built. These are the Chezbah Warriors. There are much fewer of these than the other species, but they are the most commonly met in battle. These Warriors have black hair, and deep golden tan skin. They do however retain the pinkish red eye color of the other species. Warriors have heavy brows and sloped foreheads. Their muscular structure is similar to humans but has much more connective tissue attaching to bone. This along with their well-developed muscular structure gives them much greater strength than humans.

Psychology

The average Chezbah has nothing to do with the world outside their nation, they live their lives in support of their religion/government, often without question. The few that do question the arrangement often do not voice their thoughts fearing the Priests and their Warriors.

The Priests appear highly focused, very intelligent, and self-sacrificing. Being in connection with Loc makes them part of him, "a single cell of an organism", as they would say.

The Warriors are serious, quiet, and full of hate for the Scimrahn and the Kelrath. Most are undecided on the new Earth forces. Some will try to reason with them in a heavy-handed manner. Warriors are easily provoked

to wrath and tend to win arguments with guns.

NPC Stats

Chezbah Warriors

	Full	1/2	1/4	1/8
Con	80	40	20	10
Str	80	40	20	10
Ref	50	25	13	7
Agi	70	35	18	9
Dex	65	33	17	9
Bty	20	10	5	3
Cha	40	20	10	5
Int	40	20	10	5
IQ	40	20	10	5
Psy	40	20	10	5
HP	15			
BP	19			

Chezbah Warriors can see a limited amount of the infrared and ultraviolet spectrum. Because of this they do not get a negative modifier to target warm objects in darkness. They can also see ultraviolet lasers and force fields.

Chezbah Pilot

	Full	1/2	1/4	1/8
Con	25	13	7	4
Str	25	13	7	4
Ref	50	25	13	7
Agi	50	25	13	7
Dex	60	30	15	8
Bty	30	15	8	4
Cha	30	15	8	4
Int	40	20	10	5
IQ	40	20	10	5
Psy	40	20	10	5
HP	7			

Chezbah Hound

Since the early days of the Scimrahn, Loc has used these monsters to drive the Scimrahn from the land.

These creatures are actually robots that are made up of microscopic machines, but on the exterior they appear to be very alive. In years past, the Scimrahn believed these creatures to be demons sent by Loc this is reflected in the name the Scimrahn call them, "Brouragh", translating as Demon. The Hounds stay in packs of five to ten, and are often accompanied by a Warrior, who commands them like a huntsman commands his dogs. However many packs of hounds can be encountered roaming freely in the inner reaches of the Artifact.

Species	None
Hight	1.2 m
Mass	54 Kg

Attributes

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	40	20	10	5
Ref	60	30	15	8
Agi	70	35	18	9
Dex	10	5	3	2
Bty	10	5	3	2
Cha	20	10	5	3
Int	40	20	10	5
IQ	15	8	4	2
Psy	100	50	25	13
HP	10			
BP	14			

Diet None/Unknown

Actions Per Turn +2

Damage Claws-15 Bite-20

Defenses

Armor (AR 5) Regeneration of five points a turn. Even after the robot has taken 20 points damage the robot will continue to regenerate.

Special Abilities Hounds are able to leap 8 meters horizontally and 5 meters vertically.

Chezbah Priest

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	20	10	5	3
Agi	20	10	5	3
Dex	45	23	12	6
Bty	30	15	8	4
Cha	45	23	12	6
Int	40	20	10	5
IQ	80	40	20	10
Psy	45	23	12	6
HP	15			
BP	38			

Below is a description of the Chezbah priests abilities.

ZPE Generation

Each turn the priest's zero point power level doubles and each turn the priests must make a Psy roll to prevent the power from discharging into the ground harmlessly. Since most priest's Psy attribute is not extremely high the dangers of these abilities are small unless the priest has help in the form of physical aids. One of these aids is the war staff.

Every turn the priest can build up enough power to do five points of damage by electrical discharge, or a force field that can absorb ten points of damage.

If the priest makes a successful Psy roll he can double the power he has stored up to ten points of damage or twenty shield hit points. If a Psy roll is made again he doubles his power again to twenty points of damage and forty shield points. This continues until the priest fails the Psy roll. Electrical discharges have a range of ten meters.

Mental link

Priest are mentally linked to Loc and are in constant communication with him. They can also mentally give orders to warriors in the area through this link.

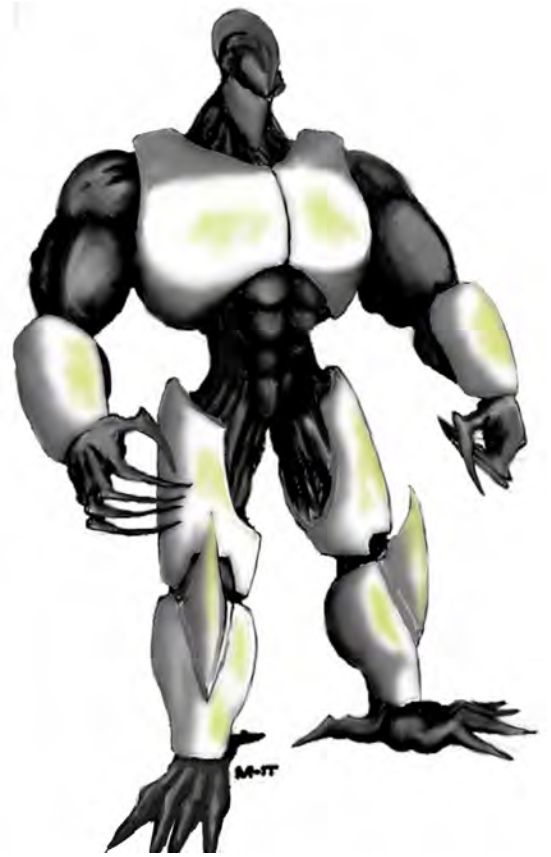
War Staff

Used by priests, the war staff is a battery for storing up their ZPE power. The staff stores up to enough energy to do ninety (90) points of damage, and releases the energy in three discharges of thirty points. With a range of twenty meters. The War Staff

can also be discharged in one burst if it touches it's target.

Only a priest or a Kalec can charge and discharge a War Staff.

Loc's Robots



These robots are large humanoids, usually jet black and sporting claws and or spikes. The role these robots play is usually a mouthpiece for Loc himself. These robots will identify themselves as "Loc" and speak his thoughts directly. Loc will often use these machines to play cat and mouse with his intended victim, chasing and antagonizing it's target. The most amazing part of these robots is that they can appear out of thin air. Loc teleports them to a location, usually behind it's intended victim, or some other dramatic location.

These robots appear to be some kind of toy used by Loc, as he rarely uses them as strategic weapons as he apparently could. Additionally, Loc does not usually teleport more than one of these into an area at a time, and after one is defeated he will not teleport any more. The motivation for this is not known.

There is no one type of robot used by Loc. Each and every manifestation of these machines is different. No specimen has ever been captured for study.

Species	None
Hight	2.3-4 m
Mass	2,600 Kg

Attributes

	Full	1/2	1/4	1/8
Con	100	50	25	13
Str	400	200	100	50
Ref	60	30	15	8
Agi	60	30	15	8
Dex	20	10	5	3
Bty	15	8	4	2
Cha	70	35	18	9
Int	70	35	18	9
IQ	100	50	25	13
Psy	100	50	25	13
HP	200			
BP	38			

Diet None/Unknown

Actions Per Turn +1

Damage Claws-50 Charging with Spikes-70 (only once per turn)

Defenses Armor (AR 250) Regeneration of thirty points a turn. Even after the robot has taken 100 points damage beyond it's hit points the robot will continue to regenerate.

Special Abilities Teleportation. These robots teleport in and out of an area, and will even teleport after being destroyed suggesting that the teleport is controlled from an external source.

The Scourge

The Chezbah Priest has a cybernetic syringe in their left index finger. On command the needle extends, and the Priest injects an "infection" the Scimrahn call "The Scourge". This also refers to the victims, who are also called the Scourge.

Most of all Scimrahn that are captured in battle are given the scourge if they refuse to follow Loc. The scourge has widely varying effects, but the most common are listed below. It is unknown what determines the fate of a scourge victim. It may be that the priest has control over what he injects, or the entire process may be random.

The Scourge is a manifestation of Loc's pinnacle of technology, nanometer sized machines that form tiny factories inside of the host's body. Using available molecules to form new machines, These "Nano-bots" proliferate inside the body. Individual Nanobots cannot do much by themselves, or even by the thousand, but millions of these machines can produce incredible effects.

One constant effect of the Scourge is a weakening of the victim's Psyche. The Scourge can also be affected by mental attacks by Chezbah Priests.

The Scimrahn are wary of the Scourge, as they make powerful allies, but can also be turned into enemies by a single Priest (See: Mental Abilities). A known Scourge is banned from Scimrahn society until their transformation is complete, and they bring back the severed head of a Chezbah priest. By killing a priest, they prove they can resist the Chezbah.

Hound's Hand

"Hounds Hand" is an effect where the scourge's fingers harden into sharp claws like those of a hound. In rare cases, (10% chance each hand) The scourge is able to form the clawed hand at will.

As the Nanobots replicate, they progressively stiffen the fingers of both hands. This process enables the Character to inflict damage with the sharpened fingertips, but also drops the character's dexterity. Unless the player rolls a ten or lower on a percentile die, in which case the hand is unaffected until the character wants to form the claw (roll for each hand). The character's Psyche also drops progressively.

1 Month	-5 Dex -5 to Psy
2 Month	-10 Dex +1 HTH Damage -5 Psy
3 Months	+4 HTH Damage -5 to Psy
4 Months	+10 HTH Damage -5 to Psy

The Blade

The scourge called "Blade" horribly deforms the hands and forearms into two huge blades. In some cases, (30% chance per arm) the scourge is able to give off an electrical discharge and form a protective force field identical to a priest's ability to do so.

As the Nanobots replicate, they progressively stiffen the fingers of both hands in the open and straight position, eventually widening the forearm and hand . This process enables the Character to inflict damage with the sharpened arm, but also drops the character's dexterity to three (3) but no lower. If the player rolls a thirty or lower on a percentile die, in which case the Scourge can create an electrical charge and force field identical to that of a Chezbah priest (roll for each hand). The character's Psyche also drops progressively.

1 Month	-20 to Dex -5 to Psy
2 Month	-40 Dex +1 HTH Damage -5 Psy
3 Months	+9 HTH Damage -5 to Psy
4 Months	+10 HTH Damage -5 to Psy
5 Months	+10 HTH Damage, Character develops electric discharge/force field, Agi roll to strike.-5 to Psy

The Destroyer

This bizarre scourge causes an array of protrusions to grow from the back of the victim. These protrusions form a powerful magnetic field that causes liquids to boil in seconds and explode. This can have devastating effects on most living creatures (who are mostly water). This is effective on any vehicle that uses liquid fuel (can cause a fuel explosion 30% chance). The effect on living creatures is gruesome. The field is however very difficult to control, and will often kill the innocent if not properly handled.

If the Scourge can get help, a ferrous steel vest can be made to ablate the effects, disrupting the hazardous field. However these vests are often heavy and very uncomfortable.

As the Nanobots replicate, they form a number of collapsible protrusions on the victim's back, eventually building magnetic fields. The Scourge must roll every turn under Psyche a failure indicates the magnetic field effects a random person in the area . The character's Psyche also drops progressively.

1 Month	5 cm protrusions -5 to Psy
2 Month	10 cm protrusions -5 to Psy
3 Months	15 cm protrusions -5 to Psy
4 Months	20 cm protrusions -5 to Psy
5 Months	25 cm protrusions, Character develops magnetic field, (see below).-5 to Psy

	PB	S	Med	L	Ex
Damage	30	30	30	25	10

Blast Range Class: B

Rate of Fire: 1

The field is guided by the Scourge's mind and so in order to make a successful strike, the Scourge must make a Psy roll.

Blind Sight

This Scourge causes the victim's eyes to go blind, but it also causes two large antenna to form from the head that are super sensitive and can detect a large array of stimuli. These include highly sensitive vibration sensors that can hear footsteps up to five hundred meters away. The Scourge can "feel" magnetic and gravitational fields. They can "feel" heat, infrared and ultraviolet light. The Scourge can feel heat from a person's body up to a kilometer away.

As the nanobots replicate, the victim goes blind. As the antenna grow, they give the victim sensory input that the scourge must learn to interpret. The character's Psyche also drops progressively.

1 Month	5cm protrusions -10 Int -5 Psy
2 Month	50cm protrusions -10 Int -5 Psy
3 Months	100cm protrusions +10 Int -5 Psy
4 Months	150cm protrusions +20 Int -5 Psy
5 Months	175cm protrusions, +40 Int -5 Psy Character develops full use of Antenna, (see below).

Fully developed, the antenna have the ability to sense the full range of the electromagnetic spectrum, and have the ability to sense sound and make use of echolocation. The Antenna are so sensitive, that they can detect fluctuations in gravitational fields, and even sense the static electrical build up of an approaching earthquake.

Sensor Range Class: D

The Wall

The Wall is different from the other scourge mentioned so far, in that it effects the entire body. The effects stiffen the body over time until the victim is a hulking armored behemoth. However, the effects also decrease the victim's dexterity, and agility.

As The Nanobots replicate, the skin hardens and artificial muscles lace themselves through the body, making movement difficult, especially in the hands. However, Dexterity can drop no lower than three (3), and Agility can drop no lower than five (5). After the changes are complete, raising dexterity costs four times the normal number of experience points. Remember to recalculate Hit Points with each Strength and Constitution increase. The character's Psyche also drops progressively.

1 Month	+10 to Str, +10 to Con, -5 to Psy
2 Month	+10 to Str, +10 to Con, +1 Armor rating to bare skin, -5 to Dex, - 5 to Agi -5 to Psy
3 Months	+10 to Str, +10 to Con, +9 Armor rating to bare skin, -10 to Dex, - 5 to Agi -5 to Psy

4 Months	+10 to Str, +10 to Con, +10 Armor rating to bare skin, -10 to Dex, - 5 to Agi -5 to Psy
5 Months	+10 to Str, +10 to Con, +10 Armor rating to bare skin, +20 to HP, -5 to Dex, - 5 to Agi -5 to Psy
6 Months	+10 to Str, +10 to Con, +10 Armor rating to bare skin, +40 to HP, -5 to Dex, - 5 to Agi
7 Months	+10 Armor rating to bare skin, +30 to HP, -5 to Dex, - 5 to Agi Regenerates at 5 points per turn, even after the Scourge has taken fifty points of damage over their hit points.

Kalec

This scourge attempts to turn the victim into a priest of Loc. This effect seems to only affect those of above average intelligence and only males. If the victim loses the battle ahead of him, he is no longer in control of his own mind, and serves Loc.

As the Nanobots replicate, they progressively lower the victim's mental endurance or Psyche. Once the victim's psyche is down to or drops below zero that person is now a follower of Loc and is no longer a player character. If the character's Psyche is still over zero at the end of a year, then the Chezbah hunt the victim down and destroy him or her. There is a way, however to prevent the character from becoming follower of Loc. This is by returning to earth. In doing this, the character looses all IQ Bonuses, but the psyche is permanently scarred. Furthermore the disease will continue to run its course for the full year.

1 Month	+5 to IQ
2 Month	+10 to IQ -10 from PSY
3 Months	+5 to IQ -10 from PSY
4 Months	+5 to IQ -10 from PSY
5 Months	+5 to IQ -15 from PSY
6 Months	-15 from PSY Heals twice as fast
7 Months	-15 from PSY Regenerates lost or damaged limbs in five months
8 Months	-15 from PSY Regenerates lost or damaged limbs in five months
1 Year	-20 from PSY Acceptance or Destruction. Gains all priest abilities.

Mental Abilities

The Chezbah Priest's link to Loc is vaguely like a modem on a computer, it decodes the neural impulses and transmits them (through means unknown). The link can also receive transmissions and decode them so that the mind can understand them. This is what gives the priest the ability to communicate with Loc. In addition to this, the Priest is able to command Warriors, hounds, and the Scourge.

The Priests can also communicate with each other, however it is the Kalec who have developed the ability to attack through the link.

Command

Command is a priest discipline that is used to force responses out of an individual. For instance, A single scourge can be whipped into submission using command. A hound can be stopped dead in its tracks, or even shut off using this discipline. Priests have, on occasion, been known to use this ability on Kalecs, and vice versa.

Anyone who is affected by a command, must do whatever they can to fulfill the command.

To successfully command someone a Psyche roll is made. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. A player may choose to refuse the command but the character takes 10 Mental Stress for each fractional success from the command. One person can be affected by this discipline per Action used.

Group Command

This is similar to the command discipline, but is used against multiple targets. Priests often use this ability to keep Warriors fighting even after their morale breaks. Large groups of scourge can also be likewise affected.

When commanding a group, the command is successful in two targets for every fractional success. For the subject to resist,

each subject of the command is only effected by a single fractional success so any Psyche defense roll that is at least in the Full column will successfully defend. A player may choose to refuse the command but the character takes 10 Mental Stress for each fractional success from the command.

Confusion

This is one of the very first Kalec abilities developed. The Kalec interferes with the normal functioning of the brain, entering nonsense into the thought process. Those affected by confusion tend to stumble about, fall down or simply stop doing anything for a short time. Priests have learned how to utilize this ability over time.

To successfully confuse someone a Psy roll is made. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. For each fractional success left over the victim is incapacitated for 1d6 turns. One person can be affected by this discipline per Action used.

Discipline

Usually used to whip disobedient Scourge or Warriors into line, discipline is a Priest's way of maintaining control.

Those affected by this ability receive a large dose of Mental stress.

To successfully discipline someone a Psy roll is made, for each fractional success the subject is given 15 Mental stress. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. One person can be affected by this discipline per Action used.

Mind Tear

One of the earlier Kalec developed abilities, This discipline does a large amount of damage to the cerebral cortex. Those affected by it lose 10 IQ points for each fractional success of the attacker. The affects of this attack are healed like hit points under the Rules section of this book.

To successfully attack someone with this ability, a Psy roll is made for each fractional success the subject looses 10 IQ points. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. One person can be affected by this discipline per Action used.

Overload

A newer ability developed by a Kalec from earth, the attacker over stimulates the subject's implants, and the combined electrical charges of the nanotech lattice heat the fluid in the brain to steam, causing it to expand rapidly. In the most extreme cases of using this ability, the skull can rupture as the victim dies.

To successfully overload someone a Psy roll is made. For each fractional success, 1 Point of damage and 10 mental stress points are inflicted on the subject. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. One person can be affected by this discipline per Action used.

Mind Hack

This Kalec developed ability is used to gain access to another's mind but priests commonly make use of this ability now. The Kalecs break down mental barriers and access different portions of the subject's conscience. The hacker can remain linked as long as the subject does not make a successful Psyche roll to force them out of their minds. There are a variety of affects that can be accomplished through a mind hack.

Paralyze

This effect causes the conscious mind to forget how to command the muscles of the body, but leaves all automatic functions, such as breathing and heart beat unaffected.

Illusion

This effect makes the subject see an illusion. The image is implanted into the mind of the subject as if they were hallucinating, except that the priest or Kalec controls the images. No one else sees the illusion.

Mind Read

This enables the attacker to steal thoughts or memories from the subject of the attack.

Eavesdrop

With this effect, the attacker taps into the subject's senses, and can experience them as they were their own.

The character performing the mind hack must make a Psy roll to break into the subject's mind. The defender must make a successful Psy roll to negate the attacker's fractional successes and sever the link. One mind hack effect can be used for each fractional success left over.

Access Computers

A Priest or Kalec can link to a computer through quantum entanglement. Through this link Priest can issue commands to any quantum liquid computer, the technology used in computers on The Artifact. This ability requires no attribute check for a simple connection.

If a Priest or Kelec uses this ability to break the security of a computer system, they must roll under their PSY attribute. In a ten second combat turn, 2 barrier point can be reduced for each fractional success.

Telepathy

Priests and Kalecs can communicate mentally with other Priests and Kalecs, they can also communicate with scourge, Hounds, Chezbah Warriors, and Loc. This ability requires no attribute check.

Chezbah Equipment

Plasma Pistol

A standard sidearm used in close combat by the Warriors, and carried by pilots. The design has a shorter range in favor of higher damage.

	PB	S	Med	L	Ex
Damage	25	20	15	10	5

Range Class: B
Payload: 15
Rate of Fire: 1
Mass: 4.3 KG

High Energy Plasma Gun

The Chezbah plasma gun is the standard issue to all Warriors. The design uses lasers to help the plasma keep higher energy levels even at extreme ranges. The lasers can continue to be used as weapons even after the plasma has been exhausted.

Plasma	PB	S	Med	L	Ex
Damage	60	50	40	20	5
Laser	PB	S	Med	L	Ex
Damage	8	8	4	2	1

Range Class: C
Plasma Payload: 12
Laser Payload: 100

Rate of Fire: 1

Mass: 16 KG

Chezbah Warrior Armor

Hit Location	Armor Rating	Hit Points
Head	10	10
Shoulder	15	10
Body	15	10
Arms	10	10
Hands	5	2
Groin	10	8
Legs	10	10
Feet	10	5

Causes
Physical: 2 per hour
Functional: 1 per hour
Mental: 2 per hour
Mass: 12 Kg

Chezbah Armor has a radio built into it that can scramble communications.

Encryption Strength: 62 BP

Chezbah Pilot Armor

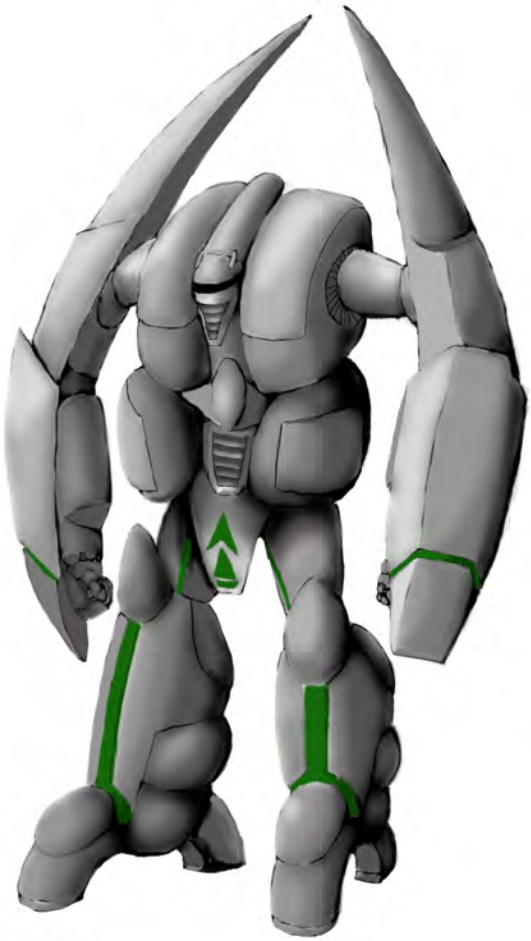
Hit Location	Armor Rating	Hit Points
Head	10	10
Shoulder	-	-
Body	10	15
Arms	5	5
Hands	-	-
Groin	-	-
Legs	-	-
Feet	5	5

Causes
Physical: 1 per hour
Functional: 1 per hour

Mental: 2 per hour
Mass: 7 Kg

Chezbah Armor has a radio built into it that can scramble communications.
Encryption Strength: 62 BP

Chezbah Vehicles



Type E-Suit

Model Hunter

The Hunter is the main Chezbah E-suit. It's design is more compact than the TF-2394 because the Chezbah are not worried about making field repairs, and interchanging parts.

Overall height	3.4m
Overall width	2.33m
Overall length	1.6m
Dry Mass	2708 kg
Full Mass	2838 kg

Power plant type:	Lithium Ion Battery
Secondary:	Tri-Thruster pack

Movement

Running Top Speed	150 Km/h
Flight Top Speed	350Km/h divided by Environmental Class (1-10)
Total fuel capacity:	15 hours
Fuel type:	Electric
Secondary:	Liquid Carbon

Armor Rating:	40
Hit Points:	225
Barrier Points:	14
Crew:	1
Passengers:	0
Piloting Modifier:	0

4 Lasers

	PB	S	Med	L	Ex
Damage	200	200	100	50	16

Range Class D
Rate of fire 1
Fire Arcs 1

2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	200	200	150	100	30

Range Class C
Payload 10 each
Rate of fire 3 each
Fire Arcs 1

ECM:	20% Advantage
Range Class:	C
ECCM:	20% Advantage
Range Class:	C
Sensors:	40% Advantage
Range Class:	D
Strength:	880
Punch Damage:	88

Shield information
Shields: 3 active 260hp each
No. of shield generators 4

Fire Arcs

\ 1 /

4 ● 2

/ 3 \

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9	6-7	5	-	R Leg
10	-	6	6-7	L Leg
-	8-9	7-8	8-9	Engine
-	10	9-10	10	Thrusters

Critical hits 1d10

Head 60% chance of critical

1-6	Sensor system destroyed 40% Impairment to sensor, ECM, and ECCM
7-10	Balance 40% Impairment to piloting skill

Arm 30% chance of critical

1-7	Linkages, Arm Inoperable
8-10	Shield generator destroyed

Body 30% chance of critical

1-4	Cockpit, pilot killed
5-6	Computer destroyed 80% Impairment to Piloting skill
7-8	Lasers destroyed
9-10	Plasma cannon destroyed

Leg 30% chance of critical

1-8	Linkages, Leg inoperable Top speed down to 1/4
9-10	Shield generator destroyed

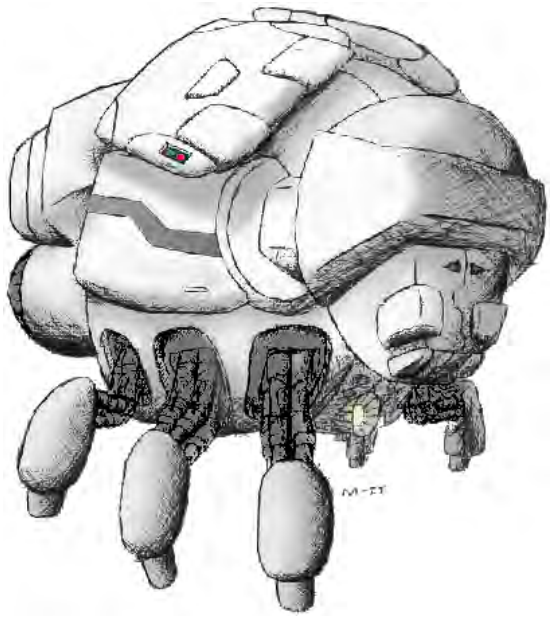
Engine 35% chance of critical

1-10	Engine damage, all systems at half power.

Thrusters 40% chance of critical

1-4	Fuel Explosion! 800 points 10m blast radius
5-10	Thruster damage, cut flight speed in half.

Chezbah Vehicles



Type Anti-Grav

Model Demolisher

This Vessel is designed to combat smaller more maneuverable vessels. It serves as a gunboat in the Chezbah fleet, a battle cruiser will carry four of these vessels. Each one is a match for a Scimrahn assault transport, but is also designed to move silently through the subterranean catacombs through the use of six legs. The Demolisher's legs are designed to propel the vehicle along the ground stealthily. When using it's legs, the demolisher gains a 20% Impairment to be detected by sensors. When thrusters are used, the Legs fold up into the chassis of the vehicle.

Overall height	5.85m
Overall width	4.16m
Overall length	8.9m
Dry Mass	11,759 kg
Full Mass	13,352 kg
Power plant type:	Gravity manipulation
Movement	
Flying Top Speed	1,200 Km/h

Walking Speed	80 Km/h
Total fuel capacity:	15 hours
Fuel type:	Electric
Secondary:	Liquid Carbon

Armor Rating:	250
Hit Points:	4,250
Barrier Points:	14
Crew:	6
Passengers:	0-3
Piloting Modifier	30% Impairment

4 High Energy Plasma Cannons

Mounted on turrets, these four heavy cannon use laser heated plasma to deliver long range and heavy fire power.

	PB	S	Med	L	Ex
Damage	900	800	700	500	300

Range Class D
Payload 40 each cannon
Rate of fire 1 per Cannon
Fire Arc 1-8

Belly Laser

Mounted right below the cockpit head, this laser compromises the lower third of the Demolisher.

	PB	S	Med	L	Ex
Damage	1,000	1,000	500	250	100

Range Class E
Rate of fire 1
Fire Arc 2

ECM:	40% Advantage
Range Class:	C
ECCM:	50% Advantage
Range Class:	C
Sensors:	70% Advantage
Range Class:	E

Shield information

Shields: 4 active at 500hp
No. of shield generators 8

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	L Turret
5	2	2-5	1-5	R Turret
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Leg

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Turret
2-5	2	5	-	R Turret
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Leg

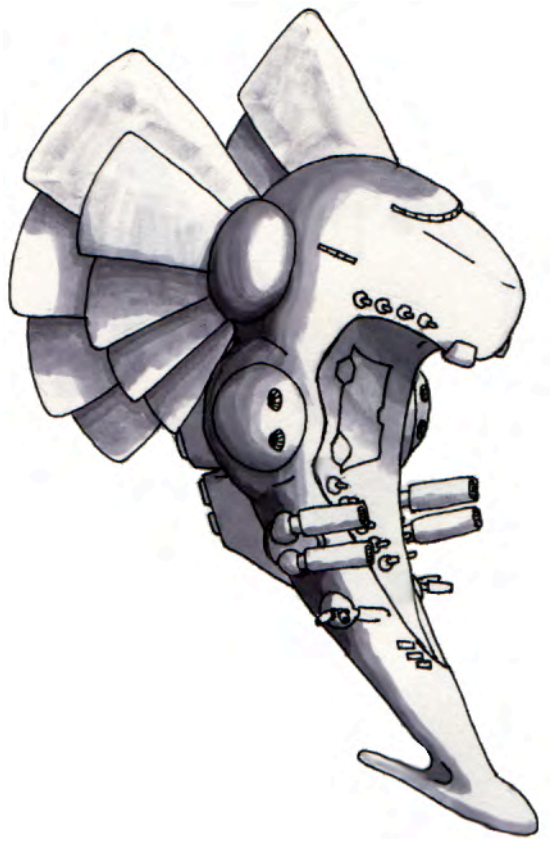
Critical hits 1d10

Front	20% chance of critical
1-2	Cockpit, pilot killed
3-6	Belly laser destroyed
7-8	Sensor system destroyed 40% Impairment to sensor, ECM, and ECCM
9-10	Shield generator destroyed

Back	35% chance of critical
1-2	Fuel Explosion! 800 points 10m blast radius
3-7	Engine damage, all systems at half power.
8-10	Shield generator destroyed

Turret	40% chance of critical
1-5	Plasma Cannon Destroyed
6-10	Plasma Cannon Destroyed

Leg	30% chance of critical
1-10	Linkages, Leg inoperable walking speed down 1/6



Type Anti-Grav

Model Heavy Cruiser

The largest combat vessel made by the Chezbah, it is second only to the Kelrath Floating Fortress in terms of raw firepower and armor. Two of these Cruisers are maneuverable and fast enough to engage and destroy a Flying Fortress without suffering many casualties.

Overall height	115.3m
Overall width	24.45m
Overall length	29.65m
Dry Mass	1,720,649 kg
Full Mass	1,794,057 kg

Power plant type:	Gravity manipulation
Secondary:	ZPE Generator

Movement

Flying Top Speed	800 Km/h
Total fuel capacity:	2 Months
Fuel type:	Electric

Armor Rating:	250
Hit Points:	50,000
Barrier Points:	30
Crew:	400
Passengers:	100
Piloting Modifier	80% Impairment

4 Particle Cannons

These four massive cannon vaporize any small craft that wanders too close to the Cruiser. The twin turrets usually stagger their fire so as to avoid the time lapse between recharges.

	PB	S	Med	L	Ex
Damage	9,500	8,000	3,500	700	60

Range Class C
Rate of fire 1/2 per Cannon
Fire Arcs T-1 1,2,6,7,8 T-2 2-6

4 Ultra Energy Plasma Cannons

Mounted on turrets, these four heavy cannon use laser heated plasma to deliver long range and heavy fire power.

	PB	S	Med	L	Ex
Damage	1,500	1,200	1,000	600	300

Range Class E
Payload 200
Rate of fire 1 per Cannon
Fire Arc T-1 1,2,6,7,8 T-2 2-6

4 Heavy Lasers

Just below the plasma cannons, these lasers are used for knocking out small adversaries.

	PB	S	Med	L	Ex
Damage	1,000	1,000	500	250	100

Range Class E
Rate of fire 1
Fire Arc T-1 1,2,6,7,8 T-2 2-6

18 Lasers

These lasers are used for anti-infantry and against E-suits and Deltas.

	PB	S	Med	L	Ex
Damage	400	400	200	100	50

Range Class D
Rate of fire 1
Fire Arc 1-4 +8

2 Hunter/Demolisher Bays

About midsection of the ship are two heavy doors that open to release four Demolishers and thirty Hunter E-suits. (2 Demolishers and 15 Hunters per bay see above)

ECM: 20% Impairment
Range Class: D
ECCM: 60% Advantage
Range Class: D
Sensors: 60% Advantage
Range Class: E

Shield information
Shields: 8 active at 700 hp
No. of shield generators 24

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	L Fin
5	2	2-5	1-5	R Fin
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Head

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Fin
2-5	2	5	-	R Fin
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Head

Critical hits 1d100

Front 10% chance of critical

1-2	Hunter/Demolisher bay blown open. All other hits to this critical does triple damage.
3	Laser Destroyed
4	Particle cannon destroyed
5	Plasma cannon destroyed
6	Heavy laser destroyed
7	10 crew killed
8-9	Shield generator destroyed
10	Generator damage, all systems half power

Back 10% chance of critical

1	Ammo Explosion! 800 points 10m blast radius.
2	Particle cannon destroyed
3-4	Plasma cannon destroyed
5	Heavy laser destroyed
6	Generator damage, all systems at half power.
7-8	Grav. engine damage speed down 10%
9-10	Shield generator destroyed

Fin 20% chance of critical

1-5	Fin damage, speed down 10%
6-10	Fin linkages damaged 20% Impairment to piloting

Head 5% chance of critical

1	Laser Destroyed
2-3	10 crew Killed
4-5	Sensor damage 10% Impairment to sensor, ECM, and ECCM rolls.
6	Gyroscope systems damage 40% Impairment to Piloting.
7	Communication systems destroyed.
8-9	Computer systems damaged 20% Impairment to pilot
10	Bridge destroyed, craft disabled.

Chezbah Vehicles

Type Anti-Grav

Model Freighter

The main cargo hauler used by the Chezbah. A single Demolisher usually accompanies this vehicle. However a Heavy

Cruiser can usually arrive to assist in 1D6X20 minutes.

Overall height	254.4m
Overall width	43.3m
Overall length	73 m
Dry Mass	1,200,886 kg
Full Mass	3,700,000 kg
Power plant type:	Gravity manipulation
Secondary:	ZPE Generator

Movement

Flying Top Speed	400 Km/h
Total fuel capacity:	2 Months
Fuel type:	Electric

Armor Rating:	100
Hit Points:	30,000
Barrier Points:	14
Crew:	80
Passengers:	100
Piloting Modifier	2 60% Impairments

24 Lasers

These lasers are used for anti-infantry and against E-suits and Deltas

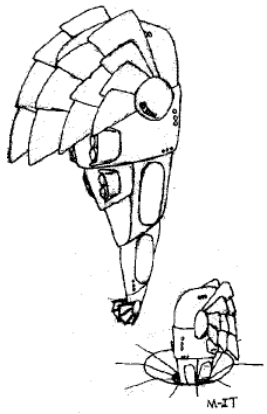
	PB	S	Med	L	Ex
Damage	200	200	100	50	25

Range Class D
Rate of fire 1
Fire Arc T1-18 1-4+8
T19-24 5-7

Sensors:	0 to Optics
Range Class:	D

Shield information

Shields:	8 active at 400hp
No. of shield generators	16



Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	L Fin
5	2	2-5	1-5	R Fin
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Head

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Fin
2-5	2	5	-	R Fin
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Head

Critical hits 1d100

Front	10% chance of critical
1-3	Laser Destroyed
4-7	5 crew killed
8-9	Shield generator destroyed
10	Generator damage, all systems half power

Back	10% chance of critical
1-2	Generator damage, all systems at half power.
3-6	Grav. engine damage top speed down 10%
7-10	Shield generator destroyed

Fin	20% chance of critical
1-8	Fin damage, speed down 10%
9-10	Fin linkages damaged 20% Impairment to piloting

Head	5% chance of critical
1	Laser Destroyed
2-3	10 crew Killed
4-5	Sensor damage 10% Impairment to sensor rolls.
6	Gyroscope systems damage 40% Impairment to Piloting.
7	Communication systems destroyed.
8-9	Computer systems damaged 20% Impairment to pilot
10	Bridge destroyed, craft disabled.

The Tanroc Fredar

The Scimrahn are not the first people to rebel against Loc. Long before them, a race of giants called the Tanroc Fredar, or truth seekers, refused to serve Loc. While these people are still rumored to exist they are apparently dying out. If historical record is accurate, the Tanroc Fredar were once a highly intelligent, peace loving people. They appeared suddenly, at first few in number. As time went on they multiplied and formed their own cities. at the peak of their civilization, technology and philosophy excceded that of modern times. These giants befriended the Kelrath and established the basis of Kelrath art, and writing. However as generations wore on the Tanroc Fredar began to degenerate, they became more and more vicious and animalistic. Today there are reports of some Tanroc Fredar, most of which report them to be crazed and dangerous.

Despite this, both the Scimrahn and the Kelrath view these creatures as noble and heroic figures of a golden age. The Scimrahn E-Suits are given the designation "TF" and the sensor head is designed to be reminiscent of the old race. As with many legends, there is rumored to be a lost city of the Tanroc Fredar, hidden somewhere in the bowels of the Artifact. It is also believed that some of the Kelrath know the location of these cities, but out of respect for their old friends, it lays undisturbed.

Tanroc Fredar

Species Tanroc Fredar
Height 2.7-4 m
Mass 750-1,800 Kg

Attributes

	Full	1/2	1/4	1/8
Con	100	50	25	13
Str	300	150	75	38
Ref	80	40	20	10
Agi	90	45	23	12
Dex	50	25	13	7
Bty	80	40	20	10
Cha	90	45	23	12
Int	70	35	18	9
IQ	20-90	10-45	5-23	3-12
Psy	40-100	20-50	10-25	5-13
HP	75			

Diet - Carnivorous
Attacks +1
Damage Claws-15 Spikes-25 Punch-30
Defenses Armored Skin (AR 5)

Special Abilities Martial Arts - Those Tanroc Fredar who still retain their ability to reason continue to pass down a martial art of startling effectiveness. While their brute strength makes them more than a match for a human, powerful weapons and E-Suits would pose a considerable threat. The Tanroc Fredar have the ability to cause a critical hit to any vehicle by recognizing and damaging key systems. Every successful roll to strike means that the Tanroc Fredar gets to roll for a critical hit. This also gives them the ability to disable weapons on an aimed strike.

The Kalec

Kalec is a name given to those who Loc attempts to convert into one of his priests, and fails due to the person's own willpower.

Kalecs are rare and they are held in deep respect by the Scimrahn. A fully progressed Kalec has all the powers of a Chezbah priest. Furthermore he can mentally communicate with Loc, Chezbah Priests, and Warriors. Using this, a Kalec will confuse the minds of priests, and warriors. As a result the Chezbah hate and fear Kalecs.

Kalecs are normally solitary and reserved. Only occasionally do they come out in the open, but when they do, it is for a very important reason. To see, or even more speak to a Kalec is a powerful omen of things to come for an individual.

A Kalec can be identified by his white hair, beard and weathered face.

Bestiary

This section will outline some common and some of the more unusual animals on and in the Artifact.

Gunthar

Most biologist were not surprised to find that a scavenger is the largest of the underground dwelling animals. The Gunthar is a solitary creature, mating only once a year. They can most often be found in a community's refuse dumps, or cleaning up after a battle.

Gunthars are just about as smart as a dog, and some have been partially domesticated like a wolf, but remain dangerous.

Species Gunthar
Hight - 1.2m
Mass - 70 kg

Attributes

	Full	1/2	1/4	1/8
Con	40	20	10	5
Str	35	18	9	5
Ref	60	30	15	8
Agi	65	33	17	9
Dex	10	5	3	2
Bty	10	5	3	2
Cha	5	3	2	1
Int	70	35	18	9
IQ	15	8	4	2
Psy	20	10	5	3
HP	15			

Diet - Carnivore, scavenger
Actions +2
Damage: Bite 3, Arm claw 5, Leg Claw 8, Tail swipe 6
Defenses: Scales give the Gunthar an armor rating of 4
Running speed 62 Km/h

Special Abilities
Gunthars have the ability to grasp objects and carry them in their hands.

Jumping - 10m
Habitat - Garbage Dumps
Numbers - 1

Nicoe

This is a puzzling creature, no larger than a squirrel. A Nicoe is unlike any other earth fauna subsisting entirely on bacteria. This is accomplished by absorbing bacteria through it's hairlike structures that cover it's body. The large white ovals on it's head are not actually eyes, rather they a luminescent sacs. The Nicoe's eyes are slightly below and to the outside of these sacs. The sacs give off little more light than would two fireflies enableing the Nicoe to see in what would otherwise be complete darkness.

The Nicoe is curious, but not very persistent. A Nicoe will have no fear of humans unless harmed or shooed away. Nicoes will sometimes be found climbing over tents trying to find a way in and if let in will crawl all over anyone inside dragging it's belly against the skin to suck up bacteria. Seeters are the only animal that has not learned the value of a Nicoe and is their only predator.

Species Nicoe
Length 10-15 cm
Mass 100-200 g

Attributes

	Full	1/2	1/4	1/8
Con	10	5	3	2
Str	1	1	1	1
Ref	75	38	20	10
Agi	70	35	18	9
Dex	10	5	3	2
Bty	40	20	10	5
Cha	60	30	15	8
Int	70	35	18	9
IQ	20	10	5	3
Psy	10	5	3	2
HP	1			

Diet - Bacteria
Actions Standard
Damage Either biting or scratching with claws, damage is negligible (ouch!) 1 Physical stress.
Defenses None

Special Abilities

Nicoe have two luminescent sacs above their eyes that allow them to see in total darkness, this also allows anyone in the area to see with nightvision goggles. Nicoe also clean the area they are in of bacteria, giving a 20% Advantage to save vs infection. Nicoe will also climb onto a wounded person and clean the wound of bacteria giving a 40% Advantage vs infection.

Habitat Inhabited areas, or around other animals.
Numbers - 1 to 30

Seeter

Seeters are vicious scavenger/predators. Although smaller than Gunthars, seeters travel and attack in large packs, sometimes more accurately swarms as there are sometimes several hundred in a group. Seeters are not frightened by gunfire or loud noises. However numbers upward of ten people to 100 Seeters will not usually be attacked unless the Seeters are frenzied by the smell of blood.

Seeters will always observe their prey before attacking. Standing on hind legs the Seeters will pop their heads up with their nose down and quickly duck out of sight. This gives them binocular vision while in this position. While observing, the players get an Int roll to notice that they are being watched. If the Intuition roll gets only one Fractional Success the Seeters will appear as short humanoids looking around. If more Fractional Successes are made the character will recognize the Seeter.

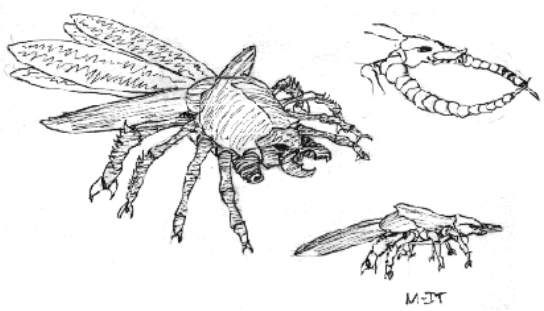
Species Seeter
Hight - 1m
Mass - 15-20 kg

Attributes

	Full	1/2	1/4	1/8
Con	20	10	5	3
Str	15	8	4	2
Ref	65	33	17	9
Agi	50	25	13	7
Dex	1	1	1	1
Bty	5	3	2	1
Cha	2	1	1	1
Int	50	25	13	7
IQ	10	5	3	2
Psy	40	20	10	5
HP	7			

Diet - Carnivore, scavenger

Actions +1
Damage: Bite 6, claw 3
Defenses: none
Running speed 20 Km/h
Jumping - 5 m
Habitat - Underground, outside of towns
Numbers - 10 to 60 sometimes up to 300



Ekchok

A small creature similar to an arachnid in body structure. An Ekchok has two retractable tendrils which have half centimeter long poisonous stingers. Ekchok move in swarms with one female in the group. This female directs the entire swarm through scent and sounds that are produced by rubbing wings together sounding much like a loud cricket. If the female is found (40% Impairment vs. Int) and killed, the swarm must make a Psy roll. If it fails, the swarm will stop attacking. Ekchok paralyze their prey through their venom and then drink the blood of their prey. Ekchok will most often single out one target and avoid attacking a group.

Species Ekchok
Length - 6cm including the wings
Mass - 50 g

Swarm Attributes

	Full	1/2	1/4	1/8
Con	40	20	10	5
Str	N/A			
Ref	30	15	8	4
Agi	20	10	5	3
Dex	N/A			
Bty	1	1	1	1
Cha	N/A			
Int	20	10	5	3
IQ	5	3	2	1
Psy	30	15	8	4
HP	50			

Diet - Carnivore
Actions +5
Damage: Bite 1, Sting - 3 Physical stress and 3 Functional stress
Defenses: Size + numbers. Only one Ekchok can be killed per attack regardless of weapon damage. Guns, knives, or fists, do only only one point of damage per attack and there is a 40% Impairment to hit a flying Ekchok. Explosives, and poison sprays will do full damage with no negative modifier to

hit.

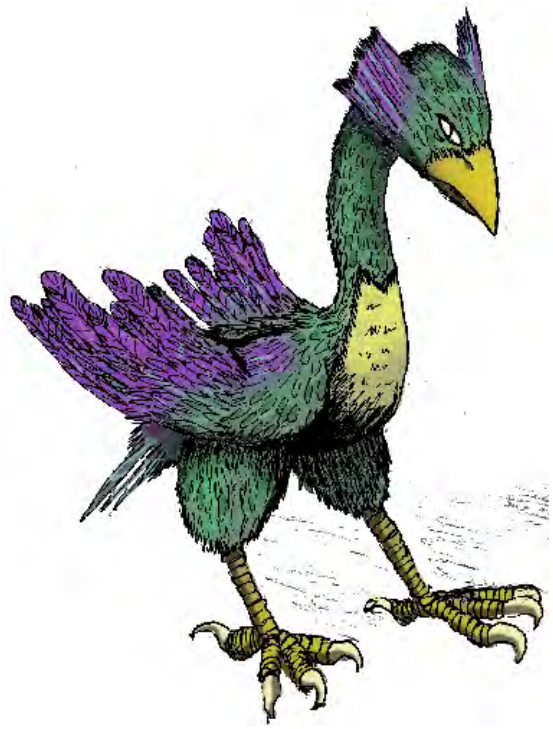
Flying speed 25 Km/h

Special Abilities - Ekchok have the ability to communicate with each other and organize their attacks.

Habitat - Anywhere
Numbers - 50 to 60

Queless

There are many breeds of Queless on the Artifact. They are all flightless birds similar to earth's ostrich, but closer in description to prehistoric Terror Birds. Queless are birds of prey that have been domesticated by the Kelrath. Bomesk (or mutt) Queless are kept by classes all the way down to the Geetin as hunting animals, but purer breed are more brilliant in their plumage and are more a standard size. A Queless can easily bring down large prey.



Species Queless

Hight - .5-2.5m
Mass - 40-120 kg

Attributes

	Full	1/2	1/4	1/8
Con	50	25	13	7
Str	65	33	17	9
Ref	30	15	8	4
Agi	50	25	13	7
Dex	5	3	2	1
Bty	40-80	20-40	10-20	5-10
Cha	45	23	12	6
Int	80	40	20	10
IQ	10	5	3	2
Psy	10	5	3	2
HP	20			

Diet - Carnivore
Actions +1
Damage: Bite 6, Leg Claw 15
Defenses: None
Running speed 85 Km/h
Jumping - 8m
Habitat - Plains/Domestic
Numbers - 1 to 3

Drammatok

The Drammatok is a surface animal, but because they are a durable mount, they are used underground also. The Kelrath have a long tradition of breeding and racing Drammatok. The Scimrahn have been known to use them on occasion.

Species Drammatok

Hight - 1.5-3m
Mass - 3700 kg average

Attributes

	Full	1/2	1/4	1/8
Con	70	35	18	9
Str	300	150	75	38
Ref	20	10	5	3
Agi	30	15	8	4
Dex	5	3	2	1
Bty	25	13	7	4
Cha	25	13	7	4
Int	20	10	5	3
IQ	10	5	3	2
Psy	10	5	3	2
HP	50			

Diet - Herbivore
Actions Standard
Damage: Bite 3, Stomp 15, Head Butt 10, Tail swipe 8
Defenses: The Drammatok's thick hide gives it and armor rating of 6
Running speed 9 Km/h
Jumping - 50 cm
Habitat - Plans and forests

Numbers - 50 to 100

Pettok

This surface animal is used as a mount and for food by the Chezbah and occasionally by the Kelrath. Pettok are herd animals and herbivores. They are difficult to train, but have enormous strength and are used when heavy machinery is not available.

Species Pettok

Hight - 3-4m
Mass - 3700 kg average

Attributes

	Full	1/2	1/4	1/8
Con	90	45	23	12
Str	400	200	100	50
Ref	15	8	4	2
Agi	30	15	8	4
Dex	5	3	2	1
Bty	20	10	5	3
Cha	10	5	3	2
Int	20	10	5	3
IQ	10	5	3	2
Psy	10	5	3	2
HP	150			

Diet - Herbivore
Actions Standard
Damage: Bite 4, Stomp 30, Head Butt 20, Tail swipe 15
Defenses: The Pettok's thick hide gives it and armor rating of 12
Running speed 6 Km/h
Jumping - Pettok are not able to jump
Habitat - Plans and forests
Numbers - 30 to 80

Berem

A herd animal by nature. The Kelrath use the Berem for food and labor. Geetin are permitted to yolk Berem, much like earth's oxen. They have a wide stocky build and comparable strength to an Ox.

Species Berem

Hight - 1.4m
Mass - 600 kg average

Attributes

	Full	1/2	1/4	1/8
Con	80	40	20	10
Str	150	75	38	19
Ref	15	8	4	2
Agi	25	13	7	4
Dex	1	1	1	1
Bty	10	5	3	2
Cha	10	5	3	2
Int	20	10	5	3
IQ	10	5	3	2
Psy	10	5	3	2
HP	30			

Diet - Herbivore

Actions Standard
Damage: Bite 4, Stomp 6, Head Butt 8
Defenses: The Berem's thick hide gives it and armor rating of 8
Running speed 45 Km/h
Habitat - Plans and forests
Numbers - 80 to 200

Brugha

The Brugha is a Fiercely territorial animal. A bull regularly patrols his territory to ensure no rivals enter his region. The bull will crack his tail like a bullwhip to frighten off intruders, the larger the bull, the louder the crack of it's tail. The largest of the tail cracks can sound like cannon fire. If the intruder does not leave, the Brugha will try to frighten off whoever it can by storming out, stomping, snorting, and letting out bowel shaking bellows. If these efforts fail, it will use it's head and tail to beat off persistent intruders.

The only way to tame a Brugha, is to be present at it's birth, and have the creature imprint on the trainer. Even then the trainer must spend an hour each day to maintain the bond. Even with all this work, the Brugha is still temperamental and will only obey it's trainer.

Species Brugha

Hight - 3-4m at the shoulder
Mass - 24,000 kg average

Attributes

	Full	1/2	1/4	1/8
Con	90	45	23	12
Str	700	350	175	88
Ref	10	5	3	2
Agi	30	15	8	4
Dex	5	3	2	1
Bty	30	15	8	4
Cha	20	10	5	3
Int	30	15	8	4
IQ	10	5	3	2
Psy	40	20	10	5
HP	400			

Diet - Herbivore
Actions Standard
Damage: Bite 10, Stomp 40, Head Butt 30, Tail swipe 25
Defenses: The Brugha's thick hide gives it and armor rating of 15
Running speed 25 Km/h
Jumping - 0
Habitat - Plans and forests
Numbers - 1 or 2

Kaydoo

Kaydoo are light pack animals used often underground because of their unusual combination of high durability and agility. The fatty hump on it's back allows the Kaydoo to travel long distances without food or water.

However, due to it's small size, the Kaydoo can only carry light loads and cannot carry riders unless they are unusually small.

Species Kaydoo

Hight - 1.5m
Mass - 130 kg

Attributes

	Full	1/2	1/4	1/8
Con	80	40	20	10
Str	25	13	7	4
Ref	50	25	13	7
Agi	45	23	12	6
Dex	5	3	2	1
Bty	30	15	8	4
Cha	30	15	8	4
Int	40	20	10	5
IQ	15	8	4	2
Psy	10	5	3	2
HP	15			

Diet - Herbivore
Actions Standard
Damage: Bite 2, Kick 8, Head Butt 3, Tail swipe 3
Running speed 30 Km/h
Jumping - 7m
Habitat - Plans and forests
Numbers - 1 to 10

Rochbareeth

A pteranodon like creature found in open craggy areas and rifts where the hex structures have split open and in the large openings leading into the structural members.

Their favorite hunting method is to pick up their prey to a great hight in their hind claws, drop it and then return to devour their meal. Although most Rochbareeth are only around ten kilograms in mass, there are tales of some of them being big enough to pick up and drop a young Scimrahn.

It seems unlikely but there are wild tales of some young girls that have trained these creatures to carry them on their back through the air. An animal of this size is far larger than any Rochbareeth specimen discovered.

Species Rochbareeth

Hight - 60cm-1.5 m
Mass - 10-50 kg

Attributes

	Full	1/2	1/4	1/8
Con	20	10	5	3
Str	20	10	5	3
Ref	80	40	20	10
Agi	70	35	18	9
Dex	5	3	2	1
Bty	20	10	5	3
Cha	15	8	4	2
Int	80	40	20	10
IQ	5	3	2	1
Psy	10	5	3	2
HP	5			

Diet - Carnivore
Actions Standard
Damage: Bite 2, Drop 25 (up to 35 Kg)
Flying speed 70 Km/h
Habitat - Rifts, crags and structural members
Numbers - 10 to 100

Roamah

The Bear-Cat

Many wall paintings made by Scimrahn scouts depict a large animal that would appear a cross between a bear and a saber-toothed tiger. The Scimrahn call this creature a Roamah, it is a symbol of power, strength and also elusiveness. Roamah have never been officially documented, but may only be endangered. Most experts agree, that while these creatures may have existed at one time, there does not appear to enough food in the underground to support such a large creature.

If the GM wishes, he or she may include Roamah in game play, possibly as the focus of a corporate excursion to retrieve rare animals.

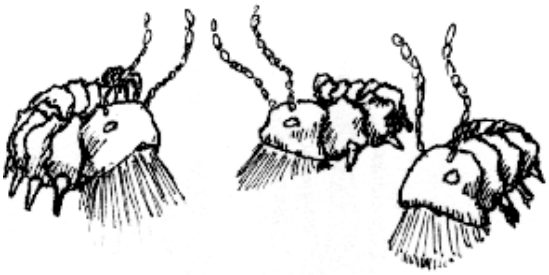
Species Roamah

Height - 1.3m at the shoulder
Mass - 230 kg approx.

Attributes

	Full	1/2	1/4	1/8
Con	70	35	18	9
Str	95	48	24	12
Ref	30	15	8	4
Agi	80	40	20	10
Dex	3	2	1	1
Bty	55	28	14	7
Cha	45	23	12	6
Int	50	25	13	7
IQ	15	8	4	2
Psy	60	30	15	8
HP	60			

Diet - Carnivore
Actions +1
Damage: Bite 25, claw 10
Defenses: heavy hide AR 5
Running speed 15 Km/h
Jumping - 3 m
Habitat - Underground, unknown
Numbers - 1 to 2



Zah

Zah, are the basis for most of the macroscopic food chain in the underground. They are for most intents and purposes ordinary insects, the one extraordinary thing about them is that they, like the Nicoe feed off of bacteria. Their bristle like mouths brush in microorganisms. These tiny street sweepers are often found in large quantities near rotting masses, but their main diet is the chemosintetic bacteria that permeate the bowels of the Artifact.

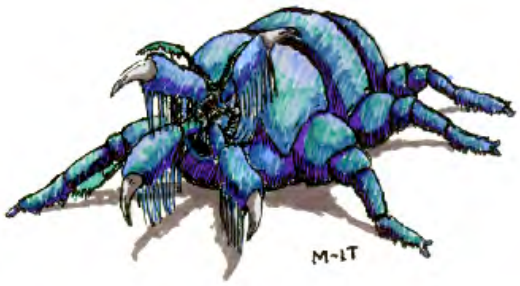
Species Zah

Length - 1.5cm
Mass - 5-10 g

Attributes

The Zah do not have any significant attributes.

Diet - Bacteria
Actions 0
Defenses: None
Speed: Negligible
Habitat - Methane rich areas, rotting bodies
Numbers - 1 to 1,000
Special Notes: Zah are edible, about quarter kilogram of them make a suitable meal.



Chig

Chig are small poisonous insects that feed mainly on Zah. Occasionally, a Chig is picked up with Zah, and will sting.

Species Chig

Length - 2cm
Mass - 50 g

Attributes

	Full	1/2	1/4	1/8
Ref	50	25	13	7
Agi	60	30	15	8
Int	20	10	5	3
HP	1			

Diet - Carnivore
Actions Standard
Damage: Sting 20 Mental stress points, 15 Physical stress and 10 Functional stress
Speed Negligible

Special Abilities - Poison bite contains a neurotoxin that causes dizziness, cramping, labored breathing, and in rare cases (10% Chance), respiratory failure and death.

Habitat - Near Zah
Numbers - 1-2

The White Spoor

The White Spoor is a microbe colony that, at first glance, would seem to resemble coral reefs of earth, but with two differences. The White Spoor reefs grow in or out of water, and the spoor is parasitic.

Anyone unlucky enough to touch an object or person infected with the spoor becomes infected themselves. The White Spoor corrodes anything it touches, armor, vehicles, living tissue, anything. Whats worse, is that the spore burrows into the surface of whatever it's on, and forms enzyme coats to protect it from damage. The spoor is so tough that it can withstand heat of 2000 Celsius or cold below -94 Celsius. It is also impervious to all known chemicals.

The only known way of removing the spoor is by it's only natural predator, the Nicoe. It takes one Nicoe five hours to rid a human sized object of the spoor. Vehicles are much more difficult to clean since the spoor gets into cracks and moving parts. Vehicles need to be taken apart and cleaned or the spoor may still remain in inner workings.

How the Nicoe is unaffected by the spoor is unknown.

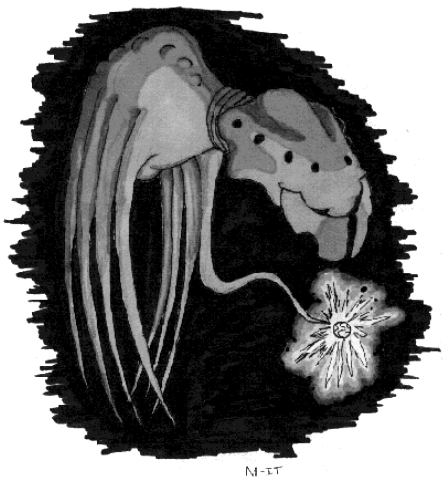
Anything touching the spoor will start to grow incrustations on the affected areas within hours.

Species White Spoor

Hight - 1micron-3meters
Mass - negligible-kilotons

Diet - Omnivorous
Damage: 1 point per hour to inorganic objects, 1 point per day to organic compounds.
Defenses: Enzyme coats (See above)
Movement 500 cm per day
Habitat - Anywhere.
Numbers - Microbial colonies that can be up to three meters thick and span kilometers.

Special Abilities - The White Spoor builds up an electrical charge on it's surface. A small infestation will give off shocks on contact, but the largest reefs can build up lightning like charges. A discharge can do up to 6D10 points in damage.



The Ehells

Ehells have been documented for centuries, these bizarre aberrations have been reported to be extremely powerful. Legend has it that they are immune to all forms of attacks. Ehells cannot be observed by any means other than optically. No other means of detection appears to work, they make no sound, give off no heat, no gravimetric disturbance, no magnetic fluctuations. Several fuzzy photographs have been taken but hundreds of eye witnesses have reported seeing them.

The legend of Gettra Pol Ebik tells of a women who was protected by Ehells during the last onslaught on Gadios. As the story goes, Gettra was living in the shantytowns outside of Gadios, when the invading Chezbah hordes attacked, she was surrounded by Ehells, and although thousands of Chezbah marched through the rubble of the town, not one saw her.

This is where the story deviates, Some versions say that Gettra was so beautiful the Ehells sung her praise and in so singing gave her the power to do miracles. Other versions say that she tricked the Ehells to sing for her, and still others say that she trapped one of the Ehells and forced it to sing.

Regardless of how the Ehell came to sing, Gettra was given the ability to perform a single miracle by the song. With a wave of her hand the Chezbah army disappeared! In an instant they were gone.

Archaeological evidence suggest that, in agreement with the story, the Chezbah suddenly stopped attacking. There was no skirmish on the border, and Gadios' defenses never fired a shot!

If Ehells do exist, they are apparently intelligent, and may perhaps have a purpose. Aside from a few extraneous, and notably fraudulent accounts, the Ehells appear to have an aversion to centralizing power on the Artifact. It appears that at strategic points, and in mostly covert ways (a notable exception is the account given above) Ehells have influenced several key battles of history, forewarned prominent figures about future events, and kept a balance of power.

Species Ehell

Height - 2.4m
Mass - Unknown/Not measurable

Attributes

	Full	1/2	1/4	1/8
Con	Possibly infinite			
Str	150	75	38	19
Ref	20	10	5	3
Agi	30	15	8	4
Dex	N/A			
Bty	10	5	3	2
Cha	10	5	3	2
Int	100	50	25	13
IQ	80-100	40-50	20-25	10-13
Psy	100	50	25	13
HP	Possibly infinite			

Diet - None/Unknown
Actions Standard
Damage: Ehells possess vast amounts of power. Legend has it that they can level mountains, and dry up oceans, the extent of their power is unknown.

Defenses: Ehells cannot be harmed by any known means.

Speed: 45 Km/h
Habitat - None
Numbers - 1 to 10
Special Abilities: Ehells reportedly posses the ability to bestow the ability to perform miracles on a person by "singing" to them. This is not the same thing as a wish, a miracle is an effect on the physical world that surpass all known human or natural powers. The effect of the miracle seems to be set by the Ehell and not the person performing it.

Ehells can teleport apparently at will. The effective range of this ability is unknown.

Skills

The ten attributes that characters have is their raw ability to accomplish tasks. With experience a character develops skills that enhance their raw attributes. The skill's value adds to the attribute's Full column that it falls under.

Example: Angie learns the skill Pick Locks at +5. This skill is a Dexterity skill, so it adds to Angie's Dex Full column which is 20. Now if she attempts to pick a lock her chance to be successful is a 25.

Skills With Requirements

Not all skills are immediately available. Some skills require that a character already have a related skill. This is called a prerequisite. The skill that requires a prerequisite skill cannot have a higher skill value than the prerequisite skill.

Example: The Surgery skill requires the prerequisite skill Biology. If Biology is a +10 Surgery cannot be higher than +10.

Many skills are relatively easy to learn but some require more effort to gain. These skills are given a number in parentheses like (2). This means that whenever a player wants to raise this skill it will cost twice as much. If the number is (3) then the skill costs three experience to advance.

Skills that have this experience requirement cannot be used untrained.

Example: A player wants their character to have the Surgery skill. They cannot perform surgery until they have purchased the skill. Surgery has a (2) next to the skill on the character sheet. Instead of spending one point of XP to purchase the skill, they must spend two.

Focus Skills

A Focus Skill is any skill that reaches +30 or more. For every 30 points value a skill has it gets another Focus, this means a skill at +60 has two focuses and at +90 it has three focuses.

Having a Focus on a skill gives a +5 to the Half, Quarter and Eighth fraction columns.

Some skills have special abilities that a player can select when they have a focus on that skill. These are effects that are not reflected by simply raising the skill's value. The player records the new ability for that skill. The character only gets one focus ability per 30 points of skill value.

Example: Angie has her HTH Combat skill raised to +30. She now gets a +5 to her Half, Quarter and Eighth columns when using this skill. Her player also gets to pick a focus ability and they choose the ability Knockout. Angie now has this ability and cannot choose another until her HTH Combat skill gets to +60.

Skill List

Skills are described by attribute. The attributes are listed in alphabetical order and the skills under them are listed alphabetically.

Below is an alphabetical list of the 104 skills and what attribute they fall under.

Acids - I.Q.
Ambush - I.Q.
Anthropology - I.Q.
Archaeology - I.Q.
Architectural - I.Q.
Artillery Operation - Dex
Artillery Repair - Dex
Bartering - Cha

Biology - I.Q.
Bluffing - Cha
Botany - I.Q.
Camouflage - Int
Carrying - Con
Chemistry - I.Q.
Climbing - Con
Code Cracking - I.Q.
Command - Cha
Computer Operation - Dex
Computer Programming - I.Q.
Concealed Object - Int
Construction Bunker - I.Q.
Construction Mantrap - I.Q.
Construction Road - I.Q.
Construction Shelter - I.Q.
Construction Vehicle Trap - I.Q.
Culture <specific> - I.Q.
Defeat Security - I.Q.
Detect Ambush - Int
Dodge - Ref
Drug Recognition - Int
Drug Resistance - Psy
ECCM - Dex
ECM - Dex
Electronics - I.Q.
Electronics Engineering - I.Q.
Explosives - Dex
Explosives Disposal - Dex
First Aid - I.Q.
Foraging - Int
General Medicine - I.Q.
Herbal Medicine - I.Q.
Hide - Int
HTH Combat - Agi
Hunting - Int
Immunization - I.Q.
Intimidation - Cha
Iron Will - Psy
Jamming - I.Q.
Law enforcement - I.Q.
Mapping - I.Q.
Martial Arts - Agi
Mathematics - I.Q.
Mechanical Engineering - I.Q.
Meditation - Psy
Melee Combat - Agi
Military Intelligence - I.Q.
Navigation Land - I.Q.
Navigation Subterranean - I.Q.
Parry Blow - Ref
Persuasion - Cha
Physics - I.Q.
Pick locks - Dex
Pilot Automobile - Dex
Pilot E-Suit - Dex
Pilot A-G - Dex
Pilot Tank - Dex
Politics - I.Q.
Propaganda - I.Q.
Psychology - I.Q.
Radio - Dex
Read/Write (Specific Language) - I.Q.
Repair Electronics - Dex
Repair Machinery - Dex
Resist Intimidation - Psy
Resist Fatigue - Psy
Running - Con
Scimrahn Sign Language - I.Q.
Scrambler - Int
Seduction - Bty
Sensors - I.Q.
Signal Triangulation - I.Q.
Sniper - Agi
Sociology - I.Q.
Speak Kelrath - I.Q.
Speak Scimrahn - I.Q.
Speak Chezbah - I.Q.
Sprinting - Str
Stealth - Agi
Storytelling - Cha
Street Fighting - Agi
Structural Recognition - I.Q.
Style - Bty
Surgery - Dex
Surveillance - Int
Swimming - Str
Swimming Distances - Con
Theology - I.Q.
Tracking - Int
Weapon Repair - Dex
Weight Lifting - Str
Welding - Dex
WS Grenade - Agi
WS Gun - Agi
WS Kelrath Weapons - Agi
WS Knife - Agi
WS Pistol - Ag
WS Rocket - Agi

Constitution Skills

Climbing - A character with the Climbing skill can climb for longer without tiring.

When attempting to climb something in a combat turn, a player rolls against the Climbing skill. For every fractional success

they can climb for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Running- A character with the Running skill can run for longer without tiring.

When running, the player rolls against the Running skill. For every fractional success they can run for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Endurance Swimming - A character with the Endurance Swimming skill can swim for longer without tiring.

When swimming, the player rolls against the Endurance Swimming skill. For every fractional success they can swim for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Carrying - A character with the Carrying skill can carry heavy loads for longer without tiring.

When carrying something heavy, the player rolls against the Carrying skill. For every fractional success they can carry the load for ten minutes before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Strength Skills

Sprinting - This skill allows a character to run at top speed more reliably.

A character can run 50 meters per turn as a baseline. For every fractional success on a Strength or Sprinting skill roll they can run a number of meters equal to their Strength divided by 5 more meters per turn.

A character can roll against their sprinting skill to make themselves harder to hit with attacks if they are running away from the attacker. For each fractional column passed, they can reduce one fractional success of everyone attacking them by one that turn.

Swimming - A character with this skill can swim faster more reliably

A character can swim a number of meters per turn equal to their Strength divided by ten. For every fractional success they can swim one more meter per turn.

Weight Lifting - A character with the weight lifting skill can more reliably lift heavy masses without wearing themselves out.

A character that lifts a mass greater than their Strength attribute in Kilograms must take a Weight Lifting roll. If the roll is failed, they take 1 Physical stress.

Reflex Skills

Dodge - A character with the dodge skill can move quickly once they see someone about to attack them.

A character that is attacked can roll against their Dodge skill and reduce the number of fractional successes all the attackers get by the number of fraction columns they pass.

Focus ability for Dodge

Flip Dodge - One fractional success must be spent to use this focus ability. This is the ability to dodge by doing a flip or other acrobatic maneuver. On a successful dodge roll, this negates any fractional successes spent on picking a hit location or avoiding armor.

Parry Blow - This is the ability to block an attack from an opponent using a hand to hand ranged attack. Ideally the character would use a sturdy object to block the attack.

By getting a fractional success, the object used to parry a hand to hand attack takes the damage from an attack. By getting a second fractional success either a ranged attack can be parried or the damage to the parrying object can be reduced by half on a hand to hand attack. By getting a third fractional success the damage of a hand to hand attack can be reduced to quarter or a

ranged attack's damage can be cut in half. A fourth fractional success means the damage of a ranged attack is deflected and reduced to a quarter.

Agility Skills

HTH Combat - This is the ability to strike accurately and effectively using only the hands.

A character can inflict physical stress on an opponent equal to their Strength attribute divided by five for each fractional success rolled under in the Agility roll. For every ten points of Physical stress, the hit does one point of damage.

Focus Abilities for HTH Combat

Knockout - This is the focus of a strike to the head that causes the brain to shift inside the skull, this usually results in a knockout. A helmet will negate the effectiveness of this focus. A successful knockout requires two fractional successes. A character that is knocked out is incapacitated for 1D6 turns.

Pull Punch - This allows a character to only inflict stress with a hit instead of doing damage.

Stunning Strike - This is a strike in a location that causes pain or winds the opponent. This attack is absorbed by armor.

Fractional successes may be used to wear down an opponent. For each fractional success used the character may inflict five additional points of Physical Stress but no extra damage.

Martial Arts (2) - A character uses Martial Arts to strike and to defend.

A character can inflict physical stress on an opponent equal to their Strength attribute divided by five for each fractional success rolled under in the Agility roll. For every ten points of Physical stress, the hit does one point of damage.

Martial Arts fractional successes can be used to reduce an opponent's fractional successes in close combat.

Focus abilities for Martial Arts

Pin/Choke - This is a form of grappling where the target is held in place by getting an arm or leg into a position that if resisted, the limb may be broken. A choke hold is a hold that cuts off blood flow to the brain and causes unconsciousness. A successful pin/choke requires using two fractional successes. A pin allows the character to do double HTH damage until the pin is broken by a STR rolling contest. A choke results in incapacitation for 1d6 turns.

Counter - A good number of Martial Arts include the idea of using the opponent's attack against them. This gives the defender the ability to attack while deflecting the opponent's HTH attack.

If Martial Arts is used to reduce an opponent's fractional successes to zero, and the defender still has unused successes, they may be used to do damage.

Throw - Simply the ability to sweep the opponent off their feet and get them on the ground causing disorientation. Throw may be used on an opponent less than 3m tall to the ground. The thrown character loses 2 actions next turn. Requires one fractional success to be used.

Stunning Strike - This is a strike in a location that causes pain or winds the opponent. This attack is absorbed by armor.

Fractional successes may be used to wear down an opponent. For each fractional success used the character may inflict five more points of Physical Stress but no extra damage.

Sniper (2) - A character can use the Sniper skill in place of WS Gun or WS Kelrath Weapons. The skill is rolled for as normal and any fractional successes are counted up. This can be repeated as many turns as desired and the Fractional successes add up unless the

target moves from sight. These fractional successes cannot be used to hit more times in a burst.

Stealth - This is the ability to move quietly and out of the sight of others to avoid being seen. A character that makes a successful Stealth skill roll that can stay out of direct line of sight can move without being automatically noticed.

When using this skill the fraction column passed reduces the fractional successes of all characters looking for them.

Street Fighting - This fighting style uses simple actions that intentionally cause pain to disable or dissuade the opponent from fighting.

A character can inflict physical stress on an opponent equal to their Strength attribute divided by five for each fractional success rolled under in the Agility roll. For every ten points of Physical stress, the hit does one point of damage.

Focus abilities for Street Fighting

Cheap Shot - The Character convinces the opponent that they are not hostile (roll for bluffing or CHA) and then attacks quickly giving them an ambush (opponent looses 2 Actions). The opponents must be able to communicate for this focus to work.

Vicious - This focus enables the character to make an attack that is so intimidating that all opponents must make a PSY roll to continue fighting.

WS <specific> - Any hand held weapon can have it's own Weapon Skill. If a player wishes a character to become proficient at using it they will need a skill for it. Some examples of skills are given below.

For the first fractional success, the attack hits it's target if it is a single action. If an attack is a burst, one in five of the attacks hit.

Each fractional success used after the first, a hit may be moved one hit location. (See: Rules-Damage)

Each fractional success used after the first, a hit may avoid armor, the Armor Rating (AR) is reduced by one half the damage of the weapon. (See: Rules-Event Resolution-Avoiding Armor)

For bursts, each fractional success used after the first may be used to hit one more time for every five attacks. (See: Rules-Event Resolution-Bursts Of Actions)

WS Grenade - Grenades are subject to bouncing, wind and rolling. So the time it takes to fly through the air and the ten second fuse time have to be balanced to throw accurately.

If the skill roll is failed, the grenade detonates 2d10 meters from it's target.

A grenade can be thrown one meter for every point of Strength.

For each fractional success spent the grenade can be thrown ten more meters.

For each fractional success spent the grenade can be thrown past an obstacle such as over a wall or through a doorway.

WS Kelrath Weapons - Kelrath weapons are extremely different than Earth weapons.

This skill is the proficiency in using them accurately.

For how fractional successes can be applied, see the main WS entry.

Focus skills for WS Kelrath Weapons

Focus - Stream Riding - When a plasma weapon is discharged, it creates a magnetic stream that the plasma rides down. If a plasma weapon is fired with the opposite polarity (Kelrath weapons are designed for this via a magnetic switch) a plasma blast can be channeled right back down the old stream back to the opponent that fired the first round and it does not need to roll to hit.

WS Knife - This skill is the ability to fight with a knife.

For how fractional successes can be applied, see the main WS entry.

WS Pistol - This skill helps you handle a pistol to increase the accuracy of your shot.

For how fractional successes can be applied, see the main WS entry.

Focus abilities for WS Pistol

Single Action Draw and Fire - This focus allows the character to draw a gun from a holster and fire in the same Action.

Quick Draw - (prerequisite Single Action Draw and Fire) This focus enables the character to use their WS Pistol skill to add on to their REF when rolling for initiative if they are drawing a pistol from it's holster. The bonus applies only to using the drawn pistol that turn. The bonus cannot be used after the first round of combat.

WS Gun - This skill helps you handle a rifle or long gun style weapon better. This skill gives a bonus to AGI for aiming and firing.

For how fractional successes can be applied, see the main WS entry.

WS Rocket - This skill is used when firing a rocket from a hand held launcher.

WS Thud Stick - A thud stick is a powered melee weapon that requires a good deal of training to use well. Micro gravity generators in the stick multiply its effective weight and therefore its striking force. The action of the generators is so pronounced that if the weapon is not used correctly, it can easily injure the user.

For how fractional successes can be applied, see the main WS entry.

Focus Skills for WS Thud Stick

Knockdown - Although not designed for this effect, when used properly, a Thud Stick can be used to knock an opponent less than 3m tall to the ground. this causes them to loose 2 actions in their next turn.

Assisted Jump - This focus is using the increased inertia of the thud stick to offset the users inertia and increase the distance of a jump by one meter.

Dexterity Skills

Artillery Operation - This is the skill used to fire any vehicle or carriage based weapon including those carried by E-suits.

To use the Artillery Operation skill to hit a target, the character must get targeting information from a sensor lock (from a sensor skill roll) or get coordinates from a signal triangulation skill roll.

For the first fractional success, the attack hits it's target if it is a single action. If an attack is a burst, one in five of the attacks hit.

Each fractional success used after the first, a hit location in the fire arc the target is hit from can be chosen. (See: Rules-Vehicles-Vehicle Critical Hits)

Each fractional success used after the first, a hit may avoid armor, the Armor Rating (AR) is reduced by one half the damage of the

weapon. (See: Rules-Event Resolution-Avoiding Armor)

For bursts, each fractional success used after the first may be used to hit one more time for every five attacks. (See: Rules-Event Resolution-Bursts Of Actions)

Each fractional success used after the first may avoid shields. (See: Rules-Damage-Force Fields)

Artillery Repair - This skill includes the knowledge of how artillery weapons work and the know how to rebuild a field piece.

Computer Operation - This skill is a proficiency in computer use.

This skill can be used in technical challenges where characters need to use a computer. (see: Rules-Tech Challenges)

Electromagnetic Counter Measures (ECM) - ECMs reduce the ability of sensors to lock onto a target.

The ECM skill can be spent to reduce the number of fractional successes the attacker gets with Artillery Operation by the number of fraction columns they pass with this skill.

A ECM skill fractional success can be spent to cause sensors to loose their lock on a vehicle.

Explosives - This skill is a knowledge of explosives and how to handle them safely and also how to detonate them. A character with this skill is able to calculate how long it will take to get to safe distances from an explosion.

The first fractional success for the Explosives skill means the explosive will detonate as intended.

For each additional fractional success the explosive does 10% more damage.

Explosives Disposal - This skill is a knowledge of how to disable explosive devices or rendering them inert so that they cannot do harm.

For each fractional column passed, they can reduce one fractional success of the person that set the explosive by one.

Pick locks - This is the ability to open a lock without the key. The character must have suitable tools to use this skill even if they a.

Pilot <specific> - Understanding how a class of vehicles operates allows a character to control it's movement.

A character can roll against their Pilot skill to run quietly and make themselves harder to pick up on sensors. For each fractional column passed, they can reduce one fractional success of someone trying to lock on with sensors. When doing this, a vehicle must move at half speed and not have shields up.

A character can roll against their Pilot skill to make themselves harder to hit with attacks if the vehicle is moving at least 90 Km/h. For each fractional column passed, they can reduce one fractional success of someone attacking them by one.

Pilot A-G - The ability to control an Anti-Grav vehicle. A-G vehicles drift a great deal so using them in confined spaces can be difficult.

For how fractional successes can be applied, see the main Pilot skill entry.

Pilot Airplane - The ability to fly fixed wing aircraft.

For how fractional successes can be applied, see the main Pilot skill entry.

Pilot Automobile - This is the ability to operate the controls of a wheeled vehicle from earth.

For how fractional successes can be applied, see the main Pilot skill entry.

Pilot E-Suit - This is the ability to give commands that an E-suit will readily understand and to use it's multiple interfaces simultaneously for greater performance.

For how fractional successes can be applied, see the main Pilot skill entry.

Pilot Helicopter - The ability to fly rotor wing aircraft.

For how fractional successes can be applied, see the main Pilot skill entry.

Pilot Tank - These large vehicles use two throttle controls to steer and move. Treads and the mass of the vehicle are important aspects of piloting a tank.

For how fractional successes can be applied, see the main Pilot skill entry.

Radio - A character can operate a radio to get a clear transmission through.

Each fractional success allows the transmission to overcome an obstacle like a single hex wall or an electrically charged atmosphere.

This skill can be used in technical challenges where monitoring radio signals may provide information. (See: Rules-Tech Challenges)

Repair Electronics - This is the knowledge of and ability to repair electrical systems.

This skill can be used in technical challenges where electronics may be damaged. (See: Rules-Tech Challenges)

Repair Machinery - This is a general knowledge of machines, how to trouble shoot, and how to fix and modify machines.

This skill can be used in technical challenges where machinery may be damaged. (See: Rules-Tech Challenges)

Surgery (2) - (Biology level +25 required) This skill is necessary for a person to recover from losing more than half their hit points. A failed roll means the person will die.

Surgery requires 1 hour for each HP the character has lost. Each fractional success reduces this time by one hour.

Weapon Repair - After use, weapons overheat and jam, the weapon must be disassembled and repaired.

Welding - This is the ability to use a welder to join pieces of metal into a single object.

This skill can be used in repair and construction Tech Challenges. (See: Rules-Tech Challenges)

Beauty Skills

Seduction - Using beauty to lure someone away from a place thought or task that they are otherwise committed to.

Fractional successes with this skill may be combined with charisma based skills. (See: Rules-Social Conflict-Beauty)

Style - This is the ability to enhance a character's appearance by dressing and grooming in an attractive manner. This skill can be applied to the character who has the skill or to other characters. Fractional successes with this skill may be combined with charisma based skills. (See: Rules-Social Conflict-Beauty)

Charisma Skills

Bartering - In a social conflict where a price is under negotiation, the barter skill adds to the character's Charisma.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to reduce the price. (See: Rules-Social Conflict)

Bluffing - This is the ability to convince people that the character is telling the truth. The story has to be possible according to what the hearer knows for this skill to work.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to believe the story. (see: Rules-Social Conflict)

Command - This is the ability to speak in a way that pressures the hearer to follow orders because of honor or duty.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to follow the command. (see: Rules-Social Conflict)

Intimidation - A character with this skill can create fear in other characters to pressure them to do something or answer questions.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to follow the command. (See: Rules-Social Conflict)

This skill works slightly differently from other social conflict skills because the fear created gives the character being intimidated a motivation different from their normal motivations. Characters that have this skill used on them do not have the stall option in social conflict and can only choose to comply or to become physically aggressive.

Persuasion - A character using this skill exerts pressure on another character by asking for something and then explaining why it would be a good idea to comply.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to carry out an action. (See: Rules-Social Conflict)

This skill works slightly differently from other social conflict skills because the character using the skill is being rational and even kind. Characters that have this skill used on them do not have the aggression option in social conflict and can only choose to comply or stall.

Story Telling - This skill is used to spread stories of a character's exploits whether they are true or not.

Using this skill in a new community gives the PCs one fame point per fractional success. The player of the story teller gets to assign the points to the PCs in the group.

Intuition Skills

Camouflage - A character using this skill can make it more difficult for them to be seen.

Each turn the character is camouflaging themselves they must roll for this skill. Any fraction columns passed reduce the fraction successes of everyone making an Intuition roll to notice them.

Concealed Object - This skill allows a character to hide objects in their clothing. It is also used to detect places that a person could be concealing an object.

A character using this skill can hide an object 10 cm or less in it's dimensions for each fractional success. While a character is being searched the character hiding the object must get a fractional success for each 10 cm in an object's largest dimension. The searcher rolls against this skill (or just INT) and any fraction column passed reduces the fractional successes.

Detect Ambush - This skill is used to notice places that an ambush can come from.

A character using this skill reduces the fractional successes of a character using the ambush skill by the fraction columns they pass.

Drug Recognition - A character using this skill can detect and identify a drug by it's appearance smell or effect on a person.

A Full column result allows a character to correctly identify a drug when they examine it.

Using this skill allows the user to reduce the fractional successes of someone using the Hide skill or Concealed Object skill when they are concealing drugs.

Electromagnetic Counter-Counter Measures (ECCM) - A character can reduce the protection given by ECMs by using an ECCM system.

The fractional successes of a ECCM roll adds to their Artillery Operation successes but only to offset the reduction caused by ECMs

Foraging (2) - This skill allows a character to find food and water even in inhospitable environments like desserts.

A character foraging for one hour can find one half meal for every fractional success. Some environments may automatically reduce the number of fractional successes.

Dessert 80% Impairment
Tundra 80% Impairment
Plains 30% Impairment
Winter Forest 40% Impairment
Swamp no reduction
Forest no reduction
Jungle 30% Advantage
Urban 30% Advantage (food in garbage)

Foraged food may be unfamiliar to those not accustomed to it. They can include bitter roots and food taken from trash heaps. Characters without the Foraging skill must take a Con or Psy roll to be able to eat the food.

Hide - A character with this skill can evaluate an area to see if there are effective hiding places in it.

A Full result with this skill can be used to accurately gage if there are hiding places available in an area. There will be places that there are no hiding places but even laying flat on the ground in the dark may be counted as hiding.

When using this skill the next turn the fraction column passed reduces the fractional successes of all characters looking for them. This skill can be re-rolled for a better result but each turn the player rolls, the character is not hidden.

This skill can also be used by a player to find cover from attacks. This reduces the fraction successes of all incoming attacks but also reduces the fraction successes of attacks made by the character that is hiding.

Hunting - This skill is the ability to find an animal or person by observing an area or knowing the habits of the prey.

A character hunting for five hours can find one half meal for every fractional success. Some environments may automatically reduce the number of fractional successes.

Dessert 60% Impairment
Tundra 60% Impairment
Plains no reduction
Winter Forest no reduction
Swamp no reduction
Forest no reduction
Jungle 20% Advantage
Urban 60% Impairment

Hunted food may be unfamiliar to those not accustomed to it. They can include small lizards and rodents. Characters without the Hunting skill must take a Con or Psy roll to be able to eat the food.

Melee - A Melee is close combat where there is no defined front line of combat. In the fog of war, it is often difficult to differentiate friend from foe. This skill helps the character identify friends and avoid harming them.

In a close combat situation, when picking new targets this skill can be used to accurately identify one person as an enemy or friend per Fractional Success.

Surveillance - A character can watch an area and observe patterns over time such as when guards change shifts, when they go on patrol or when they rest.

A one Fractional Success means that the character is able to track what patterns occur in the area as long as they observe the entire pattern. Two Fractional Successes mean the character is able to infer what patterns occur in an area by watching the start or the end of the pattern. Three Fractional Successes mean they can see the patterns at any stage and understand what the pattern is. Four Fractional Successes means the character not only can interpret patterns they can see, they can tell what the next step in the patterns that they have not seen.

Tracking (2) - A character that is tracking can follow small clues of what has moved through an area by observing marks left by animals, people or vehicles.

In many areas of the underground fine dust covers the ground in places where there isn't regular traffic. Paths are often cleared of this dust when there is frequent movement through an area.

For each fractional success the character can follow the trail of something for one meter. Frequently only a few meters of tracking is needed to get the general direction that the quarry is moving in.

IQ Skills

Acids - Acids are useful for covertly destroying chemical or biological weapons, fuel stocks and may be used to destroy nanotech weapons.

A Full result with this skill allows a character to correctly gauge how much acid is needed to fully degrade a stockpile.

Ambush - A character using this skill sets up a condition where they can take an enemy by surprise. An ambush may consist of attacking when an enemy is unprepared or by attacking from behind.

The ambushed characters loose 2 Actions for the first turn for every fractional success and go after their ambushers in the initiative order.

Anthropology (2) - The study of the origins, social structure and environment of living humans and human-like creatures.

This skill can be used to guess at the social positions of individuals in a group and their importance. It can also be used to understand a societies moral structures.

This skill can be used in technical challenges based on cultural understanding. (See: Rules-Tech Challenges)

Archaeology (2) - The study of humans that lived in the past by studying items left behind and the lasting effects they had on their environment.

This skill can be used to reconstruct the history of an ancient culture.

This skill can be used in technical challenges where characters need to understand clues left behind by people. (See: Rules-Tech Challenges)

Architectural (2) - A character can identify construction techniques and styles when using this skill. They may also design structurally sound buildings.

This skill can be used in technical challenges where characters are trying to identify who built a structure. (See: Rules-Tech Challenges)

Constructing a permanent use structure with this skill is a Tech Challenge. The player sets a goal of how many people the structure will house. For every person housed the task of constructing the bulding has 1 Challenge Point. For every light vehicle the structure gets 2 Challenge Points. For each medium vehicle 3 CP, heavy vehicles 5 CP and super heavy vehicles 10 CP. Construction takes one day per Challenge Point for field quality buildings. For commercial or residential buildings construction takes one week for each Challenge Point.

Biology (2) - This is the study of all living creatures and how they live. It concentrates on how a creature supports its needs for food and respiration, how it reproduces and performs the vital functions of life.

This skill can be used in technical challenges where characters need to understand a living creature. (See: Rules-Tech Challenges)

Botany (2) - This is the study of plants, what fruit they produce, what conditions they prosper in, etc. A botanist can determine if a plant or fungus is edible. This is especially important when trying to stabilize a food source for a local community.

This skill can be used in technical challenges where characters need to understand plant life. (See: Rules-Tech Challenges)

Chemistry (2) - This study involves the property of chemicals and how different materials react with one another.

This skill can be used in technical challenges where characters may use chemicals or to understand a chemical reaction. (See: Rules-Tech Challenges)

Code Cracking - A character using a descrambler can decrypt a transmission given enough time.

A character can roll under their code cracking skill once every fifteen minutes. Each Fractional Success reduces the Barrier Points of a code by one. After the fifteen minutes has elapsed, the result of the roll is checked against the appropriate transform table. The character then must satisfy the conditions of the transform an then can roll again.

Computer Programming (2) - (prerequisite Computer Operation) This skill allows a character to modify or add new application to computers.

This skill is used to write scripts for avoiding network probes (See: Rules-Communication and Computers)

This skill can also be used to restore BP to a system. In fifteen minutes each fractional success restores a computer's Barrier Points by 1.

This skill allows the programmer to give E-suits automated functions and give computers new capabilities. Programs can perform any I.Q. or Intuition skill and some Dexterity skills at the GM's discretion. The player may only program a skill that they possess and can only program to half of their skill level. Required time: One day of programming per skill point (for example five days of programming could produce a program that had a five percent success rate at translating Scimrahn to English).

This skill can be used in technical challenges where characters need to give new instructions to a computer. (See: Rules-Tech Challenges)

Construction Bunker - A character may build a protective structure. This skill requires the use of heavy equipment or large amounts of manpower.

Constructing a bunker is a Tech Challenge. The player sets a goal of how many hit points the bunker will have. For every 100 Hit Points the task of constructing the bunker has 1 Challenge Point. For an armored bunker, for every 10 Armor Rating the bunker gets 2 Challenge Points. Construction takes one day per Challenge Point.

Construction Mantrap - A character can build a simple device designed to slow down, capture or harm a man sized target.

This only covers the actual construction of the trap. Luring or forcing the quarry into the trap is up to the characters to accomplish. The trap may be hidden with the Camouflage skill. The quarry will usually have the chance to notice the trap (INT roll, effected by any camouflage rolls) and try to avoid it.

For traps that snare the quarry, roll for this skill for each hour of work, the number of fractional successes is how many turns the trap can hold a someone.

For traps that do damage, roll for this skill for every hour of work, the number of fractional successes is how many points of damage the trap does.

Construction Road - Characters making a road for vehicles use this skill to make a surface durable and flat enough for vehicles to travel over.

This skill can be used in technical challenges where characters need to move large or heavy objects. (See: Rules-Tech Challenges)

Construction Shelter - Building a shelter will protect the character from cold and wet conditions or very hot conditions.

A shelter protects one person from one Physical Stress and one Functional Stress point per survival turn or one hour for each fractional success. The builder can roll once per hour.

Construction Vehicle Trap - A character can build a device designed to slow down, capture or harm a vehicle.

This only covers the actual construction of the trap. Luring or forcing the quarry into the trap is up to the characters to accomplish. The trap may be hidden with the Camouflage skill. The quarry will usually have the chance to notice the trap (INT roll, effected by any camouflage rolls) and try to avoid it.

For traps that snare the quarry, roll for this skill for every five hours of work, the number of fractional successes is how many turns the trap can keep a vehicle from moving.

For traps that do damage, roll for this skill for every hour of work, the number of fractional successes is how many points of damage the trap does.

Defeat Security (prerequisite Computer Operation) - A character can bypass or defeat the defenses of a computer.

Defeat Security is a Tech Challenge that uses a computer's Barrier Points instead of the normal Challenge Points (See: Rules-Communication and Computers)

In a fifteen minute turn, each fractional success reduces the Barrier Points of a computer by 1.

Electrical Repair - This skill allows a character to fix electrical and electronic systems.

This skill can be used in technical challenges where characters need to fix electrical systems. (See: Rules-Tech Challenges)

Electronics Engineering (2) - This is the ability to understand the function of and design new electronic systems.

This skill can be used in technical challenges where characters need to understand what electronics do, or if a new system needs to be designed to solve a problem. (See: Rules-Tech Challenges)

First Aid - This is a basic knowledge of what medical attention to give to injured people, such as CPR, mouth to mouth, how to apply a tourniquet or a splint.

First Aid reduces one point of Physical Stress or Functional Stress from wounds for every fractional success.

General Medicine (3) - General Medicine is an overall knowledge of disease and medical problems that allow the character to diagnose and treat illnesses. Characters heal faster and suffer less from illnesses when a character cares for them with this skill.

General Medicine reduces five stress points from disease or injury for each fractional success and plays a role in healing wounds and curing disease.

This skill requires access to already prepared medicine and takes 15 minutes to perform.

Herbal Medicine (3) - Herbal Medicine can be used as a substitute for General Medicine but a character must forage for ingredients to collect medicinal compounds.

Herbal Medicine reduces two stress points from disease or injury for each fractional success.

Curing with herbal remedies takes 15 minutes.

Characters can us the Foraging skill for herbal medicines. Instead of half meals the character can collect enough medicine to reduce a stress point.

Immunization - Immunizing native populations before the arrival of Earth forces is a major effort in the public relations of the ASO to both the Scimrahn and Kelrath. I-CA actively immunize Scimrahn to prevent unnecessary death and disease to their allies.

Properly immunized characters are resistant to diseases.

Immunizing a community with this skill is a Tech Challenge. For every 100 people to be immunized the task has 1 Challenge Point. Immunization takes one day per Challenge Point.

Jamming - This skill reduces the ability of characters in the area from using their radios. A character must have access to a radio powerful enough to interfere with other radio signals.

A character using jamming reduces the fractional successes of any character using the Radio skill by the fraction columns they pass.

<specific> Culture - A knowledge of cultures helps a character understand why people behave as they do, avoid taboos and understand what is considered polite behavior.

Law Enforcement - This skill is used to identify when a law is being broken and the proper procedure for bringing the offender to justice.

Mapping - The character attempts to draw accurate pictures of where places are in relation to each other and having them clearly understood.

Mathematics - The character can solve math problems.

This skill can be used in technical challenges where characters need to perform calculations. (See: Rules-Tech Challenges)

Mechanical Engineering (2) - Characters with this skill can design mechanical devices.

This skill can be used in technical challenges where characters need to understand what a device does, or if a mechanical device is needed to perform a task. (See: Rules-Tech Challenges)

Military Intelligence - This is a knowledge of military practice and specifications.

If the players are trying to remember specific information about military vehicles, equipment or personnel they roll against this skill.

Players may request one stat on standard NPCs, vehicles or equipment per fractional success.

Navigation Land - This skill involves recognizing landmarks and keeping track of where the character is while traversing land.

Navigation Subterranean - Because structures underground repeat it can be difficult to keep bearings on heading and distance. This skill can be used to check if a alternate passages through a region exist.

Sensors - When a character is using a sensor system to detect their surroundings this skill is used.

With a fractional success the character can get a general sense of the area they're in. When this is done the character may get a reading that there are sensor contacts and generally where they are.

A fractional success can also be used to lock on to a target and identify it. One target can be locked onto for each fractional success.

Physics (2) - Physics is the study of energy such as sound, light, electricity, nuclear energy and mechanical energy.

This skill can be used in technical challenges where characters need to understand what is happening with energy. (See: Rules-Tech Challenges)

Politics - A character with a knowledge of politics is informed in matters concerning government.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them on conforming to certain ideas on the proper role of government. (See: Rules-Social Conflict)

Propaganda - A character using the propaganda skill nurtures either positive or negative ideas about a person, government or organization.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to trust or distrust the subject of the propaganda. (See: Rules-Social Conflict)

Psychology (2) - The study of personality and mental make up. How to recognize and treat mental stress or disorders in others.

When engaging in psychotherapy for one hour every fractional success one Mental Stress point is relieved in the patient.

Read Write <specific> (2) - This is the ability to read and write the written form of a language. Any language may be chosen.

Scimrahn En (3) - This is the scout's method of leaving directions, warnings, fables and jokes along their way. This is done by "painting" signs on walls and ceilings of their underground world. Something like Graffiti and something like hieroglyphics, this method of recording thought is completely different from the Scimrahn's written language. These signs can be found almost anywhere a scout has ever set foot.

Scrambler - The Scrambler skill is used to reestablish a secure communications channel after a signal has been compromised. If a code has been cracked, the signal must be re-encrypted among all allied forces without pushing the new codes to someone who is eavesdropping.

Each Fractional Success reduces the Challenge Points of re-encrypting batches of communicators by one.

Signal Triangulation - This skill is used to pinpoint where transmissions are broadcasting from. This is done by observing the time a signal takes to travel to two separate locations an origin can be found.

Signal Triangulation can be used assist mechanized infantry and rocket attacks in hitting targets by calling out an enemy unit's coordinates. The player rolls against the character's Signal Triangulation skill to determine the right coordinates. The fraction column result gives the bonus to the infantry's Hits.

	Fail	Full	1/2	1/4	1/8
Hits	-2	+2	+3	+4	+5

Each unit that uses the comm officer's coordinates gets this bonus to hit as long as the number does not exceed the total number of times the weapon fires.

If individual characters such as the PCs us the triangulation information they get the following.

Fail	Full	1/2	1/4	1/8
20% Imp	20% Adv	30% Adv	40% Adv	50% Adv

Sociology (2) - This study involves mass groups of peoples and their interaction within that group.

A character that is pressured in a social conflict can roll against their Sociology skill and reduce the number of fractional successes the attacker gets by the number of fraction columns they pass.

Speak <specific> (2) - Any language may be learned by the characters. The most common languages on The Artifact are listed below.

A fractional success can be spent to understand a very basic meaning of something said in the language.

A fractional success can be spent to understand the literal meaning of something said.

A fractional success can be spent to understand a metaphor.

A fractional success can be spent to understand the intent behind something said.

Speak Kelrath (2) - The ability to verbally communicate using the Kelrath language.

Speak Scimrahn (2) - This is the ability to speak the Scimrahn native tongue.

Speak Chezbah (2) - This is the ability to speak the Scimrahn native tongue. However all Chezbah Priest can speak nearly any language.

Structural Recognition - This skill allows for the quick recognition of key load bearing points that support a structure. This skill is often used in demolition.

For each Fractional Success the character can identify one structural hazard from conditions like crumbling buildings or unstable ground.

For each Fractional Success the character can do 10% more damage to a structure using explosives.

Theology (2) - This study is a knowledge of theological subjects.

This skill can be used in technical challenges where characters need to understand religious beliefs or practices. (See: Rules-Tech Challenges)

Psyche Skills

Drug Resistance - Drug resistance is the ability to reduce the perceived effects of drugs on the mind and body.

The character may negate one impairment caused by a drug for each fractional success.

Resist Intimidation - The character is tempered against fear induced by threats.

A character that has the Intimidation skill used against them can reduce the number of fractional successes the attacker gets by the number of fraction columns they pass with this skill.

Resist Fatigue - This skill is the ability to resist the need to rest.

For each fractional success the character is able to ignore the effects of 5 Physical Stress or Functional Stress points of their choosing for their next action.

Iron Will - The force of a character's personality can be used to keep them going even when their body wants to stop.

Iron Will can be used to convert Physical Stress to Mental Stress thus keeping the body going. For every fractional success one point of Physical Stress is converted to Mental Stress.

Meditation - This is a deep thought process of concentrating on one subject for various reasons. This skill is used to efficiently lower levels of stress.

Each fractional success relieves one Mental Stress point for each hour of meditation.

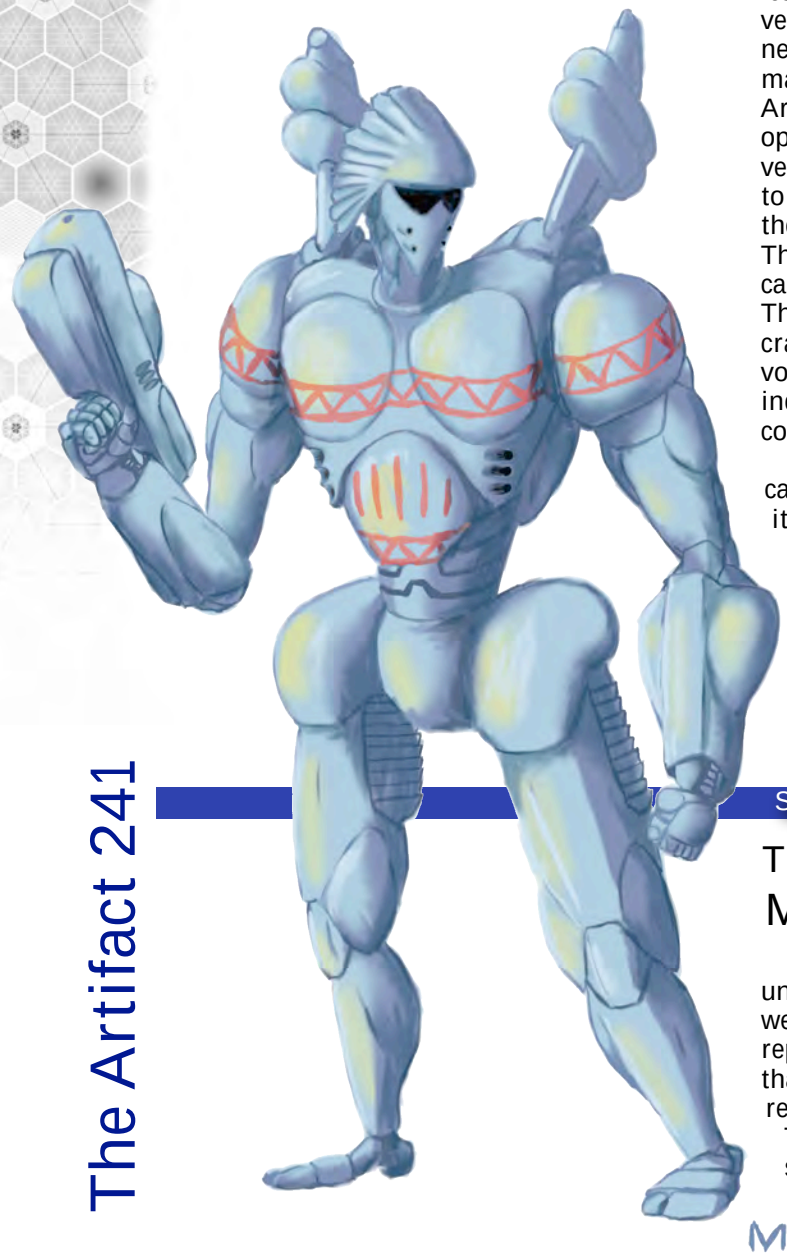
Vehicles

This section gives descriptions and statistics of the most common Scimrahn and Earth vehicles the players will see and have the opportunity to operate.

E-Suits

E-Suits, or Environmental Suits are all terrain self contained, semi-autonomous vehicles.

Travel on and in the Artifact poses a few problems for vehicles. One, the polar regions of the Artifact have no atmosphere. Equatorial regions have atmospheres dense enough to crush lungs. Survival in these extremes requires a vehicle that can both, withstand these conditions and support life. Two, gravity presents a major problem. It is difficult to raise an arm much less walk in equatorial regions, making a vehicle with minimal need for control a necessity. Zero G conditions at the poles makes a flight capable vehicle ideal. Inside the Artifact, cramped conditions can be less than optimum for earth's traditional wheeled vehicles. Thus the necessity for a vehicle able to climb, turn on a dime, and operate without the need for the occupant to leave the vehicle. This leaves us with an E-Suit, a vehicle capable of traveling in all these conditions. The pilot sits in a small, in some cases cramped, cockpit. The suit is controlled by voice command, keyboard and, joystick. An individual pilot programs what is most comfortable for him or herself.



An E-Suit has a computer brain that is capable of doing everything but think for itself. That's where the pilot comes in. The suit walks, climbs, and flies, but someone has to tell it what to do. The pilot can control as much, or as little as necessary. For instance, an E-suit can pick something up by voice command, the pilot can type the command, or use the joysticks to control the arms.

Scimrahn Vehicles

Type	E-Suit
Model no.	TF-2394

The TF-2394 is designed to be a universal combat E-suit. It performs relatively well in most combat situations, and is easy to repair. This is important when you consider that the Scimrahn don't have the facilities of repair bays, many repairs occur in the field. The Scimrahn mostly make one model of E-suit so parts are available whenever possible.

Overall height	4m
Overall width	2.4m
Overall length	2m
Dry Mass	3640 kg
Full Mass	3957 kg

Power plant type: Internal combustion

Movement
Running Top Speed 100 Km/h

Flying Top Speed 400Km/h divided by Environmental Class (1-10)

Total fuel capacity:	4 liters 17 hours
Fuel type:	Liquid Carbon

Armor Rating:	30
Hit Points:	250
Barrier Points:	12
Crew:	1
Passengers:	0
Piloting Modifier:	0
Cost:	¥44,000,000

Laser

	PB	S	Med	L	Ex
Damage	300	300	150	70	20

Range Class D
Rate of fire 1
Fire Arcs 1-4

Plasma Blaster

	PB	S	Med	L	Ex
Damage	25	25	22	20	12

Range Class B
Payload 200
Rate of fire 30
Fire Arcs 1-2

ECM:	20% Advantage
Range Class:	C
ECCM:	20% Advantage
Range Class:	B
Sensors:	40% Advantage
Range Class:	D
Shields:	2 active at 200hp
Strength:	800
Punch Damage:	80

Communication Equipment

Radio, Scrambler Descrambler, Loudspeaker, Computer up link

Sensors

Radar, Low light, Infrared, Spotlight, Parabolic microphones, Sonar

Countermeasures

Electromagnetic Counter Measures, Flares, Chaff, Radar Jammer, Sound Dampers, Sensor Blinding Lasers

Counter-countermeasures

Electromagnetic Counter Counter Measures

Shield information

No. of shield generators 5

Fire Arcs

\ 1 /

4 ● 2

/ 3 \

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-7	4-5	4	4-5	Body
8	6-7	5	-	R Leg
9	-	6	6-7	L Leg

-	8	7-8	8	Engine
10	9-10	9-10	9-10	Thrusters

Critical hits 1d10

Head 60% chance of critical

1-6	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
7-10	Gyroscope 40% Impairment to piloting

Arm 30% chance of critical

1-7	Linkages, arm inoperable
7-10	Laser destroyed

Body 20% chance of critical

1-6	Cockpit, pilot killed
7-8	Plasma Blaster Destroyed
9-10	Computer Destroyed 90% Impairment to piloting skill

Leg 30% chance of critical

1-6	Linkages, leg inoperable Top speed down to 1/4
7-10	Terrain computer destroyed 40% Impairment to piloting skill.

Engine 30% chance of critical

1-4	Fuel Explosion! 800 points 10m blast radius
5-10	Engine damage, all systems at half power.

Thrusters 40% chance of critical

1-4	Fuel Explosion! 800 points 10m blast radius
5-10	Thruster damage, cut flight speed in half

TF-2394 Optional Systems

These systems are designed to enhance the capabilities of the E-suit. However, these systems both weigh down the E-suit and draw from its power, in result slowing the E-suit down. All these optional systems can be jettisoned at any time, restoring the speed sacrificed by them.

Particle Cannon

The Particle Cannon is the heaviest piece of artillery made for use on the TF-2394. While this weapon can blow a two meter wide hole in the toughest armor, Its range is hopelessly low and it draws an extreme amount of power.

	PB	S	Med	L	Ex
Damage	4500	4000	1800	370	30

Range Class B
Rate of fire 1/2
Fire Arcs 1
The mass of this weapon slows the top speed of the E-Suit by thirty (30) Km/h. Flight is not possible while this weapon is attached.

Cost: ¥2,500,000

Heavy Laser

A heavier version of the standard laser. Mounted on the shoulder.

	PB	S	Med	L	Ex
Damage	500	500	200	140	50

Range Class D
Rate of fire 1
Fire Arcs 1
While this weapon is mounted the top speed of the E-Suit is dropped by fifteen (15) Km/h.

Cost: ¥700,000

Plasma Gun

Carried as a hand weapon like the standard laser. Much more powerful at short ranges, but has a limited payload.

	PB	S	Med	L	Ex
Damage	400	400	300	200	60

Range Class C
Payload 7
Rate of fire 1
Fire Arcs 1-4
Cost: ¥650,000

Heavy Plasma Cannon

Shoulder mounted, this weapon delivers heavy firepower with a larger payload than the plasma gun.

	PB	S	Med	L	Ex
Damage	600	600	350	300	80

Range Class C
Payload 10
Rate of fire 1
Fire Arcs 1
While this weapon is mounted the top speed of the E-Suit is dropped by five (5) Km/h and flight is not possible.

Cost: ¥1,500,000

Meta Cannon

The quantum nature of matter allows atoms to be coaxed into a wave state. As a wave the atoms can be combined into a giant "meta-atom". This meta-atom is then accelerated by electro-magnets at it's target. The meta-atom is not affected over a long distance, giving the weapon a long effective range.

The Meta Cannon is not often viewed as being worth it's cost, as a result, it is difficult to re-sell. When a buyer can be found, it is often sold for a tenth of it's going price. Because of this, they are often difficult to find. Those that do value it's long range, do not often want part with it.

	PB	S	Med	L	Ex
Damage	400	400	350	350	200

Range Class: E
Rate of Fire: 1
Fire Arcs: 1
Mass: 2654.2 KG
The mass of this weapon slows the top speed of the E-Suit by thirty (30) Km/h. Flight is not possible while this weapon is attached.

Cost: ¥50,000,000

Projectile Cannon

An ASO made weapon, it is shoulder mounted, this weapon delivers heavy firepower. The recoil of this weapon can knock the E-suit down if a successful piloting roll is not made.

	PB	S	Med	L	Ex
Damage	500	450	350	300	100

Range Class D
Payload 4
Rate of fire 1
Fire Arcs 1
While this weapon is mounted the top speed of the E-Suit is dropped by five (5) Km/h and flight is not possible.

Cost: ¥700,000

Light Missile Pod

Another ASO weapon used mainly on surface vehicles but also in orbital engagements. The missile pod mounts to the back of the E-suit between the thruster wings as not to impair flight.

	PB	S	Med	L	Ex
Damage	6000	3000	3000	1500	300

Blast Range Class: B
Range Class: E
Payload 5
Rate of fire 1-5
Fire Arcs 1-4
While this weapon is attached the top speed of the E-suit is dropped by five (5) Km/h.

Cost: ¥7,000,000

Heavy Missile Pod

A one shot launcher that delivers a high explosive payload.

	PB	S	Med	L	Ex
Damage	11000	9000	9000	3000	900

Blast Range Class: B
Range Class: E
Payload 1
Rate of fire 1
Fire Arcs 1-4
While this weapon is attached the top speed of the E-suit is dropped by ten (10) Km/h.

Cost: ¥8,500,000

Light Armor

This is a Package designed to augment the E-suits armor. Key structural points are given thicker stronger plating greatly increasing the life of the E-Suit.

AR + 10
HP +50
While the armor is attached the top speed of the E-suit is dropped by five (5) Km/h.

Cost: ¥200,000

Heavy Armor

This is a system of large reinforced plates over the E-suits standard armor plating.

AR +15
HP +100
While the armor is attached the top speed of the E-suit is dropped by ten (10) Km/h.

Cost: ¥600,000

Shield Booster

A package that boosts the output of the shields by tapping the engine output using dedicated alternators.

HP +50

Use of these boosters drop the top speed of the E-suit by fifteen (15) Km/h

Cost: ¥520,000

Sensor Package

A powerful sensor package that greatly enhances the scanning range. The package also upgrades the imaging hardware for the E-suit making target recognition much easier.

Sensors 60% Advantage
Range Class E
Cost: ¥1,500,000

Maglev sled

The maglev sled fits between the thrusters of the E-suit when not in use, and flips over the head and onto the chest to engage. When on a maglev track, the sled engages powerful electromagnets that allows the E-suit to float above the track. The thrusters then propel the suit at a rate of 1,200Km/h.

Use of the sled drops the top speed of the E-suit by five (5) Km/h

Cost: ¥1,000,000

Reactive Armor

This is an I-CA modification. Reactive armor is an explosive charge designed to explode outward when struck hard enough. It is effective against projectile and plasma weapons only, giving a +300 HP vs. those attacks.

Cost: ¥350,000

TF-2394 Modification Kits

These kits are designed to use enemy weapons and make them usable with the TF series E-Suits. These kits are far less expensive than the Optional Weapons Systems since they do not include the actual weapon. If an enemy E-Suit is destroyed, there is a 10% chance of each system being repairable. If the weapon can be repaired, a successful Repair Artillery skill roll will allow it to be added to one of these kits.

Rall 4 Triple Plasma Cannon Mod Kit

Takes the Plasma battery from the Rall 4 and puts it in an enclosure and alters the power input and plasma storage to work with the TF series E-suits. For weapon information see the statistics for the Rall 4.

Speed -30 Km/h

Cost: ¥400,000

Rall 4 Double Plasma Cannon Mod Kit

Removes one of the plasma cannons from a Rall4's Plasma cannon battery for lower impact on the TF's operation.

Speed -20 Km/h

Cost: ¥300,000

Rall4 Single Plasma Cannon Mod Kit

Uses only a single Plasma Cannon from a Rall4's Plasma battery to minimize impact on the TF series speed.

Speed -10 Km/h

Cost: ¥400,000

Rall 4 Laser Battery Mod Kit

Modifies the Rall4's Laser Battery to operate on the TF series.

Speed -30 Km/h

Cost: ¥300,000

Rall 4 Single Laser Mod Kit

Modifies the Rall 4's Laser Battery to operate on the TF series but uses only a single Rall 4 Laser.

Speed -15 Km/h

Cost: ¥200,000

Hunter Plasma Mod Kit

Takes the Plasma cannon from the Chezbah Hunter and puts it in an enclosure and alters the power input and plasma storage to work with the TF series E-suits. For weapon information see the statistics for the Chezbah Hunter.

Speed -5 Km/h

Cost: ¥200,000

Hunter Laser Mod Kit

Takes a laser from the Chezbah Hunter and puts it in an enclosure and alters the power input to work with the TF series E-suits. For weapon information see the statistics for the Chezbah Hunter.

Speed -5 Km/h

Cost: ¥150,000

TF-2394 Additional Hardware

These are add on devices that the Scimrahn have developed over the years to modify their E-Suits. All these add ons require a Tech Challenge with 5 CP.

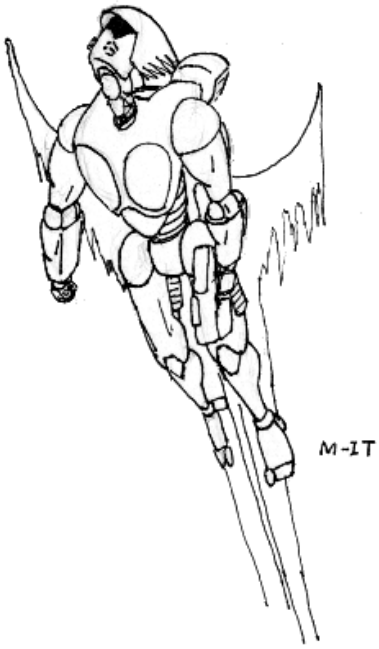
N-1 Thruster Mod

(Angel Wings)

The N-1 is a compact, multi-directional thruster unit that replaces the thruster wings of the 2394. The N-1 dumps fuel into the thrusters and creates a superfine mist which burns at a very explosive rate. The flame plumes from the thrusters fan out and form, what is called by Earthers the "angel wing" effect.

A TF-2394 with the N-1 package has the following stats.

Flying Top Speed: 1,000 Km/h/EC
Flying uses 10 minutes of fuel per turn.
Cost: ¥580,000



EM Propulsion Foils

These foils use powerful magnetic fields to lift the TF-2394 off the ground. While this modification is slower than conventional thrusters, the foils are completely silent.

A TF-2394 with the EM propulsion foils package has the following stats.

20% Impairment to Sensors when trying to detect an E-Suit with EM Foils
Flying Top Speed: 200 Km/h/EC
Cost: ¥2,400,000

Anti-Grav Engine

An expensive modification, but the AG engine makes the E-suit immune to the effects of gravity. As a result flying speeds are not affected by environmental classes.

The AG engine reduces the total fuel capacity of the TF by five hours.

Cost: ¥18,000,000

Extended Engine

This is a larger, more powerful version of the TF-2394's liquid carbon engine. An add on extension protrudes from the back of the engine compartment to house the new heavy duty engine.

A TF-2394 with the Extended Engine package has the following stats.

Running Top Speed: 150 Km/h

Total fuel capacity: 12 hours

Cost: ¥1,300,000

Electric Engine

This Package removes the old liquid carbon driven engine and it's fuel tanks, and replaces it with a new electric engine. The advantage to this is the motor is virtually silent.

A TF-2394 with the Electric Engine package has the following stats.

Running Top Speed: 90 Km/h
Total fuel capacity: 15 hours
20% Advantage to ECM rolls
Cost: ¥2,800,000

Plasma Engine

This Package removes the old liquid carbon driven engine and it's fuel tanks, and replaces it with a plasma powered engine. The advantage to this is that all the pilot needs is a plasma main to refuel the engine. The plasma coil engine does not have the same power to weight ratio that the TF-2394's, consequently the E-suit loses power.

A TF-2394 with the Plasma Engine package has the following stats.

Running Top Speed: 70 Km/h
Total fuel capacity: 5 hours
Cost: ¥5,200,000

External Fuel Pod

This outfit modifies the engine case to mount a large external fuel tank to the back of the E-Suit. The external tank triples the effective range of the TF-2394 but has it's disadvantages.

E-suits modified for this outfit loose five kilometers per hour from their top speed, but at any time, the fuel tank may be jettisoned to regain top speed. Also, some optional systems are not compatible with the fuel tank, these being both missile pods and the maglev sled.

Any fuel explosion critical hits also do three times the normal damage.

Running Top Speed: -5 Km/h
Total fuel capacity: 3x hours
Cost: ¥260,000

Rocket Booster

This outfit can be mounted to any vehicle, but is most often seen on TF-2394. This huge solid rocket booster is most often used to launch an E-suit into orbit. It also sees use by freighters facilitate a hasty retreat.

After the booster has expended it's fuel, it can be ejected to free movement. It should be noted that once the booster is engaged, it can be shut off before it's fuel is exhausted, but it takes one full minute (4 turns) to shut it off. After the booster is shut down, it cannot be restarted without being refilled (refilling requires a mechanical repair roll).

On a TF-2394 the booster accelerates the E-suit to a little under ten thousand kilometers per. hour. This allows the TF-2394 to attain orbit in environmental classes lower than eight (8)

TF-2394 Stats

Top Flight Speed: 9,603 Km/h
Piloting modifier w/booster: 60% Imp
Piloting modifier in flight: 90% Imp
Flight time: 15 min

Other Vehicles

Top Flight Speed= 38,000,000 divided by Full Mass
Piloting modifier w/booster=120,000 divided by Full Mass -Piloting Impairment
Piloting modifier in flight= 240,000 divided by Full Mass -Piloting Impairment
Flight time: 15 min

Cost: ¥20,000,000

Cost to Refill: ¥5,000,000

Plasma Cannon Outfit

Dispensing with the lower arm and replacing them with a high power (albeit short ranged) cannon gives the TF-2394 high strength strike capabilities. Some pilots will even opt. to have both arms replaced.

This modification restricts the E-suits ability to manipulate it's surroundings. It cannot pick up or carry anything with the modified arm(s).

	PB	S	Med	L	Ex
Damage	600	600	350	300	80

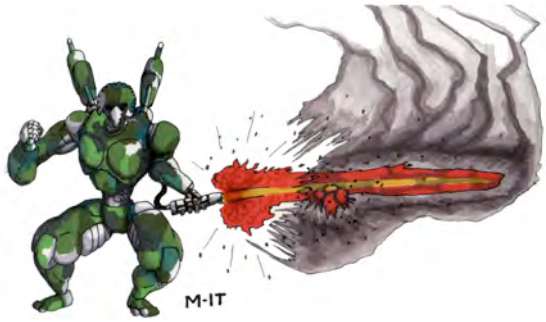
Range Class C
Payload 10
Rate of fire 1
Fire Arcs 1
Cost: ¥860,000

Claw Outfit

This outfit replaces the arms of the TF-2394 with a pair of large ripping and smashing appendages. These huge pointed paws employ mass generators that are similar to (although much larger than) the thud stick. These hands while not able to carry the standard laser, or any other hand held weapon, are able to inflict heavy damage in close quarters. (E-suits with this outfit Can however use shoulder or back mounted optional systems.)

The mass generators have a large power demand, and drain the E-suit's power reserve.

Hand To Hand Damage:800
Rate of Fire: 1 per action
Running Top Speed: -10 Km/h
Total fuel capacity: 8 hours
Cost: ¥30,000,000

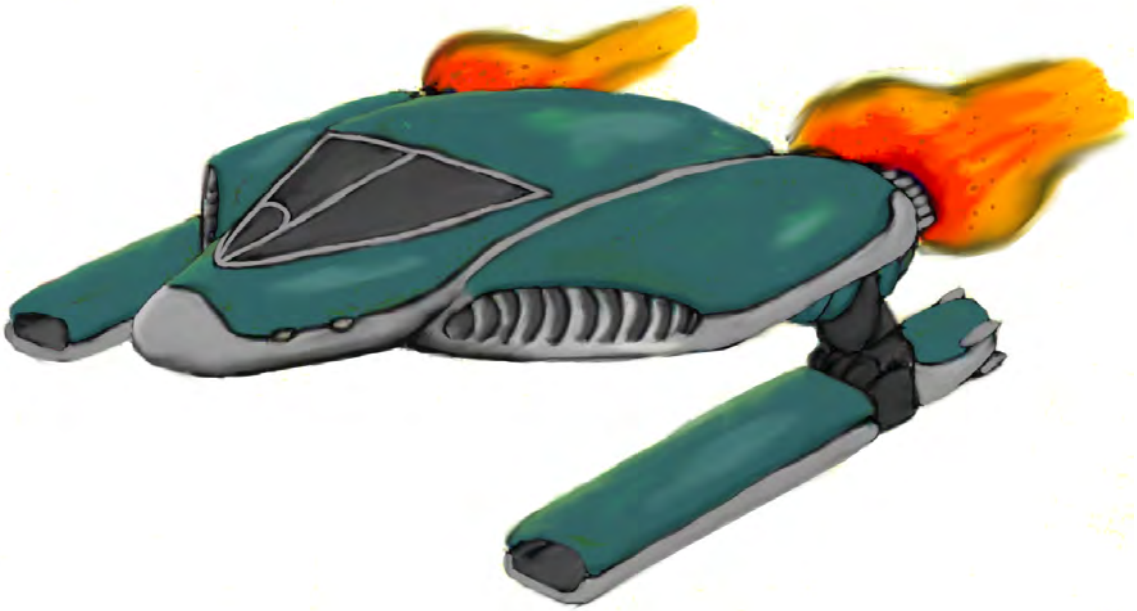


Particle Torch

This strange combination of particle weapon and flamethrower creates a three and a half meter long plume of roaring flame. The particle beam is a powerful precision emitter powered by a heavy cable from the arm to the base of the emitter. A fuel line from the engine sprays out of nozzles into the particle stream. The result is that the LCF explodes! However the focused particle stream absorbs and directs the explosion outward, even increasing it's power. while most of the hardware for this modification is in the emitter and fuel nozzles, a considerable amount of work must go into adding a generator and running the power and fuel conduit.

Hand To Hand Damage:1,200
Rate of Fire: 1 per Action
Running Top Speed: -5 Km/h
Total fuel capacity: 5 hours
Cost: ¥15,000,000

A called shot to the torch has a 60% chance of causing a critical hit and a resulting fuel explosion doing 300 points of damage in a Class A blast area.



Type Anti-Grav
Model Delta

The delta is a high speed gunboat used by raider tribes.

Overall height	1.1m
Overall width	3.2m
Overall length	3.1m
Dry Mass	1790 kg
Full Mass	1859 kg

Power plant type: Turbofan Jet

Movement
Flying Top Speed 2,500 Km/h
Total fuel capacity: 13.94 liters 5 hours
Fuel type: Liquid Carbon

Armor Rating: 10
Hit Points: 130
Barrier Points: 11

Crew: 3(2 pilots 1 gunner)
Passengers: 0
Piloting Modifier: 40% Impairment
Cost: ¥67,000,000

4 Lasers

Damage is for each weapon.

	PB	S	Med	L	Ex
Damage	75	75	40	20	10

Range Class D
Rate of fire 1
Fire Arcs 1

2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	500	500	300	250	40

Range Class C
Payload 12 each
Rate of fire 1 each
Fire Arcs 1

ECM: 0 to skill
Range Class: C
ECCM: 30% Advantage
Range Class: B
Sensors: 10% Advantage
Range Class: D
Cargo Capacity: 600 KG

Shield information
Shields: 2 active at 400hp
No. of shield generators 4

Fire Arcs

\ 1 /
4 ● 2
/ 3 \

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	-	1	Nose
2	2-3	1	-	R Plasma
3	-	2	2-3	L Plasma
4-7	4-5	3-4	4-5	Body
8	6-8	5-6	-	R Eng
9-10	-	7-8	6-8	L Eng
-	9-10	9-10	9-10	AG Eng

Critical hits 1d10

Nose	80% chance of critical
1-6	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
7-10	Cockpit, pilot killed

Body	30% chance of critical
1-6	Shield generator destroyed
7-8	Laser destroyed
9-10	Computer destroyed 90% Impairment to piloting

Engine	35% chance of critical
1-4	Fuel Explosion! 800 points 10m blast radius
5-10	Engine damage, all systems at half power.

AG Eng	30% chance of critical
1-6	Minor damage slow descent to the ground. Delta inoperative!
5-10	Major damage, crash landing!

Plasma	70% chance of critical
1-8	Cannon destroyed
9-10	Ammo explosion! 200 pts 5m blast radius.

Scimrahn Vehicles

Type Anti-Grav

Model Freighter

The Scimrahn use this freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use six legs to propel it along the ground and over obstacles. Because of their near silent leg propulsion there is a 20% Impairment to detect these vehicles with sensors.

The standard body is pictured here but fuel haulers are common and there are open body flatbeds.

Overall height	6.3m
Overall width	3.1m
Overall length	12.4m
Dry Mass	5493 kg
Full Mass	15,200 kg
Power plant type:	Anti-Grav.
Movement	
Flying Top Speed	80 Km/h
Total fuel capacity:	1,050.6 liters 2 months
Fuel type:	Liquid Carbon
Armor Rating:	10
Hit Points:	1500
Barrier Points:	11
Crew:	2
Passengers:	2-30

Piloting Modifier: 40% Impairment
Cost: ¥7,000,000

2 Turrets of 2 Lasers

	PB	S	Med	L	Ex
Damage	20	20	10	5	1

Range Class C
Rate of fire 1 each (4 total)
Fire Arcs T1-1,2,3 T2-1,3,4

ECM: 10% Advantage
Range Class: B
Sensors: 10% Advantage
Range Class: C
Cargo Capacity: 9,707 KG

Shield information
Shields: 1 active at 100hp
No. of shield generators 2 (Arcs 1+3)

Fire Arcs

\ 1 /

4 ● 2

/ 3 \

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-5	1-4	1-5	Body
5-6	6-7	5-6	-	R Legs
7-8	-	7-8	6-7	L Legs
-	8-9	9-10	8-9	Engine
9-10	10	-	10	Cockpit

Critical hits 1d10

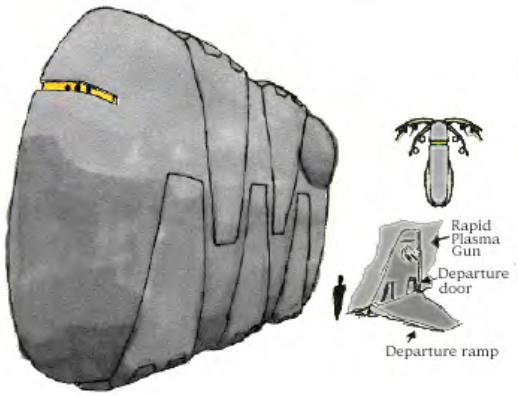
Body	20% chance of critical
1-2	Laser destroyed
3-8	Cargo damaged
9	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
10	Shield generator destroyed

Engine	35% chance of critical
1-4	Fuel Explosion! 800 points 10m blast radius
5-10	Engine damage, all systems at half power.

Leg	30% chance of critical
1-4	Linkages, Leg inoperable Top speed down 1/6

Cockpit	30% chance of critical
1-4	Computer destroyed 70% Impairment to piloting
6-10	Pilot killed

Scimrahn Vehicles



Type Anti-Grav

Model Assault Transport

This is the flagship of the Raider tribes. Relying on long range weaponry, the assault transport picks off bits and pieces of the enemy at a distance. If it is attacked it can defend itself even against more maneuverable attackers with four turreted pulse cannons. When the skirmish is over and the Deltas have eliminated the major threats, the assault transport moves in, and deploys its cargo of troops. The six troop doors each have a smaller version of the pulse cannon, which is

used to defend the troops while they are disembarking.

Overall height	6.5m
Overall width	3.4m
Overall length	13m
Dry Mass	10,322 kg
Full Mass	15,200 kg

Power plant type: Gravity manipulation

Movement

Flying Top Speed	1,000 Km/h
Total fuel capacity:	437.8 liters 48 hours
Fuel type:	Liquid Carbon

Armor Rating:	200
Hit Points:	3,700
Barrier Points:	16

Crew:	3
Passengers:	50
Piloting Modifier:	20% Impairment
Cost:	¥480,000,000

4 High Energy Plasma Cannons

Mounted on retractable wings, these four heavy cannon use the same principle as the Chezbah Plasma Guns

	PB	S	Med	L	Ex
Damage	800	700	600	400	150

Range Class D
Payload 80
Rate of fire 1 per Cannon
Fire Arc 2

4 Pulse Turrets

	PB	S	Med	L	Ex
Damage	200	200	100	50	10

Range Class C
Payload 400
Rate of fire 10 each
Fire Arcs T1+2: 1,2,6-8 T3+4: 2-6

6 Mini Pulse Turrets

	PB	S	Med	L	Ex
Damage	40	40	20	10	5

Range Class B
Payload 240
Rate of fire 10 each
Fire Arcs T1-3: 3-5 T4-6: 1,7,8

ECM:	10% Advantage
Range Class:	C
ECCM:	10% Advantage
Range Class:	C
Sensors:	30% Advantage
Range Class:	D

Shield information
Shields: 5 active at 400hp
No. of shield generators 8

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	L Wing
5	2	2-5	1-5	R Wing
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	T Door

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Wing
2-5	2	5	-	R Wing
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	T Door

Critical hits 1d10

Front	20% chance of critical
1-2	Cockpit, pilot killed
3-5	Shield generator destroyed
6-10	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs

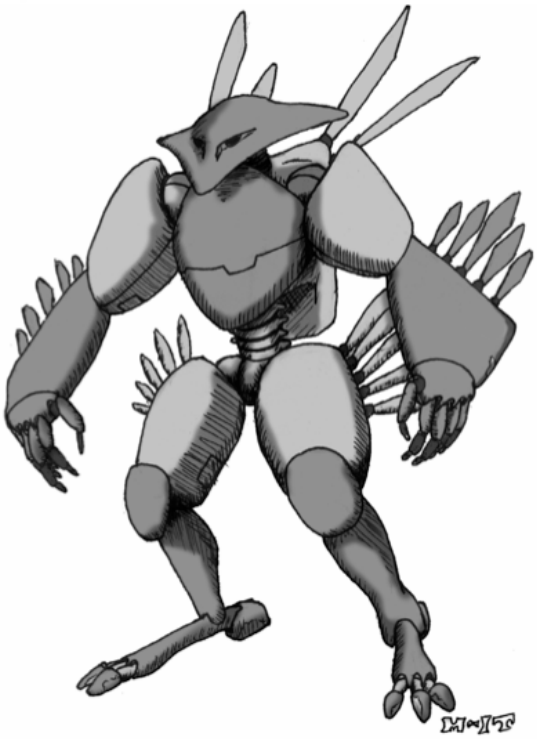
Back	35% chance of critical
1-2	Fuel Explosion! 800 points 10m blast radius
3-5	Shield generator destroyed

6-10	Engine damage, all systems at half power.

Wing	40% chance of critical
1-5	Main cannon destroyed
6-10	Pulse turret destroyed

Troop Door	30% chance of critical
1-3	Mini pulse gun destroyed
4-7	10 troops killed
8-10	Door stuck, open or shut

Scimrahn Vehicles



Type E-Suit
Model Speeder-15

The S-15 is a light high speed E-suit, it is used as a recon unit at times, but is more often seen as a long range transport.

The S-15 is a newer design and so incorporates new design philosophies. For one, the E-suit has no thruster unit. Its computer is highly advanced, easing piloting and allowing for many advanced features. For instance the S-15 can perform incredible acrobatic feats.

Secondly it is the first E-suit to have a sonar imaging system. The spines on the back forearms and calves are a sophisticated microphone and speaker system designed to mute every noise of the S-15 for five hundred meters. The microphones can use even the muted sound waves to form a sonar picture of a five hundred meter area and can listen for footsteps, engines, and other noises up to three kilometers away.

With the use of a "listening spike" the listening range of the S-15 is extended to five kilometers. The computer can identify sounds with a 40% accuracy.

The S-15 also uses a new plasma driven engine, allowing it to tap into plasma conduits and refuel, without having to find another tribe.

The disadvantage of these new suits is the inability to find replacement parts. Anyone trying to repair the S-15 is at a 60% Impairment to do so. Secondly the S-15 is designed for travel and recon and because of its light chassis, does not take damage well. Thirdly no one over 1.8 meters tall can fit in the S-15's cramped cockpit, not a major concern to a Scimrahn, but many of the earth forces cannot use these suits.

Overall height	3.39 m
Overall width	2.16 m
Overall length	1.48 m
Dry Mass	825 kg
Full Mass	1005 kg
Power plant type:	Plasma Coil
Movement	
Running top speed	225 Km/h
Total fuel capacity:	881.8 cu/cm 13 hours
Fuel type:	Plasma
Armor Rating:	15
Hit Points:	110
Barrier Points:	9
Crew:	1
Passengers:	0
Piloting Modifier:	40% Advantage
Cost:	¥29,000,000

TF-2394 Plasma Gun

(Optional)

Carrying the Plasma gun reduces the fuel capacity to eight (8) hours because of the added mass of the gun.

Laser Blaster

Used as an anti personnel weapon.

	PB	S	Med	L	Ex
Damage	40	40	20	15	10

Range class: D
Rate of Fire: 1

ECM:	60% Advantage
Range Class:	C
ECCM:	60% Advantage
Range Class:	D
Sensors:	80% Advantage
Range class:	D
Strength:	500
Punch damage:	50

The S-15 has the following skill modifications.

40% Advantage to Navigation Subterranean

Shield information
Shields: 1 active at 300 hp
No. of shield generators 1

Fire Arcs

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Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-6	4-6	4-6	Body
9	7-9	7	-	R Leg
10	-	8	7-9	L Leg
-	10	9-10	10	Engine

Critical hits 1d10

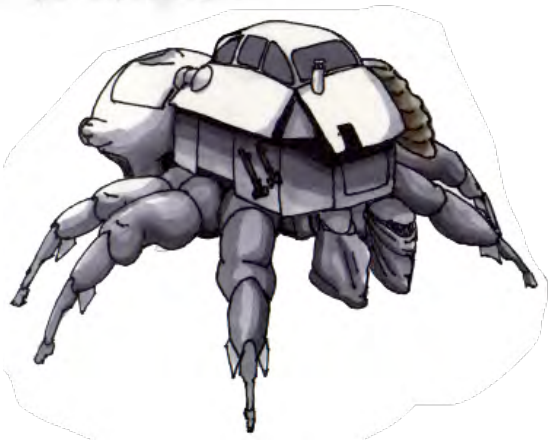
Head	60% chance of critical
1-6	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
7-10	Gyroscope 40% Impairment to piloting

Arm	30% chance of critical
1-7	Linkages, Arm Inoperable
8-10	Plasma Gun destroyed (if equipped)

Body	20% chance of critical
1-6	Cockpit, pilot killed
7-8	Laser Blaster destroyed
9-10	Computer Destroyed 90% Impairment to piloting skill

Leg	30% chance of critical
1-10	Linkages, Leg inoperable Top speed down to 1/4

Engine	35% chance of critical
1-4	Fuel Explosion! 400 points 10m blast radius
5-10	Engine damage, all systems at half power.



Type Articulated

Model Walking Tent

This vehicle is the Scimrahn equal to a mobile home or an RV. however the walking tent is more geared towards a quick escape than a comfortable trip to the countryside. Although the walking tent isn't built for combat. It is built to run! A special leg section just above the gripping claw, uses high speed servos to accelerate the vehicle to speeds few legged vehicles can match. The Walking tent can also climb vertical surfaces given that it can find hand holds, but it's top speed is significantly decreased.

The tent can expand out to cover a 175 square meter area.

Overall height	3.1m
Overall width	1.9m
Overall length	6m
Dry Mass	1476 kg
Full Mass	2188 kg

Power plant type:	Turbocharged
Internal Combustion	

Movement

Running Top Speed	350 Km/h
Climbing Top Speed	30 Km/h
Total fuel capacity:	18.37 liters 40 Hours
Fuel type:	Liquid Carbon

Armor Rating:	10
Hit Points:	230
Barrier Points:	12

Crew:	1
Passengers:	10-20
Piloting Modifier:	10% Impairment
Cost:	¥8,000,000

ECM:	10% Advantage
Range Class:	A
Sensors:	10% Advantage
Range Class:	C
Cargo Capacity:	1,508 KG

Shield information

Shields:	1 active at 100hp
No. of shield generators	2 (Arcs 1+3)

Fire Arcs

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Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-6	1-5	1-3	1-5	Body
7-8	6-9	4-5	-	R Leg
9-10	-	6-7	6-9	L Leg
-	10	8-10	10	Engine

Critical hits 1d10

Body	20% chance of critical
1-2	Cockpit, pilot killed
3	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
4-8	Cargo damaged
9-10	Shield generator destroyed

Engine	35% chance of critical
1-4	Fuel Explosion! 400 points 10m blast radius
5-10	Engine damage, all systems at half power.

Leg	30% chance of critical
1-10	Linkages, Leg inoperable Top speed down to 1/4

ASO Vehicles

Type Wheeled

Model ASO Motorcycle

Fast and compact motorcycles are ideal for many sections of the Artifact. The ASO has built their motorcycles especially for the tunnels. A strong winch is mounted to the back of the motorcycle, handles and controls allow the operator to ride the motorcycle up with the winch. The ASO motorcycle is also built to be collapsible for easy transportation.

Overall height	.75 m
Overall width	.38 m
Overall length	1.61 m
Dry Mass	73.4 kg
Full Mass	86.6 kg
Power plant type:	Internal combustion
Movement	
Top Speed	225 Km/h
Total fuel capacity:	2.7 liters 4 hours
Fuel type:	Gasoline or Alcohol
Armor Rating:	3
Hit Points:	15
Crew:	1
Passengers:	1
Piloting Modifier:	20 Advantage
Cost:	¥600,000
Winch Strength:	80

ASO Vehicles

Type Wheeled

Model ASO Transport

These are large, lightly armored all terrain vehicles. Their oversized tires are built to traverse obstacles up to half a meter in height. However these often cannot traverse many of the obstacles inherent to the Artifact. As a result these are not normally seen outside of major routes, or on the surface.

Overall height	1.65 m
Overall width	2.3 m
Overall length	3.8 m
Dry Mass	2253.6 kg
Full Mass	3687 kg

Power plant type:	Internal combustion	Hit Points:	230
		Crew:	1
Movement		Passengers:	5
Top Speed	210 Km/h	Cargo Capacity:	1000 Kg
Total fuel capacity:	204 liters 16 hours	Piloting Modifier:	0
Fuel type:	Gasoline or Alcohol	Cost:	¥1,200,000
		Winch Strength:	300
Armor Rating:	10		

ASO Vehicles

Type Tracked

Model KS-10

The KS-10 is a small urban combat tank. This is the principal tank used by the ASO on the Artifact. It is designed to maneuver in cramped city streets, so it is more maneuverable underground than the GRX storm used by the ICA.

Overall height	2.2m
Overall width	2.9m
Overall length	3.8m
Dry Mass	8,996 kg
Full Mass	9,272 kg

Power plant type:	Internal Combustion
Movement	
Top Speed	120 Km/h
Total fuel capacity:	320.4 liters 8 hours
Fuel type:	Petroleum Diesel
Armor Rating:	100
Hit Points:	1000
Crew:	1
Passengers:	2
Piloting Modifier:	0
Black Market cost:	¥57,000,000

Main Projectile Cannon

	PB	S	Med	L	Ex
Damage	500	450	350	300	100

Range Class D
Payload 50
Rate of fire 1
Fire Arcs 1-8

Light Missile Pod

	PB	S	Med	L	Ex
Damage	2000	1000	1000	500	200

Blast Range Class: B
Range Class: E
Payload 5
Rate of fire 1-5
Fire Arcs 1-8

ECM:	0
Range Class:	C
ECCM:	0
Range Class:	B
Sensors:	20% Advantage
Range Class:	D
Cargo Capacity:	70 KG

Shield information

Shields: 2 active at 200hp
No. of shield generators 3 (Arcs 1-3)

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	L Tread
5	2	2-5	1-5	R Tread
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Turret

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Tread
2-5	2	5	-	R Tread
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Turret

Critical hits 1d10

Front	20% chance of critical
1-2	Cockpit, pilot killed
3-4	Shield generator destroyed
5-10	Ammo Explosion! pilot killed, tank disabled

Back	35% chance of critical
1-2	Fuel Explosion! 50 points 10m blast radius
4	Shield generator destroyed
5-10	Engine damage, all systems at half power.

Tread	60% chance of critical
1-10	Tread damaged drop top speed by 30 Km/h

Turret	40% chance of critical
1-4	Main cannon destroyed
5-7	Missile launcher destroyed. Explosion damage = to remaining missile payload
8-10	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs

Type Helicopter

Model Vanguard

This light attack chopper is used by the ASO for air support.

Overall height	2.4m
Overall width	2.1m
Overall length	8.5m
Dry Mass	3693 kg
Full Mass	4820 kg

Power plant type:	Internal combustion

Movement

Flying Top Speed	670 Km/h
Total fuel capacity:	813.8 liters 7 hours
Fuel type:	Gasoline

Armor Rating:	5
Hit Points:	70
Crew:	2(1 pilot 1 gunner)
Passengers:	0
Piloting Modifier:	0
Cost:	¥31,000,000

Vulcan Cannon

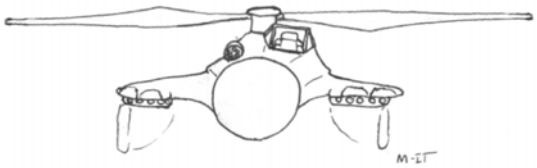
	PB	S	Med	L	Ex
Damage	20	20	10	5	2

Range Class C
Payload 1,600
Rate of fire 400
Fire Arcs 1,2,4

2 Missile Racks

	PB	S	Med	L	Ex
Damage	1000	500	500	250	50

Blast Range Class: B
Range Class C
Payload 20 (each)
Rate of fire 5-20
Fire Arcs 1



ECM:	0
Range Class:	C
Sensors:	10% Advantage
Range Class:	D

Fire Arcs

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Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-3	1-3	-	1-3	Nose
4-7	4-5	1-4	4-5	Body
8	8	7-8	8	Tail
9-10	9-10	9-10	9-10	Rotor

Critical hits 1d10

Nose	80% chance of critical
1-6	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
7-10	Cockpit, pilot killed

Body	60% chance of critical
1-2	Ammo explosion! 200 pts 5m blast radius
3-5	Vulcan cannon destroyed
6-7	Fuel Explosion! 100 points 10m blast radius
8-10	Engine damage,all systems at half power.

Tail	80% chance of critical
1-10	Tail damage, 60 Impairment to piloting.

Rotor	99% chance of critical
1-3	Minor damage slow descent to the ground.
4-10	Major damage, crash landing

I-CA Vehicles

Type Tracked
Model GRXStorm

This is the main battle tank used by the ICA, It is larger and heavier than the KS-10 but has more armor plating and a larger cannon

Overall height	3.5m
Overall width	3.5m
Overall length	4.8m
Dry Mass	12,430 kg
Full Mass	13,909 kg

Power plant type:	Internal Combustion

Movement

Top Speed	70 Km/h
Total fuel capacity:	841.2 liters 24 hours
Fuel type:	Petroleum Diesel

Armor Rating:	80
Hit Points:	1500
Crew:	2
Passengers:	4
Piloting Modifier:	20% Impairment

Cost:	¥38,000,000

Main Projectile Cannon

	PB	S	Med	L	Ex
Damage	900	900	800	500	300

Range Class D
Payload 50
Rate of fire 1
Fire Arcs 1-8

Laser Turret

	PB	S	Med	L	Ex
Damage	300	300	150	70	20

Range Class: D
Rate of fire 1
Fire Arcs 1-4

ECM:	10% Advantage
Range Class:	C
ECCM:	10% Advantage
Range Class:	B
Sensors:	0
Range Class:	D
Cargo Capacity:	300 KG

Shield information

Shields:	2 active at 150hp
No. of shield generators	3 (Arcs 1-3)

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	L Tread
5	2	2-5	1-5	R Tread
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Turret

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Tread
2-5	2	5	-	R Tread
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Turret

Critical hits 1d10

Front	20% chance of critical
1-2	Cockpit, pilot killed
3-4	Shield generator destroyed
5-10	Ammo Explosion! pilot killed, tank disabled

Back	35% chance of critical
1-2	Fuel Explosion! 50 points 10m blast radius
4	Shield generator destroyed
5-10	Engine damage, all systems at half power.

Tread	60% chance of critical
1-10	Tread damaged drop top speed by 30 Km/h

Turret	40% chance of critical
1-4	Main cannon destroyed
5-7	Laser destroyed.
8-10	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs

Earth Vehicles

Type Wheeled
Model Truck

Used by the I-CA and ASO for transporting cargo and troops these heavy vehicles are slow, but sturdy and very reliable.

Overall height	2.65 m
Overall width	2.4 m
Overall length	5.3 m
Dry Mass	3733 kg
Full Mass	6087 kg

Power plant type:	Internal combustion

Movement

Top Speed	140 Km/h
Total fuel capacity:	24 hours
Fuel type:	Gasoline or Alcohol

Armor Rating:	10
Hit Points:	600
Crew:	1
Passengers:	2-50
Cargo Capacity:	3000 Kg
Piloting Modifier:	20% Impairment
Cost:	¥900,000
Winch Strength:	300

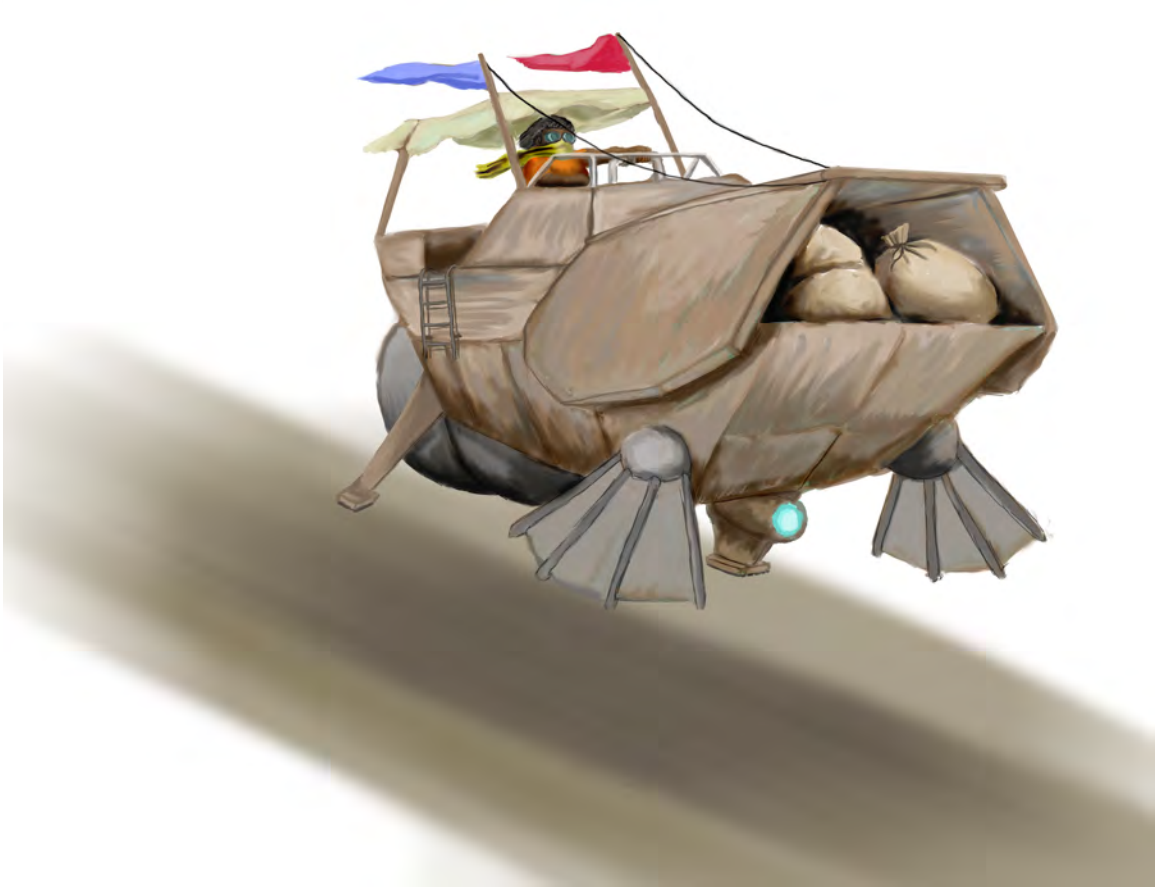
Earth Vehicles

Type Wheeled
Model Jeep

These are light duty atvs used by the I-CA for troop transport, and sold to companies and colonists.

Overall height	1.9 m	Total fuel capacity:	219 liters 12 hours
Overall width	1.85 m	Fuel type:	Gasoline or Alcohol
Overall length	3.75 m		
Dry Mass	2207 kg	Armor Rating:	6
Full Mass	2985 kg	Hit Points:	150
		Crew:	1
Power plant type:	Internal combustion	Passengers:	1-5
		Cargo Capacity:	300 Kg
Movement		Piloting Modifier:	0
Top Speed	170 Km/h	Cost:	¥300,000

Artifact Vehicles



Type Anti-Grav

Model Skiff

This a set of generic stats for AG skiffs. Most will conform to these figures but if the GM should desire, he can adjust them to larger or smaller sizes to suit his purposes.

This is an all purpose transport vehicle, used by the Scimrahn, Chezbah and Kelrath. The Skiff has proved a reliable and efficient light cargo vehicle.

Overall height	2.3m
Overall width	1.9m
Overall length	4.5m
Dry Mass	3,624 kg
Full Mass	4,992 kg
Power plant type:	Anti-Grav.
Movement	
Flying Top Speed	90 Km/h
Total fuel capacity:	8 liters 4 Hours
Fuel type:	Liquid Carbon

Armor Rating:	10
Hit Points:	200
Crew:	1
Passengers:	20
Piloting Modifier:	0
Cost:	¥1,800,000
Sensors:	10% Advantage
Range Class:	C
Cargo Capacity:	1,000 KG
Shields:	0

Fire Arcs

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Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-6	1-3	-	1-3	Front
7-8	4-7	1-2	-	Right Side
9-10	-	3-4	4-7	Left Side
-	8-10	5-10	8-10	AG Eng

Critical hits 1d10

Front	20% chance of critical
1-2	Pilot hit
3-4	Controls damaged 20% Impairment to piloting
5-10	Cargo damaged

Engine	35% chance of critical
1-4	Fuel Explosion! 500 points 10m blast radius
5-10	Engine damage, all systems at half power.

Side	30% chance of critical
1-4	propulsion veins hit half speed 40% Impairment to piloting
5-10	Cargo damaged

Artifact Vehicles

Type Wheeled

Model Zemot

Zemot are sturdy electric carts invented by the Kelrath. Zemot were adopted by the Scimrahn on the streets of Gadios, and occasionally as short range transports. Most of these vehicles are four or three wheeled, but recently some have been built to resemble Motorcycles.

The stats below are approximate. The Game Master may make changes to the stats as needed.

Overall height	.25-.75 m
Overall width	.4-2 m
Overall length	1.5-3 m
Dry Mass	90-200 kg
Full Mass	90-500 kg
Power plant type:	Electric motor
Movement	
Top Speed	100-190 Km/h
Total fuel capacity:	4 hours
Fuel type:	electric

Armor Rating:	5
Hit Points:	20-30
Crew:	1
Passengers:	0-2
Piloting Modifier:	20% Advantage
Cost:	¥300,000

Refueling Vehicles

Liquid Carbon Fuel (LCF)

Liquid Carbon Fuel is almost like rocket fuel. It is almost always gelled to reduce the possibility of explosions, as in it's pure form it is highly volatile.

Cost per liter: ¥200

Fossil Fuels and Alcohol

Fossil fuels are not found on the Artifact. Earth forces have as a result, been transporting gasoline to the Artifact. This has proved costly so many vehicles are being refitted to used LCF, Methane, or Alcohol as fuel. The majority of vehicles are being refitted to use alcohol for combustion.

Since petroleum fuel must be teleported in from Earth at great cost it is generally not available for sale. It is only available for military vehicles.

Alcohol cost per liter: ¥40

Plasma

Plasma is in most cases free. Plasma conduits carry the superheated gas to nearly every point on the Artifact. Accessing plasma is a matter of taping into the conduits and syphoning off the plasma. Most plasma engines have the syphoning equipment built in.

Electrical

As with plasma, Electric power is often readily available for free. However batteries often take time to recharge. Assume four to ten hours to recharge a battery powered vehicle.

Repairing Vehicles

Repairing vehicles is handled as a Tech Challenge. Repair jobs are given a number of CP based on what needs repairs and how extensive the repairs will be.

ASO and I-CA characters do not have to worry about paying for repairs if they can get to a camp with sufficient resources. If they cannot or if the character is a Scimrahn, they may need to barter (or pay) for repairs. Often a town will repair a vehicle if it was damaged while helping them or in exchange for a promise of protection.

Parts

When a vehicle suffers a critical hit, a system has been damaged. That system must be repaired before it will work again. One source of parts is a Scimrahn scrapyard. (see Game Master's section.) Another source of parts is a Scimrahn Industry tribe.

Vehicle parts act like stored Fractional Successes. The character doing the repairs can spend them all at once or a few at a time as some transforms require more than one Fractional Success to make progress.

1 Fractional Success costs ¥4,000

Repairing armor

Repairing armor has a difficulty of 1 CP for every 30 HP to be repaired.

Weapons

Damage to weapon systems usually renders them inoperable. Repairing a weapon has a difficulty of 1 CP for every 50 points of damage at it's Point Blank range bracket.

Shields

Shield generators that are damaged are rendered inoperable. Repairing a shield generator has a difficulty of 1 CP for every 20 Hit Points.

Engines

Engine damage severely limits a vehicle's operation and can cause further damage by running while damaged. Repairing an engine has a difficulty of 1 CP for every 300 Kg of vehicle mass.

Thrusters

Thruster damage limits the performance of the damaged vehicle and operating the vehicle with thruster damage

may be hazardous. Repairing a thruster has a difficulty of 1 CP for every 200 Kg of vehicle mass.

Linkages

Used in arms and legs, damage to these systems reduce the performance of the vehicle. Linkage repair has a difficulty of 1 CP for every 200 Kg of vehicle mass.

Cockpit

Damage to the cockpit of a vehicle in effect renders the vehicle inoperable. Repairing a Cockpit has a difficulty of 1 CP for every 400 Kg of vehicle mass.

Computer

Dependent on the vehicle, the computer controls many aspects of a vehicles performance. Damage often results in reduced system performance. Computer repair has a difficulty of 2d6 CP.

Gyroscope

The gyroscope on a vehicle enables on board systems to hold their bearings. These systems are often closely linked with on board computers. Gyroscope repair has a difficulty of 2d6 CP.

Maintenance

All vehicles need periodic maintenance to sustain maximum performance and vehicle life. As a rule of thumb, every four to five refuelings, a machinery repair roll must be made, or the vehicle will begin to suffer. By the time of eight to ten refuelings the GM may roll on the following chart.

Roll 1d6	Malfunction
1-2	Engine seizes up, count as a critical hit.
3-4	Engine seizes, repair machinery to fix.
5-6	High fuel consumption, uses 30% more.

Guide to Modifying Vehicles

Modifying vehicles is a Tech Challenge with specialized transform tables. The following rules and equipment are designed to make this process accessible to players.

These challenges generally use Repair and Engineering skills but other skills like Computer Programming are justified.

Vehicle Origin

Many Scimrahn vehicles are built to be easily repairable, many parts are intentionally kept simple. Because of this, it is relatively easy to "soup up" their vehicles. The difficulty of upgrading vehicles depends strongly on the people that built it.

Scimrahn	Simple designs, easily accessible parts. No Modifier
ASO	Earth vehicles are inherently low tech, and therefore easy to upgrade 40% Advantage
I-CA	As before, but many I-CA vehicles are old designs 50% Advantage
Kelrath	Although not as advanced as the Scimrahn, the Kelrath have very different designs and engineering practices 30% Impairment
Chezbah	High tech and compact designs make for difficult upgrades 60% Impairment. Cost of upgrades x2.

Upgraded Parts

The characters can purchase improved parts to make an upgrade from Gadios or a Scimrahn industry town. The parts give Fractional Successes to the character doing the modifying.

¥30,000 per Fractional Success.

Performance Goals

The player doing the modifications sets a performance goal that defines how many Challenge Points the challenge will have.

Top Speed

The top speed of the vehicle is increased.

1 CP for each 1% speed boost.

Increased Shield Strength

The strength of the vehicle's shields is boosted.

2 CP for each 1% HP increase to all shields

1 CP for each 1% HP increase to one shield

Increased Cargo Capacity

Added cargo holds are often difficult to add on, especially on E-suits, but on occasion it has been done. In order to add cargo space, the structure of a vehicle is altered.

1 CP for each 1% cargo capacity increase.

Improving Controls

The vehicle may be made easier to pilot.

1 CP for each 1% increase to piloting Advantage

1 CP for each 1% decrease to piloting Impairment

Sensors and Countermeasure Improvements

The vehicle's sensors, ECMs and ECCMs can be improved.

1 CP for each 1% increase to system Advantage

1 CP for each 1% decrease to system Impairment

10 CP for each Sensor Range Class improvement

20 CP for each ECM Range Class improvement

30 CP for each ECCM Range Class improvement

Reinforced Hull

The vehicle gets more Hit Points.

1 CP for every 30 HP added

Armor Plating

Heavy plating is attached to places likely to take damage.

1 CP for every 10% AR improvement

Vehicle Ratings

Some modifications like adding shields and weapons are affected by the overall mass of the vehicle.

Vehicles that have a mass less than 5,000 Kilograms Full Mass are considered light vehicles.

Vehicles that have a mass less than 10,000 Kilograms Full Mass are considered Medium vehicles.

Vehicles that have a mass less than 50,000 Kilograms Full Mass are considered Heavy vehicles.

Vehicles that have a mass greater than 50,000 Kilograms Full Mass are considered Super Heavy vehicles.

Armored Hull Replacement

The hull is replaced with a stronger material.

Carbon/Ceramic Composite

Also referred to as CCC, this is the most common armor used in E-suits and many anti-grav vehicles. It is light weight and very strong.

	Light	Medium	Heavy
AR	10	30	50

Steel

An old standby for earth vehicles, steel is stronger than CCC, but more than four times as heavy.

	Light	Medium	Heavy
AR	10	40	70

Chobam Armor

An American and British cooperative invention, this armor is very durable, but is also very heavy.

	Light	Medium	Heavy
AR	20	50	80

High Density Carbon/Ceramic Composite HDCCC

The Armor of choice for high power war craft, HDCCC is a refined and compressed version of CCC. The process of producing HDCCC is complex and exacting and is therefore expensive. Buying parts for an HDCCC hull costs three times as much and each roll takes three times as long.

	Light	Medium	Heavy
AR	50	100	200

	Vehicle			
Armor	Light	Med.	Heavy	S Heavy
CCC	30 CP	40 CP	60 CP	120 CP
Steel	40 CP	50 CP	80 CP	140 CP
Chobam	80 CP	90 CP	140 CP	280 CP
HDCCC	60 CP	70 CP	110 CP	220 CP

Adding or Removing Shields

A new active shield generator is installed.

When a shield is added, the characters must overcome the CP of challenge to install it. When a shield is removed the CP listed on the chart is cut in half for the difficulty of the challenge but the characters get to buy a number of improvements for the vehicle equal to the CP on the chart because of the power regained.

Shield Ratings

Shields with under 200 hit points are considered light.

Shields with under 400 hit points are considered Medium.

Shields with under 600 hit points are considered to be Heavy.

Shields with over 600 hit points are considered Super Heavy.

	Vehicle			
Shield	Light	Med.	Heavy	S. Heavy
Light	10 CP	5 CP	1 CP	1 CP
Medium	20 CP	10 CP	5 CP	1 CP
Heavy	40 CP	20 CP	10 CP	5 CP
S. Heavy	80 CP	40 CP	20 CP	10 CP

Adding or Removing Weaponry

This is the process of permanently adding weapons to a vehicle's systems. For this process, weapons and vehicles are rated as Light, Medium, Heavy, and Super Heavy.

When a weapon is added, the characters must overcome the CP of challenge to install it. When a weapon is removed the CP listed on the chart is cut in half for the difficulty of the challenge but the characters get to buy a number of improvements for the vehicle equal to the CP on the chart because of the power and weight regained.

Weapon Ratings

Weapons doing under 600 points of damage at point blank are considered light. In addition missile, or rocket launchers that have a range class of "D" or under are considered light.

Weapons that do less than 1200 points of damage at point blank are considered Medium. Missile or Rocket launchers that have a range class "E" are considered to be Medium.

Weapons that do less than 10,000 points of damage at point blank are considered to be Heavy.

Weapons doing more than 10,000 points of damage at point blank are considered Super Heavy.

	Vehicle			
Weapon	Light	Med.	Heavy	S. Heavy
Light	20 CP	10 CP	5 CP	1 CP
Medium	40 CP	20 CP	10 CP	5 CP
Heavy	80 CP	40 CP	20 CP	10 CP
S. Heavy	-	80 CP	40 CP	20 CP

Use this chart to determine the number of Challenge Points for adding or removing a weapon from a vehicle.

Vehicle Modification Transforms

When the character rolls to make a modification, use the following tables. If the roll succeeds, us the Successful Transform table. If the roll fails use the Failure Transform table.

Successful Transform

Roll 1d6

1 Decrease fuel capacity or top speed 2%

2 Reduce sensor ECM or ECCM performance by 2%. If the system has an Advantage to use it, reduced it by 2%. If the system has an Impairment to use it, increase it by 2%

3 Decrease shield strength or fuel capacity by 2%

4 Reduce piloting performance by 2%. If the vehicle has an Advantage to pilot, it is reduced by 2%. If the vehicle has an Impairment to pilot it, increase it by 2%

5 Reduce Hit Points or Armor Rating of the vehicle by 2%

6 The last modification attempted takes off double CP but The next attempt will require a character to get at least two Fractional Successes to reduce any Challenge Points. Tools may be used to get these two successes.

Failure Transform

Roll 1d10

1 Decrease fuel capacity or top speed 5%

2 Reduce sensor ECM or ECCM performance by 5%. If the system has an Advantage to use it, reduced it by 5%. If the system has an Impairment to use it, increase it by 5%

3 Another system like shields, sensors or a weapon is damaged and will have to be repaired

4 The character failing the roll is injured (1d10 damage) if they don't make a saving Reflex roll. The character gets a 1% Advantage for every minute in game that the turn took. (e.g. a 1 hour turn gives a 60% advantage)

5 Someone else gets injured (1d10 damage) if they don't make a saving Reflex roll. The character gets a 1% Advantage for every minute in game that the turn took. (e.g. a combat turn gives a 0% advantage)

6 Fire! Vehicle takes 1d100 damage.

7 An NPC involved takes 2d10 damage if they do not make a Reflex roll. The skill used is no longer effective.

8 Reduce piloting performance by 5%. If the vehicle has an Advantage to pilot, it is reduced by 5%. If the vehicle has an Impairment to pilot it, increase it by 5%

9 The modification is now immune to the skill used.

10 Messed up! The modification gains 3 CP.

Equipment

This section give the statistical information of the equipment and weapons that the players may use.

Definitions

Blast Range Class: This is the range that an explosion travels outward from it's origin. In this case the distance under the range class effects everyone in it's radius. Explosions cannot be dodged by humans. Vehicles can only dodge explosions in range class B or under.

Cost: The amount (represented in Yen) that is necessary to obtain an item. Some items have "Blackmarket Cost" instead of the normal cost. This means that this item cannot be purchased through normal means, but only through underhanded sources.

Damage:This is the amount of damage a weapon does at point blank, short, medium, long, and extreme ranges.

Ex: This is an abbreviation for extreme range. This is the farthest a weapon can possibly hit, but at a 90% Impairment to hit the target

L: This is the abbreviation for long range. Any target at this distance is at a 40% Impairment to hit.

Mass: This is how heavy an object is. The unit of measurement is the Kilogram (roughly equivalent to 2.2 pounds, for those used to the American system).

Med: This is the abbreviation for Medium range. targets at this range are at a 20% Impairment to hit.

Payload: This is how many shots a weapon carries, weather in a battery pack or a magazine of bullets.

PB: An abbreviation for point blank. targets at this distance are so close they get a 20% Advantage to hit.

Range Class: All ranged weapons, Sensors, ECMs, and ECCMs, have a range class. Range classes go as follows. PB=Point Blank Shrt=Short Med=Medium L=Long Ex=Extreme

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
B	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
Mod.	20% Adv		20% Imp	40% Imp	90% Imp

The numbers here are in meters, a number with a "K" after it means thousands, (a 1 with a "K" means 1,000) or Kilometers. (See "Rules")

Rate of Fire: This is the maximum number of times a turn, that a weapon can fire.

S: This is an abbreviation for short range. There is no modifier to hit a target at this range.

Stress: Some equipment protects from some stress while other equipment causes stress effects. Warm clothing can protect from stress coming from cold temperatures while heavy cumbersome clothing and armor strains the body and mind.

Stress effects are rated in stress points per hour. Sometimes a stress effect is less than one point per hour. These effects are written as 1 in 6 per hour or 1 in 10 per hour. For a 1 in 6, roll 1d6, on the roll of a 1 the character gets a stress point. For a 1 in 10, roll 1d10, on the roll of a 1 the character gets a stress point.

ASO Weapons

The ASO still relies heavily on projectile weapons, however they have begun using Scimrahn weaponry as it has become available.

7.6mm Compact Pistol

	PB	S	Med	L	Ex
Damage	7	6	6	4	2

Range Class: B
Payload:8
Rate of Fire:3
Mass: 600 grams
Cost: ¥8,000

9MM Pistol

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: B
Payload: 10
Rate of Fire: 6
Mass: .8 KG
Cost: ¥12,000

Projectile Rifle

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: C
Payload: 10-30
Rate of Fire: 3
Mass: 2.2 KG
Cost: ¥10,000

G-82 5.56mm Rifle

The standard issue to ASO troops, the G-82 is a light weight assault weapon.

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: B
Payload: 30
Rate of Fire: 15
Mass: 2.1 KG
Cost: ¥30,000

M-240B 7.62mm x 39mm Machine Gun

An old standby in heavy fire power still in use in
2085.

	PB	S	Med	L	Ex
Damage	15	15	12	10	8

Range Class: B
Payload: 300
Rate of Fire: 30
Mass: 10.15 KG
Cost: ¥80,000

Standard Explosive Grenades

	PB	S	Med	L	Ex
Damage	50	40	20	10	2

Blast Range Class: A
Mass: 150 G
Cost: ¥8,000

Incendiary Grenades

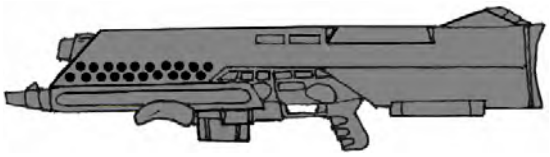
	PB	S	Med	L	Ex
Damage	30	30	30	15	5

Blast Range Class: A
Mass: 150 G
Cost: ¥12,000

Fragmentation Grenades

	PB	S	Med	L	Ex
Damage	75	30	10	3	1

Blast Range Class: A
Mass: 150 G
Cost: ¥9,500



AVW 678 Rocket Launcher

AVW stands for Anti-Vehicle Weapon. The AVW is a modular system that attaches to the G-82 carbine. The AVW fires 35mm solid fuel rocket. Normally the G-82 is issued with a 20mm grenade launcher, but the UN feared that they would be insufficient protection against E-Suits.

	PB	S	Med	L	Ex
Damage	200	150	100	50	1o

Blast Range Class: A
Range Class: D
Payload: 2
Mass: 5.2 KG
Rocket Mass: 4.3 KG
Black Market Cost: ¥1,000,000
Rocket Black Market Cost: ¥700,000

Anti-Tank Mines

	PB	S	Med	L	Ex
Damage	300	75	10	3	1

Blast Range Class: A
Mass: 200 G
Black Market Cost: ¥30,000

Anti-Infantry Claymore Mines

	PB	S	Med	L	Ex
Damage	50	50	30	10	3

Blast Range Class: A
Mass: 200 G
Black Market Cost: ¥20,000

ASO Armor

ASO Troop Armor

Troop armor is a heavy flack jacket like design. The first issues of this armor were used by many european countries before it saw use in the Artifact. However new versions are more flame resistant than the original design to better endure plasma and laser fire.

The helmet contains antenna, earpieces and a microphone that can plug into the ASO P.C.T.R.S.D.

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	9	3
Body	7	10
Arms	5	5
Hands	3	2
Groin	7	3
Legs	5	6
Feet	3	2

Causes
Physical: 2 per hour
Functional: 1 per hour
Mental: 1 per hour
Mass: 16 Kg
Cost: ¥70,000

ASO Light Armor

ASO Light armor is indistinguishable from the standard issue uniform aside from a slightly bulkier appearance. A series of laminate plates inserted into pockets absorb impact and withstand heat.

The helmet for the scout armor contains antenna, earpieces and a microphone that can plug into the ASO P.C.T.R.S.D.

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	5	3
Body	5	5
Arms	3	1
Hands	-	-
Groin	5	3
Legs	3	1
Feet	3	2

Causes
Physical: 1 in 6 per hour
Functional: 1 in 6 per hour
Mental: 1 per hour

Mass: 8 Kg
Cost: ¥65,000

ASO Pilot Armor

Rarely seen in use by anyone other than ASO Pilots, it is troop armor without the bulky arm protectors.

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	3	1
Body	3	5
Arms	3	1
Hands	-	-
Groin	3	2
Legs	3	1
Feet	3	2

Causes
Physical: 1 in 6 per hour
Functional: 1 in 10 per hour
Mental: 1 per hour
Mass: 10 Kg
Cost: ¥70,000

I-CA Weapons

The I-CA issues the following weapons to their soldiers.

9MM Pistol

	PB	S	Med	L	Ex
Damage	11	11	10	8	5

Range Class: B
Payload: 10
Rate of Fire: 5
Mass: 1 KG
Cost: ¥12,000

Projectile Rifle

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: C
Payload: 10-30
Rate of Fire: 2
Mass: 2.2 KG
Cost: ¥10,000

SMG AK-140 7.62 mm Rifle

An old design, but time tested. This is basically an updated AK-47 Many I-CA countries still used these so it became standard issue.

	PB	S	Med	L	Ex
Damage	12	12	10	8	4

Range Class: B
Payload: 30
Rate of Fire: 15
Mass: 4.3 KG
Cost: ¥25,000

Standard Explosive Grenades

	PB	S	Med	L	Ex
Damage	40	40	20	10	2

Blast Range Class: A
Mass: 180 G
Cost: ¥6,000

Incendiary Grenades

	PB	S	Med	L	Ex
Damage	30	30	30	15	5

Blast Range Class: A
Mass: 180 G
Cost: ¥8,000

Fragmentation Grenades

	PB	S	Med	L	Ex
Damage	75	30	10	3	1

Blast Range Class: A
Mass: 180 G
Cost: ¥6,000

VA 2 Rocket Launcher

	PB	S	Med	L	Ex
Damage	250	100	100	50	1o

Blast Range Class: A
Range Class: C
Payload: 1
Mass: 10 KG
Rocket Mass: 4.3 KG
Cost: ¥700,000
Rocket Cost: ¥100,000

Anti-Tank Mines

	PB	S	Med	L	Ex
Damage	250	100	20	5	1

Blast Range Class: A
Mass: 200 G
Cost: ¥25,000

Anti-Infantry Claymore Mines

	PB	S	Med	L	Ex
Damage	50	50	30	10	3

Blast Range Class: A
Mass: 200 G
Cost: ¥15,000

Common Weapons

Knife
Damage: 10
Mass: 250 G
Cost: ¥600

Shotgun

	PB	S	Med	L	Ex
Damage	20	15	10	8	5

Range Class: A
Payload: 1-2-6
Rate of Fire: 2
Mass: 2.2 KG
Cost: ¥4,000

12 gauge Ammunition (200 Rounds)
Cost: ¥1,400

Sap Stick
Used to knock out an unsuspecting opponent from behind. A Sap Stick is a leather pouch with a handle filled with lead powder.

Damage: 1 + 10 Physical stress in addition to normal stress from damage.
Parry: 95% Impairment
Mass: 400 G
Cost: ¥200

Scimrahn Weapons

These are weapons built and used by the Scimrahn.

Laser Pistol
A light weapon used mainly for it's compact size and silence.

	PB	S	Med	L	Ex
Damage	12	12	6	4	1

Range Class: C
Payload: 50-500 Backpack
Rate of Fire: 1
Mass: 2.4 KG
Cost: ¥20,000

Laser Gun
Lasers are silent and long ranged weapons, so they are excellent for stealth missions.

	PB	S	Med	L	Ex
Damage	12	12	8	5	3

Range Class: D
Payload: 100-500 Backpack
Rate of Fire: 1
Mass: 3 KG
Cost: ¥15,000

Heavy Laser
A more powerful laser that is favored for its high damage, functional range, and generous payload.

	PB	S	Med	L	Ex
Damage	40	40	20	15	10

Range Class: C
Payload: 25-125 Backpack
Rate of Fire: 1
Mass: 8.2 KG
Cost: ¥60,000

Particle Beam Pistol
The only marginally satisfying attempt at scaling down a beam gun.

	PB	S	Med	L	Ex
Damage	80	40	10	1	1

Range Class: A
Payload: 3
Rate of Fire: 1
Mass: 6 KG
Cost: ¥250,000

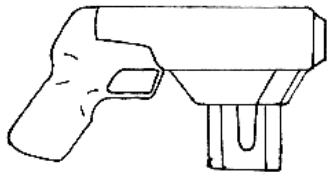
Particle Beam Gun

A bulky weapon used mainly to cut through vehicle hulls as it's range is pitiful, and payload is tiny.

	PB	S	Med	L	Ex
Damage	150	120	50	10	1

Range Class: A
Payload: 5-25 Backpack
Rate of Fire: 1
Mass: 18 KG
Cost: ¥180,000

Energy Backpack
Mass: 9.5 Kg
Cost: ¥8,000
Energy Clip Pistol (50)
Mass: 800 g
Cost: ¥2,000
Energy Clip Gun
Mass: 2 Kg
Cost: ¥3,000

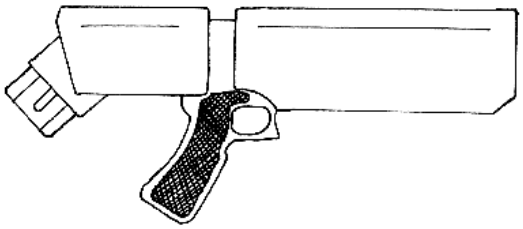


Plasma Pistol

A standard light armament having excellent range and good damage.

	PB	S	Med	L	Ex
Damage	20	15	10	5	1

Range Class: B
Payload: 7
Rate of Fire: 3
Mass: 3.1 KG
Cost: ¥35,000



Plasma Gun

While in the same range class as the pistol, the plasma gun holds it's punch at longer ranges.

	PB	S	Med	L	Ex
Damage	20	20	15	10	3

Range Class: B
Payload: 7
Rate of Fire: 3
Mass: 5.5 KG
Cost: ¥20,000

Plasma Clip (7 Rounds)
Mass: 850 g
Cost: ¥4,000

Thud Stick

The thud stick is the most common HTH weapon in the Scimrahn arsenal. Looking like a long broomstick, the thud stick delivers a heavy punch by use of micro gravity generators, that, when engaged hit with the force of a compact car.

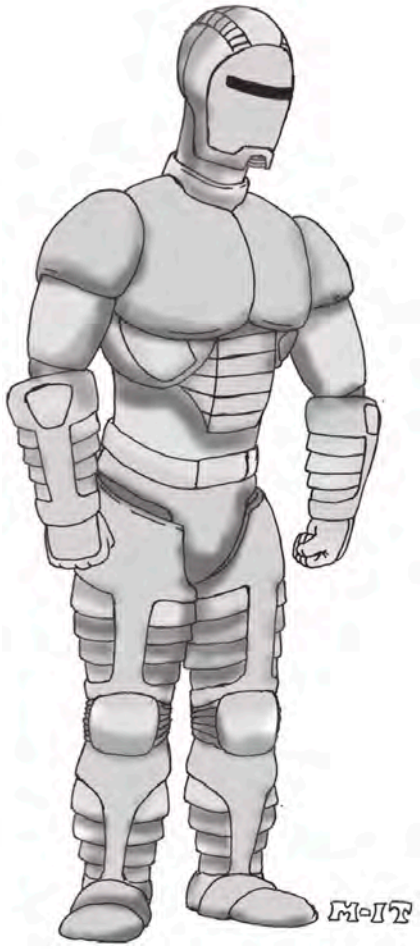
Damage: 40
Range Class: HTH
Payload: 10
Rate of Fire: 1
Mass: 4.1 KG
Cost: ¥60,000

Constrictor Whip

A devilish weapon that has newly emerged. The constrictor whip is a series of expanding segments controlled by artificial muscles. Two controls extend and contract the whip. When contracted the whip is as 1 meter long, and is an effective club or can be used to parry. When extended the whip is 7 meters long curves in the direction it is swung and when it comes in contact with something it attempts to wrap around it. If it can wrap around what it touches, the bladed spines dig in and pull the whip tighter and tighter, the muscles aid in this and prevent expansion. The whip releases when it is retracted

Raking Damage: 2
Constriction Damage: 20 points per turn
Parry Retracted: 0
Parry Extended: -1
Mass: 6 Kg
Cost: ¥35,000

Scimrahn Armor



Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	10	5
Body	8	15
Arms	5	5
Hands	3	1
Groin	8	5
Legs	5	8
Feet	5	5

Causes
Physical: 3 per hour
Functional: 1 per hour
Mental: 2 per hour
Mass: 11 Kg
Cost: ¥85,000

Scimrahn Heavy Armor

Scimrahn Heavy Armor is an articulated hard shell armor. The outer shell is made of Carbon Ceramic Composite (or CCC) which is resistant to impacts. It also conducts heat well which dissipates the heat from lasers or plasma weapons quickly. However this requires a heat resistant layer under the CCC to prevent heat from being conducted to the wearer. This is usually a layer of leather which is highly heat resistant.

The Armor has two locations to plug in energy clips to power devices such as the Comm/Comp or Dark Stone holders.

Scimrahn Light Armor

Scimrahn Light Armor is a partial hard shell over vital areas of the body and partially leather over less vital areas.

The Armor has two locations to plug in energy clips to power devices such as the Comm/Comp or Dark Stone holders.

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	8	5
Body	7	8
Arms	1	1
Hands	-	-
Groin	7	5
Legs	1	1
Feet	5	5

Causes
Physical: 1 per hour
Functional: 1 in 6 per hour
Mental: 2 per hour
Mass 9 kg
Cost: ¥75,000

Scimrahn Pilot Armor

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	-	-
Body	8	15
Arms	5	3
Hands	-	-
Groin	-	-
Legs	-	-
Feet	5	5

Causes
Physical: 1 in 6 per hour
Functional: 1 in 10 per hour
Mental: 2 per hour
Mass 8 kg
Cost: ¥60,000

Light Armor Vest

Hit Location	Armor Rating	Hit Points
Body	7	5

Physical: 1 in 6 per hour
Functional: 1 in 10 per hour
Mass 2 kg
Cost: ¥6,000

Round Shield (50 cm Diameter)

Armor: 10
Hit points : 15
Parry 60% Advantage
Mass 3 kg
Cost: ¥1,000

Large Shield (50 cm Wide x 120 cm Long)

Armor: 10
Hit points : 25
Parry 90% Advantage
Physical: 1 per hour
Functional: 2 per hour
Mass 5 kg
Cost: ¥20,000

Reflective Coating

Armor can be coated with laser reflective materials.
Armor: +2 Vs. Lasers
Cost: ¥2200 per hit location coated

Scimrahn Experimental Weapons

Some of these devices are under development, some are stolen weapon designs, most are not favored because either they are very difficult to build, or the components weigh too much. As a result they are usually expensive and or difficult to carry.

Ion Blaster

This cumbersome weapon is similar to a force field generator in it's mechanics. However the Ions projected are concentrated in a dense beam. The Ion Blaster uses special capacitor to store it's power, as normal energy clips don't release enough power, fast enough for the Blaster to fire a single shot.

	PB	S	Med	L	Ex
Damage	80	60	30	20	5

Range Class: B
Payload: 5
Rate of Fire: 1
Mass: 22.5 KG
Cost: ¥800,000

Capacitor
Cost: ¥30,000

Once a capacitors power is used up, it can be removed and a new capacitor inserted. It takes two hours on a special charger to recharge a capacitor.

Capacitor Charger
Cost: ¥100,000

Disruption Cannon

A disruption cannon uses ultrasonics to cause pain or do damage. The cannon has three settings, the first is a painful harmonic, that can immobilize living creatures. The second causes damage to machines, and the third sets up a harmonic shockwave.

This device can also be used as a defensive measure by leaving it behind and turned on.

This device uses standard energy clips.

Setting One

Effect: all living creatures in range class must roll vs. con or take 40 Physical stress and 4 Mental stress. For each Fractional Success the stress is reduced 10 Physical and 1 Mental.

Blast Range Class: B
Payload: 5 Hours - 25 hours backpack

Setting Two

Effect: Damages machines and electronics only. Force fields and armor are ignored.

	PB	S	Med	L	Ex
Damage	20	10	10	8	5

Blast Range Class: B
Payload: 2 Hours - 10 hours backpack

Setting Three

Effect: A directional harmonic shockwave Force fields are ignored.

	PB	S	Med	L	Ex
Damage	40	40	20	15	10

Range Class: B
Payload: 10-70 backpack

Rate of Fire: 1
Mass: 14 KG
Cost: ¥500,000

High Discharge Laser

This laser builds up a charge twenty times greater than a standard laser. While highly inefficient, some prefer the power over payload.

	PB	S	Med	L	Ex
Damage	70	70	50	40	15

Range Class: B
Payload: 5-25 Backpack
Rate of Fire: 1
Mass: 17.5 KG
Cost: ¥3,500,000

Plasma Sprayer

Not much different from a standard plasma gun, the sprayer has less of a containment field to hold plasma in a coherent beam. As a result the sprayer acts somewhat like a flamethrower. The main disadvantage being that it uses up a prodigious amount of plasma.

	PB	S	Med	L	Ex
Damage	30	30	20	10	5

Blast Range Class: B
Payload: 10 Backpack
Rate of Fire: 1
Mass: 8 KG
Cost: ¥50,000

Plasma Backpack (10 Bursts)
Cost: ¥10,000

Pulser

Perhaps the most experimental and controversial of all weapons, the pulser uses a powerful magnetic field that causes liquids to build up pressure and explode. This is effective on any vehicle that uses liquid fuel (can cause a fuel explosion 30% chance) and on living creatures (who are mostly water).

The effects on living creatures is gruesome and the Scimrahn have outlawed it's use.

Force fields are an effective countermeasure of this weapon.

	PB	S	Med	L	Ex
Damage	30	30	30	25	10

Range Class: B
Payload: 10 Backpack
Rate of Fire: 1
Mass: 10.4 KG
Black Market Cost: ¥1,700,000

Sentry Grenades

Using a similar principle to that of a Tesla coil, a sentry grenade charges for ten seconds and then is active. Any vehicle or

person that travels into the grenade's range is subject to an electrical discharge. Furthermore, the grenade will continue to discharge up to ten times.

	PB	S	Med	L	Ex
Damage	30	20	20	20	10

Blast Range Class: A
Payload: 10
Mass: 360 G
Cost: ¥70,000

Meta gun

The quantum nature of matter allows atoms to be coaxed into a wave state. As a wave the atoms can be combined into a giant "meta-atom". This meta-atom is then accelerated by electro-magnets at it's target. The meta-atom is not affected over a long distance, giving the weapon a long effective range.

	PB	S	Med	L	Ex
Damage	30	30	30	30	15

Range Class: D
Payload: 5 Backpack
Rate of Fire: 1
Mass: 22.7 KG
Cost: ¥4,600,000

Hunter Body Armor

Not everybody would consider the hunter body armor as beneficial protection, boasting the ability to take multiple blasts from Chezbah plasma weapons but ponderously bulky. The armor is so heavy that it slows the user down to the point that the average man could hardly walk.

Hit Location	Armor Rating	Hit Points
Head	15	30
Shoulder	15	50
Body	10	100
Arms	8	50
Hands	3	3
Groin	10	50
Legs	10	100
Feet	8	5

Causes
Physical: 20 per hour
Functional: 5 per hour
Mental: 5 per hour
Mass: 35 kg

Cost: ¥265,000

Personal Force Field

This is a scaled down version of the force field commonly used by vehicles. Each turn the Hit Points of the field regenerate to return to full power. However the system's battery only lasts for 30 seconds.

HP: 30
Battery Life: 3 turns
Mass: 19 Kg
Cost: ¥2,500,000

Explosives

Both the ASO and I-CA restrict the sale of explosives. The most likely way of obtaining explosives is through a field engineer.

Blasting Caps

Blasting caps are used to detonate some types of explosives. Blasting caps can be two types, explosives and chemical both working on different types of explosives.

Cost: ¥200 for 10

Dynamite 1 Stick

	PB	S	Med	L	Ex
Damage	20	15	8	3	1

Blast Range Class: A +1 Range Class for more than 5 sticks
Mass: 200 G
Black Market Cost: ¥600 for 1 stick

C-4

	PB	S	Med	L	Ex
Damage	20	15	8	3	1

Blast Range Class: A +1 Range Class for more than 50 grams
Mass: 5 G
Black Market Cost: ¥800 for 5 grams

Nitroglycerine

	PB	S	Med	L	Ex
Damage	20	13	5	1	1

Blast Range Class: A +1 Range Class for more than 20 mil
Mass: 10 G
Black Market Cost: ¥200 for 10 mil

Gasoline (5 Liters)

	PB	S	Med	L	Ex
Damage	15	15	10	8	5

Blast Range Class: A
Mass: 10 KG
Cost: ¥30 for 1 liters

Liquid Carbon Fuel (LCF) (100 milliliter)

A common method of detonating LCF is to use a laser at long range to heat a container until the LCF explodes or to run an electrical current through a small spark gap.

	PB	S	Med	L	Ex
Damage	20	15	5	1	1

Blast Range Class: A
Mass: 1.1 Kg per Liter
Cost: ¥200 for 1 Liter

Medical Supplies

Blood Filters

Blood Filters allow blood cells to pass through a plastic tube that is inserted in a vein in either the arm or the leg but are coated in enzymes that bind to chemicals, bacteria or viruses. This effectively cleanses the blood of one or even several pathogens.

Each filter must be designed to filter for a pathogen. In some cases some filters can filter for several known pathogens.

After four hours the filter is full and must be removed. A successful surgery skill is required to insert a filter and to remove it.

An inserted filter counts as 4 fractional successes under the general medicine skill.

Mass: 1 g
Cost: ¥2,500

Blood Filter Manufacturing Station

To make a blood filter for custom pathogens, as is likely to be the case on The Artifact, this station can be used to take a blood sample and test it against available enzymes and then implant the enzymes into a filter.

There is a 28% chance that a new pathogen can be matched with available enzymes.

A successful chemistry skill roll and four hours is required to successfully operate the station.

Mass: 400 Kg
Cost: ¥40,500,000

Disposable Surgical Gloves (300)

Used to prevent the spread of disease through contact through the hands.

Cost: ¥100

Surgical Tools

Surgical tools are those tools use during an operation. These consist of scalpels, sutures, and such.

20% Advantage to Surgery skill
Cost: ¥18,000

Medical Checkup Tools

A small battery of tools used to diagnose common signs of infection.

20% Advantage to General Medicine skill
Cost: ¥18,000

First Aid Kit

First aid kit contains bandages for small and large wounds, wraps for strained or sprained joints, medical tape, antiseptic ointment, burn cream, fine scissors and mouth to mouth resuscitation bridge.

40% Advantage to First Aid skill
Cost: ¥800

Sterilizing Spray

Sterilizing spray is used by the ASO to quickly treat wounds for infection, Sterilizing spray has a 30% chance of preventing infection, if the wound is treated quickly after it is sprayed.

10% Advantage to Surgery skill
20% Advantage to General Medicine skill
Cost: ¥200

Small Steri-patches

The Artifact presents the continual danger of infection from dangerous diseases, steri-patches are sterile bandages that time release antiseptic once they are exposed to air. The period of antiseptic release can last up to two weeks. Small Steri-patches are used on small cuts and burns.

10% Advantage to General Medicine skill
Cost: ¥20

Medium Steri-patches

Medium Steri-patches are the same as small steri-patches, only larger. These patches are used mainly for bullet or knife wounds, and plasma and laser burns.

10% Advantage to Surgery skill
20% Advantage to General Medicine skill
Cost: ¥30

Large Steri-patches

Large Steri-patches are the same as small steri-patches but much larger. These patches are used for long raking laser burns, long gashes, and scattered shrapnel wounds.

20% Advantage to Surgery skill
30% Advantage to General Medicine skill
Cost: ¥100

Syringe with disposable needles

100 cc syringe with removable, disposable needles to prevent infection.

10% Advantage to General Medicine and Immunization skills
Cost: ¥35

Sterilizing paint

Sterilizing paint is used to dress wounds and abrasions. With so much alien bacteria around, open sores are dangerous and sometimes deadly. This sterilizing paint kills bacteria, and forms a protective coating over the painted area.

10% Advantage to Surgery skill
20% Advantage to General Medicine skill
Cost: ¥200 per liter

Stethoscope

An excellent tool for listening for vibrations in objects. Useful for listening for footsteps of troops the rumble of engines, opening safes, and of course listening for heartbeats.

10% Advantage to General Medicine skill
Cost: ¥200

Containers

Large hiking backpack (holds up to 25 KG)

This is a light weight backpack. If packed well, this pack can hold everything a character will need for eight days of travel.

Physical: 2 per hour
Functional: 1 in 10 per hour
Cost: ¥1,000

Satchel (holds 6kg)

Good for carrying light loads, or lots of small items such as papers or tools.

Physical: 1 per hour
Functional: 1 in 6 per hour
Cost: ¥200

Gas Can 20 liters

Has loops built into the can so it can be strapped to a motorcycle or other object.

Cost: ¥100

Saddle bags (holds 20kg)

Slung over the back of a horse, mule, Kaydoo, or motorcycle.

Cost: ¥600

Tactical backpack (holds up to 50 KG)

This is a modular backpack system that can be used to carry a large variety of military equipment. If packed well, this pack can hold everything a character will need for sixteen days of travel.

Physical: 4 per hour
Functional: 1 in 6 per hour
Cost: ¥2,000

Tools

Survival knife

Not just a weapon but a tool. The blade is thick and reinforced for prying.

Damage: 12
Parry: 40% Impairment
Mass: 300 G
Cost: ¥1000

Machete

More for clearing underbrush from one's path than a weapon, but can cause heavy wounds.

Damage: 7
Parry: 20% Impairment
Mass: 700 G
Cost: ¥400

Axe
Damage: 12
Parry: 20% Impairment
Mass: 4 Kg
Cost: ¥300

Hammer
Damage: 5
Parry: 40% Impairment
Mass: 6 Kg
Cost: ¥300

Mini-Arc Welder

This is a portable welder that runs off an energy clip used in laser pistols. Up to 1 cm steel plate can be cut or welded.

20% Advantage to Welding Skill
Cost: ¥10,000

Deluxe Tool kit

The deluxe tool kit includes a 40 piece socket set, 40 piece combination open and closed end wrench set, two Phillips and two flat head screwdrivers, a hacksaw with five replaceable blades, claw and bullpean hammer, two adjustable monkey wrenches, five styles of vice grips, 50 Allen wrenches, Wire cutters/stripper, Two adjustable wrenches, needle nose pliers, metal shears, two chisels, duct tape, two cans of synthetic lubricant, propane blowtorch, battery powered screw gun/drill with adjustable clutch, battery powered 10 cm circular saw, 10 cm wood cutting blade, 10 cm diamond masonry blade, 10 cm metal cutting blade, 10 cm grinder w/diamond blade, five bungee cords, nail gun, laser cutter (30 pts, range 30 cm), digital voltage resistance amperage multi-tester, soldering iron, spool of solder.

60% Advantage to Repair Construction and Engineering skills
Cost: ¥100,000

Light tool kit

The light tool kit contains a claw hammer, four screwdrivers, a pair of vice grips, an adjustable wrench, needle nose pliers, metal shears, two chisels, duct tape, and a can of synthetic lubricant.

20% Advantage to Repair Construction and Engineering skills
Cost: ¥10,000

Portable Smart-Microscope and protective case

The smart microscope locates objects to be examined and focuses on them. It can find unusual cell tissue, locate and track microorganisms, measure objects observed, and take digital snapshots.

The smart microscope is programmed to locate and track moving objects. The protective case is a polymer resin case around a steel alloy case (AR 5 HP 10).

40% Advantage to Biology and Botany skills
Cost: ¥40,000

Diagnostic Computer
The Diagnostic Computer is used to monitor engine efficiency, electric motor efficiency, solenoid operation, and operates as an electric multitester and oscilloscope.

40% Advantage to Electrical Repair and Electrical Engineering skills
Cost: ¥20,000

Cord 500kg tensile strength
Cost: ¥50 per 20 meter length

Cord 1000kg tensile strength
Cost: ¥50 per 10 meter length

Cord 2000kg tensile strength
Cost: ¥50 per 2 meter length

Cord 3000kg tensile strength
Cost: ¥50 per 1 meter length

Grappling Hook + Spikes
Used to secure a line while climbing
40% Advantage to Climbing skill
Cost: ¥800

Hammer/hatchet
A two ended hammer hatchet combination tool used in climbing.

20% Advantage to Climbing skill
Cost: ¥400

15 cm folding wood saw
A excellent wilderness tool. Good for cutting branches up to 7cm thick

Cost: ¥200

Lockpick Set
40% Advantage to Pick Locks skill
Cost: ¥3,000

Suction Cups (for climbing smooth surfaces)
30% Advantage to Climbing skill
Cost: ¥1500

Bio-Sample Containment Unit
The Bio-sample containment unit holds tissue samples or bacteria cultures. Samples contained are preserved in chemical solution and are closed off from contaminants preventing degradation of the sample.

Cost: ¥1,200

Haz-mat Containment Unit
Haz-mat stands for hazardous material. The Haz-mat containment unit is used to safely hold toxic and radioactive materials for later study in a lab. This is a cylindrical tube made of several layers of insulating materials, with a durable shell.

Cost: ¥1,000

Geiger Counter
Geiger Counters are used to detect radioactive materials. The more radioactivity present the faster the Geiger counter will click, indicating high or low radiation levels.

10% Advantage to Physics Skill
Cost: ¥9,000

Portable Spectrometer
This cell phone sized device can analyze the chemical composition of a material by placing it against the object. An infrared light penetrates the surface of most objects and the reflected light is analyzed by the device. The Spectrometer is so sensitive, it can tell if food is ripe or even spoiled. It can identify metals and trace elements in them. It can identify elements and many kinds of molecules by their distinct reaction to the infrared light.

20% Advantage to Physics and Chemistry skills
Cost: ¥5,000

Lighting

Signal Flare
Illumination: 18 meters
Cost: ¥1

Flashlight
Illumination: 6 meters
Cost: ¥2

Refillable Lighter
Illumination: 3 meters
Cost: ¥3
butane (20 refills)
Cost: ¥1

Candle
Illumination: 3 meters
Cost: ¥1 for 5

Survival Equipment

Vac-suit

The Vac-suit or Vacuum Suit is a breathing suit designed to protect the wearer in low or no atmosphere environments. The Vac-suit can also be used underwater and in conditions where the atmosphere is not suitable for breathing.

Made of a durable fabric, vac-suits can be easily packed away. The bulkiest part of these suits is the oxygen tanks and collectors. These tanks use a liquid that evaporates, releasing oxygen. The collectors are a pump that draws in available oxygen to breath. With the collectors working properly, the oxygen in the tanks can be effectively doubled. Without the collectors the tank life of a vac-suit is fifteen minutes.

Cost: ¥20,000

Garbage Bags

Good for keeping things dry, like cloths, ammunition, food, and much more.

Cost: ¥100 per 100 (200 liter)

Soap

Cost: ¥60

Sleeping Bag

A sleeping bag provides protection from cold based stress effects.

10 Physical per hour
10 Functional per hour
Mass: 1 kg
Cost: ¥1,000

-40˚ Sleeping Bag

A sleeping bag provides protection from cold based stress effects.

25 Physical per hour
25 Functional per hour
Mass: 2 kg
Cost: ¥2,000

2 Man Tent

A tent will provide protection for stress based effects that are based on wetness and wind.

2 Physical per hour
2 Functional per hour
Mass: 4 kg
Cost: ¥3,000

Large Tent (20'x12')

A tent will provide protection for stress based effects that are based on wetness and wind.

3 Physical per hour
3 Functional per hour
Mass: 60 kg
Cost: ¥8,000

Water Filter

Mass: 500 g
Cost: ¥2,000
extra filter
Cost: ¥500

Gas Mask

Mass: 200 g
Cost: ¥800

Elastic Cords (.3m long stretches to 1m Str 5)

Cost: ¥200 for 10

Canteen (500 mil)

Cost: ¥400

Water Drum (200 liter)

Cost: ¥1000

Clothing

ASO Uniform

Standard issue to ASO troops, consists of a burgundy overcoat and pants, white long sleeved shirt, and tall boots with leg wrappings.

The uniform includes a canteen, holster, belt, ammunition pouches. Uniforms are chemical weapon resistant.

20% Advantage to camouflage verses infrared and nightvision optics.

Cost: ¥6,000

I-CA Uniform

The I-CA uniform is an urban style camouflage jacket and pants, tan t-shirt, and black combat boots.

The uniform includes a canteen, holster, belt, ammunition pouches. Uniforms are chemical weapon resistant.

20% Advantage to camouflage verses infrared and nightvision optics.
Cost: ¥5,000

Scimrahn Tunic and Girdle

This is the most common clothing worn by the Scimrahn, although there are many local variations.

Cost: ¥2,000-¥8,000

Scimrahn Coveralls

Often worn when doing heavy labor. These coveralls afford minimal protection against abrasion and cuts. AR 1 HP 2

Cost: ¥3,500-¥5,000

Scimrahn Hooded Cloak

Draped over the shoulders, and often tied around the neck by a string or broach. The cloak protects against cold based stress effects.

1 Physical per hour
1 Functional per hour
20% Advantage to Conceal Object
Cost: ¥1,500-¥5,000

Kelrath Robes

Often opulent and heavy robes. Kelrath , robes often denote the person's social status. The robes protect against cold based stress effects.

2 Physical per hour
2 Functional per hour
30% Advantage to Conceal Object
Cost: ¥8,000-¥100,000

Black tight fitting clothing

This style of clothing is used by some espionage specialists to facilitate easy movement and reduce the chance of detection.

20% Advantage to camouflage in darkness
Cost: ¥5,000-¥7,000

Fingerless grip gloves

Durable all purpose gloves that protect the hands and don't impair dexterity.

Cost: ¥100

Long cloak with many pockets

Many Scimrahn wear these warm and pocket laden coats to carry personal items with them. They are also useful for concealing even fairly large objects. The cloak protects against cold based stress effects.

2 Physical per hour
2 Functional per hour
60% Advantage to Conceal Object
Cost: ¥1,500-¥5,000

Parka

Used for protection from extreme cold. The bulk of the parka makes movement difficult and the hood blocks peripheral vision. So while it protects against cold there are downsides to wearing them.

Protection
15 Physical per hour
13 Functional per hour
Causes
1 Physical per hour
2 Functional per hour
1 Mental per hour
Mass: 4 Kg
Cost: ¥3,000

Food

Food

The content of meals can vary widely, for the purpose of survival, food should be light weight and not require refrigeration. Scimrahn are likely to carry tubers, nuts and seeds and dried meat. Earth forces would be

provided prepackaged MREs that come in a wide variety.

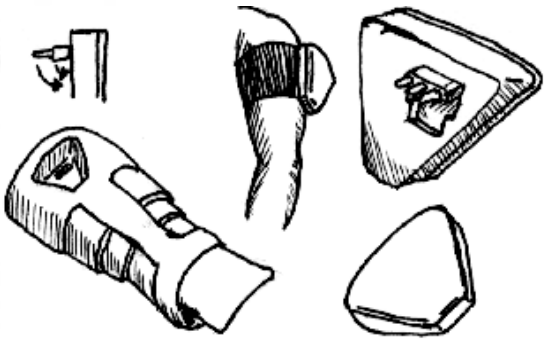
A character must eat at least five half meals a day or they will take a physical stress point for each day they don't eat the required amount. Each half meal over five meals relive a point of physical stress. (See: Rules-Stress)

1 Physical per half meal over 5
Mass: 500 g per half meal
Cost at ASO Base: ¥70 per half meal
Cost at I-CA Base: ¥100 per half meal

1 Day
Mass: 2.5kg
Cost at ASO Base: ¥420 3 full meals
Cost at I-CA Base: ¥600 3 full meals

1 Week
Mass: 15kg
Cost at ASO Base: ¥2940 21 full meals
Cost at I-CA Base: ¥4200 21 full meals

Communication and Documentation



Scimrahn Wrist Comm/Comp

The Scimrahn Comm/Comp, or communicator, is a sophisticated computer and radio. The computer listens to the local radio signals, and if a pattern is found in a signal, the communicator notifies the wearer with a slight vibration. It then goes on to attempt to decode the signal if required.

Code Cracking 10% Advantage

The communicator is designed around a voice interface and responds to it's user more naturally than most Earthers are accustomed to. The communicator will listen to conversations, record what was said and remind the user of things that were said when asked. It can carry on a conversation and play games to keep a lonely traveler's mind busy.

The communicator is a chronograph, but most earthers find it very difficult reading Scimrahn time.

Barrier Points: 4
Encryption Strength: 38 BP
Cost: ¥20,000

ASO P.C.T.R.S.D.
(Personal Communicator Transmitter/ Receiver Scrambler/Descrambler)

The PCTRSD is a cellular phone size communicator designed for use in the Artifact. While the PCTRSD contains a radio transmitter, it is also a personal data assistant, and a computer uplink.

The radio transmitter can be scrambled using five hundred standard ASO codes, or fifty custom codes.

The Personal Data Assistant has a voice recondition system, a 10cm x 6cm touch sensitive screen

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the PCTRSD is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it.

Barrier Points: 3
Encryption Strength: 54 BP
Radio Range: 40 km
Cost: ¥5,000

ASO L.R.C.T.R.S.D.
(Long Range Communicator Transmitter/ Receiver Scrambler/Descrambler)
ASO communications experts use this device to communicate over long distances. It is much like the PRTRSD although larger and has many more features.

The LRRTRSD is a backpack size communications device designed for use in the Artifact. The LRRTRSD contains a high powered radio transmitter, it is also a computer, sensor system, laser communications system, recording system, radio jammer, a powerful white noise generator, and a computer uplink.

The radio transmitter can be scrambled using five hundred standard ASO codes, or fifty custom codes.

The Computer has a voice and gesture recognition system, a 30cm x 15 cm touch sensitive screen that detaches from the back of the unit, a Heads Up Display (HUD), 100 gigabytes of hard disk space, two removable hard drive slots.

The sensor array is made up of the following systems.

Parabolic sound dish capable of picking up the sound of a human's heartbeat fifteen meters away, footsteps at two hundred meters, and an engine at two kilometers away.

Video camera capable of still photography and motion filming

Infrared optics convert heat energy into a visible image

Night vision enhancements can magnify light up to 50,000x

Telescopic lens x50 enhancement

The sensor systems use the unit's H.U.D. or the monitor screen to display sensor information, the recording capacity of the unit is five hours of high resolution recording. This time can be doubled but a roll 40% Impairment to the player's Intuition must be made to decipher the recorded images.

The laser communications system is used to send a transmission to only one receiver. The transmission is very difficult to intercept.

The radio jammer transmits a strong radio signal that masks all other signals within its transmission range. However anyone attempting to triangulate the position of the jammer signal has a 20% Advantage to his/her triangulation skill since the signal is so intense

The Electromagnetic Countermeasures (ECM) system is capable of disrupting sensor systems using radar jamming, and laser blinding systems.

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the LRCTRSD is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it.

Sensor Range Class: D
ECM Range Class: D
Barrier Points: 4
Encryption Strength: 54 BP
Radio Range: 100 km
Radio Skill Modifier: 60% Advantage
Cost: ¥500,000

ICA Personal T/R/S/D

The T/R/S/D stands for Transmitter Receiver Scrambler Descrambler. This unit is a small radio and computer uplink that scrambles and descrambles outgoing and incoming messages.

The radio transmitter can be scrambled using two hundred standard I-CA codes, or forty custom codes.

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the T/R/S/D is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it.

Barrier Points: 3
Encryption Strength: 46 BP
Radio Range: 40 km
Cost: ¥4,500

ICA Heavy T/R/S/D

ICA communications experts use this device to communicate over long distances. It is much like the T/R/S/D although larger and has many more features.

The Heavy T/R/S/D is a backpack size communications device designed for use in the Artifact. The Heavy T/R/S/D contains a high powered radio transmitter, it is also a computer, sensor system, Laser communications system, recording system, Radio jammer, a powerful white noise generator, and a computer uplink.

The radio transmitter can be scrambled using five hundred standard ICA codes, or fifty custom codes.

The Computer has a voice recognition system, a 30cm x 15 cm touch sensitive screen that detaches from the back of the unit, a Heads Up Display (HUD), 100 gigabytes of hard disk space, two removable hard drive slots.

The sensor array is made up of the following systems.

Parabolic sound dish capable of picking up the sound of a human's heartbeat fifteen meters away, footsteps at two hundred meters, and an engine at two kilometers away.

Video camera capable of still photography + motion filming

Infrared optics convert heat energy into a visible image

Night vision enhancements can magnify light up to 50,000x

Telescopic lens x50 enhancement

The sensor systems use the unit's H.U.D. or the monitor screen to display sensor information, the recording capacity of the unit is five hours of high resolution recording. This time can be doubled but a roll 40% Impairment to the player's Intuition must be made to decipher the recorded images.

The laser communications system is used to send a transmission to only one receiver. The transmission is very difficult to intercept.

The radio jammer transmits a strong radio signal that masks all other signals within its transmission range. However anyone attempting to triangulate the position of the jammer signal has a 20% Advantage to his/her triangulation skill since the signal is so intense

A white noise jammer prevents parabolic listening devices from getting a clear sound.

Used like a radar or radio jammer, the white noise broadcaster jams the use of parabolic listening devices.

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the Heavy T/R/S/D is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it.

Sensor Range Class: D
ECM Range Class: D
Barrier Points: 3
Encryption Strength: 46 BP
Radio Range: 100 km
Radio Skill Modifier: 60% Advantage
Cost: ¥400,000

Laser Marker

This is a laser device that attaches to the scope rails of a gun. It sends out a pulsed infrared laser that a Scout or other forward operating soldier can use to designate the position of a target.

The player rolls against the scout's WS Gun skill plus their Agility to paint the target with the laser. The fraction column result gives the bonus to the infantry's Hits.

	Fail	Full	1/2	1/4	1/8
Hits	-5	+2	+4	+8	+16

Each unit that uses the Scout's marker gets this bonus to hit as long as the number does not exceed the total number of times the weapon fires.

If individual characters such as the PCs us the laser marker information they get the following.

Fail	Full	1/2	1/4	1/8
20% Imp	20% Adv	30% Adv	40% Adv	50% Adv

Range Class: D
Cost: ¥80,000

Radio

2-way, communicates via radio waves
Range: 2 km
Cost: ¥2000

ELF Transmitters

Extreme Low Frequency radio transmissions have the ability to penetrate kilometers of solid rock, water, and metal. pioneered at the turn of the millennia this technology was used mainly in submarines and a limited number of scientific studies. These transmitters in place on submarines were large and bulky, impossible to carry. The miniaturization of these left much to be desired in terms of function. The best of the designs are bulky and heavy weighing better than twenty kilograms and can send only Morse code. Because of their simplicity, a ELF transmission cannot be scrambled, and the transmissions can be easily triangulated.

Mass: 40 kg
Range: 200 km
Cost: ¥800,000

Wormhole Communicators

Wormhole communicators use pinpoint sized wormholes to send laser communications to another communicator.

This is a discreet method of communication that there is no known way to tap, that is to have a unwanted party listen in on the transmission. The problem with these devices is that they weigh over fifty kilograms and can only transmit to a receiver in a established position. That is, if two parties were carrying wormhole communicators and both were on the move they could not communicate with each other. Only those communicators in established base stations can be transmitted to by a party on the move.

The biggest problem with these communicators is their power demands. It takes four E-suits, or eight trucks powering the transmitter to send a clear transmission.

Mass: 53 kg
Range: 30,000 km
Cost: ¥8,000,000

Computer

Modern computers feature voice recognition systems, limited translator features (Used primarily in internet communications on Earth, but has found use in the Artifact), wireless networking, have touch sensitive screens and H.U.D. jacks. Silicon based processors have been replaced by Quantum Trap processors.

BP: 3
Cost: ¥10,000

Digital camera w/low light

Digital cameras record images on solid state media. Images can be transferred to any computer or displayed on a monitor screen. Removable solid state hard drive holds five thousand images or ten hours of video.

Cost: ¥8,000

Sensors

Binoculars

Although not very useful in the dark underground, binoculars function well on the large expansive plains of the surface and in Hexes where there is power and light.

Cost: ¥2,000

Infrared Scope

Infrared scopes turn heat energy into visible light. This allows the user to target heat sources such as people vehicles and machinery. A scope gives a +0 at PB, +5 at Short, +15 at Medium, +20 at Long, and +10 at Extreme range.

Cost: ¥35,000

Microdrone Launcher

Microdrones are small flying cameras that can be controlled from a communicator like the I-CA T/R/S/D. The drones are stored in small canisters and launched out a modified underbarrel grenade launcher.

The drones are considered disposable.

Range: 1 Km
Flight hight: 500 meters
Speed: 100 Km/h
Flight Time: 10 minutes
Sensor Range Class: B
Launcher Cost: ¥40,000
Microdrone Cost: ¥18,000

Night vision goggles

In the bowels of the Artifact night vision goggles are indispensable. Most of the Artifact is unlit, requiring flashlights or spotlights to illuminate the way, this however is a good way to tell the enemy you're coming. Night vision allows troops to see in near total darkness. However many areas are so dark that night vision goggles require a tiny amount of light to see.

Cost: ¥30,000

Teleporters

Because of expansive distances in the Artifact the ASO and I-CA use Teleporter stations to serve as staging grounds for their operations. A convoy of troops transport a teleporter pad to a desired site, then troops and equipment is teleported to the new location. Many men are reluctant to travel by this method because of the dangers of interplanetary teleportation. However the relatively tiny distances in the Artifact (compared to interplanetary travel) make the process extremely reliable.

Teleporter platforms are large and bulky and require a number of vehicles to carry the equipment. In addition the teleporters use wormhole communicators to transmit from site to site. As such it takes four E-suits, or eight trucks powering the transmitter to send a transmission. Some teleporter pads use plasma generated power when available from local plasma mains. This gives them effectively infinite operation.

Teleporter stations require a station to transmit and one to receive. Teleporter pads cannot operate if there is not another pad prepared to receive the transmission.

These platforms are capable of transporting eleven thousand kilograms of matter any object being transported with mass in excess of this must be disassembled transported and then re-assembled.

Men assigned to deploying these platforms are called “remote ops”. This is the most dreaded of tasks because of the long trips the dark underground.

These systems are given overhauls before sending living cargos to minimize the chance of failure. With a proper overhaul the chance of a catastrophic error (one where harm is done) is only a 00.001% chance. However without an overhaul that chance raises to 00.25%, and then to 12.54% after that. Because overhauls tend to take long periods of time (sometimes as long as thirty hours), when time is mission critical, the human cargo is transported first, then mission critical equipment, and then non-critical equipment. Beyond the third teleport, the failure rate jumps to 48% and on the fifth rises to 67%. These failure rates are considered unacceptable for any purpose other than emergency evacuations.

If a teleporter is expected to fall into enemy hands, the engineering team manning the teleporter will set up an explosive charge that will detonate after they have evacuated.

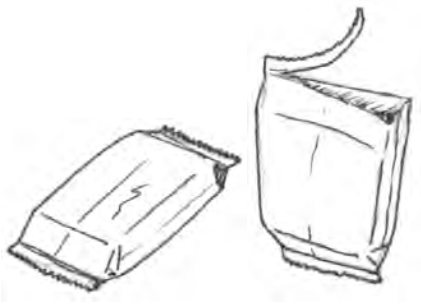
Overall height	1.3 m
Overall width	5 m
Overall length	5 m
Dry Mass	8,000 kg

Teleporter Capacity: 11,000 kg
Overhaul Time: Lead mechanic makes a repair machinery roll. Full column 30 hours, Half 20, hours Quarter 15 hours, Eighth 10 hours.

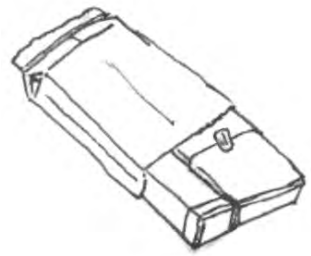
Range: 30,000 Km

Personal Emergency Transport (PET)

The PET is a emergency locator for a teleporter base. They are used in an emergency to scan the location of a person so that they may be teleported back to the teleporter station that the PET has been scanned into.



The PET is carried in a sealed foil envelope that is water tight. The actual device is in two parts, the auto-injector and the scanner. The auto-injector delivers a radioactive dye into the blood stream that the scanner can read.



It should be noted that the radioactive dye is toxic but necessary to the scanning process. Because of this anyone who uses this device must seek immediate medical attention.

1. P.E.T. is imprinted wirelessly with the coordinates of the teleporter it is to

communicate with while still sealed in it's bag.
2. To use, tear open bag
3. Remove P.E.T. from bag.
4. Separate Auto-injector and Scanner.
5. Remove Auto-injector safety cap.
6. Press yellow cap of Auto-injector firmly into thigh.
7. Wait ten (10) seconds
8. Open main panel of Scanner and press the green scan button until tone sounds (1D6 turns).
9. Press red button.
10. Remain still until the remote teleporter can engage.

Stress effects of radioactive dye.
Causes
Physical Stress: 15 points
Functional Stress: 10 points
Mental Stress: 5 points

Mass: 425 g
Cost: The PET is not sold, but is issued to ASO and I-CA troops and their allies.

Scimrahn Equipment

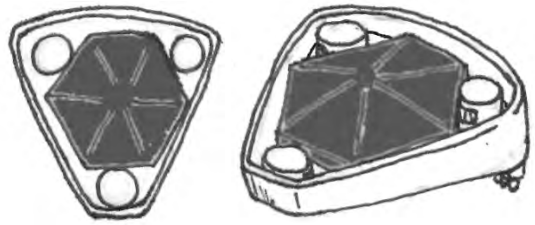
The Scimrahn have equipment uniquely suited for their environment.

Gieth-fraw gieken

Translation: Dark Stones

A Dark Stone is a tile that is found in the Arrays on the inside of the parabolic dishes. Although there were millions of these in the Arrays hundreds or possibly thousands of years ago, the vast majority have been harvested or the Chezbah have destroyed them to prevent their use.

It is thought that Dark Stones were originally used as some kind of radiation shield in the Arrays as they appear to absorb many different forms of energy such as light, sound and heat in limited amounts in a radius of 1.43 meters. This causes the stones to always appear to be shadowed slightly.



There are a number of curious uses for Dark Stones when removed from their resting places. When the relatively weak absorption fields of the Dark Stones overlap by more than half of their radius, they seem to amplify each other's effect. When this happens they start to absorb light and cast a shadow over the user. This effectively camouflages the user in dark areas or in shadows. In addition all sound in the field is muffled. The absorbed energy appears to simply disappear as the tiles do not heat up even while absorbing energy. This would seem like a violation of the conservation of energy but from observation the tiles may be directing the energy into two dimensions of space that humans cannot normally perceive because they are bound up so tightly.

There is no way to turn a Dark stone off. If there is energy to absorb, the stone will absorb it. However it is possible to swamp the tile with energy thereby eliminating the shadow that is cast over the user. To make this easier the Scimrahn place the dark stones in holders that snap into the arm bracers in their armor. The holders have three lamps that shine onto the tiles and negate each tile's effect.

A second and truly bizarre use of the dark stones occurs when they are touched together. The two dimensions of each stone combine and create a four dimensional pocket universe and anything touching the tiles under 300 Kg is drawn into it. This allows the

user and the tiles to completely disappear from our normal four dimensions as long as the tiles are touched together. Once the tiles are separated, the user and the tiles reappear in normal space. This effect most often referred to as a "pocket universe".

There is no oxygen in this pocket universe unless it is on the user's person such as a Scuba system or a Vac-Suit. If the user does not have stored oxygen, they must take a Con roll each turn to stay in the pocket universe. In addition there is little ambient energy in these dimensions and so the user is subjected to extreme cold. This cold causes 5 Physical stress and 5 Functional stress each turn unless the character wears sufficient thermal protection.

A character can use the pocket universe to dodge attacks. This works just like a regular dodge but the character does not need any space to move to. Dodging with dark tiles can also be used to dodge area effects. If the character stays in the pocket universe for an entire turn, they are immune to any attacks.

Touching three Dark Stones together strangely has no effect. Adding the third seems to negate any effect.

If four stones are touched the resulting eight dimensional space turns itself inside out. This means that any energy the stones have stored is dumped into our four dimensions and the user is simultaneously drawn into a pocket universe.

By leaving a number of Dark Stones in close proximity to each other and putting them near a strong source of radiation heat or sound, they will slowly absorb these energies. Over a long period of time the energy absorbed can become immense and when the energy is expelled all at once can be devastating.

Due to the low levels of energy that is absorbed it takes one day to absorb energy that would do 20 points of damage. This can be added to for every day the tiles absorb energy. There is no upper limit to how much the tiles can absorb.

Touching five tiles together does nothing, although without some mechanism to control touching them together, the effect of touching four or two together is often observed by mistake.

When six, or any other even number of stones are touched together, something happens. It is impossible to accurately explain what really happens, but suffice to say space and time ceases to exist in a 1.43 meter diameter area for a short amount of time and an enormous amount of neutron radiation is released.

Any character in the 1.43 meter radius rolls a 1D100. On the roll of a one (1) the character survives. On the roll of a one hundred (100) the character survives but the Game Master can impose any effect that they deem appropriate on the character. On the roll of any other number the character is dead and has ceased to exist.

2 Dark Stones
Camouflage 30% Advantage
Stealth 30% Advantage
ECM 20% Advantage

4 Dark Stones
Camouflage 60% Advantage
Stealth 60% Advantage
ECM 40% Advantage

Stored Energy Release (per day of absorbing per tile)

	PB	S	Med	L	Ex
Damage	20	15	10	3	1

Range Class: B
Payload: 1

Mass: 300g each
Cost: ¥1,000,000 each

Sprayer

Although most Earthers consider it as little more than a sophisticated can of paint, Scimrahn scouts have been using these for centuries to mark cryptic messages on walls and ceilings.

A Sprayer uses charged particles not unlike that of a Photocopier's toner, as a pigment. An ultraviolet laser charges the surface to be "painted" and the pigment jumps from the nozzle of the sprayer to the surface.

In this manner the pigment embeds itself much more deeply than conventional paint, thereby lasting much longer.

The Sprayer uses five pigment cartridges (black, white, blue, red, and yellow) to mix thousands of colors, and various shades of gray. Sprayers use standard laser pistol energy packs for power.

Cost: ¥45,000

Sunglobe

The Scimrahn have long known the detriment of living in the dark hollows of the Artifact, sunglobes are spheres with a anti-grav. propulsion unit and a powerful lamp. The globe tracks the user via a transmitter that is pinned to the cloths, and follows at a maximum speed of 50 KPH. The sunglobe can illuminate an area of 100 meters in diameter.

These devices are rarely used in the open because it makes the user very obvious (80% Advantage to INT). It also makes targeting an object outside of the 50 meter radius a 40% Impairment. The sunglobe can be used as a defensive measure by, instead of pointing down, it is pointed directly at the attacker. This makes targeting anything except the globe a 60% Impairment.

The Sunglobe uses two gun energy clips for an operative life of two hours.

Cost: ¥200,000

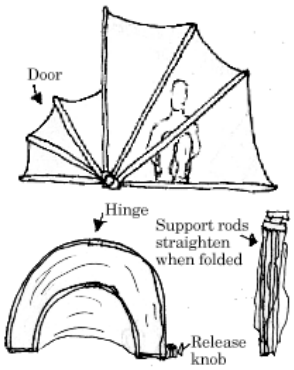
Sonar Imager

This visor fits over the eyes and ears. An array of microphones pick up faint sounds, and converts them into light. Any moving objects, any engines or powerplants, and even heartbeats can be detected.

Nightvision goggles use tiny amounts of ambient light and amplify it to visible levels, and don't work in total darkness. However almost any machine or animal makes noise that the sonar image can detect.

One disadvantage to this device is that the resolution of the visor is poor, and any user is 20% Impairment to INT to identify an object.

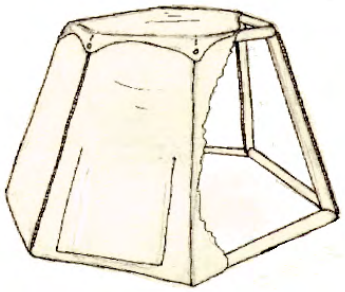
Sensor Range Class: C
Cost: ¥85,000



Scimrahn Tent

These tents are simple to set up by unfolding them, and staking them down. But these tents are made to be taken down even faster. One twist of a knob, and the supports snap shut. With one fold, the tent supports straighten, and the three man tent is ready for transport.

Mass: 2 Kg
Cost: ¥5,000



Temporary Structure

Little more than a glorified tent, these structures are a folding metal frame, with a rubber shell stretched over it. The rubber has a reflective coating on the inside. This makes an effective insulation layer and keeps the structure light weight.

Each unit is a modular design to expand to a larger dwelling.

These structures are used by every kind of Scimrahn tribe that has the vehicles to carry them.

Mass: 55 Kg
Cost: ¥8,000

Plasma Stove

Using Standard plasma clips, this compact unit provides heat and cooking for four hours per clip. The stove will effectively heat a large tent or room.

Mass: 5 Kg
Cost: ¥2,000

Energy Clip Charger

This device recharges spent energy clips when hooked up to a generator, or vehicle electrical system.

Recharge time: 15 minutes per clip, 2 hours for a backpack
Mass: 8 Kg
Cost: ¥2,000

Plasma Charger

This backpack size device is built to tap the plasma powering a generator and refill the plasma clips used by the Scimrahn. Special adapters can be purchased to charge other types of clips.

Recharge time: 2 minutes per clip
Mass: 20 Kg
Cost: ¥50,000
Kelrath Adapter: ¥10,000
Chezbah Adapter: ¥20,000

Quantum Communicator

This is a device that uses split quantum photons that relate to each other at a distance. The photons are kept in a special disk that has a large quantity of stopped photons at it's core. This is one of the only reactions that is known to occur that is faster that light. this means that there is no lag between transmission and receiving. Another advantage to these communicators is that they cannot be jammed or blocked by any known means.

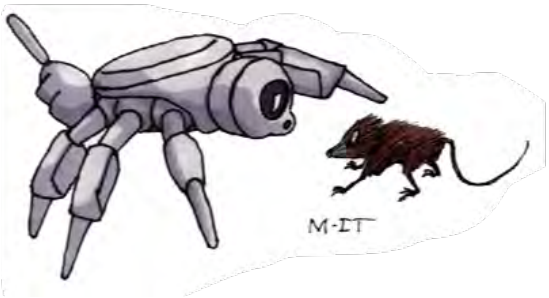
There are however three disadvantages to these devices. One, the rate of information transfer is too slow to support speech transfer. The message is sent as text and occurs at a speed of roughly two letters per turn. Two, a transmitter and receiver must be linked to send and receive messages. In order to be linked, two units must share an entangled photon. This is done by connecting the units to each other. One unit emits a photon and splits it. One part then goes to the other unit and the two units are linked. Three, a single unit can only hold four split photons at a time. However the disks can be exchanged to link to other units. This means that only the four photons in the unit can receive messages.

Mass: 2 Kg
Cost: ¥800,000
Extra Disk: ¥200,000

Flare Launcher

The flare launcher is a defensive tool that fires six flares at an attacker. In dark areas the flares obscure both vision and infra-red sensors. Those that have the flares go off around them, relying on vision or infra-red are at 40% Impairment to target anything out of their ten meter area. It also gives those outside of the flare's radius to gain a 20% Advantage to strike those in the radius. The only way to counteract this is to illuminate the target's area.

Range Class: B
Mass: 1 Kg
Cost: ¥2,000



Chig Sensor Array

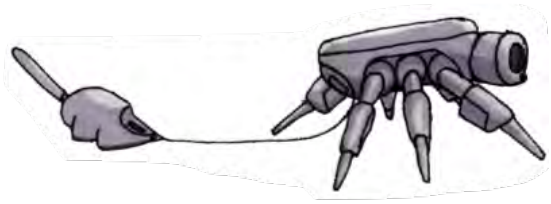
The Chig sensor system is used to overcome the problem of hex walls interfering (or usually completely blocking) sensors and communications. The Chig system uses relatively small bug like sensor units to create a web of inexpensive re-deployable units. Each Chig unit can semi-effectively monitor a floor of a hex. A tiny thread like wire is laid down behind the unit into the last hex the unit was in leading to a transmitter. That transmitter relays information back to either another Chig, or the base station receiver. Through this relay action, the signal gets back to the base station notifying the base with sensor information and location. Chig can give the location and size of an object in it's sensor range along with a infra red image of the object to it's base station..

The base station receiver can be a vehicle, a comm/comp or any other sensor system that can run the chig software.

Each Chig unit conferences with the other units to deploy themselves in the most effective manner. Only one Chig will monitor each hex.

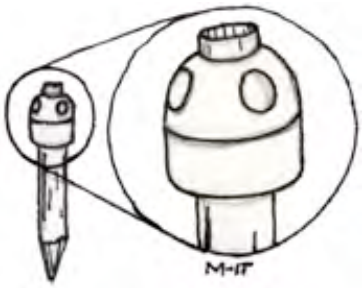
There are several deployment options: one a perimeter, two a straight line, and three random. Perimeter deployment tries to

surround the base station giving coverage all around it. This is often used in defending a particular location. Line deployment creates causes the sensor units to travel in one direction and monitor each hex in that direction. This is often used when a target is expected to travel through a specified path. Random deployment causes the Chig to fan out to randomly selected hexes and is used when only one direction needs to be monitored, but a wider coverage area than a straight line is needed.



The Chig sensor array uses a cluster of sensors to scan either passively or actively. It carries a infrared camera, a low energy radar disk, a laser range finder and a radio receiver.

Overall height	41 cm
Overall width	72 cm
Overall length	68 cm
Dry Mass	3.4 kg
Full Mass	3.4 kg
Power plant type:	Electric motor
Movement	
top speed	6 kph
Total fuel capacity:	12 hours
Fuel type:	electric
Armor Rating:	2
Hit Points:	5
Barrier Points:	4
Crew:	0
Sensors:	40% Impairment
Range Class:	D
Cost:	¥50,000



Sensor Spike

Another sensor array system used for monitoring areas, Sensor Spikes use several inexpensive sensor technologies to monitor an area. Sensor spikes are generally considered disposable because they have to be reclaimed by hand.

Sensor Spikes use infra red motion detectors and microphones to detect objects in their sensor range. The sensor spike lays dormant until the motion detector is tripped, then it begins transmitting local sounds detected by the microphone. These encrypted signals are transmitted at low power to lessen the chance of whoever is detected from realizing they were detected.

Sensor Spikes have a hard CCC core and a sharpened spike at one end to allow them to hammered into the ground or cracks in walls or anything else available.

Sensor Spikes relay radio broadcasts until they receive a reply from a monitoring comm/comp or vehicle.

Sensor spikes have an output port that allows the spike to detonate explosives on the user's command, or activate a device.

Overall height	28 cm
Overall diameter	8 cm
Mass	800 g
Total battery life:	72 hours
Hit Points:	2
Sensor Range Class:	C
Transmission range:	4 km
Cost:	¥1,000

Drugs

Alcohol

Alcohol by itself is a clear liquid but it is often made with starchy or sugary foods that are fermented or distilled to convert them into alcohol.

Scimrahn usually distill alcohol from a tuber called Shekmoleech.

Depressant: Converts 5 Mental stress to 2 Physical and 3 Functional Stress

20% Impairment to Intuition
20% Impairment to IQ
20% Impairment to Psyche

Duration: 1 hour

Wait before effect: 1-3 Minutes

Addictive: A failed PSY roll means the player fills in one (1) box in the drug addictions table. A successful roll means no boxes are filled in.

One (1) box is erased every week.

Affect of Addiction: The addicted person must drink one serving of Alcohol every four hours or suffer from irritability (-5 CHA), and has difficulty concentrating (-5 IQ).

Dangers: If the character's IQ is reduced to 5 or lower then they will have a hangover once the effects of the alcohol wears off. Prolonged consumption of alcohol (4D10 years) will cause liver failure.

Kekya

A white powder that is boiled in water and drank. When taken the senses are heightened and the person becomes restless. Those who take this are prone to being loud, shouting and singing.

Stimulant: Converts 2 Mental and 3 Functional stress into 5 Physical Stress.

20% Advantage to Intuition
40% Impairment to Psyche

Duration: 1 hour

Wait before effect: 1-3 Minutes

Addictive: A failed PSY roll means the player fills in two (2) boxes in the drug addictions table. A successful roll means one (1) box is filled in.

One (1) box is erased every week.

Affect of Addiction: The addicted person must drink one cup of Kekya a day or suffer from mild cramps (-2 CON), and has difficulty concentrating (-5 IQ).

Pump

Pump is an artificial drug that is taken as a pill. Pump is a strong amphetamine, usually taken in battle. The effects can be likened to speed in small doses (1 tablet), but larger doses become similar to the effects of PCP (3 tablets).

Stimulant 1 Tablet Converts 10 Physical stress into 4 Functional and 6 Mental Stress

20% Advantage to Constitution
30% Advantage to Reflex
20% Advantage to Intuition

3 Tablets 30 Physical stress into 10 Functional and 20 Mental Stress. Masks 10 Physical stress and 10 Functional stress

80% Advantage to Constitution
50% Advantage to Reflex
50% Advantage to Strength
40% Impairment to Intuition
40% Impairment to IQ

Duration: 10 Minutes

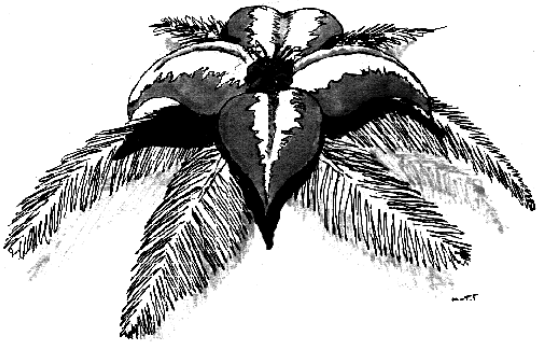
Wait before effect: 1 Minute

Addictive: A failed PSY roll means the player fills in three (3) boxes in the drug addictions table. A successful roll means one (1) box is filled in.

One (1) box is erased every week.

Affect of Addiction: The addicted person must take one tablet every hour or become severely depressed. Roll vs. PSY a failed roll means the character attempts suicide. This roll must be made every day. If the character is under constant surveillance there is a good chance they may be able to help.

Dangers: Pump may cause a heart attack each time it is used. (2% chance)



Pelin

A potent hallucinogen. The leaf of the Pelin fern contains a potent poison. However, when water is poured through the leaf, just enough of the poison is released that when the water is drank the poison has a hallucinogenic effect. The affected person sees a distorted view of the world, a good trip will cause the person to see and hear what he/she finds pleasurable. A bad trip will cause the person to see and hear disturbing things, like people stabbing them or animals eating them. (80% of a good trip)

WARNING! Do not handle Pelin leaves without gloves or some form of covering! The poison will absorb through the skin!

(5 points damage/turn of skin contact.)

Hallucinogen: Converts 5 Mental stress into 5 functional stress.

30% Impairment to IQ
70% Impairment to Intuition

Duration: 20 hours/8 hours sleep

Wait before effect: 15 seconds (1 turn)

Addictive: A failed PSY roll means the player fills in five (5) boxes in the drug addictions table. A successful roll means one (1) box is filled in.

One (1) box is erased every month.

Affect of Addiction: The addicted

person must drink one cup of Pelin or

suffer from cotton mouth, and irritability (-10 CHA) for the first week. After that the character is incapacitated by cramps, nausea, and dehydration. -1 HP per day due to dehydration for 1d10 days.

Dangers: Pelin is a poison, although taken in small amounts it slowly kills the liver and brain. After 4 years of exposure to Pelin the liver will give out and the person will die. However, every six months the person looses 5 points of IQ permanently.

Tojic

A green leafy plant that is usually chewed, but sometimes squeezed for its juices. Tojic is a barbiturate or a depressant. Those taking Tojic become mellow and slur words together. In the Scimrahn culture Tojic is a drug that is used when a person is upset or depressed.

Depressant Converts 5 Mental and 3 Physical stress into 8 Functional stress

20% Impairment to Reflex

Duration: 15 Minutes

Wait before effect: 10 seconds

Addictive: A failed PSY roll means the player fills in two (2) boxes in the drug addictions table. A successful roll means one (1) box is filled in.

One (1) box is erased every week.

Affect of Addiction: The addicted person must chew four grams of Tojic every two hours or becomes nervous and irritable (Stress Points x2), and has difficulty concentrating (-5 IQ).

Selinya

Another artificial stimulant, used to stay awake during watches. The drug works for exactly four hours and then the user crashes. Falling asleep for two hours and cannot be woken up. If undisturbed the user will sleep for another ten hours

Stimulant: Masks 20 points of Physical, 10 points of Functional and 10 points of Mental stress for the duration of the dose. Character continues to take stress during the dose but does not feel the full effect until the dose wears off.

Duration: 4 Hours

Wait before effect: 5 Minutes

Addictive: A failed PSY roll means the player fills in one (1) boxes in the drug addictions table. A successful roll means no (0) boxes are filled in.

One (1) box is erased every week.

Affect of Addiction: The addicted person must take one tablet every six hours or become lethargic (-5 Ref).

Dangers: Selinya sometimes causes the user to have horrible nightmares, making the person scream out in his sleep (25% chance).

Rutagk (Zombie)

A bizarre and frightening drug, called "Zombie" by ASO forces because of it's effects. Zombie makes the user do whatever he is told. This is used in combat as a suicide drug, the user is unaffected by pain and can take unbelievable damage. Some that take Zombie are hit with multiple plasma blasts and still keep going. The only thing worse than watching a Zombie go into battle is to see a Zombie win a battle. If the affected person takes more damage than their normal hit points, when the drug slowly wears off they fall to the ground writhing in pain, screaming at the top of their lungs. Then as the delirium wears off the poor souls gag on their own pain and blood.

One who made it through a dose of Zombie told this story. "You're not even entirely sure what's going on, you're whole body is numb. Theres no sound, I don't know how my body knew who to attack, but my brain wasn't attached to my body. It was as if I was watching the battle through a camera."

Some commanders will order their troops off a cliff if they appear to wounded to live.

Of course there are quite a few insidious uses for Zombie. As a result the ASO and I-CA have banned it's use. Zombie is made not to dissolve in water, and turns to a gummy texture if crushed.

To prevent the enemy from instructing Zombified troops, the instructor can tell the users not to listen to the enemy.

Stimulant Masks all pain and stress effects. Character continues to take stress during the dose but is unaffected until the dose wears off. The character temporarily gets +4 to their HP until the dose wears off.

90% Advantage to Constitution
90% Advantage to Strength

Duration: 4 Hours

Wait before effect: 10 Seconds

Addictive Factor Unknown: No one has ever been known to become addicted to Zombie.

Dangers: The user is entirely up to the whim of the person who instructs them.

Massadgah

Massadgah contains a neural inhibitor that blocks the sense of touch, taste and smell. Taken in a liquid form, from small sealed foil packages. Mainly used as a combat drug.

Neural inhibitor: Masks 40 points of Physical, 20 points of Functional stress for the duration of the dose. Character continues to take stress during the dose but is unaffected until the dose wears off. The character temporarily gets +2 to their HP until the dose wears off.

80% Advantage to Constitution

Duration: 15 Minutes

Wait before effect: 3 Minutes

Addictive: A failed PSY roll means the player fills in two (2) boxes in the drug addictions table. A successful roll means one (1) box is filled in.

One (1) box is erased every week.

Affect of Addiction: The addicted person must take one packet of Massadgah every four hours or becomes sensitive to touch and smells (1 Stress Point when touched or exposed to strong odors).

Dangers: Massadgah degenerates the nervous system. (30% chance -1 INT permanently)

The Artifact

Character Profile

Player:
Name:
CO:
Gender:
Height:
Build:
Age:
Hair Color:
Eye Color:
Nationality:
Experience: /
Fame Points: /
Rank:
Pay:
Savings:
Attitude:

Principals and Priorities:

Current Advantages:

Current Impairments:

Attributes	Fraction Columns Full	1/2	1/4	1/8	Stress
Con					Physical
Str					
Ref					
					Functional
Agi					
Dex					
Bty					
Cha					
					Mental
Int					
IQ					
Psy					
HP					

Equipment & Possessions

Game Notes

Skills:

Acids - I.Q.
Ambush - I.Q.
Anthropology - I.Q.
Archaeology - I.Q. (2)
Architectural - I.Q. (2)
Artillery Operation - Dex
Artillery Repair - Dex
Bartering - Cha
Biology - I.Q. (2)
Bluffing - Cha
Botany - I.Q. (2)
Camouflage - Int
Carrying - Con
Chemistry - I.Q. (2)
Climbing - Str
Code Cracking - I.Q.
Command - Cha
Computer Operation - Dex
Computer Programming- I.Q. (2)
Concealed Object - Int
Construction Bunker - I.Q.
Construction Mantrap - I.Q.
Construction Road - I.Q.
Construction Shelter - I.Q.
Construction Vehicle Trap - I.Q.
Culture <specific> - I.Q.

Defeat Security - I.Q.
Detect Ambush - Int
Dodge - Ref
Drug Recognition - Int
Drug Resistance - Psy
ECCM - Int
ECM - Dex
Electronics - I.Q.
Electronics Engineering- I.Q. (2)
Explosives - Dex
Explosives Disposal - Dex
First Aid - I.Q.
Foraging - Int
General Medicine - I.Q. (3)
Hide - Int
HTH Combat - Agi
Hunting - Int
Immunization - I.Q.
Intimidation - Cha
Iron Will - Psy
Jamming - I.Q.
Law enforcement - I.Q.
Mapping - I.Q.
Martial Arts - Agi
Mathematics - I.Q.
Mechanical Engineering - I.Q.
Meditation - Psy
Melee Combat - Int
Military Intelligence - I.Q.
Navigation Land - I.Q.
Navigation Subterranean - I.Q.
Parry Blow - Ref
Persuasion - Cha
Physics - I.Q. (2)
Pick locks - Dex
Pilot Automobile - Dex

Pilot <specific> - Dex

Pilot E - Suit - Dex
Pilot Anti-Grav - Dex
Pilot Tank - Dex
Politics - I.Q.
Propaganda - I.Q.
Psychology - I.Q. (2)
Radio - Dex
Read/Write<specific>-I.Q. (2)

Repair Electronics - Dex
Repair Machinery - Dex
Resist Intimidation - Psy
Resist Fatigue - Psy
Running - Con
Scim. Sign Language - IQ (3)
Scrambler - Int
Seduction - Bty
Sensors - I.Q.
Signal Triangulation - I.Q.
Sniper - Agi (2)
Sociology - I.Q. (2)
Speak <specific> - I.Q. (2)

Speak Kelrath - I.Q. (2)
Speak Scimrahn - I.Q. (2)
Speak Chezbah - I.Q. (2)
Sprinting - Str
Stealth - Agi
Storytelling - Cha
Street Fighting - Agi
Structural Recognition - I.Q.
Style - Bty
Surgery - Dex (2)
Surveillance - Int
Swimming - Str
Swimming Distances - Con
Theology - I.Q. (2)
Tracking - Int (2)
Weapon Repair - Dex
Weight Lifting - Str
Welding - Dex
WS <specific> - Agi

WS Grenade - Agi
WS Kelrath Weapons - Agi
WS Knife - Agi
WS Gun - Agi
WS Pistol - Agi

Quick Reference Tables

Critical Hits

Hit Location	Stress	Damage
Head	10 Physical 10 Mental	Damage x2
Body	10 Physical	Standard Damage
Shoulder	5 Physical 5 Functional	Standard Damage
Arm	5 Physical 10 Functional	Half Damage
Hand	10 Functional	Quarter Damage
Groin	10 Physical	Standard Damage
Leg	5 Physical 3 Functional	Half Damage
Foot	5 Physical	Quarter Damage

Experience Table

At the end of a game, The GM awards experience according to the following criteria.

Did the player stay in character?	+2
Did the player cooperate?	+1
Was the player an active participant	+2
Did the player use their head?	+1
Did the character avoid violence?	+1
Was the character good or noble?	+1
Was the character brave or heroic?	+2
Good humor award.	+1

Advancement Tables

The rate that a character raises skill levels is strongly dependent on the I.Q. attribute. Find your character's I.Q. on the chart, and the skill level already possessed, this will give you the ratio of skill points raised by the experience points expended.

One Experience point raises . . .

	Current Skill Level		
I.Q.	1-25	26-50	51-99
10-24	+3	+2	+1
25-40	+5	+3	+1
41-75	+8	+5	+2
76-90	+10	+8	+5
91-99	+15	+10	+5

Attribute Advancement

Attribute advancement is not dependent on I.Q., only the current attribute level applies. A minimum of 3 experience points must be expended to raise an attribute.

	Attribute Level		
Exp.	10-30	31-60	61-99
3 Exp.	+3	+2	+1

Hand to Hand Damage

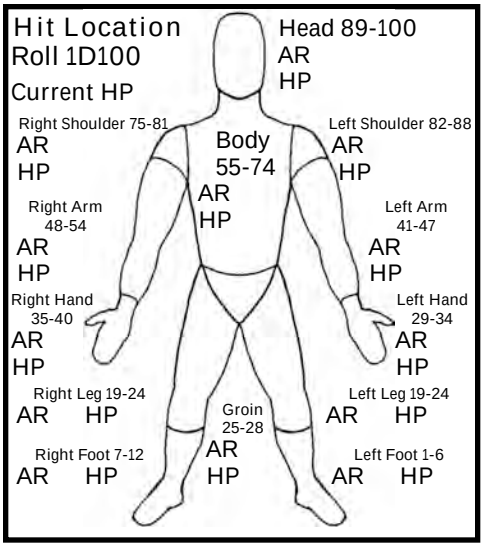
Str	Stress
10	2 points
20	4 points
30	6 points
40	8 points
50	10 points
60	12 points
70	14 points
80	16 points
90	18 points
100	20 points

1 point of damage per 10 physical stress caused

Hit Location

Roll 1D100

Current HP



NCO Ranks

NCO Ranks	Exp. Required
Private	0-2
Private First Class	3-7
Corporal	8-20
Sergeant	21-50
Staff Sergeant	51-100
Sergeant First Class	101-150
Master Sergeant	151-200
First Sergeant	201-250
Command Sergeant Major	251+

Range Classes

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
B	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
Mod.	20% Adv		20% Imp	40% Imp	90% Imp

Actions Per Turn

Fail	Full	1/2	1/4	1/8
1	2	3	4	5

Armor

Causes
Physical _____
Functional _____
Mental _____

Movement Per Turn

Km/h	Meters Per Turn
10	42
20	83
30	125
40	167
50	208
60	250
70	292
80	333
90	375
100	417
150	625
200	833
250	1 km
300	1.25 km
350	1.46 km
400	1.7 km
500	2 km
1,000	4 km

Max Lifting Mass:

Carrying Mass;
Wielding Mass:
Running Speed: 50 m/turn +
Horizontal Jump:
Vertical Jump:
Focus Skills:

_____
_____
_____
_____
_____
_____
_____

Weapon Skills

For the first fractional success, the attack hits it's target if it is a single action. If an attack is a burst, one in five of the attacks hit.

Each fractional success used after the first, a hit may be moved one hit location. (See: Rules-Event Resolution-Hit Location)

Each fractional success used after the first, a hit may avoid armor, the Armor Rating (AR) is reduced by one half the damage of the weapon. (See: Rules-Event Resolution-Avoiding Armor)

For bursts, each fractional success used after the first may be used to hit one more time for every five attacks. (See: Rules-Event Resolution-Bursts Of Actions)

Hit Points

Con	HP	Str	HP
1-25	5	1-25	+2
26-50	10	26-50	+5
51-75	15	51-75	+10
76-100	20	76-100	+15

Drug Addictions

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