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 sent 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!

Organizations and Nations

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 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 three main types are translated as makers (or industry), carriers and raiders.

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 played 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 they 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 games there is a set of circumstances that the players have to achieve to win the game but it can change greatly for game to game. 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 Setting Up A Game (see: Game Master's Section-Setting Up A Game) if you're new to being a GM. The GM should eventually get familiar with the rest of the book eventually.

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 your 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.
Agility - The character's athletic ability, including physical accuracy.
Reflex - The reaction speed of the character, it is used for initiative and dodging.
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, persuasion and lying.
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 stress, 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).

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 REF. 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 CO 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

Choosing A Character Occupation

Player characters come from four different organizations, the ASO, the I-CA, the Scimrahn and Corporate Characters. 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.

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.

Hight: 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.

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.

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

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

Nationality: Used to record national origin.

Attitude: Records the disposition of the character.

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, 1/2, 1/4, 1/8 and Stress. The first column directly under the word "Attributes" 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-Fraction Columns.) The Stress column records the Stress Points the character has accumulated (See: Rules-Stress).

Skills: This box records the character's skills. List the skills vertically in the box, recording the skill's value directly to their right. 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.

In the lower left hand corner of the 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.
Running Speed: Record the speed the character can run at, as per the chart given under movement. (See: Rules-Movement)
Horizontal Jump: Record the distance the character can jump, as per the chart given under movement. (See: Rules-Movement)
Vertical Jump: Record the distance the character can jump, as per the chart given under movement. (See: Rules-Movement)
Current HP: This line is used to record any damage done to the character.
Actions: This line records how may dissimilar actions the character can perform in one turn. (Reflex/22.)
Stress Notes: This section records what factors are affecting the character's attributes. Entries in this section would be brief descriptions of the factors that effect the character. For example a line might read "armor", "fatigued", or "hungry".

Hit Location: This box is included for the player's convenience for determining hit locations. This section can also be used to record hit points on armor 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.
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 Rifle +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, Vac-suit.
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 +18, Mapping +5, Navigation Land +10, Pick Locks +10, Sniper +15, Stealth +20, Subterranean Navigation +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. In low G conditions their effectiveness is even better. 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
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, Bunker Construction +10, Camouflage +35, Electronics Engineering +10, Explosives +15, Explosives Disposal +15, HTH Combat +5, Mantrap Construction +15, Mapping +5, Military Intelligence +15, Navigation Land +10, Repair Electronics +25, Repair Machinery +25, Road Construction +20, Shelter Construction +20, Structural Recognition +10, Vehicle Trap Construction +15, 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. not only these but the cultures on this planetoid are extremely 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
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.
Clearance Upon Assignment: P.E.T., 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.

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 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.
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.
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, Vac-suit.
Clearance Upon Assignment: P.E.T., Scimrahn Laser Gun, Energy Clip (1 of 50) 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, Subterranean Navigation +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.
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

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, Bunker Construction +10, Electronics Engineering +10, Explosives +15, Explosives Disposal +15, HTH Combat +5, Mantrap Construction +15, Mapping +5, Military Intelligence +15, Navigation Land +10, Repair Electronics +25, Repair Machinery +25, Road Construction +20, Shelter Construction +20, Structural Recognition +10, Vehicle Trap Construction +15, 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.
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.

Clearance Upon Assignment: P.E.T., 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, First Aid +5, Hunting +15, Shelter Construction +10, 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 sentence 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.

Drugs have permeated their culture so thoroughly it is now considered rude to enter a fellowman'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.

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.

A matriarchal leader is thought to be by nature more protective and possessive of her people. She will consider what is best for the tribe, while a male might use the tribe to suit his goals. The Enforcer is male, one because he will be more goal oriented and two because he and the Matriarch are joined in marriage. This is to establish a closer relationship between the leaders. This method does not always work but then again, what does?

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 mostly 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.

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.

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, Subterranean Navigation +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 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 scout's 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 often like deriving meaning from an abstract painting, while solving a riddle of ideograms (characters that portray an object or idea rather than a sound). Often 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 whether the scout who painted them is in the area at that time during the cycle. Conversely it shows 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, Subterranean Navigation +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 adept 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, Subterranean Navigation +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: 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, Subterranean Navigation +30, Surveillance +25, WS Ambush +45, 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, Running +20, Sensors +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, Bunker Construction +10, Camouflage +5, Electronics Engineering +20, Foraging +15, HTH Combat +5, Hunting +10, Navigation Land +10, Repair Electronics +35, Repair Machinery +35, Road Construction +20, Scimrahn Sign Language +10, Shelter Construction +20, Subterranean Navigation +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

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

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, Subterranean Navigation +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.

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: Foraging +20, Hunting +10, Martial Arts +10, Navigation Land +10, Navigation Subterranean +5, Speak Scimrahn +5, Shelter Construction +10, 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.

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

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 Schedule

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 character's. If the GM views any of these tables an imbalance to the game, then that or all tables may be omitted from play.

The Game Master may also allow the players to choose from the tables if he feels that there is no harm in doing so. For example many players would rather choose their gender than roll for it. This has little influence on game mechanics so the GM may see allowing the players to choose as benign.

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
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 he is.
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 +5 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
41-45	Marksman, +10 WS Gun
46-50	Raised on a farm +10 Animal Riding +10 Animal Care +10 Farming
51-55	Wealthy, start game with $5,000 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 modifier for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 Action, 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 Player may roll up to two times on this table 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	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 -10 to all Language skills unless the 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	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	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, -10 to all language skills, -5 Cha
81-85	First language is not English or Scimrahn.
86-00	No Limitation

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
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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

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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.
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

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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 +5 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, +10 WS Gun
46-50	Raised on a farm +10 Animal Riding +10 Animal Care +10 Farming
51-55	Wealthy, start game with $5,000 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 modifier for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 Action, 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.

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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	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 -10 to all Language rolls unless the 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	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	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, -10 to all language skills, -5 Cha
81-85	First language is not English or Scimrahn.
86-00	No Limitation

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 Subterranean Nav
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 Subterranean Nav.
26-30	You are a Kelrath, taken in by Scimrahn after a raid. +10 to Str +10 to Con +80 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, +10 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 -10 to all Language rolls unless the 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	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	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, -10 to all language skills, -5 Cha
81-85	First language is Chezbah or Kelrath.
86-00	No Limitation

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 +5 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, +10 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 100,000 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 -10 to all Language rolls unless the 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
51-55	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	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, -10 to all language skills, -5 Cha
81-85	First language is not English or Scimrahn.
86-00	No Limitation

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 an 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 their 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.

Actions

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

Characters start with one Action per turn but get the following bonuses for their Reflex attribute.

Reflex	Actions	Total
44	+1	2
66	+2	3
88	+3	4

A human character's natural Reflex cannot go over 100. In some cases effects from technology or nonhumans may result in a Reflex over 100. If this is the case, the character gets a number of actions equal to their Reflex divided by 22 and rounded down.

Some effects such as the Ambidextrous both may add an action without raising Reflex.

Fraction Columns

This are 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.

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.

Characters that pass their Reflex rolls do not need to use Actions for defensive rolls like dodging and using ECMs. They can use their Actions this turn to attack other characters.

Characters that fail their their Reflex must spend Actions if they wish to make defensive rolls. They can also use actions to attack if they have any left after their defensive rolls.

Optional Rule: A GM may choose to always require an Action for a character defending against attacks. Requiring an action for Defense rolls makes the game faster but players will often not have enough actions to defend themselves with, especially against multiple opponents. This makes the game far more dangerous for characters.

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.

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 should not be able to 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.

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 WS 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.

Fraction 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).
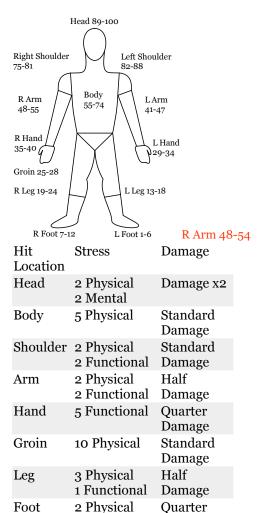
Role Play

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 +10 to their skill. If this puts their skill over 30, 60 or 90 they get the bonuses to their fraction columns.

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.

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.

Eight distinct areas divide the body into hit locations. Each area can have an effect on the damage done and has stress effects. When a character attacks the hit location chart is rolled on. These areas and their effects are listed below.

Head 89-100

Right Shoulder 75-81   Left Shoulder 82-88

R Arm 48-55   Body 55-74   L Arm 41-47

R Hand 35-40   L Hand 29-34

Groin 25-28

R Leg 19-24   L Leg 13-18

R Foot 7-12   L Foot 1-6   R Arm 48-54

Hit Location	Stress	Damage
Head	2 Physical 2 Mental	Damage x2
Body	5 Physical	Standard Damage
Shoulder	2 Physical 2 Functional	Standard Damage
Arm	2 Physical 2 Functional	Half Damage
Hand	5 Functional	Quarter Damage
Groin	10 Physical	Standard Damage
Leg	3 Physical 1 Functional	Half Damage
Foot	2 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 drives off the Seeter but encounters a hostile Geetin. She wins initiative but 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 5 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. 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.

Defensive Rolls

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

Example: Angie is attacked by the Geetin and the GM rolls under his Eighth column. The GM declares that the first success is to hit, the second is to avoid armor, the third 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 four to two. This removes the last two successes, the Geetin's attack hits and avoids armor but stays on Angie's shoulder.

Skills like Dodge, Parry, Iron Will and ECMs are defensive skills. How and when to use these skills is explained further under the Skills section of this book (see pg.) If a character passed their initiative roll and does not need to use an action to defend, the defender can roll immediately after being attacked. This completes the resolution of the action all at once and any effects are recorded immediately.

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. The number of fraction columns the roll is passed by applies to reducing all attacks made on that character for the turn.

Evasive Maneuvers

Most vehicles cannot dodge, but like running, are harder to hit when they move erratically. This requires a piloting skill roll or raw Dex for their vehicle.

Doing this requires an Action be used to make the evasive maneuvers. The number of fraction columns the roll is passed by applies to reducing all attacks made on that character for the 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."

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

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.

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
Long term pain	3 per day
Facing difficult odds	3
Death of a friend	10

Relieving Stress

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

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.

Strenuous 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 a equal number of stress points that apply to that attribute after the roll is completed. The player can choose to do this 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 boost the roll by exerting extra effort. Once the roll is successful she takes 5 points of Functional Stress.

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.

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.

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, Iron Will, 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.

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.

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 are reduced.

The Second thing the defending character can do is to roll against their Psyche and skills such as Iron Will. 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.

For each Fraction Success left after defense, the argument inflicts one Mental Stress point.

Principles

When an idea goes starkly against a

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.

Stress In 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 Stress Points.

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.

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.

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.

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 Angie 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 bonus of +20 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 +20 to persuade the NPCs to work with her to get Jacob back to safety.

A character may only have up to three principles. 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.

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 will 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.

Survival

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 Survival Points 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 SP.

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

SP 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 SP.

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. SP 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

SP 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
61-70   Overhang
71-80   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 a -2d10 difficulty 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 a -3d6 difficulty 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 a -3d10 difficulty for all characters.

    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

SP 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 SP 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 SP 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 SP 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 SP.

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

SP 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 page xxxx).

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 SP 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 SP 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
Using a boat doubles the SP 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 SP.

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

SP 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 (willpower) 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 Subterranean Navigation skill roll or the party is thrown off course for a period of time. Add 2d6 to the remaining SP 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 Subterranean Navigation 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.

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

SP 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

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.

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 in. 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 SP to the total SP 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 are at a difficulty of -30.

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.

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.

Story Points

The tech challenge needs to have some kind resistance to being solved. To do this the challenge is given a number of Story Points (SP). 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 10 to 15 SP per technical character. If the challenge is coming in at the end of a game 3 to 5 SP 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 20 SP.

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, 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.

Subtract the number of technical characters from five but round up to one as a minimum. This is the target number. For each probe, the GM should roll 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 10 it is a red herring. It looks like it will work but will actually set the characters back by adding 3 SP to the challenge. 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: There are two PCs available to work on the problem so the target number (5-2=3) is 3. 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.

The Fix

Once a skill has been determined, the characters can roll against that skill to bring down the story points of the challenge. When the players roll against the chosen skill, they reduce a number of SP 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 SP 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 SP roll on the Successful Transform table. For any roll other than probe rolls that do not take off SP 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.
5 The symptoms become less pronounced but the danger continues to mount.
6 The last fix attempted takes off double SP but an exotic ingredient is now needed to continue attacking the problem.

Failure Transform
Roll 1d10
1 Problem rapidly gets worse.
2 Failure makes it look like another skill (GM's choice) is needed to fix the problem but this is another red herring. +3 SP if the other skill is tried.
3 A second problem is created, something important is damaged or fails.
4 The character failing the roll gets severely injured. There is no saving roll for this.
5 Someone else gets severely injured. They may get a chance to dodge or save vs the damage if the GM thinks it necessary.
6 Any further rolls require putting crew in danger because of a hazard like fire, falling equipment, explosions, infection etc.
7 An NPC involved dies.
8 The problem spreads in a way not normally thought possible. ex. Computer virus to human or vice versa.
9 The problem is now immune to the skill used.
10 The problem gains 3 SP.

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.

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.

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

Infantry Damage

To get the damage an infantry unit does in a turn, select one of their weapons to attack with. Only one type of weapon can be chosen each 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.

Class	PB	Shrt	Med	Long	Ex
B	2	10	20	50	300

Now compare the Long range with the M-240B's 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.

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 Psy and 2 to each of their weapon Hit results as long as the number does not exceed the total number of times the weapon fires.

Veteran Squads are very experienced, add 20 to their Psy and 3 to each of their Hit results as long as the number does not exceed the total number of times the weapon fires.

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. 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 to hit 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

Stress

In addition to damage, squads take Stress Points. This stress lowers their morale and their effectiveness. Whenever a squad takes a stress point, they must roll against their Psy or they will panic and run.

Each Stress Point reduces the group's Psyche by 1. So if an Geetin unit has 10 stress points, their Psy is effectively 20.

For each 20 HP of damage the squad takes, they get one Stress Point.

If a squad is ambushed, it takes a stress point.

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.

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

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 Footsoldier**s

HP	AR	PSY	Speed
110	6	30	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

I-CA

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 Footsoldier**s

HP	AR	PSY	Speed
135	7	30	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

Scimrahn

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**

HP	AR	PSY	Speed
135	7	30	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

Kelrath

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**

HP	AR	PSY	Speed
110	4	30	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

Thud Stick
Range: HTH
Attacks: 10 swings 10 times

	PB
Damage	40
	X
Hits	5

Type: **Scimrahn Raiders**

HP	AR	PSY	Speed
135	7	30	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

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

Type: **Gijoorn**

HP	AR	PSY	Speed
125	4	30	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

Chezbah

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**

HP	AR	PSY	Speed
265	11	40	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

Type: **Chezbah Hound**

HP	AR	PSY	Speed
92	5	100	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

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.

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.

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.

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

Scimrahn Mechanized Infantry

Type: **TF-2394**

HP	AR	PSY	Speed	Shields
1250	30	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

Type: **Delta**

HP	AR	PSY	Speed	Shields
650	10	30	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

Type: **TF-2394**

HP	AR	PSY	Speed	Shields
1250	30	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

Type: **KS-10**

HP	AR	PSY	Speed	Shields
5000	100	30	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

Type: **TF-2394**

HP	AR	PSY	Speed	Shields
1250	30	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

Type: **GRXStorm**

HP	AR	PSY	Speed	Shields
7500	80	30	70 Km/h	450

Projectile Cannon
Range Class: D
Attacks: 10 rounds 50 times

	PB	S	Med	L	Ex
Damage	600	500	500	350	200
	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

Type: **Rall 4**

HP	AR	PSY	Speed	Shields
3750	80	30	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

Chezbah Mechanized Infantry

Type: **Hunter**

HP	AR	PSY	Speed	Shields
1125	40	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

Type:

HP	AR	PSY	Speed	Shields

Stress	

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					

Type:

HP	AR	PSY	Speed	Shields

Stress	

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					

Skills

The ten attributes that characters have is their raw ability to accomplish tasks by 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.

Skill 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 a 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.
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.
Sensors - 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
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 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 a number of meters per turn equal to half their strength. For every

fractional success they can run five 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 attaker. For each fractional column passed, they can reduce one fractional success of someone attacking them by one.

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 weights without wearing themselves out.

A character that lifts a weight 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 the attacker gets by the number of fraction columns they pass.

Focus ability for Dodge

Flip Dodge - This is the ability to dodge by doing a flip or other acrobatic manuver. On a successful dodge roll, this negates any fractional successes spent on picking a hit location.

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 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.

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.

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.

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 -2
Tundra -2
Plains -1
Winter Forest -1
Swamp no reduction
Forest no reduction
Jungle +1
Urban +1 (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 -1
Tundra -1
Plains no reduction
Winter Forest no reduction
Swamp no reduction
Forest no reduction
Jungle +1
Urban -2

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 enemies and friends.

Surveillance - A character can watch an area and observe patterns over time.

A Full fraction column result means that the character is able to track what patterns occur in the area as long as they observe the entire pattern. A Half result or better means the character is able to infer what patterns occur in an area by watching the start or the end of the pattern.

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 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 full 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.

For every fractional success the ambushed characters loose one Action for the first turn and loose initiative.

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: 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: Tech Challenges)

Architectural (2) - A character can identify construction techniques and styles when using this skill. They may also design structurally sound buildings.

Biology - 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: 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: 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: Tech Challenges)

Code Cracking - A character using a descrambler can decrypt a transmission given enough time.

In a ten second turn, each fractional success reduces the Barrier Points of a transmission by 1. In two minutes each fractional success reduces the Barrier Points of a transmission by 10. In fifteen minutes each fractional success reduces the Barrier Points of a transmission by 100.

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-Communicating Through The Network)

This skill can also be used to restore BP to a system. In a ten second turn, each fractional success restores a computer's Barrier Points by 1. In two minutes each fractional success restores a computer's Barrier Points by 10. In fifteen

minutes each fractional success restores a computer's Barrier Points by 100.

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: Tech Challenges)

Construction Bunker - A character may build a protective structure. This skill requires the use of heavy equipment or large amounts of manpower.

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 a 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 two hours 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: Tech Challenges)

Construction Shelter - Building a shelter will protect the character from cold and wet conditions or very hot conditions.

A shelter protects from one Physical Stress and one Functional Stress point per survival turn for each fractional success.

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 a 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 two hours 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.

In a ten second turn, each fractional success reduces the Barrier Points of a computer by 1. In two minutes each fractional success reduces the Barrier Points of a computer by 10. In fifteen minutes each fractional success reduces the Barrier Points of a computer by 100.

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: 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: 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.

This skill requires access to already prepared medicine.

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.

General Medicine reduces two stress points from disease or injury for each fractional success.

When foraging for herbal ingredients, use doses instead of half meals. Each dose of medicine relieves one 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. Need to work fractional successes for this skill into disease rules. One option is the effectiveness of the immunization. That doesn't seem to make a lot of sense though. It could be argued that things like rhinovirus is being immunized for and the application of the immunization matters but even that doesn't seem to stick.

A second but similarly nonsense idea is that the skill roll is used to see how well an entire tribe is immunized. That would be a better use of the skill play wise but how the skill works is and why is still a question.

How fast you can immunize people might matter, but it would be a limited use skill, say for trying to immunize Kelrath quickly in an underground clinic.

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: 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: 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.

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: 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 - A character may try to scramble a signal to prevent interception.

Don't know this is co-opted by BP which is still a good model but where does it leave this skill?

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.

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.

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.

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: Tech Challenges)

Agility Skills

HTH Combat - This is the ability to strike accurately and effectively using only the hands.

A character does one point of damage for every ten points of Strength. Fractional successes may be used to do damage. For each fractional success used the character may do one more point of damage.

Focus Skills 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 do less than the base strength damage and still combine it with other Focus Skills like Knock Out. One point of damage must be done.

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 points of Physical Stress.

Martial Arts (2) - A character uses Martial Arts to strike and to defend.

A character does one point of damage for every ten points of Strength. Fractional successes may be used to do damage. For each fractional success used the character may do one more point of damage.

Martial Arts fractional successes can be used to reduce an opponent's fractional successes in close combat.

Focus Skills 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. this causes them to loose their initiative in the 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 points of Physical Stress.

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. This skill can only be rolled once per turn.

Street Fighting - This fighting style uses simple actions that intentionally cause pain to disable or dissuade the opponent from fighting.

Fractional successes may be used to do damage and stun. For each fractional success used the character may do one point of damage and two points of Physical Stress if the opponent is not armored.

Focus skills 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 their turn first round). 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-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)

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. Missing a roll by one to ten points will cause a grenade to miss, roll and or bounce five meters off target. Missing by ten to twenty points will cause a grenade to miss by ten meters. Missing by more points will cause a grenade to miss by twenty meters.

A grenade can be thrown one meter for every point of Strength. For each fractional success the grenade can be thrown ten more meters.

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 - this is a reflex roll discipline. 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 skills 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 is 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 their initiative in the 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.

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: 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: Social Conflict-Beauty)

Psyche Skills

Drug Resistance - Drug resistance is the ability to reduce the perceived effects of drugs on the mind and body.

Need to nail down how the drugs are going to work. It might reduce stress effects but drugs might stay CDFs.

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. This skill enables the character to use Psyche instead of Constitution on fatigue skill tests.

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.

Dexterity Skills

Artillery Operation - This is the skill used to fire any vehicle based weapon including those carried by E-suits.

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-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)

Each fractional success used after the first may avoid shields. (See: Rules-Vehicles-Avoiding Shields)

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: Tech Challenges)

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

Electromagnetic Counter Measures (ECM) - ECMs reduce the ability of sensors to lock onto a target.

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.

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. If a lock picking set is not available then the character is -50 to their skill in opening a lock.

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: 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: 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: 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.

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. Repairing a machine made from metal that has lost more than half it's hit points requires a welding skill roll.

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, there is no roll to hit. 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 -50 to hit the target

L: This is the abbreviation for long range. Any target at this distance is at a -20 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 -10 to hit.

Payload: This is how many shots a weapon carries, weather in a battery pack or a magazine.

PB: An abbreviation for point blank. targets at this distance are so close they are +5 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.	+5	+0	-10	-20	-50

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: B
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	10

Blast Range Class: A
Range Class: D
Payload: 2
Mass: 5.2 KG
Rocket Mass: 4.3 KG
Black Market Cost: ¥1,000,000

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 Scout Armor
ASO scout 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 Light 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	10

Blast Range Class: A
Range Class: C
Payload: 1
Mass: 10 KG
Rocket Mass: 4.3 KG
Cost: ¥700,000

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

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

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

Blast Range Class: A
Mass: 200 G
Cost: ¥15,000

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 + stun 1d10 turns
Parry: -80
Mass: 400 G
Cost: ¥200

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
Cost: ¥8,000
Energy Clip Pistol (50)
Cost: ¥2,000
Energy Clip Gun
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)
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

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 and light. 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.

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 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 +30
Mass 3 kg
Cost: ¥1,000

Large Shield (50 cm Wide x 120 cm Long)
Armor: 10
Hit points : 25
Parry +50
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

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: 200 g
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.

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.
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.
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.
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.
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.
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.
Cost: ¥100

Syringe with disposable needles
100 cc syringe with removable, disposable needles to prevent infection.
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 aria.
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.
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

Survival knife

Not just a weapon but a tool. The blade is thick and reinforced for prying.
Damage: 12
Parry: -40
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: -10
Mass: 700 G
Cost: ¥400

Axe
Damage: 12
Parry: -10
Mass: 4 Kg
Cost: ¥300

Hammer
Damage: 5
Parry: -20
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.
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.
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.
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).
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.
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
Cost: ¥800

Hammer/hatchet

A two ended hammer hatchet combination tool used in climbing.
Cost: ¥400

15 cm folding wood saw

A excellent wilderness tool good for cutting branches up to 7cm thick
Cost: ¥200

Lockpick Set
Cost: ¥3,000

Suction Cups (for climbing smooth surfaces)
Cost: ¥1500

Bio-Sample Containment Unit
The Bio-sample containment unit is used to hold tissue samples, and or bacteriological cultures. Samples contained are preserved in chemical solution and are closed off from contaminants so as to prevent 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.
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.
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

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.
+10 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.
+10 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
+10 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
+15 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.
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
+30 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
      The content of meals can vary widely, for the purpose of survival equipment 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 meal missed. Eating more than five half meals a day relieves one physical stress. (See: Rules-Stress-Food)
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

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%
      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: 50
Encryption Strength: 500 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: 35
Encryption Strength: 700 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 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 -20 from the player's proficiency 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 +10 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 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: 45
Encryption Strength: 700 BP
Radio Range: 100 km
Radio Skill Modifier: penetrates x2 barriers
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: 30
Encryption Strength: 600 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 -20 from the player's proficiency must be made to decipher the recorded images.

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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: 40
Encryption Strength: 600 BP
Radio Range: 100 km
Radio Skill Modifier: penetrates x2 barriers
Cost: ¥400,000

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 mostly in Web communications on Earth, but has found use in the Artifact), modems, have touch sensitive screens and H.U.D. jacks. Silicon based processors have been replaced by Quantum Trap processors.
BP: 40
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

Optics

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

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

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

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, Eigth 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.

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 +15
Stealth +15
ECM +10

4 Dark Stones
Camouflage +30
Stealth +30
ECM +20

Stored Energy Release (per day of absorbing)

	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 (+40 to INT). It also makes targeting an object outside of the 50 meter radius a -20. 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 -30.

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 -10 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 second. Two, a transmitter and receiver must be linked to send and receive messages. In order to be linked, two units must share a split 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 -20 to target anything out of their ten meter area. It also gives those outside of the flare's radius to gain a +10 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:	50
Crew:	0
Sensors:	-20
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

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
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.
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

3 Tablets 30 Physical stress into 10 Functional and 20 Mental Stress. Masks 10 Physical stress and 10 Functional stress

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.

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

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.

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 nuro-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.

Nuro-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.

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)