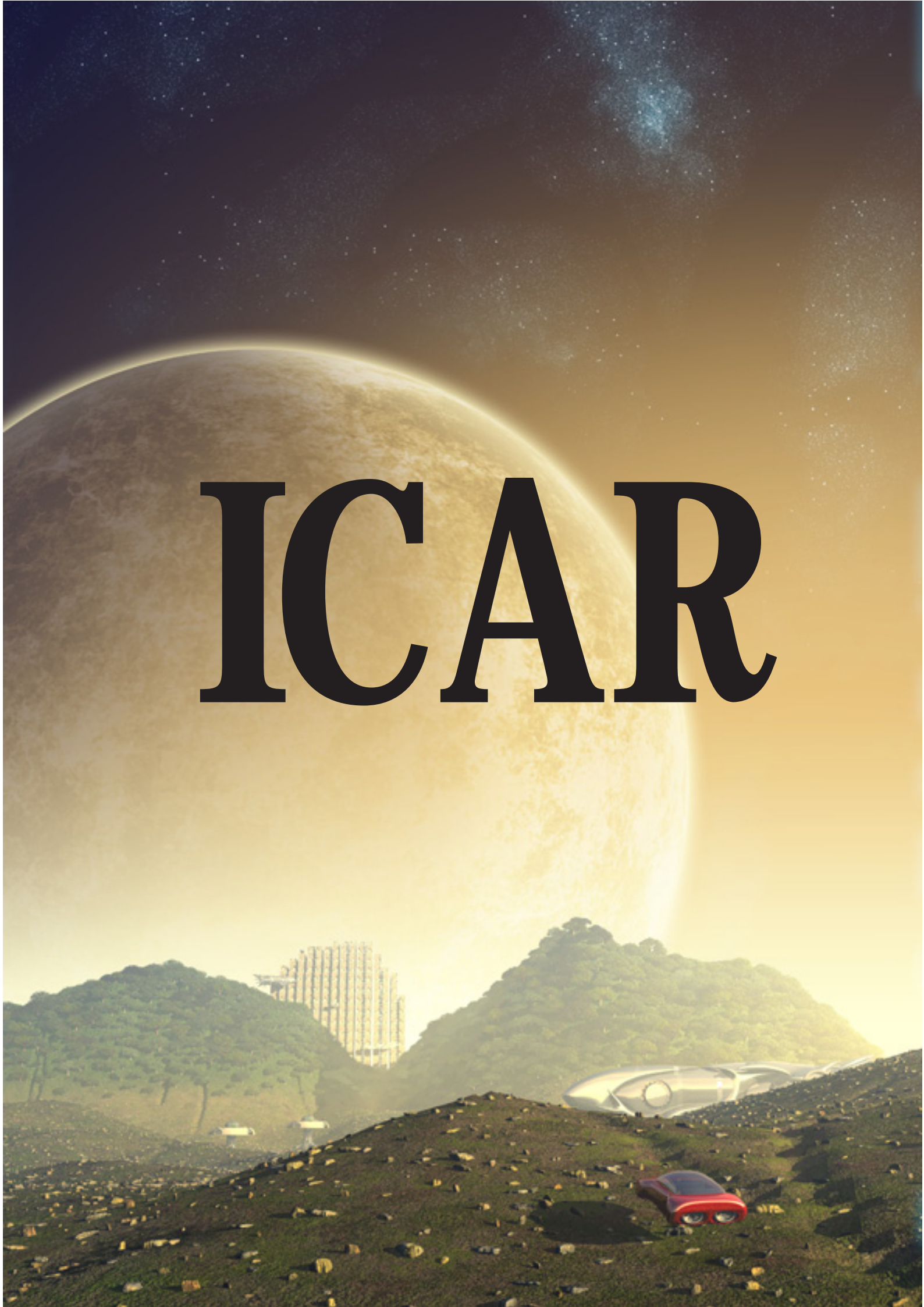


ICAR



CONTENTS

4	Core Rules
4	Number discs
4	Character Creation
5	Step 1: Concept
7	Step 2: Deviant
7	Step 3: Attributes
8	Step 4: Skills
13	Step 5: Character Information
15	Step 6: Body And Armour
16	Step 7: Close Combat Combos
16	Step 8: Encumbrance
17	Step 9: Roleplaying Points
17	Step 10: Psychotheatrics
17	Combat
19	Close Combat
23	Firefighting
26	Dog Fighting
29	Hacking
30	Space Combat
35	Background
37	Droid Space
37	Human Space
41	The Sectors
42	Clusters
44	Colonies
49	Time
50	Money
50	Space Stations
53	Space Travel
58	Gaia
60	Automatons
63	The Human Race
65	Akarak Nation
66	Corporations
68	Syndicates
73	Recreation
75	Bionics
76	Borgware
77	Cyberware
77	Incremental Bionics
80	Bionics Installation Example
84	Scavenger Setting
85	Scavenger Characters
86	Special Skills
86	Scavenger Operations
87	Scavenger Equipment
88	Anadar Cluster
96	Gamesmaster Guide
96	Mechanics
97	Characters
97	Background
98	Scavenger Setting Plotlines
100	Running an Icar Sandbox
104	Scavenger Setting
109	Anadar's Systems
111	Campaign Sandbox
112	Introductory Missions
112	Mission One: The Ungodly Act
114	Mission Two: The Lethal Rings of Obyrworld
116	Mission Three: Porcupine
118	Appendix
119	The Timeline
123	Academia Skill List
125	Life Skill List
128	Medical Skill List

128
131
132
146

Technical Skill List
Task Skill List
Psychotheatrics List
Anadar Cluster

Icar Version 4 Alpha is released under a Creative Commons Attribution - Non-Commercial - Sharealike License.

You may print this for non-commercial use.

You can release your own Icar modules but only under this license.



CORE RULES

Icar is a Roleplaying game. A roleplaying game is similar to a film where you take the roles of the characters and make up their actions. The players are the main characters in this film whereas the Gamesmaster is the director and all the other characters.

This is where the similarity ends. There is no script and the good guys don't always win. How the story ends is up to the players and a small amount of luck.

The setting of Icar is a space opera science fiction, set in the far future where a benevolent Imperium looks after the human race at large and protects them against a rarely-seen race of robots called the Droids. The characters take on a variety of human characters in a post-war feel society. There are no intelligent alien species, travel between the stars is commonplace, robots called Automaton live somewhere between slaves and family members; and an virtual reality internet called Gaia is the backbone of civilisation.

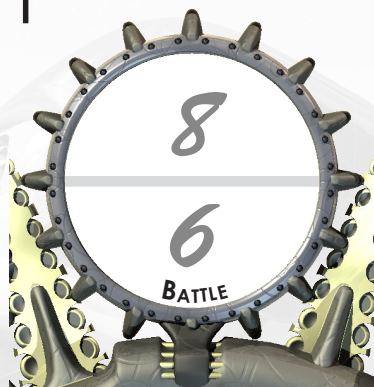
In a single session, characters will be exploring long deserted colonies and abandoned space craft, starting bar fights, hacking into corporate files, escaping colonies invaded by Droids and zipping between the stars.

The mechanics of Icar are intended to be cinematic, based either with ten sided dice (D10), two ten sided dice to make a percentile (out of 100 or D100). Common sense should reign over rulings, keep things fast and if a description adds to the game, go with it.

This book contains a description of the core mechanics, a section describing the broader Galaxy according to Icar, an example campaign setting called Scavengers and a series of resources, such as character sheets and a quick reference.

Number discs

Throughout Icar, you will find discs that you can write numbers in. The discs are used in the same way throughout. A disc is a circle with a line through the middle and a title on the lower inside edge. Inside the disc, the value you roll under is on the top half and the original number (or modifier) is written on the bottom half.



For example, the example disc (on the left) shows the Battle disc, which is a statistic on the front character sheet. The top number is the current value for Battle, the number you have to beat. This is the one that you roll under. The bottom number was the original value. This character will, no doubt, would have trained their Battle statistic up from the original value to 6 to the new value of 8.

There are some other uses for these discs, but these are described where required. As a general rule: You use the

number in the top half.

Character Creation

Characters are imaginary people that a player uses to interact with the game world. The character is like a single playing piece that can be improved, equipped and killed. Creating a character is a matter of filling in each of the properties in turn.

The main properties of an Icar character are:

- ◆ Concept and Skeleton.
- ◆ Attributes
- ◆ Deviant
- ◆ Skills
- ◆ Body
- ◆ Close combat combos
- ◆ Psychotheatrics

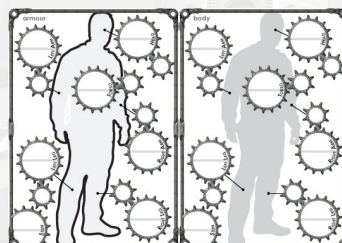
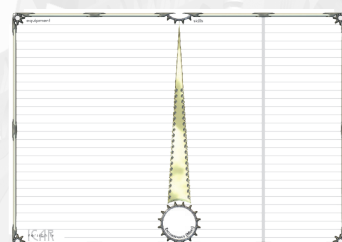
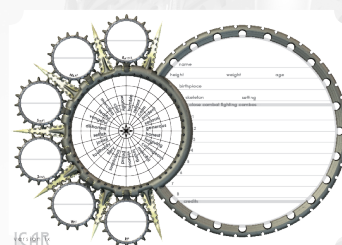
The Concept of a character is a description of what the character is about. Are they a pacifist star cruiser pilot or technology obsessed engineer? A **Skeleton** sets out what Skills and equipment you start with. **Attributes** are the natural properties of the character, such as how strong they are, how quick they can run or how clever they are. The Character's **Deviant** represents the personality of the character, whether they are flamboyant or withdrawn, patient or restless and so on. The **Skills** of the character are a list of things that the character can do. They include flying Grav vehicles, mending weapons or bartering in a street market. The **Body** of the character records their physique and how much damage a character takes before it loses a limb or even dies. **Psychotheatrics** are randomly rolled advantages and disadvantages and are optional.

All this information is written down on a series of Character Sheets. You can find these at the back of this book. You will find out how to fill the character sheets in the following sections.

Character sheet one (top) contains the Attributes, the Deviant wheel and close combat fighting combos as well as height, weight, place of birth and credits (cash).

Character sheet two (middle) contains space to write equipment and Psychotheatrics on the left hand side and a place to write Skills on the right hand side.

Character sheet three (bottom) shows the body and armour. This sheet is folded down the middle and contains discs for writing the number of hits the character can take in each location, how



tough they are and how much stun they can take.

Within the following sections, a new character will be made to demonstrate all the steps. This character will be created for the Scavenger Setting, included later in this book.

CHARACTER CREATION OVERVIEW

Here is a simple overview of the character creation process. Follow each step to create your character!

1. Pick Concept and Skeleton

The Concept defines who your character is and what they do. The Skeleton defines the starting Skills, bonuses and equipment.

2. Decide on Deviant Wheel

This is the personality of the character. Fill in up to 5 squares in trait. Opposite sides of the wheel must add up to 5.

5. Roll Attributes

The physical properties of the character. Roll a D10 to determine each Statistic.

4. Roll Skills

The Skills that your character gets is dependent on the Skeleton. Roll for each Skill either using the information provided on the Skeleton or by using the starting values provided in the Skill list.

5. Character Information

Think of a name and work out height, weight, age and place of birth. Write a description, quote and put in your Skeleton.

6. Fill in Body and Armour

A human gets 1 Armour Rating (AR) everywhere, Hit points they get 10 on head, 10 on each arm, 15 on each leg and 40 on the torso. Not all characters begin with armour.

7. Create Close Combat Combos

Create chained moves for close combat. Make sure you have one Combo that begins with a defensive move and try and use as many different moves as you can.

8. Encumbrance

Your encumbrance is the same as your Meat, record it in the second sheet. If you've got bionics, then the new Meat is your encumbrance.

9. Record Roleplaying Points

If you have any spare after character creation, put them here.

10. Roll Psychotheatrics

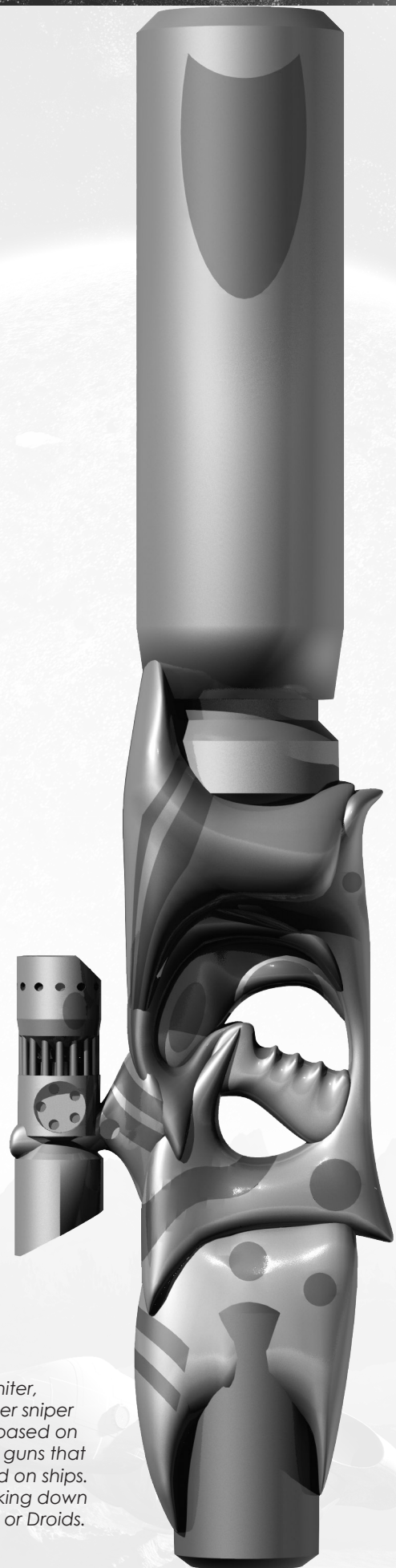
First, decide whether you want 1, 2 or 3 Psychotheatrics and then roll, taking the affects as you go.

11. Irritate the GM with Questions

Optional.

Step 1: Concept

Concept is the overall description and definition of the character. The concept defines who the character is and how they might react in certain situations. The concept



*The Igniter,
A pulse laser sniper
rifle that is based on
the types of guns that
get mounted on ships.
Great for taking down
rogue Borgs or Droids.*



Droid Mk3, the servant that became the hunter

may be based on a character from a film or book and should be specified such that you can visualise the character. The concept is not recorded on the character sheet as it is used only for the initial creation.

A character concept should have reference to the setting that you are going to be playing. Each setting provides some examples of concepts to use as inspiration. Do not feel restricted by the examples given. When creating your own character concept, be aware that some concepts are better suited to some settings than others.

For example, an anarchistic character does not fit well in a military setting where rules are there to keep you alive.

A good way to quickly make a concept is to take two characters from film or TV and join them together to make something more interesting. The result will normally need a little warping to all it to fit into the Icar universe but that bit is east compared to coming up with the concept in the first place.

Example. Take Johnny Mnemonic and Neil from the Young Ones. A ruthless corporate man, who eats purely organic food and has a deep love for furry animals and flowers.

If you are still stuck on a character Concept and you are being hurried to decide, then choose a cliché, such as a rogue smuggler (Han Solo from Star Wars). New players should avoid playing characters that are quiet, withdrawn or anti-social. It is much easier to play Icar if you character is keen on friendship with the other characters and wants to speak!

Do not worry if you Concept is not perfect, as your character experiences different things its personality (or Deviant), skills and motivations will change. If you do not start with the character you would like, you can always mould it into another.

Our example Character Creation (John Smith) will use one of the given Concepts in the Deep Space Scavenger Setting (given later). Our Character Concept will be as given in the box (below).

John Smith's Concept

Idealised School Leaver

Aged 18 and leaving school, John, decided to ignore his parent's advice about taking the job as a handyman on the Star Base. John wanted adventure, to see strange new worlds and feel free to whizz around the stars. Completely intoxicated by the romance of space travel without any conscious thought of the grim realities.

John is naive and his ignorance is complete bliss. He makes friends easily and is very good natured.

Being technically minded, John Smith's Skeleton will be Scav Colony Technician. Beyond his technical abilities, he's not very clever and has trouble holding down any meaningful long term relationships. It's not malice nor is it introversion, he just doesn't deal with people as well as he does machines.

SKELETON AND CONCEPT

A Skeleton is a package of starting Skills, equipment and background that needs to be chosen alongside the Concept. Skeletons are roughly equivalent to classes in other systems. It's best to think of a Concept first and then choose a Skeleton but experienced players might prefer selecting both at the same time. If no Skeleton exists for your character concept, then use the given ones as a guide and suggest your own to the GM.

Skeletons can be found in the Setting your GM is going to run, there are no generic Icar Skeletons as Icar is too broad a galaxy for this to be useful.

Step 2: Deviant

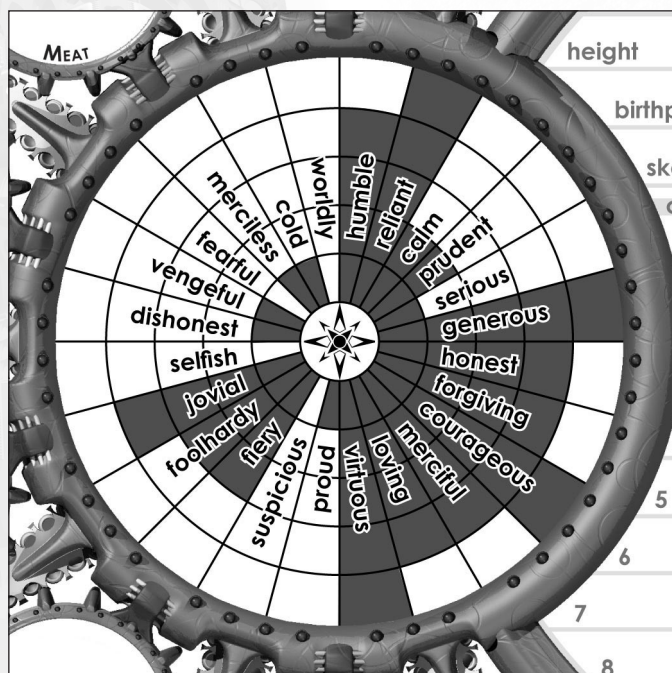
The Deviant is the Character's personality and suggests what the character might do in any situation. The Deviant of the character is recorded in the Deviant wheel. The wheel is made from a number of personality traits. Opposite traits are on opposite sides of the wheel. For example, on one side is Selfish, on the other is Generous. You'll find the deviant wheel on the front character sheet.

To fill in the Deviant wheel, go round each of the traits and colour in up to 5 of the boxes. Both sides of the wheel must add up to 5. If you have 5 in Fiery, then you have 0 in Calm. Below shows an example Deviant Wheel. Only one trait is filled in.



Generous and Selfish are opposite and this character is only more generous than selfish.

Tip: If you are unsure or are creating a character in a hurry, pick two or three traits you know you would like to play, colour them in up to four and colour in their opposites at one.



Then all the others, either colour them in as 3 and 2 or leave them blank and fill them in as you play the character.

Let's take a look at the Deviant wheel for our example character, John Smith. It's filled in for a generally nice person who is a bit naive and is easily excitable.

Tip: When creating the Deviant wheel, try to pick two to four traits that you think best describe your character. Make those traits 4 and 5 and then set the rest of the wheel to traits of 2 or 3. Concentrating on a couple of strong personality traits is much easier when you start to play Icar.

In general, pleasant character traits (generous, honest, forgiving) are on the right hand side of the wheel, and unpleasant traits (selfish, vengeful, dishonest) are on the left.

Don't worry if you don't get it correct to begin with as Deviant wheel can be changed using Roleplaying points. This accounts for someone's personality changing as they experience life changing events.

Do not be bound by the Deviant wheel, it is there as a guide to help the player keep the character's decisions consistent. There might be times when the event is so life changing that the character may react outside of their normal personality. In those cases, you might consider using that event as a reason to change personality.

Step 3: Attributes

Attributes are the physical and mental properties of the character. There are five Attributes in Icar: Battle, Shift, Meat, Soul and Wit. Each Statistic is on a scale of 1 to 10. A value of 1 is human lowest and 10 is the human maximum. The human average is 4 (although the statistical average is 5.5). Therefore, most characters are likely to be above the human average. If the Character gets augmented in some way (with bionics, for example), then these values can exceed 10. There are two ways to determine Attributes, random or points. It's up to the GM whether he allows you to choose which method.

RANDOM

A D10 is rolled for each Statistic. Once all the Attributes have been rolled, 3 points can be moved from one Statistic to another. This is to allow the player to tune (or rescue) the genetic make-up of the Character. A Random system avoids lengthy tuning of the character and provides a more organic outcome. A player may have elected to play a cool, calm fighter pilot but genetics may mean that they begin one that does not have a natural talent for flying. As Skills and Attributes are not permanent and will change during the course of a campaign.

POINTS

If you know precisely what sort of a character you would like, random rolls are not ideal. After all, you might not get the minimum Attributes to be a gun-toting lunatic. Instead, you can use 28 points split between the 5 Attributes. No statistic may be higher than 10 or lower than 1.

Example: You might choose the following: Battle: 10, Shift: 10, Meat: 6, Soul: 1, Wit: 1.

Of course, this example is your typical fighter, lots of brawn

and very little brain. It's wise to have Attributes a little more balanced or you might find it very difficult to raise Skills in the future.

Using points rather than random rolls will slow down character creation and leads all the characters being of equal level. Although this might appear fair, it actually leads to less interesting play situations if all the characters are identical.

OPTIONAL ATTRIBUTES SYSTEMS

Some other systems of Statistic creation include:

Roll 5 D10s, add them together and use this as the number of points you have to spend.

Roll 5 D10s and then decide which dice matches with which Statistic.

BATTLE

Battle is the ability of the character to fight. This includes physical ability as well as natural prowess in combat. It is mostly used for close combat fighting but is also used for deciding initiative. This Statistic does not cover how hard you hit something, just how well you do it.

A Battle of 1 would be someone who fights like a flailing child. A Battle of 10 would be a very accomplished fighter, such as Bruce Lee.

MEAT

Meat is character's toughness. It controls how much they can carry (see Encumbrance later), how hard they can hit something, how many hits they can take before falling over (see Stun later), how resistant they are to poisons (such as alcohol) and how physically large they are.

A Meat of 1 would be an under-developed weakling and 10 would be a huge body-builder.

SHIFT

Shift controls the quickness of the character. This includes how far the character can move each turn, how dexterous they are and also the likelihood of the character winning the initiative in a fight. At walking pace, the Shift determines how far they move in metres in a single turn (3 seconds). More on movement in the Combat section.

SOUL

Soul is a measure of the character's life force and mental strength. A low soul is easily frightened and has trouble dealing with gory or bloody scenes. A high Soul appreciates the fear but is not driven by it.

Failing a Soul check can lead a character into a blind panic. Passing a Soul check can mean a character does not blurt out the location of the money stash. A panicking character isn't able to perform any useful function and the player should make use of a panic stricken to freeze, run amok or act irresponsibly.

WIT

Wit is the measure of intelligence and being able to spot things. A high Wit is likely to notice details and will have more divine inspiration (hints from the GM).

A low Wit is unlikely to notice even the most obvious indications and will have difficulty logically reasoning things through.

SKELETONS AND ATTRIBUTES

Some Skeletons provided with the Attributes have *recommended statistic values*. These suggest that for a given Skeleton, the Wit should be over 4 or Meat over 5. The aim of this is to help the finished character survive. A fighting-centred character with a low Battle statistic will find it difficult to beat people up. This might be intentional from the player and that's why these Attributes are only recommendations.

John Smith's Attributes

For John, we're going to use the standard method of rolling Attributes randomly. Rolling a D10 for each Statistic, we originally get:

Battle	7
Meat	6
Shift	5
Soul	6
Wit	5

Although these Attributes are quite reasonable, they do not fit well with our concept, so we can move 3 points around. I move 2 from Wit and 1 from Battle to make him fearless and a bit more ignorant.

Battle	6
Meat	6
Shift	5
Soul	9
Wit	3

We have already selected Scav Colony Technician as John's Skeleton. This has two recommendations for Attributes:

Wit > 6, Soul > 5.

Although his Wit is less than this, it fits with John being naïve.

Step 4: Skills

Skills are learnt abilities. Where Attributes make up the natural physical description of the character, the Skills represent the learnt Skills. A character is likely to learn a great many Skills during their lifetime in the game and is likely to morph and change their role in the team. Skills are also easier to improve than Attributes, although both can be improved by taking an active role in society. The Skills are jotted down on Character sheet two, included at the back of this book.

All the skills can be found in the Appendix

This section will describe how to use Skills; what difficulty levels are; where you get your Skills from; how to read the Skills trees; how to improve old - and gain new Skills.

USING SKILLS

Whenever a Character is attempting an action (or trying to retrieve learnt information), the player needs to roll a Skill check.

Skills are measured by a percentage (between 1 and 99), beginning at a combination of Attributes, using its parent or as set in the character Skeleton and with a *maximum* of 99%. The player rolls a D100 (normally 2 d10 dice, darkest coloured one elected as the 10s, the other as 1s). The player first checks to see if this roll is under the Skill value and tells the GM.

When the Skill is used, make a tick mark against it to signify that you used it in the session. When the time comes to improve the Skill, you will only be able to improve those that you use - even if you failed.

Example: John Smith has Gaia Know at 55%. He uses this Skill when looking up information on Gaia (the internet). He's looking for some company information on a far away system. The player rolls 42. He tells the GM that he has rolled under and places a tick mark next to the skill.

DIFFICULTY MODIFIERS

Not all actions are of the same difficulty. Before the player rolls, the GM can assign a difficulty modifier that is subtracted from the Skill. The bigger the difficulty, the lower you need to roll. All the difficulties are round numbers to make the mathematics easy.

Example: John Smith has Gaia Know at 55%. He uses this Skill when looking up information on Gaia (the internet). He's looking for all the news stories to do with a certain company. This is a Tricky thing to do, so he must subtract 30 from his Skill, meaning that he needs to roll under 25%. He rolls 27%, which is not under the Skill and does not manage to find the company.

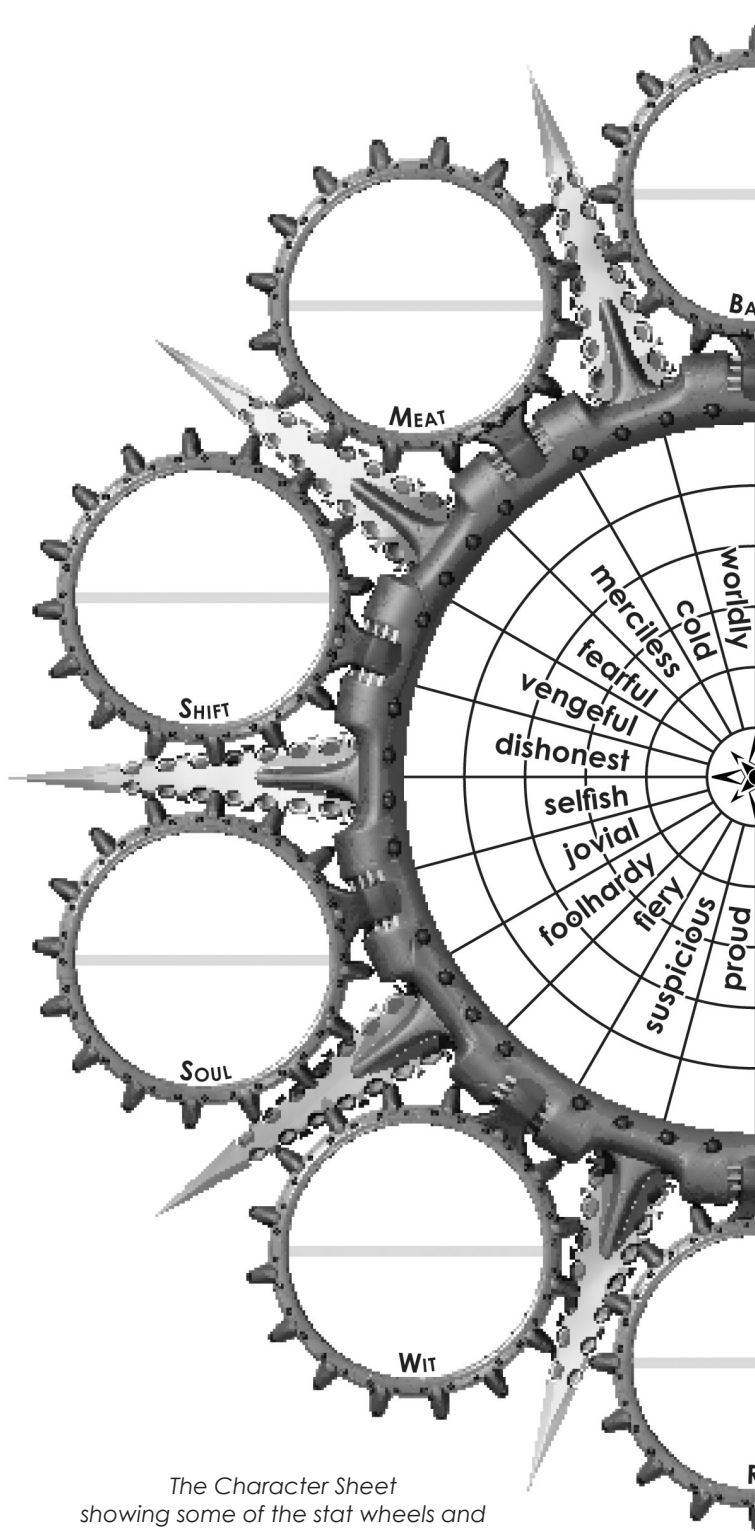
In the table below, note that easy actions get a positive bonus to the Skill, making things easier.

Difficulty Table

Difficulty	Change to Skill
Easy	+20
Normal	0
Tricky	-30
Hard	-40
Difficult	-60
Impossible	-80

MODIFIERS

There may be times where other modifiers are added to the Skill. This occurs when the character is performing an action that not a normal use of the Skill. Modifiers are always applied to the Skill. Therefore, a modifier of -30 is making the action more difficult to achieve. Some example modifiers are listed with each Skill and more are given in the combat section. When there are more than one modifier, add them all together and apply to the Skill before rolling.



The Character Sheet showing some of the stat wheels and part of the deviant wheel.

ROLEPLAYING AND SKILLS

There is a temptation for Skills to replace the act of roleplaying. This is not in the spirit of Icar. Before rolling a for a Skill, describe the action as best you can. The better the description, the less of a difficulty the roll will get. If the Skill is performing some acrobatic feat, then the twist and turn through the air should be described. If the Skill involves haggling a deal, then try to haggle. The GM is not looking for the best dealer or acrobat in the world, just some effort in description as it is this effort that adds richness to the game for everyone.

There are a few instances where this does not apply (such as fast fire fights where shooting lots of guns needs to be performed quickly).

CRITICALS

If the player rolls '1' on the D100 then this is always a pass. If the player roll 100, then this is always a fail. These are called critical rolls. This system is not entirely realistic but does add some interesting playability to the game - no matter how good a character is at a Skill, there is always room for error.

COMPLEMENTARY SKILLS

There are cases where the player wants to do something that is not covered by a single Skill but could be treated as combining two Skills.

For example, convincing a large group of people to go to war might need Persuade (Life Skill) and Oration (Academic Skill).

For the single action of giving an impressive speech to thousands of people, the player should roll under each of these Skills without a modifier. By inventively combining two Skills, the reward is either no modifier or a reduced one. Both Skill rolls must be passed.

PROCUREMENT

Before a character can gain a Skill, the player must give an

3. Instructor Courses

Instructor courses are either an Artificial Intelligence (AI) simulation in Gaia or a human. If it's a human, they need to have the Skill at 70% to do the teaching. The cost depends on many factors but should be half the Artificially Intelligent (AI) training. An AI is an unique Gaia Entity (uncopyable program) and will teach you the rudiments of the Skill in a near-realistic virtual world.

When being trained, there is a feedback in the process - the instructor can tell you what you are doing wrong. For this reason, you can add the Skill during the session as long (as you have the required 4 Roleplaying Points (RP) to buy). Training courses vary in length. The time required (in hours) is given with each training course (see the Equipment Index).

Different AI trainers have different limits to how much they can train. For example, a cheap AI trainer may only be able to train up to 35%.

A human instructor cannot instruct to a level higher than their Skill. If an instructor has a Skill of 72%, then they may only train someone else up to 72%.

4. Progressive Skills

Specialization comes through the need to do a particular task many times which is not covered by a Skill in the list. *All Skills which are included in the new Skill must be 60% or above.* To gain the Skill, you must have used it for the particular purpose at least once a session for 3 sessions. The sessions

A symbol of our ability to create and destroy

in-game justification of how the Skill is gained. Some Skills need instruction and cannot be learnt using trial and error. Skills are gained the following ways:

1. Skeleton Skills

These are Skills that are provided by the character Skeleton. The starting values for these Skills are given on the Skeleton itself and is normally a combination of values and dice rolls.

Some Skeletons have their own special Skills that are not included here.

2. Self Taught

Self Taught means that you can gain the Skill be either having a go at it or by looking around Gaia (the internet) to learn it. Learning any Skill will require the virtual world of Gaia as a simulator in some form. For example, you cannot teach History to yourself without some sources and Gaia will give you those sources.

You teach yourself by trying the Skill during the session using another Skill with a modifier (such as Taxing: 30%) or an appropriate statistic (at -4). Regardless of whether you passed or failed you then pencil it in. The skill can be purchased when you have enough to buy it at the beginning of the next session.

do not need to consecutive.

For example, piloting a bike through a forest at high speed is difficult but if practised, a new Skill 'Forest Dashing' can be derived. You'll need to Forest Dash at least once a session for three sessions to create the new Skill.

STARTING SKILLS

The Skill's starting value depends on the Skill, its Epoch, and the Attributes it is associated with. First Epoch Skills each have three Attributes that it depends upon. The starting value is the sum of these Attributes. The starting value for Skeleton Skills are as given on the Skeleton sheet.

Example: John is interested in learning how to fire a gun. Another member of the team has the Skill Light Firing at 75%, so they can teach it. The starting level for Light Firing is Wit, Shift, Battle. John's Wit is 3, Shift is 5 and Battle is 7; giving him a meagre starting level of 15%. He going to need to practise (or train) a lot before being any good at it!

For Skills at Epoch 2 or higher (see Skill Trees section), then the starting value is the value of the lowest previous Epoch Skill minus 30. An example of this is given in the Skill Trees section.

STARTING SKILLS AND BIONICS

If the character has bionics and is picking up a new Skill, the starting percentage of the new Skill is that of their natural (pre-bionics) levels. The bionics may help in performing the Skill but they do not help in learning the Skill when it is new.

IMPROVING SKILLS

Improving Skills is achieved by practise. If a character uses a Skill during a session, the player must tick that Skill. At the start of the next session, the player can improve any ticked Skills with Roleplaying Points (RP). A single RP raises the Skill by 3%. The GM will set how many times you may tick a Skill per session. The nominal number is 3 times. If a character is using a lower epoch Skill to perform a higher epoch task, then they may not tick the Skill.

If the character does not get a chance to use a Skill naturally, they may practise the Skill. A 10 hour practise session can yield one tick (allowing a raise on the next session).

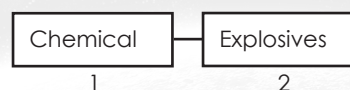
If the Skill is a Self Taught Skill, then the character needs nothing but Gaia to train in it. However, if the Skill is in an instructed Skill, then it needs the instructor (either AI or human) to be present to train.

Optional Rule: Tenuous Raises

When a player is trying to improve an area of a character that does not get much practise or the Skill is too low to risk

each Epoch, the Skills become more and more specific.

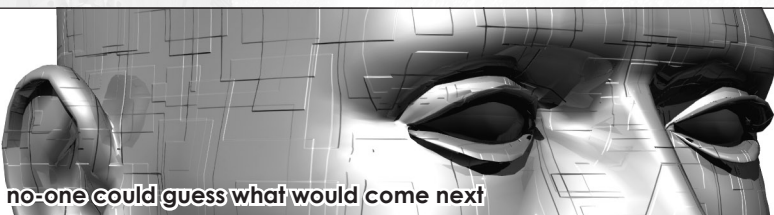
The example below is an extract of the Academia Skill tree. Two Skills are shown with their Epoch numbers. The Skill Chemical is a root of the tree and is therefore at Epoch 1. Explosives requires Chemical and is at Epoch 2. If there were to be another Skills on the right of Explosives, this would be Epoch 3 and so on.



Skill trees group Skills together by their type: Academic Skills tend to be grouped together, as are Technical Skills. Skill tree are very important because:

Therefore, in our example above, a new character would need to have Chemical at 60% before they could buy Explosives. The value of this new Skill will be the value of lowest previous Epoch Skill minus 30. Therefore, if Chemical (the lowest previous Epoch Skill) is 65%, then the starting value of the new Skill will be 35% (65

To gain a Skill at an Epoch higher than 1, the character must have all the lower Epoch Skills that feed it at a level of 60% or more.



using, the player may ask for a Tenuous Raise. The player must then describe how the Skill might have been used (although not rolled for) in the last session. If the GM agrees, the Tenuous Raise is 2 RP for 3%.

Example: John Smith does a lot of driving in the previous session but doesn't do anything particularly special to warrant the roll of the Grav Pilot Skill. John's player could well ask for a tenuous raise, given that the traffic was heavy. The more inventive the reason, the more likely the raise should be allowed.

WHEN YOU DON'T HAVE THE SKILL

If you want to do something but do not have the Skill then you will need to find another way using a Skill you do have.

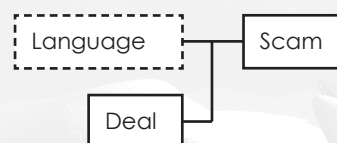
SKILL TREES

Skills are organised by type or function into Skill trees (they can all be found in the Appendix). Skill trees not only show what Skills there are but also what a certain Skill requires. Skills on the left-most part of a tree (the roots) are said to be at Epoch 1. These are the entry level Skills and require only time and effort to learn. As you move to the right along the tree, the Epochs increase by one.

Earlier Epochs represent general or broad Skill areas and with

- 30 = 35). This slightly larger starting percentage allows for some of the knowledge of the earlier Skill to be transferred into the new one.

The example below shows an extract of the Life Skill tree. Life Skills tend to be those that you pick up while actually living, rather than those taught in a class. Here, the Skill Scam is based on both Deal and Language. Deal is from the Life Skill tree too, so that has an unbroken border. The Language Skill, however, can be found on the Academia Skill tree and so has a dotted outline. Both of these Skill must be at 60% before Scam can be bought. The initial value of Scam will be the lowest of the two previous Epoch Skills, minus 30. If language is at 66% and Deal is at 72%, then the starting level of Scam will be 36% (66 - 30 = 36).



JUMPING EPOCHS

A character may attempt a Skill at a higher Epoch but this is considered as being of difficulty Tricky. If the character is trying to do an action belonging to a similar Skill, this is also

given a modifier of Hard. If the character does not have an appropriate Skill or similar Skill, then the most appropriate Attribute must be used instead.

NEW (PROGRESSIVE) SKILLS

For more advanced players, it is possible to create Skills which cover an area of expertise not covered by the Skill list. These are called Progressive Skills. You might want to do this to fit your scenario more precisely. To obtain a new Skill, it must be clearly stated what the Skill is designed to cover and which Skills it derives from.

The Skills that are being derived from must have a value of 60% or more (showing a particular proficiency in the field). To gain the Skill, you must have used it for the particular purpose at least once a session for 3 sessions. The sessions do not need to be consecutive.

ACADEMIA SKILLS

Academic Skills are the core Skills for many of the more complex areas in the Skill lists. Academic Skills are taught to most children attending classes in Gaia as run by the Imperium. Most character Skeletons will have a few Academic Skills at low levels. This indicates a reasonable understanding without knowing the inner depths. These Skills should be used as a springboard into creating new and interesting Skills that might require a return to base principles.

Skills. Finding the mentor is often the most difficult part of attaining one of these Skills unless another character in the team already has it.

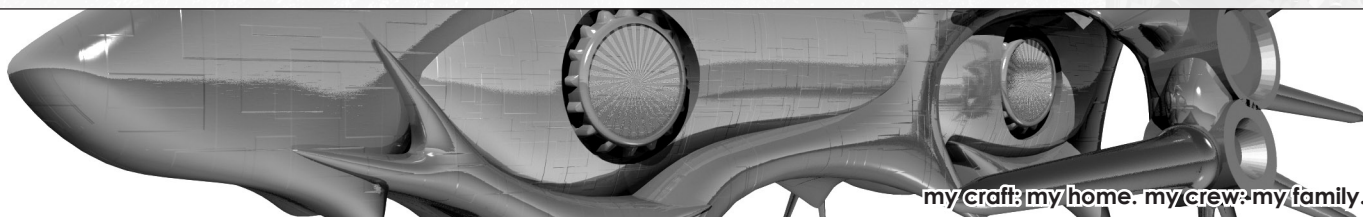
These Skills are often performed by the characters on a regular basis without any prior training at all. That can occur if the character is forced to make a deal on the street there and then. If the player makes a good attempt at roleplaying the Skill, the effort can be rewarded by pencilling in the Skill for purchase on the next Roleplaying point spending session.

Procuring Through Demonstration

If the GM allows, the character may pick up one of the 1st Epoch Skills just by displaying that the character's experiences cover the Skill. For example, a character might pick up Streetwise if they have spent a long time on the street. This might be catered for in background or during play. Attaining the second Epoch, however, is more difficult and will require some sort of training.

MEDICAL SKILLS

Medical Skills are essential to all sections of survival. As most diseases can be cured with an injection of drugs the field of Diagnosis is left to use of these drugs. With the addition of technology, we obtain Bionics which deals with all forms of Augmentation. Out on a limb is the Bioweave Skill, which is a special form of Bionics. In the diagram below, the upper track is the human medicine area and the lower track is the



Example: Having read the technology index, a player might have some wacky ideas for new technology. If the technology has no basis elsewhere, then it is likely that one of the Skills included here can act as a base for the new one.

Examples of new Skills include:

Energy Explosives. The creation of energy based explosives: Explosives and Energy Design (from Tech Skills).

Fake Antiques. The design and creation of realistic fake antiques. Antiquities and Forgery.

Medicines. Creation of new medicines, perhaps from different starting materials. Chemical and Biological. Language. Wit Wit. Wit > 2. Self Taught.

[Local Area] Know. This Skill covers the local area where the characters begin or where they grew up. Replace [Local Area] with the name of the planet or system where the character spent the most time. The larger the area, the less detail the character can know about it.

LIFE SKILLS

Life Skills are those Skills which are almost impossible to teach in class. They tend to be Skills which are obtained while being on the street or taught informally in a practical way by a friend or mentor. These can be gained by studying someone else do something and then practising, unlike Academia

bionics area.

TECHNICAL SKILLS

Technical Skills are generally split up into Knowledge, Systems and Design. Each subject area has one of these Skills. Knowledge Skills are the 1st Epoch and deal with general knowledge about the subject area. Systems Skills are the 2nd Epoch and deal with the repair and upgrading of existing systems. The system Skill is normally a practical Skill. Design Skills are in the 3rd epoch and allow a character to design new tech items. Fitting these new systems requires a Systems roll. If a task requires a Skill from another subject area, a test can be done under Hard.

There is a certain amount of cross-over between the technical Skills. For simple tasks, it is quite likely that a tech with many different technical Skills can complete a task that is within another Skill branch, at a modifier.

To Learn a Technical Skill, all Know and Systems Skills are Self Taught and Design and higher require an Instructor.

To fix something, roll once at a time

A check on the relevant Systems skill is required to fix something. If the roll passes then the item is fixed, if it fails then the item cannot be fixed without more resources being collected. This stops the inevitable fixing of any device by many

These items do not have a direct affect on game mechanics but will affect the manner in which the world responds to you. If you have a very large, well-built character, the galaxy will respond to you differently than if you are a small character.

NAME

This is the name of the character. It's best to choose a name from within your own culture. From a white, British perspective, names such as 'Adam Williamson', 'Simon Aubury' are common. Avoid using names of characters from films unless you want to mimic that character. Within Icar society, people often have just one name, feel free to experiment.

Akarakian names (if you are playing one) tend to have the syllable sounding 'Ak' somewhere in the name. Names such as Jack are common in Akarakian culture.

HEIGHT

As the human race evolved, they got taller (see more in the Evolution part of the Background Chapter). There are no hard and fast rules for choosing height as this should be down to the player. If you are stuck for deciding your height, please use this rule of thumb:

A low Shift (under 4) suggests you're short

Then use the table below for reference:

Example Heights for humans in the 93rd Millennia

Gender	Short	Average	Tall
Male	6'2"	6'8"	7'2"
Female	5'11"	6'5"	6'11"

WEIGHT

Another feature of human evolution was the density of their bodies increased. Please use the tables below as a guide. There is no rule to determine weight from the Meat Attribute because large people can be quite weak, as a general rule of thumb, use the following:

A low Meat (under 4) suggests you're thin

Then use the following tables as a guide. The first table is

The Information part of the first character sheet.

for men, the second for women. Of course, people can be much larger than given here but these are to be used as a guide.

Weight table for Men

	Thin	Average	Large
Short	10st	15st	18st
Average	13st	20st	26st
Tall	18st	25st	34st

Weight table for Women

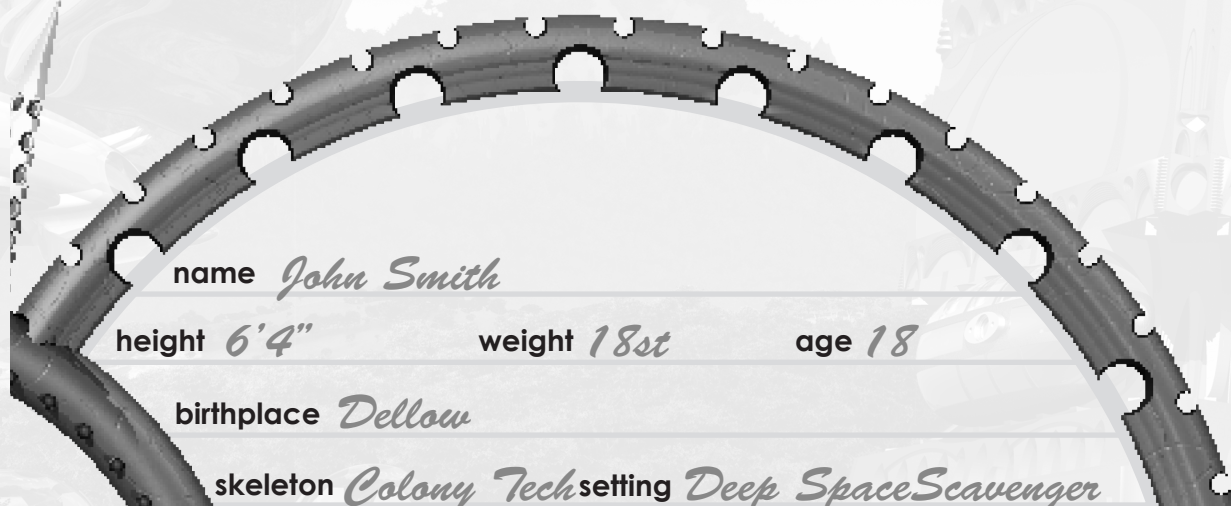
	Thin	Average	Large
Short	9st	13st	15st
Average	11st	18st	22st
Tall	16st	22st	27st

AGE

Better genetics and medicines mean a long life and over 90,000 years the human race has managed to nearly double the average life span of what it was in the 21st Century. Recommended age of the character is normally given on the Skeleton as the amount of world knowledge (and thus Skills) increases with age. However, this is just a recommendation, so feel free to discuss with the GM any ideas you might have. Use the table below as a guide to ages.

Age Comparison Table

21st Century Age	921st Century Age	Rough Description
0	0	Birth
12	8	Start of puberty
18	12	End of puberty
21	18	Physical peak
26	50	Onset of weight gain and 'middle aged spread'
35	70	Middle age (hair loss, etc.)



name *John Smith*

height *6'4"* weight *18st* age *18*

birthplace *Dellow*

skeleton *Colony Tech* setting *Deep Space* Scavenger

40	85	Greying hair / menopause
65	110	Retirement age
75	140	Average life expectancy
85	150	'Good' life expectance
125	180	Oldest recorded human

PLACE OF BIRTH

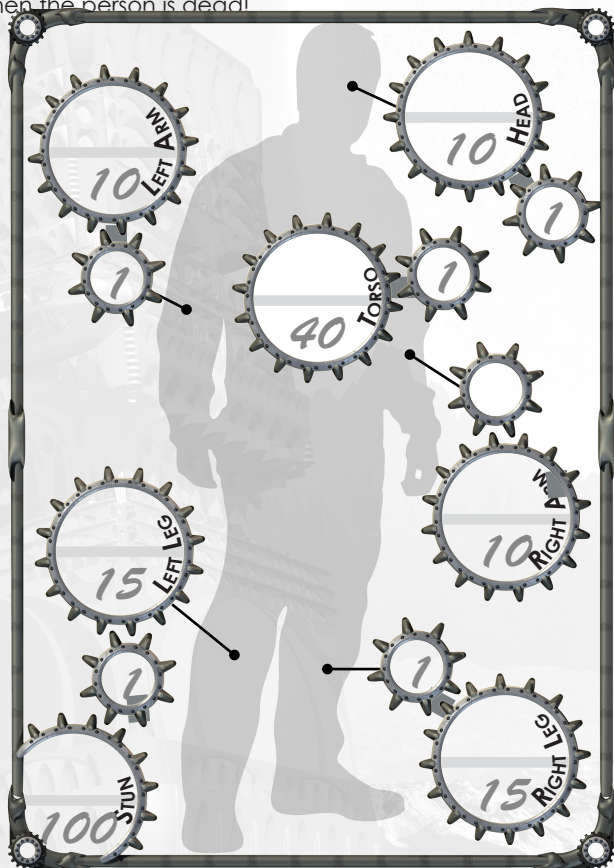
This facet of the character is very much dependent on the setting that is being run. Within the setting, there will be a list of places that are eligible for your place of birth. Try and tie in the place of birth with your intended character description.

SKELETON AND SETTING

This is simply the name of the Skeleton the character is made from the setting document. The Setting is the name of the Campaign Setting your GM is running. In John Smith's case, this is the Scavenger Setting.

Step 6: Body And Armour

This section determines the physical state of the character. To record the body and armour Attributes of the character use a Body and Armour sheet (see right). The body is split into 6 areas, Head, Torso, Right Arm, Left Arm, Right Leg and Left Leg. All objects, including the body, have an **Armour Rating** (AR) in the left column and have **Hit Points** (HP) in the right column. AR is the armour capability of the object or how effective it is at stopping damage. The higher the better. HP is the amount of damage the object can actually take before it is destroyed. The higher the better. When HP hits 0, the limb is removed. If the limb is the head or Torso, then the person is dead!



Body and armour sheet



mex cities: prefab, gothic, busy and home to trillions

Armour is included on another sheet, with outline of a human rather than a solid shape (see the example). The Attributes shown are for a standard human not wearing armour. A human is the benchmark, skin has a AR of 1 and has 100 HP all added together.

Stun is a measure of how awake the character is. When the Stun reaches zero, the character is unconscious. Stun is calculated as follows:

$$\text{Stun} = \text{Meat} \times 10$$

The Stun you have lost becomes a negative modifier on your skills (round to the nearest 10). For Example: If you have lost 8 Stun from a kick to the groin then (rounding up to 10) you have a -10% modifier on your skill when you perform a Skill check.

The Armour Box looks exactly like the one above, except it has a black outline rather than a filled in grey outline.

Step 7: Close Combat Combos

Close Combat Combos are chains of fighting manoeuvres that the character can perform. Although every character can punch and kick someone, to chain them together in a flow needs a Close Combat Combo. Most of the information regarding Close Combat Combos can be found in the Close Combat chapter later.

can keep track of the fighting points you have left to spend in a spare row in this space. When you buy new combos, you will convert Roleplaying Points (RP) and, chances are, will use them all.

In the example below, there are three Fighting Combos with three moves in each. Two points remain in the Fighting Combo box, they may be spent at a later date.

Step 8: Encumbrance

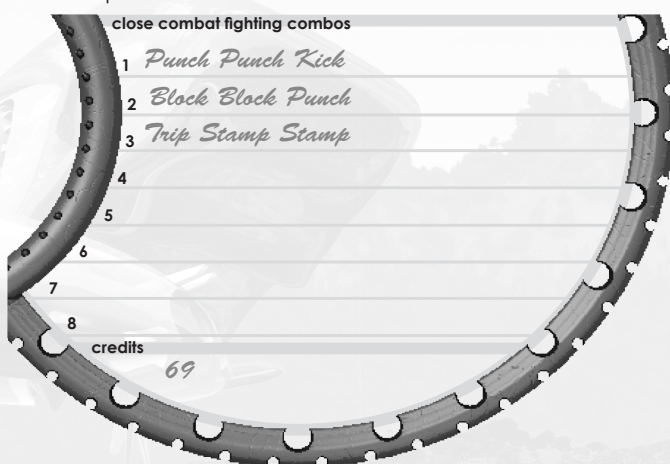
Encumbrance deals with the amount that characters can carry. In Icar, most objects that are heavy have some Grav Assist which takes the weight away. However, there is still inertia and size to consider. A player must keep track of what they are carrying. Encumbrance is a points based system the amount a character can carry is the same as their Meat Attribute. Some things are so small, they do not really have an encumbrance value, so ignore them! The table below is a guideline. Most equipment will have its encumbrance written on it. If in doubt, use this table.

Default Encumbrance Listing

Item	Encumbrance
Clothes	None
Personal Gaia Terminal	None

speed is your salvation

Close Combat Combos are constructed using a number of fighting points. If not specified anywhere, assume that the new character gets 3 x Battle fighting points. You don't have to spend these points initially but wait instead for the character to improve Battle first.



The Close Combat Combo and cash section of the first character sheet.

The Close Combat Combos are written in the Combo are in the bottom right of character sheet one (see below). You

Gaia Card	None
Light Armour (AR < 11)	None
Medium Armour (AR < 16)	1
Heavy Armour (AR > 15)	2
Small Close Combat Weapon (knife)	None
Light Weapon (pistol, baseball bat)	1
Heavy Weapon	2
4 Magazines for a Light Weapon	1
1 Magazine for a Heavy Weapon	1
100 Rounds of 7.4	3
Climbing Harness	1
Another person	4
Small Medkit	1
Large Medkit	2
Tech Kit	2
Lasanim Sword	None
Small Generator	2

Some items have negative encumbrance. A negative encumbrance suggests that the piece of equipment helps the user carry more.

You can keep track of all the items the Character owns and their encumbrance on the second Character sheet.

Step 9: Roleplaying Points



Roleplaying Points (**RP**) are awarded for roleplaying a consistent and believable character. RP are used to improve your character, as your character experiences more things than the character gains in knowledge or changes personality. It is quite normal for the character you start with to be completely different in personality and strengths when you finish playing.

RP is recorded on a disc on Character Sheet one underneath the Deviant Wheel. In the top half, write the current number of RP you have to spend. In the lower half, keep a running total of RP you have been given. This second value is not used in a mechanic anywhere but is interesting to see how much RP has been spent on a character in Campaign.

In general, a GM will award you for playing your character, if your portrayal is so accurate that the GM thinks that the character is sitting at the table, then you will get more points. Some can be awarded for good ideas and for putting effort into the game but most points are for role playing. The following table shows the different ways in which RP can be spent. For the last entry, the player must choose the Psychotheatric to change and then roll on the Psychotheatric table for a replacement.

Roleplaying Point Uses

Cost	Effect
1	Alter as much of the Deviant Wheel as you please. This should be justified with the rest of the group and GM. For example, after you go through a harrowing ordeal.
1	Convert to 3 Close Combat points.
1	Increase a Skill you have ticked last session by 3%
2	Tenuously raise a Skill by 3% with justification.
2	Raise an Attribute by 1. Must be justified with the GM.
4	Start a new Skill.
10	Exchange a chosen Psychotheatric for a randomly rolled one.

Step 10: Psychotheatrics

By now, the character has already taken shape, all that is left now is to add quirks of personality that are selected at random. Psychotheatrics are chosen in the following way (and found in the Appendix).

1. The Player **states how many** Psychotheatrics are going

to be added to the character. The player may choose up to three. No more. Once the number is decided, the player must stick with it.

2. The player **rolls a D100** for each Psychotheatric in turn, dealing with each separately.

3. Any **alterations** to the Deviant wheel or Attributes must now be made.

PSYCHOTHEATRICS AND THE DEVIANT WHEEL

There may be cases where the Psychotheatric conflicts with the way in which the Character's Deviant is created. In this case the Psychotheatric wins and the Deviant Wheel must be altered. If two Psychotheatrics are opposing then the earlier Psychotheatric is used and the second roll is to be re-rolled. No Attribute may go below 1.

The Psychotheatric is there to make the character more interesting for the player to play and is used to give the character some traits which are easily played or add colour to the character.

WEAVING THE TALE

The Psychotheatrics should fit into the background the character has. A certain amount of weaving or fitting in must be done make the Psychotheatric make sense. The GM should read the Psychotheatric before reading it out to the player. Some of the information is the Psychotheatric may need to be kept back from the player.

SCENARIO SPECIFIC PSYCHOTHEATRICS

For some of the Settings, a special Psychotheatric list is given for that specific scenario. The one included in the Appendix is a default list.

BUY OFF PSYCHOTHEATRICS

Psychotheatrics are not just for Morius day, they can be bought off by spending 10 RP. Choose the Psychotheatric you no-longer want and roll D100 for a new one. You have to take a new one if you are buying off an old one. This cannot be done lightly. The mental affect or problem represented by the Psychotheatric must be accounted for in game.

Example: If you are Hunted then you must confront and stop the killer before buying off the Psychotheatric. If you are a Psychopath, then you must go through psychotherapy or live through a life-changing event to change your psyche.

C o m b a t

Combat in Icar is split into three types: Close Combat (fist fights), Fire Fighting (guns) and Vehicle combat. Space combat is also dealt with but is a matter of description and skills. Initiative is used to determine who goes first and then players take turns. For all of these combat types, distance is measured by **metres**. This is used for ranges and movement rates. Time is split into **Turns**. Each turn is **3 seconds** and a player may make spend that turn doing whatever action they like (providing it is possible). Actions can be combat ones or miscellaneous (listed at end of combat). All actions in that turn happen simultaneously.

Example: John Smith and his adversary both shoot their

weapons at the start of the turn. John Smith rolls dice first and splatters the adversary's right arm all over the wall. The adversary still gets to shoot but from the end of this turn will have one glove too many.

TURN ACTIONS

A Turn is three seconds for a turn and that is a long time in Combat. In some cases, a character can do many different quick tasks in this time. Here is a list of noncombat actions which can be performed in a turn.

Turn Action Table

Action	Effect
Walk	Move Shift Attribute in metres in any direction
Run	Move 3 x Shift metres in any direction.
Change Magazine	Put a new Magazine into a weapon.
Change Weapon	Select a new weapon and stow previous weapon.
Recover Stun	A character will recover stun at 10 per turn if not doing anything else.

THE TURN SEQUENCE

Combat runs through the turn sequence (there are different turn sequences for different types of combat) until all the combat is complete. At this point, the GM calls 'combat over' although this is normally obvious.

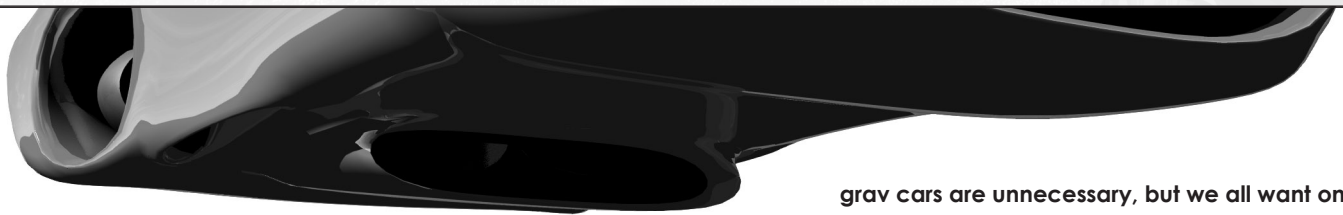
CINEMATOGRAPHIC

Punches thud, chain guns rattle, blood gushes, armour crumbles. Cinematic combat is all about description. The end result is rolling dice and seeing who hits what but Icar has been designed with the described situation in mind. If there is not a specific rule for something then it does not mean that the character cannot do something. Make a judgement call and move on.

HEALING AND REPAIR

Icar is a very lethal game. If a character is shot with just about anything without being armoured or augmented, then it's very likely that they're going to die. However, healing is powerful for when the armour finally runs out. Characters with Medical skill training are essential because they can use modern medical technology to keep the Character alive.

Although damage can be taken in a number of different ways, healing and repair are normally performed in the same



grav cars are unnecessary, but we all want one

Get into / out of vehicle	As suggested.
Throw Object	From knives, chairs, other player characters.
Say one thing	Along with an action, a character may utter one thing.
Turn on shield	Free! Does not take a turn but a shield can be raised in a turn.

ENTERING COMBAT

When a combat session is initialised either by NPCs or by the player characters themselves, the GM will do the following steps:

- 1. State that combat has started.** This is to make sure nobody is unaware of what is going on. It's normally obvious!
- 2. Describe the situation.** (Or who is doing what). This allows each player to be certain of what situation their character is in. You might like to draw crosses on the map to show where you are.
- 3. Roll for initiative.** This gives an order of play. **Initiative = SHIFT + BATTLE + D10.** The highest initiative goes last (allowing the quickest and most battle aware character to see what everyone else is doing).

way. Healing is performed on natural biological creatures. Repair is performed on bionics and armour. The skill that is used depends on whatever is being healed.

Healing Damage

Damaged item	Skill for repair
Natural biological, e.g. Human (less than half damaged)	Medical Basic
Natural biological human (more than half damaged)	Surgery
Bionics	Bionics Systems
Armour	Mechasys Systems
Bioweave	Bioweave Systems

NATURAL BIOLOGICAL HEALING

A natural biological creature is one that has growth from a natural source. This includes humans and animals. If the damage take on any part of the natural biological is less than half the total, then a roll using Medical Basic or Surgery is sufficient. If the damage taken is larger than half of the total amount, then Surgery is required.

Example: John Smith has been shot in the chest, taking 15 of his 40 (Torso for a normal human) points of Damage. 15 is less than half of 40, so Medical Basic is enough to bind

the wounds. If he's shot again in the same way, then he's going to need someone with Surgery.

The speed at which people heal is given in a table below.

SYSTEMS REPAIR

For every other type of systems (armour, bionics, powered armour), an appropriate skill is needed. The following table gives a guideline on how much can be repaired each hour. This is meant as a guideline.

HEALING AND REPAIR TIMINGS

This table gives an indication of how long it takes to heal or repair items. These are active healing speeds, not natural, the medic or repairer needs to be present during the repair/healing process. Please use this only as a guide.

Damaged Item	Skill Used	Hit Points per hour
Human Body (Low damage)	Med basic	2
Human Body (High damage)	Surgery	1
Bionics	Bionics Systems	100
Armour	Mechasys Systems	100
Bioweave	Bioweave Systems	200

WHEN TORSO OR HEAD GO TO 0

Fortunately for the mortality of humans, medical technology has improved apace with weapons. If a character's Head or Torso is reduced to 0 then the medic with a Med Kit has **10 turns** to get to the character and successfully roll a Surgery (for Humans) or Bionics Systems (for Borgs and Cybers) roll.

If this passes, then the character is near death and will need further medical attention under the normal healing rules. If this fails, then the Medic might need more resources or some help from another character before another roll can be made. This is the same as the 'Fixing things' rules for Technical skills.

The GM must apply common sense here, if human character is ground zero of an orbital cannon then a broom will be more useful than a medic.

SHIELDS

Shields are an energy field which stops high energy items from piercing it. A shield has an AR of 99. If a weapon of BF 100 (energy weapon) is used then one shot will shut the shield down, but this happens at the end of the round - the shield will soak up all of the damage in that round. Shields can be raised at any time and are instant - they do not take a turn action.

Some shields have hit point ratings on them. If the amount of damage applied to the shield (using the 1/10 rule) goes over this value, it will be destroyed and cannot be restarted.

A shut down shield can be restarted with a successful Systems roll (any skill with Systems after it) and 60 seconds work.

CLOSE COMBAT

Close combat occurs when two people are close to each other and begin to fight without firearms. Close combat includes fighting with weapons such as swords, table legs and bread knives. Players should not be given much time to decide what to do, it should be done quickly.

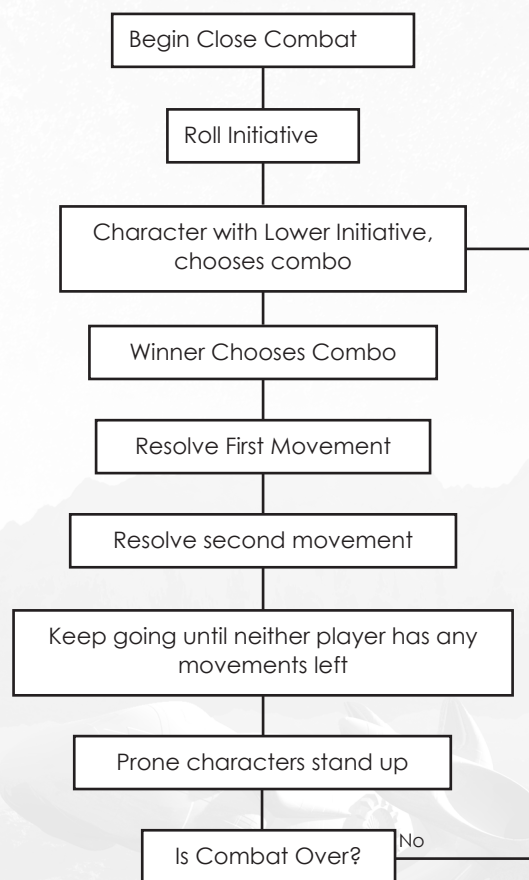
The abilities of character can differ greatly depending on what skills they have. The skills that affect Close combat are Street Fighting (Life), Rail Fighting (Life), Akarak Art (Life) and Gun Fu (Task). The skills change the basic rules given here, so if in doubt then the skills take precedence. The skill descriptions contain a list of the additional abilities. The skills are normally bought as a character develops, so you will not need to worry about the affects initially.

COMBINATIONS (COMBOS)

In the world of fighting, you are only truly blessed if you can tag fighting movements together that give you a flow of movement. Icar deals with this by using combinations or **Combos**. Combos are a number of moves which can be done in one turn (3 Seconds).

TURN SEQUENCE

Once combat has been started, the combatants roll initiative (**Battle + Shift + D10**). Each turn until combat is over, the lower result must choose which combo they are doing first and tell the higher of the initiative what the first movement in the combo is. This allows the quicker, better fighter to know what is coming and then decides which combo to do.



Each movement is then worked out simultaneously. Defence

movements block attack movements automatically. If both attack at the same time, a roll under Battle is used to determine who wins. If one person has more movements in the combo than the other then the remaining movements are made for free! When all movements are done, then the turn ends.

Begin Close Combat

Close combat is entered into if the combatants have not got range weapons drawn (except with Gun Fu - see later) or if they are within 2 metres.

Roll Initiative

Each combatant, whether they be NPC or player, rolls for initiative:

$$\text{Initiative} = \text{Battle} + \text{Shift} + D10$$

The lower initiative, is the worse combatant and thus fights at the disadvantage of not knowing what everyone else is doing.

Lowest Initiative Decides First

The lowest initiative - or the worse fighter - must decide which Combo to use. Then tell the first movement of this combo to the highest initiative (the better fighter). This allows the better combatant to choose the best combo to deal with this opponent.

Higher Initiative Chooses

Standing Up

If a character is knocked prone during a fight, they get a chance to stand up after all the moves have gone through. They stand up on a successful Shift roll.

Is Combat Over?

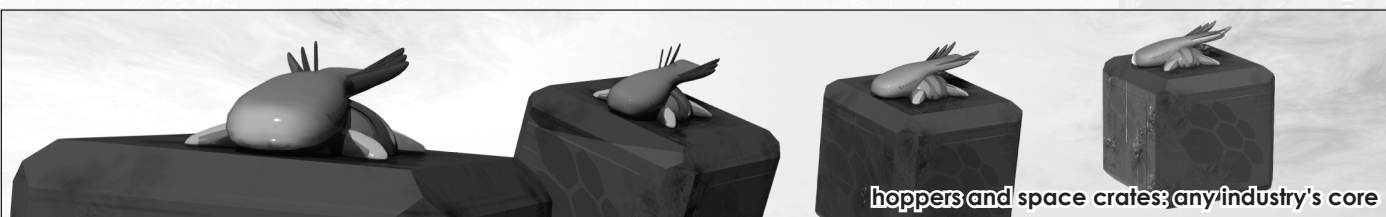
Combat ends when one combatant is either knocked out or runs away (evading). A knock out occurs when Stun reaches 0%. Evading combat requires the coward to roll a larger difference under Shift roll against the enemies Battle roll. A successful evasion means that the cowards can choose to fight again or not next turn. If combat is not finished then proceed to the next movement until all movements in the combo are finished. If one player has more moves than the other in a combo then the last ones go through automatically.

THE MOVEMENT TABLES

These tables are an idea about the types of move that can be done. This is not a definitive list, imaginative players can make their own but penalise the points required to do them. Some manoeuvres are 'One Offs', in that you don't need to put them into a combo, you just do them. However, you have only one go a turn.

Tick the Relevant Skill

You now tick the skill which is move relevant to the combo that you have just completed. If the Combo was based on the standard moves (seen in the next table), you tick Street



The person with the higher Initiative gets to choose the combo they wish to use.

Resolving Movements

Once the combos have been set, each movement in the combo is resolved. All movements can be split into 2 groups, Offensive and Defensive. Below is a table which shows what to do depending on the outcome of the two movements. Don't worry if this seems confusing, examples will follow.

Close Combat Movement Resolution Table

Fighter 1	Fighter 2	Outcome
Offensive	Defensive	Fighter 2 blocks attack, nothing happens
Offensive	Offensive	Each roll under Battle. The player with the higher difference wins.
Defensive	Defensive	Nothing happens.

TAKING DAMAGE

Damage is dependent on the movement done. Only one person can take damage at a time (there is only ever one winner). All damage is Stun damage unless otherwise stated.

Fighting, the basic fighting skill. Common sense is needed when deciding which fighting skill to tick and the GM should be consulted.

OFFENSIVE MOVES

Name	Cost	Stun	Notes
Punch	1	Meat	
Kick	2	2 x Meat	
Head butt	1	2 x Meat	Must follow defensive move.
Stamp	1	2 x Meat	Target must be prone
Trip	1	None	Makes target prone
Stand Up	One Off	None	Character stands up
Break Free	One Off	None	Breaks the hold

Hold	1	None	Target is held until attacker lets go or a successful break free
------	---	------	--

DEFENSIVE MOVES

Name	Cost	Notes
Block	1	Stop attacks with arm. Damaged if used against a weapon.
Dodge	2	Completely avoids attack
Disarm	1	Removes weapon from opponent.

BUILDING COMBOS

The starting character will have a number of points to spend on fighting combos. How the combos are created is up to the player, all the points may go into one combo or split between many. The cost of one combo is the total cost of all the moves.

Example: Dodge Block Punch. This combo costs 4.

Building Rules

1. Number of moves in a combo must not exceed $\frac{1}{2}$ Battle Attribute.
2. A Character may not have more than 3 moves in a combo unless the Street Fighting Skill is 10% or more.

automatically, so have one combo with just these.

EXAMPLE CLOSE COMBAT

Below is a close combat turn for two characters with the following Combos:

Rage: Block Punch Block Punch.

Dude: Kick Punch Dodge Trip Stamp.

Roll Initiative

Battle + Shift + D10. Rage has a Battle of 8 and a Shift of 4 and rolls 10 on a D10. His Initiative total is $8+4+10$ which is 22.

Dude has a Battle of 6 and a Shift of 7 and rolls 7 on a D10. His Initiative total is $6+7+7$ which is 20. Therefore, Rage wins the initiative.

Looser chooses Combo

Looser goes first and as Dude lost the initiative, he has to choose his combo first and tell rage what the first move will be. He chooses the combo given above, and says that Kick will be his first move. Rage then chooses a combo dependent on the choice of Dude and chooses the one above, starting with a Dodge.

First Move

Dude is doing a 'Kick' (an Offensive) and Rage is doing a 'Block' (a Defensive) so nothing happens.

Second Move

Both Rage and Dude are punching at this point so they roll under their Battle on a D10. Dude rolls 8 which is 2 under his Battle of 10. Rage who has a Battle of 8 rolls 3 which is 5 under. Therefore, Rage wins this one and does Meat Stun to Dude. Rage's Meat is 8 so he does 8 stun.

Third Move

Both characters have a defensive as their move, so nothing happens, they face off.

Fourth Move

Dude is doing a 'Trip' (Offensive) and Rage is doing a 'Punch' (Offensive) so they must roll under their Battle as in the Second Move. Rage has a Battle of 8 rolls 2 which is 6 under. Dude has a Battle of 10 and rolls 1 which is 9 under. Dude has rolled 1, a critical and automatically wins! Dude trips up Rage who then falls to the floor (now prone).

Fifth Move

As Rage is prone and can only have four moves, Dude's stamp goes in free doing 2 x Meat stun, as Dude has a Meat of 6, he does 12 stun to Rage.

humanity relies
upon its benefactors

3. Player can not place more than one two point (in cost) move consecutively unless the character has Street Fighting over 20%.
4. Player may not add to a combo once it is made.
5. Player can delete an old combo in favour of a new one but no points are gained (it is deleted, not traded in!).

Making New Combos

At the beginning of each playing session, there is a time to spend experience. At this point, a player may make new combos and discard old ones.

Combo Hints

Here are a few pointers that have proven useful in the past.

- ♦ Try to have at least one combo beginning in a defence and one in an attack. This is so that if you want to start a fight, you can do it with a combo and if someone tries to pick a fight with you, then you can defend with a combo.
- ♦ If you have a high Battle, try to keep the last few moves attacks as weaker opponents will not have that many moves in a combo and those attacks will be 'free'
- ♦ When starting a character, it is best to have at least one combo which goes up to the maximum of moves, even if the moves are all relatively weak punches.
- ♦ Punches and blocks are replaced with weapon moves

Stand Up

At the end of the turn, Rage rolls Shift to try and stand up. He rolls 1 and leaps to his feet.

IMPROVISATION (OPTIONAL)

Improvisation allows a character to improvise up to 1/4 of his Battle (round normally), that is make up a Combo on the fly. This is often useful when using an impromptu weapon.

HAND WEAPONS

Hand weapons are defined as 'anything held in the hand'. That is knives, table legs, other people etc. If the character picks up a hand weapon, they can still do a combo. All Block and Punch moves are replaced automatically (at no cost) by the relevant weapon move (parry and stab etc.). Special moves must be taken separately and thus have a cost. Below is a table of a range of objects which most weapons fall into. If the weapon is special, then it will come with different Attributes. A player can only put the use of weapons in a Combo if their Street Fighting skill is 20% or more.

Blunt

Blunt weapons include clubs, rods, poles and table legs. Some blunt weapons can penetrate armour but they do not intrinsically have a Blast Factor (they are unable to penetrate armour) so use the 'Bladed' weapon table instead. Most improvised weapons fall into this category.

Large Blades

Large Blades include any blade over 60cm. These include pole arms and swords. Some weapons have Blast Factors (penetration) but unless otherwise stated, use a **BF of 2**.

Large Blade Table

Move	Cost	Stun	Damage
Thrust	(Punch)	4 x Meat	2 x Meat
Parry	(Block)	None	None
Slash	3	4 x Meat	3 x Meat

HAND VS BLADE

What happens when someone without any weapons goes up against someone with a blade or blunt? Intuitively, when striking, the attacks can be dealt with normally. However, if someone 'blocks' against a hand weapon, the weapon will *still do damage* to the blocking arm. Humorous dismemberment should be considered. A dodge, however, will avoid any close combat weapon.

WEAPON COMBOS

The special manoeuvres (like Slash above) can be built into combos. However, the special **combo may not be used without the weapon**. The character may use these moves when improvising.

TIP: Weapon attacks do far higher damage and stun than

you see a lifeless rock,
I see a mining opportunity

Blunt Weapon Table

Move	Cost	Stun	Damage
One Handed Smack	(Punch)	3 x Meat	Meat
Parry	(Block)	None	None
Two Handed Strike	3	4 x Meat	2 x Meat

Small Blades

Small Blades are anything that has a blade smaller than 60 cm. Small blades include kitchen knives, clubs with nails through one end, small knives and claws. Some weapons have Blast Factors (penetration) and these are listed in the weapon tables. **TIP:** If in doubt, use a Blast Factor of 2.

Small Blades Table

Move	Cost	Stun	Damage
Stab	(Punch)	3 x Meat	Meat
Parry	(Block)	None	None
Slash	3	3 x Meat	3 x Meat

normal attacks so fill special combos with mostly weapon attacks, that way no attack is wasted.

MULTIPLE FOES

When a character is fighting more than one person in a turn, she can squash her combo. Combo squashing entails assigning moves to each of the foes. The assigning of moves happens on the fly, the person being attacked can decide at each turn who to do the moves against. The character may also Innovate during a combat. This is best demonstrated in an example.

Example Multiple Foe Combat:

This combat is between three fighters, Rage who is fighting Dude and Mush. Rage is holding a Sword (Blade Weapon). Dude and Mush have no weapons at all.

Rage: Block, Block, Block, Punch, Punch.

Dude: Kick, Punch, Block.

Mush: Dodge, Punch.

Note: As Rage is holding a sword, his combo becomes:

Rage: Parry, Parry, Parry, Thrust, Thrust.

Roll Initiative

Battle + Shift + D10. Rage has a Battle of 8 and a Shift of 4 and rolls 9 on a D10. His Initiative total is 8+4+9 which is 21.

Dude has a Battle of 6 and a Shift of 7 and rolls 2 on a D10. His Initiative total is 6+7+2 which is 15.

Mush has a Battle of 3 and a Shift of 4 and rolls 4 on a D10. His Initiative total is 3+4+4 which is 11. Therefore, Rage wins the initiative.

Looser Goes First

As Dude and Mush lost the initiative, they have to choose their combos first and tell Rage what the first move of each combo will be. He chooses the combo given above, and says that **Kick** will be his first move. Rage then chooses a combo dependent on the choice of Dude and Mush, choosing the one above, starting with a **Parry**.

First Move

In the first move, Rage is being attacked with a Kick and a Dodge. He assigns his first parry to the Kick and nothing to the Dodge from Mush, there is no need to.

Second Move

In the second move, Rage has two punches coming in simultaneously so he assigns the next two 'parry' in his combo to each punch. The punches are parried by Rage automatically.

Third Move

Mush does not have a third move so the fight is between Rage and Dude. Rage is doing a 'thrust' and Dude is blocking. Normally, this would be blocked without result, however as Rage is fighting with a sword, he does damage to the arm of Dude. Rage has a Meat of 8 so he does 4 x Meat (32) stun to Dude and 2 x Meat (16) damage to Dude's arm. Dude only has 10 hit points on his arm so Rage's hit chops it off.

Fourth Move

Rage is doing a 'Thrust' and decides to hit Mush in the chest. The move is undefended so goes through automatically doing 4 x Meat (32) stun and Meat (16) damage.

End of Combat

As you can see, a Sword can be pretty deadly in the hands of someone with a good combo.

Fire fighting

Fire fighting deals with the use of firearms. It is assumed that all fire fights happen simultaneously and initiative is merely used to allow the more combat aware to see what happens to everything else before making their decision.

FIREARMS

In Icar, weapons are not written down on part of the character sheet but are included as separate sheets themselves (folded paper into cards) and then kept with the character sheet. This removes confusion about what the character is carrying. If the player does not have the sheet, they do not have the weapon. On the next page is the Nelson H1 from the Equipment section, please refer to this as an example. A firearm sheet is split into four segments. From top left, go-

ing clockwise they are: Features, Notes and Attributes and photo and name

PHOTO AND NAME

The picture shows a representation of the weapon with its name.

FEATURES

Here are the important features of the weapon. Not really Attributes but other information of use. Typically this place holds the following:

- 1. Cost.** If bought New from a regular dealer.
- 2. Type of weapon** (Light or Heavy). Tells you which skill to use.
- 3. Rarity** (a percentage). A GM will roll over this number to see if a dealer has one in stock. Lower is more common.
- 4. Additional Features.** These are accompanied with a heading and a description. Things such as 'Grav Balancing' are additional features.
- 5. Stock Options.** Some weapons are so versatile that the manufacturer may create them with possible additions straight from the factory. These come with a tick box, a price and a rarity (if different from the rarity of the weapon).

NOTE

Either used for further pictures or options or for a brief history and description for the weapon.

STATISTICS

These are split into three sections, Range Discs, Weapon Statistics and Ammo.

Range Discs. On the outer edge of the range discs are the modifiers for this weapon at Short (S), Medium (M) and Long (L) ranges. Add this value to your Light (or Heavy) firing skill and add the number in the centre of the ring. A positive modifier is signified by a coloured in (black) shape and a negative modifier is signified by an outline shape.

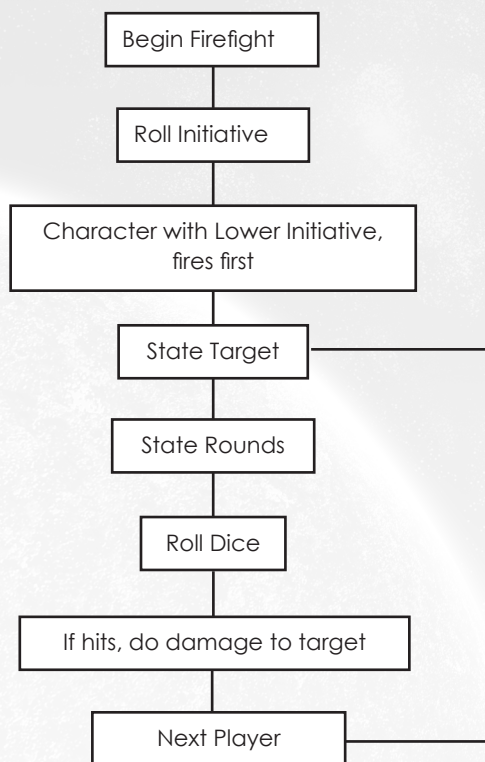
For example, if your character has a skill in Light Firing at 85%, then Short Range will be 95% and both medium and long will be at 85%.

Statistic

This tells you the physical attributes the weapon has. How each number is used is detailed later.

The acronyms stand for: **Weapon** The type of technology the weapon uses to fire. **BF** Blast factor, how good the weapon is at penetrating armour. **Damage** The damage done by each round fired. **R/T** Rounds fired each turn. **Ammo** the type of ammunition fired. **Mag** Magazine.

THE TURN SEQUENCE



Begin Fire Fight

Fire Fight combat is entered into if the combatants fire weapons. The GM must state what targets there are, at what range they are and whether they are moving or in cover.

Roll Initiative

Each combatant, whether they be NPC or player, rolls for initiative:

$$\text{Initiative} = \text{Battle} + \text{Shift} + \text{D10}$$

The lower initiative, is the worse combatant and thus must decide what to do first, without having seen the outcome of everyone else's actions.

State Target and Number of Rounds to Fire

The player (or NPC) states the target that she is shooting at and the number of rounds she wishes to fire. The number of rounds fired can not exceed the R/T value of the weapon.

Roll Dice to Hit

Player rolls a percentile (D100 or %). This must be less than number on the corresponding range disc. The ranges are listed below. If the player is throwing a Grenade, they can do so up to Short Range and roll Shift to hit.

Weapon Ranges

Range	Distance (in Metres)
Short	Up to 50m
Medium	51-500m
Long	501m+

If Hits

The player must roll under the number on the relevant Range Disc. However there are modifiers, which make it difficult to hit. Add these modifiers to the difference between the roll and the number required to hit.

Example 1: If a player has a skill of 70% and the weapon has a modifier of 30%, the total is 100. The player rolls 60, therefore a difference of 40. This difference then has modifiers added to it. The modifiers add up to -30%, leaving 10% difference, this is a hit.

Example 2: At long range, the modifier may only be 20%. The player requires a roll of 90 on a D100. The player rolls 90 and misses.

Example 3: At short range, the modifier is only 25%. The player requires a roll of 95 on a D100. The player rolls 92. This is a difference of 3. Modifiers could quite easily make that shot a miss.

HIT MODIFIERS

Modifiers make hitting the target easier or more difficult. This is by no means an exhaustive list, if there are any circumstances which the GM thinks affects the situation then they too will be added.

Hit Modifier Table

Modifier	%	Usage
Target in Cover	-10	The target is obscured in part.
Target or Character moving	-10	A character may fire while moving if moving at walk.
Called Shot	-30	Player chooses body part to shoot at.
Aimed Previous Turn	+20	Character spent last turn aiming at the target.
Shot at target last turn	+10	Bonus for continually shooting at the same thing
Character Stunned	-(100 - stun)	If stun is below 100, then take the difference.

Example: John Smith fires a Raqax IIE at a foe at short range. His skill is 95%, the Raqax short range modifier add 35% to the chance to hit. Therefore he needs to roll under 130% on a D100. He rolls 28. The difference is 102%! However Max has taken damage and has 50% (-50) stun. He is also firing while moving (-10) and the target is hiding behind a wall (In cover -10). This brings the difference down to a less impressive 32%. This is still a hit.

DAMAGING THE TARGET

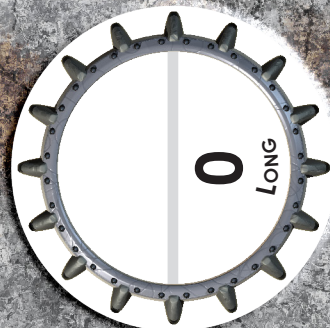
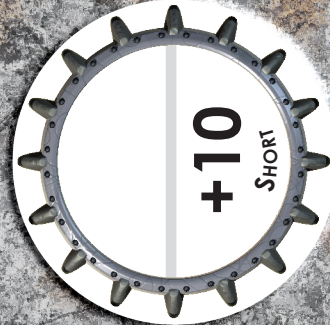
The maximum damage done to the target is the Rounds fired multiplied by the Damage.

$$\text{Damage Done} = \text{Rounds Fired} \times \text{Damage}$$

However, this damage is affected by the difference between the Blast Factor (BF) of the weapon and the Armour Rating (AR) of the Armour. The alteration is as follows:



NELSON HI



Weapon	BF	Dmg	R/T	Mag	Ammo	Ammo Carried
Pistol	10	12	5	20	2.2P	

Skill Required	Rarity	Cost	Manufacturer
Light Firing	10%	100	Napalm

Features

Options:

Silencer. The weapon is silent beyond short range.

Optax Sighting. Fits snugly on top of giving +0, +10, +10. Cost 150cu.

Power Setting. Increase the power of one round. Requires successful Weapon System Roll to fit. Dam 20, R/T 1. Cost 250cu.

Chain Feed. Converts magazine to chain feed. Must use chained 2.2 rounds. Requires successful Weapon Systems roll. Mag: feed. Cost: 250cu.

Palm Print ID. Stops anyone other than the owner firing the weapon. Requires successful Weapon Systems roll. Cost 175cu.

Notes

Sold in millions, the Nelson is by far the most popular personal defence weapon available. Its light weight construction and sturdy design means that even the uninitiated can fire the Nelson with a good degree of accuracy. Dispensing 5 rounds every 3 seconds, the HI can decimate most human targets in 6 seconds! Mostly used by paranoid executives and those living on planets with potentially dangerous species of animal.

The Nelson has been around for many years and its simple design there are hundreds of modifications available. However, many of these are created by small, unlicensed companies, thus the quality of parts cannot be guaranteed. Those included above are officially included by Napalm, the main manufacturer.

A compact and light weapon that can survive neglect and produce a reliable shot every time.

1. If $BF > AR$ then all damage is applied.
2. If $BF \leq AR$ then 1/10 damage is applied.

Stun is the measure of physical shock. Regardless of damage applied, a target takes the BF in stun. This rule does not apply to some forms of powered armour.

As you will note from the damage system, Icar is a deadly game. The best tactic is not to be shot at in the first place.

FIRING WITHOUT A SKILL

It's not unknown for a character to pick up a weapon and pull the trigger. In this case, use only the modifiers given with the weapon.

Example: For the Nelson H1, a character without Light Firing would have to roll under 10 at short range.

FIREFIGHT EXAMPLE

A human foe is wearing an armoured jacket and an armoured vest. The hit is to the chest. The jacket has an armour value (**AR**) of 5 and has 20 hit points (**HP**). The vest has an armour value (**AR**) of 8 and has 15 hit points (**HP**).

The Raqax IIE has a **BF of 20** and a damage of 30. 5 rounds were fired. Total damage is 150 points.

The Raqax's **BF (20) is higher** than the jacket's AR (5) so it does **full damage**. As the jacket has only 20 hit points, the jacket is destroyed (150 damage > 20 hit points). However, the round continues into the vest. The round now has a BF of (20-5=15) 15 and has a damage of (150-20=130) 130.

The **BF (15) is larger** than the vest AR (8) so it **does damage**. Therefore 130 points of damage are done to the vest. The vest has 100 points so it is now destroyed. The round still has a BF of 7 (15-8) and 30 points of damage. The foe takes 30 points of damage to the chest, leaving him with 10 points remaining (40 on Torso, 40-30=10).

The foe takes 20 stun (the BF of the Raqax IIE). This sort of armour is best avoided.

AUTHOR'S NOTES

Combat should be kept as **quick as possible**. This can be achieved by reducing the accuracy of the mathematics involved. In the above example, only five shots were fired. If 8 were fired and they all hit in the same place, it can be estimated that the target is dead. This is because 8×30 is 240 points of damage, which is more than the target's body and armour. Also, these composite armours are rare, characters normally have only one layer of armour, making life quite simple.

Dog Fighting

The last combat needs to be the most cinematic of all the combats. If the players get bogged down in arguing about real dynamics of moving bodies then the game will grind to a halt. Each vehicle warrior is considered as either **offensive**, **defensive** or in **advantage**. The defender is the person who is trying to dodge the attacker by trying to get the advantage, the attacker is the one trying to shoot the defender. When both craft are in the advantage state,

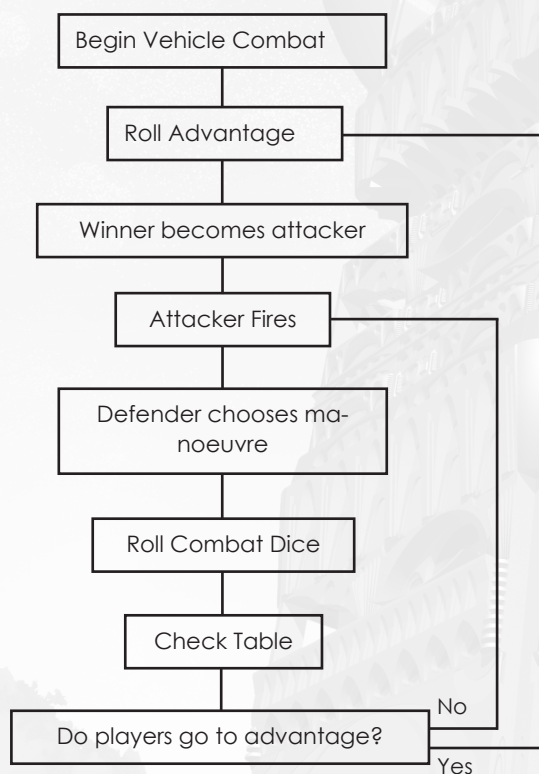
each one is trying to become attacker.

Example: John Smith is flying his Vulture on the way to a Croft. A rogue Nomad attacks. The rogue has the element of surprise so he becomes the attacker. John becomes the defender. At the start of next turn, John does a manoeuvre and the rogue does not manage to stay on his tail. Both of them circle around the sky in advantage (neither of them able to attack or defend). Then John is able to take the attack and blows the rogue car from under him.

ROUNDING AND RESOLUTION

Dog fighting requires you to reduce the resolution of the Combat Pilot Skill. This means turn a number that is normally out of 100 (like 69%) to a number which is out of 10 (like 6.9). First divide the number by 10, then round up if the decimal is '.5' or more and down otherwise. Thus, 74 becomes 7.4 and (as the decimal, '.4' is less than '.5') it becomes 7. Also, 25 becomes 2.5 and then round to 3. If you prefer, truncate by cutting off the second number, 92 become 9 and 38 becomes 3. This greatly speeds up the process.

THE TURN SEQUENCE



Combat normally begins with both vehicles in advantage. They both roll Advantage dice ($Combat Skill + Vehicle Manoeuvring + D10$) and the winner becomes the attacker. The loser becomes the defender.

Then, at the end of the turn the attacker gets to fire. The next turn, the loser chooses a manoeuvre and each player rolls combat dice ($Combat Skill + Vehicle Manoeuvring + Manoeuvre Modifier + D10$). Then a simple table (below) is followed to see if the situation remains the same and the attacker fires again or if the manoeuvre succeeds and the players are placed into advantage again.

DOG FIGHT MANOEUVRE LIST

Name	Speed	DF	AT	Notes
Random Side Slip	Any	0	-1	
Sharp Turn	< 1/2 Max	-1	-2	
Throttle Slam	Not Max	0	-1	Increase speed by acceleration
Brake Hard	Not 0	-1	-2	Reduce speed by acceleration
Loop	> 1/2 Max	-1	-2	-10% to attacker's next shot
Roll	Any	-1	-3	
Air brake	> 1/2 Max	-4	-3	Attacker may not fire next turn
Swoop	> 1/2 Max	-2	-3	Increase speed by acceleration. -10% to attacker's shot

Falrodding Manoeuvre	Any	*	*	Combat Pilot skill only roll, biggest difference wins.
Evasion	*	-2	0	Defender's speed must be greater than attackers!

Roll Combat Dice

This determines whether the manoeuvre is successful at removing the attacker from the tail of the defender and put them both into advantage.

$$\text{Advantage} = \text{Combat Skill} + \text{Vehicle Manoeuvre} + \text{Manoeuvre Modifier} + D10$$

Check the Resolution Table

Once the winner and loser have been decided, check the table below.

Attacker / Defender / Advantage Resolution Table

Attacker	Defender	Result
Win	Lose	Remain the same
Lose	Win	Got To Advantage
Win	Evade	Remain the same

be careful where you dock, if you want a ship to return to

Lose	Evade	Combat Ends
------	-------	-------------

Evasion

This occurs when the defender chooses to evade the battle. If the defender manages to win with an evade manoeuvre. Then the battle ends. GM will roll dice to see if battle can be started again. This is often not the case. It must be noted that the defender's speed must be greater than that of the attacker's for the evade to be successful.

End Of Combat

Combat can also end if one enemy is destroyed or the attacker wishes to stop. If the attacker wishes to stop then combat ends automatically. The attacker must specify that the combat will end before firing (essentially rolling the dice).

EXAMPLE DOGFIGHT

Here is an example dog fight. Note how all the mathematics is quite similar between each turn. For any combat the player's skill and the vehicle modifier are not going to change so these numbers can be added once and remembered.

The Dog fight concerned two pilots John Smith (Combat Grav Skill 80% = 8) and Bernard Black (Combat Grav Skill 55% = 6). John Smith is driving a Borealis with a mounted Chain

Feint and Dive	< 1/2 Max	-2	-4	May only be performed by Grav Bikes. If attacker is not Grav Bike, then may not fire.
Split 'S'	< 1/2 Max	-3	-4	
3 Axis Tumble	< 1/2 Max	-2	-5	Next move must be a random side slip
Generator Power Dump	< 1/2 Max	-1	-4	Do 500 points of damage to vehicle
Aero Dynamo	Any	-3	-6	Do 500 points of damage to vehicle

Gun (Vehicle manoeuvring is $+10 = 1$) and Bernard Black is in a Star Enforcer Fortitude (Vehicle manoeuvring is $+60 = 6$). They arrive at the same moment (no one has the element of surprise) and go to Advantage.

Turn One - Roll Advantage Dice

Both roll a D10. John Smith rolls a 3, Bernard Black rolls 6.

ADVANTAGE = COMBAT SKILL + VEHICLE MANOEUVRE + D10

John Smith Advantage = $8 + 1 + 3 = 12$

Bernard Black Advantage = $6 + 6 + 6 = 18$

Winner Becomes Attacker

Bernard is the winner. So Bernard becomes the attacker.

Attack Fires

Bernard shoots using the Fortitude's Pulse Laser. He lets off one shot, rolling D100. There are no skill modifiers on this weapon so he needs to roll under his skill of 65%. He rolls 94, so he misses.

Defender Chooses Manoeuvre

As John Smith is a good pilot, he chooses to do a 3 axis tumble. He checks that his speed is over 1/2 (which it is). He also notes that if he is defender again next turn, it must be a side slip. The 3 axis tumble has a manoeuvre modifier of -2.

Bernard is the winner. So Bernard becomes the attacker again.

Attacker Fires Mounted Weapon

Bernard decides to fire 15 of the possible 50 rounds he can fire. He rolls a D100, trying to get under 65% (his Heavy Weapon skill). He rolls 20, and hits, taking off 3000 points of damage from the John's Borealis. John writes this figure in the top half of the hit points circle.

Defender Chooses Manoeuvre

John decides that the damage he has taken is too heavy to continue so he chooses to Evade, this counts as a Random Side Slip. His speed is larger than Bernard's so he can evade if he succeeds the next roll.

Turn Three - Roll Combat Dice

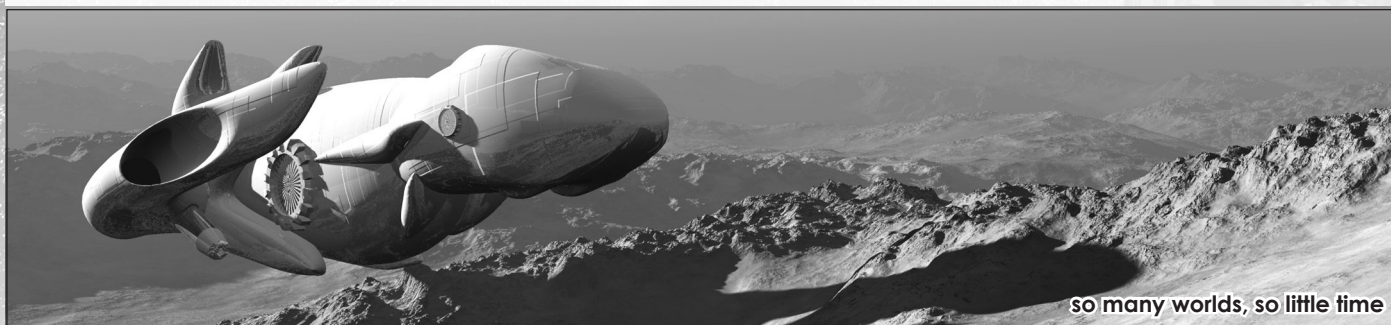
Bernard must now try to stay on the tail of John Smith so he can fire again. Both roll a D10. John rolls 7 and Bernard rolls a 1.

Combat = Combat Skill + Vehicle Manoeuvre + Manoeuvre Modifier + D10

John Smith Combat = $8 + 1 - 2 + 7 = 14$

Bernard Combat = $6 + 6 - 5 + 1 = 8$

Check Table



Turn Two - Roll Combat Dice

Bernard must now try to stay on the tail of John so he can fire again. Both roll a D10. John rolls 9 and Bernard rolls a 4.

Combat = Combat Skill + Vehicle Manoeuvre + Manoeuvre Modifier + D10

John Smith Combat = $8 + 1 - 2 + 9 = 16$

Bernard Black Combat = $6 + 6 - 5 + 4 = 11$

Check Table

Last turn Bernard was the attacker and John was the defender. John won (as John's total was the higher of the two) so using the table, they go to Advantage.

Roll Advantage Dice

Both roll a D10. John rolls a 2, Bernard rolls 8.

Advantage = Combat Skill + Vehicle Manoeuvre + D10

John Smith Advantage = $8 + 1 + 2 = 11$

Bernard Black Advantage = $6 + 6 + 8 = 20$

Winner Becomes Attacker

Bernard is the attacker and John is the defender. John won so (as John's total was the higher of the two) using the table, John Evades.

End Of Combat

The GM decides that the speed difference is too great for Bernard to join battle again immediately, so a chase will ensue. They will, of course, start in Advantage next time

ADDITIONAL FACTORS

In a Mex City Dog Fighting

If the dog fight happens in an empty Mex City, underground, in an Orbital Post or canyon (where space is restricted) then this is considered Hard difficulty.

Fighting Amongst Traffic

When fighting amongst lots of traffic, this is considered Taxing difficulty.

Biblical Weather

If the weather reduces visibility and winds make accurate flying virtually impossible, then this is considered Hard difficulty.

Stunned Pilot

If the pilot has taken any stun, divide it by 10 and subtract this from the total.

Damage

The more the vehicle is damaged, the worse it will fly. Once the damage has reached at least half of the total damage of the craft, then the Manoeuvre Bonus should be ignored.

FIRING NON-MOUNTED WEAPONS

If there are other people inside the vehicle have weapons and are able to fire them (such as from the back seat of a roofless Anchorage Type R) then they may fire straight after the Mounted Weapons do. The to hit modifier is the same as the Manoeuvre Modifier for the attacker. Work out damage as you would for a fire fight.

As the weapon is not mounted to the vehicle, those firing non-mounted weapons can fire even when the vehicle is the defender or in advantage. Think of this as firing out of the back of the car when escaping.

BOARDING

The attacking vehicle can draw alongside the defender rather than firing mounted weapons. Once alongside, anyone inside either vehicle can attempt to board the other by rolling Shift a check. Failing this check either means that the jump was not made and they remain in their own vehicle or

Hacking

Gaia is the 3D virtual world that acts as the internet in Icar. The whole human race revolves around the use of Gaia. For more details on Gaia itself (and the different objects you get in it), see the Gaia section in the Background.

Hacking is the act of performing illegal actions in Gaia. Gaia emulates the laws of the real world and so can be mistreated in a similar way. Hacking often requires a team effort, regardless of whether a Character has the Hacking skill.

When considering the Gaia, it is best to think of it as the real world rather than a 21st Century computer system. If a message needs to travel through Gaia, you might assume it moves instantly (like email) and although it is instant, you can intercept the message still. Do not worry about the technical concerns here. The aim is to make Gaia playable without any in depth technical knowledge.

WHAT HACKING IS USED FOR

Hacking is a support activity in Icar. Hackers make use of Hacking Entities to help the team achieve their goal. Most Hacking runs take more than one successful roll of the Hacking skill. The number of times to roll depends on the difficulty of the task. Following is a selection of actions a Hacker can take, with examples of how many times to roll a Hacking skill check.

the star enforcers are quick and relentless

they made the jump but are hanging on by their fingertips and will stay that way until they pass a successful Shift check.

LOSING CONTROL

(Optional) If the defender fails the manoeuvre then they lose control of their vehicle. The next turn, the GM will choose the manoeuvre and the character must pass a Pilot or Combat roll (depending on whether they are in combat) to gain control the next turn. The manoeuvre may not be an Evade.

GENERAL FLYING

Outside of combat, if the character wishes to do a crazy manoeuvre (outside the normal realm of flying) then they may do so. A good description and a pass on the relevant Pilot roll will allow them to do this manoeuvre. A fail of the Pilot roll will make them Lose Control (see above).

A good description and pass of the roll may suggest an immediate skill increase.

Finding secured data

Breaking and entering into corporate and personal Gaia spaces is the best place to find juicy data. From Corporate systems you can grab employment records, lists of workers, secret plans for future projects, plans of the building layouts and even incriminating files. From personal Gaia Spaces, you can read 3D immersive diary entries, steal the contact information of friends and view their information.

To determine the number of Hacking skill checks to pass, imagine you had to break into someone's house to steal their bank statements. You would need to break into the front door (1 roll), then into a locked box of personal items (1 roll). Therefore, you need to roll Hacking twice. Of course, the Hacker never really goes into the house physically but their Gaia Isis will go into the virtual space. If you want to then change the information you will need to roll Hacking again.

Fixing sensors and cameras on a loop

In the more secure areas of Imperial space, there are many sensors and Cameras recording everything. To avoid being caught, you might want to Hack the cameras and sensors so that they stop recording and just record a loop of nothing changing.

To determine the number of Hacking skill checks to pass, imagine you had to do this today. First, you would need to

break into a security room in the building (1 roll) and then force the cameras to break their programming (1 roll). You might also need to destroy a security entity that is watching the camera feed (1 roll). You then need to use the Hacking Entity Looper (1 roll). Therefore, 4 Hacking skill checks are needed.

Opening real world doors

Breaking into places involves either Hacking the door panel or cutting your way in. To open a real world door, the Hacker must roll just once. For getting access to a Space Craft, the airlock will have two sets of controls, so you will need to Hack twice.

Accessing the Undergaia

The Undergaia is the name given to accidental fissures in Gaia, which most users cannot sense or locate. The Undergaia is useful for connecting with criminals, finding out restricted data, buying or selling information or hiding data and illegal Entities. More information on the Undergaia is provided in the Gaia section in the background later.

HACKING VEHICLES AND SPACE CRAFT

It is possible to disrupt the systems on a Space Craft or vehicle. Space Craft and vehicles have many Gaia Entities (intelligent programs) that automatically control many of the systems. A Hacker can disrupt these systems but only for a short period of time as the Entities will be regenerated by the systems they run. With luck, it is possible to shut down systems with Hacking entirely but it takes many successful rolls.

Vehicles

Vehicles use Entities for opening doors, navigating traffic, driving, maintaining power, gravity dampening fields (which removes g-forces), controlling shielding and a food and drinks bioreorganiser.

To Hack into a Vehicle, you need to **roll twice** to get into the security and then *once for each system* you wish to disrupt. The system will be off in the next turn for that turn only.

If you manage to successfully roll 10 hacking rolls in a vehicle, all further system hacks will be permanent!

Space Craft

Hacking Space Craft is a much more difficult affair as a single Space Craft has thousands of Entities with massive duplication of effort. As such Hacking Space Craft systems must be performed from inside or standing on the hull of the craft.

HACKING AUGMENTED HUMANS

Humans with Cyberware can be hacked if they have a Gaia Link. Cheap bionics suits require 4 passes and expensive bionics suits may require 16 successful rolls of Hacking! Once inside, the Hacker can do all manner of damage, such as switching off the ability to walk or balance, any of the sensors. Most full body bionic implants will not allow Hackers to kill the augmented human but they can be locked inside their own body by Hacking.

HACKING ENTITIES

Hacking Entities are special Gaia Entities (intelligent programs) that subvert Gaia and can be used to help a Hacker achieve certain tasks. Hacking Entities each have a specific

goal and can be purchased in the Undergaia. To bring a Hacking Entity to life, a successful Hacking roll is required. Some Hacking Entities have more requirements.

A full list of Hacking Entities is in the Equipment Index but some examples are given here.

Back Door

Once you have hacked into a system, you can create a Back Door to let you (and anyone else) back in. Back Doors are Easy to find by other hackers or system administrators.

Generator Overloader

The Generator Overloader will set a Generator on a path of self-destruction. Small generators (in emergency lighting) take 60 seconds to overload, whereas large generators (such as in space craft) may take up to an hour.

HACKING DURING COMBAT

Hackers can play their part during combat by changing the environment (opening or closing doors, switching off lights, opening air locks, turning off the gravity). The act of using Gaia is a physical one, a Hacker uses his hands, voice and whole body to control Gaia. Therefore, the amount of Hacking that can be performed in a single combat turn is determined by the Hacker's Shift statistic. A Hacker may roll for Hacking as many times as he has points in his Shift Statistic. If bionically augmented, then the number of rolls increases hugely.

OTHER USEFUL SKILLS

Hacking has its limitations. As a Hacker, you might be excellent at breaking into systems but it does not allow you to do everything. In that case, you will need to use other Skills. If another member of the party has those skills, they can join you on the Hacking run and can use their appropriate skills when needed. Here are the most common skills useful to the Hacker.

Forgery (Life Skill Tree)

Sometimes it is useful to change the things that you find. Improve school records, change employment records or frame someone with video footage.

Space Combat

Combat in the pitch black void of space is dangerous. To survive, you need a team of capable people to fly, gun and repair. Space Combat is a team affair that concentrates on what the characters are doing, rather than the location of the space craft. Maps are only useful for noting roughly where the combatants and astral objects are and where each are heading. Unlike the rest of combat in Icar, each round is roughly a minute long.

When entering space combat, it is very important to understand what the aim of the team is: either fight or flee. If you fight, you have the opportunity to destroy systems on any opposing space craft. If you flee, you cannot pick and choose what you destroy.

ROLES OF THE TEAM

Everyone on the Space Craft has a role. The roles are Operations, Pilot, Gunners and Engineers. During the combat sequence, each of these roles has a special job to do. The aim is to keep all of the players busy during combat.

Operations

Operations is in charge of understanding the positions of all the enemy and telling the crew what needs to happen next. This role is normally occupied by the Captain of the craft. Anyone can do the Operations role but it should be someone with a high Wit and Battle.

In game terms, the Operations role is responsible for rolling initiative. This then affects the rolls of all the other members.

Pilot

The Pilot is responsible for manoeuvring the craft so that the gunners can shoot specific systems. The Pilot needs to be someone with Combat Cruiser (or Pilot Cruiser with a -30% modifier).

In game terms, the Pilot must put the craft in a position such that the team can fire at specific systems on the opposition.

Gunners

Gunners man the weapon stations and do damage to the enemy. As Artificial Intelligence systems cannot do harm, it is humans that must fire the weapons. A space craft can have as many Gunners as it has weapon entries on its record sheet. A Gunner needs the Heavy Weapons Skill to fire the guns.

Engineers

Engineers make sure that the craft stays in one piece. During combat, Engineers move around the craft fixing system that were targeted by the enemy. To be an Engineer, a Character must have Space Craft Systems (or Space Craft Know at -30%).

TURN SEQUENCE

The GM will begin space combat by drawing a rough map of the locations of the objects and what their intentions are. Some may be turning to attack, others may be fleeing or innocent bystanders caught in the melee. Each each step in the combat, each combatant does that action, the highest Initiative goes last. This is so that the highest initiative gets a chance to see what the enemy is doing.

Operations Rolls Initiative

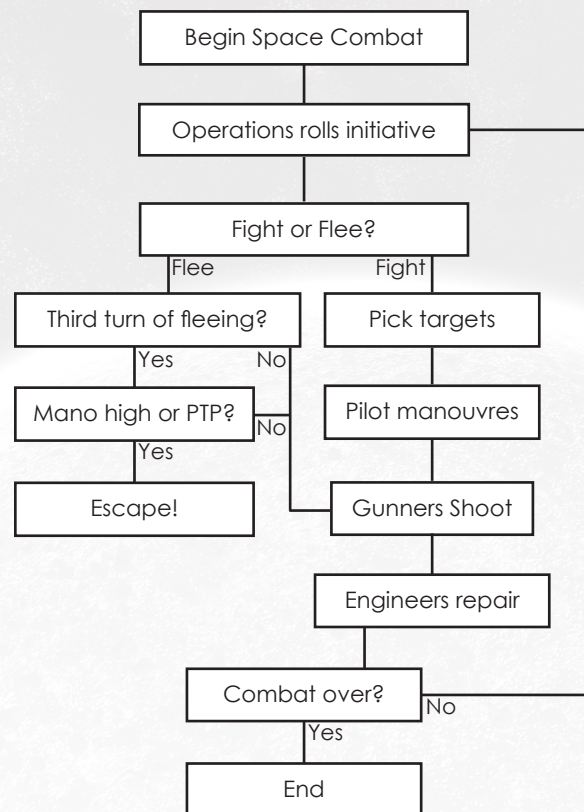
Operations rolls initiative: **Battle + Wit + D10**. Then each of the combatants are arranged in ladder with the highest roll at the top. Attacking targets with a higher initiative give a negative bonus of -20% to pilot manoeuvring and the gunners shooting.

Fight or Flee?

The players then decide whether to fight or flee. This is a team decision but the Operations crew member has the final say.

Fight

When you decide you fight, you get to choose specific systems on an enemy to target. It is much easier to disable a craft by picking systems.



Space Combat Turn Sequence

Pick targets

Once you have decided to fight, you then choose the system on the target ships you want to attack. You can attack as many ships as you have weapon entries on the record sheet and gunners operating them. If you have 2 guns but only one gunner, you can only shoot one gun. This is a team decision but the Operations crew member gets the final say.

Pilot manoeuvres

The pilot now needs to get the craft into the correct position so the gunners can shoot at the systems you want to hit. **Roll Combat Cruiser**. If you are attacking a craft with a higher initiative, modify your skill by -20%. If successful, the Gunner has a chance of shooting the target system you picked. If the roll fails, the Gunner can only shoot at the Hull.

Gunners

Each of the Gunners rolls to hit a specific system on the target Space Craft. Each Space Craft has a list of systems that can be shot at. Next to each system is a % modifier called the Target System Modifier (it is listed simply as % on the Space Craft record sheet). Roll d100 under **Heavy Firing + Target System Modifier**.

If you are attacking a craft with a higher initiative, modify your skill by -20%. If the skill check fails, then no damage is done. Otherwise, check out the Taking Damage section. If you are Fleeing, a Gunner may only shoot at Shields and Hull.

All shooting occurs simultaneously, so if another craft shoots out your guns just before you get a chance to fire, you still get to shoot this turn and hope the engineers can repair the damage for next turn.

Fleeing

If the fight isn't going well, the crew may want to flee. To flee you need to choose Flee at the start of three turns in a row.

After three turns of trying to flee, you can determine if it is possible. If your craft has a Point to Point (PTP) Light Jump engine then you may jump to another system, leaving the combat. If your craft does not have PTP then you have to outrun them on Grav. To do that, you need to have a Mano equal or larger than your pursuer. Otherwise, you are going to have to stand and fight. Or surrender.

While fleeing, the fleeing Gunners may fire at any target but may not select a system. If the Grav Engine is knocked out then no fleeing can be done until it is repaired. Once repaired, the three turns of fleeing must begin again.

Engineers Repair

It is the job of the Engineers to try and get damaged systems working again. Engineers cannot replace Shields or Hull during combat but they can repair systems that were targeted by the enemy. To repair a damaged system, an Engineer must pass a Space Craft Systems skill check.

When a system has taken catastrophic damage (see below) it cannot be repaired with a space dock.

Combat Over?

If there are no more targets then the combat is over. Otherwise, a new turn begins. The GM will update the locations of the craft on the map and initiative is rolled again.

TAKING DAMAGE

Shields

Before any damage is done to the Space Craft, the shields must be depleted. The number of shields are listed on the space craft record sheet. A shield lasts an entire turn and protects from all damage during that turn. Once it goes down, the next pops up until they are depleted. Shields can only be damaged by an Energy Weapon.

Targeted Systems

If a Targeted System is hit by a gunner then strike a line through it to show that it cannot be used until fixed by an Engineer. Add the damage done to a running total in the Damage Taken semi-circle.

Dam	System	%
0	Hull	+20
100	Generator	-40
140	Shield Generator	-50
180	Escape System	-40
220	Tractor Beam	-30
300	Light Jump Engine - no light jump	-60
380	Grav Engine - no manoeuvring, no fleeing	-60
420	Generator	-60
440	Structural Failure - no light jump	n/a
460	Last Generator - power failing	n/a
480	Life Support	n/a
500	Energy web failure - you are adrift	n/a



A Space Craft damage table example for the Crowthorne

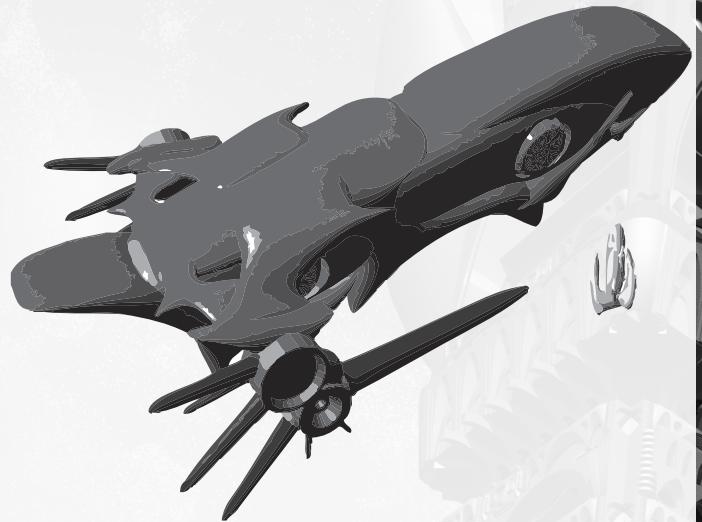
Accumulated Damage

When the Damage Taken exceeds a damage level on the chart then that system is inoperable and cannot be fixed without a Star Dock.

For example, in the Crowthorne damage chart below if the Space Craft takes 100,000 points of damage then a Generator is damaged. After 140,000 points of accumulated damage, the Shield Generator is damaged and so on.

SPACE COMBAT EXAMPLE

In this example, two space craft are pitted against each



other. Only the bare detail on the space craft is required. More detail on these space craft can be found in the Equipment Index. Only two turns are dealt with here as example. The crew of the two space craft are:

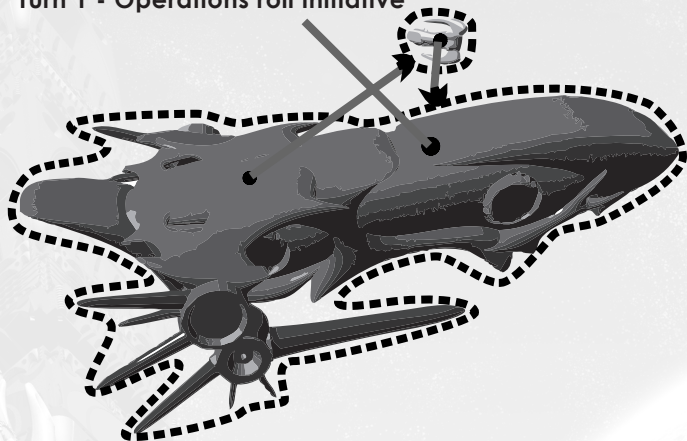
Gaterunner (the smaller craft)

Captained by Simon (Operations Role, Battle = 7, Wit = 8) with gunner Gideon (Heavy Firing 70%), pilot Peter (Pilot Cruiser 80%) and Engineer Andrew (Space Craft Systems 70%). This is the player character (PC) space craft. The Gaterunner has only one shield left.

Cyclone (the much, much larger craft)

Captained by Kathryn (Operations Role, Battle = 7, Wit = 5) with gunners Sarah (Heavy Firing 75%) and Louise (Heavy Firing 70%), flown by Matilda (Combat Cruiser 60%) and Engineer Constance (Space Craft Systems 40%). This is the non-player character (NPC) space craft. The Cyclone has only one shield left.

Turn 1 - Operations roll initiative



Kathryn (NPC) and Simon (PC) roll initiative:

Battle + Wit + D10

Kathryn rolls 7, giving a initiative of 19 ($7+5+7=19$). Simon rolls 6, giving an initiative of 21 ($7+8+6=21$). Therefore the PCs go first and the NPCs suffer a modifier of -20% to piloting and gunnery.

Turn 1 - Fight or Flee?

The NPCs are forced to decide first as they have the lower initiative. The NPCs decide to fight.

The players decide to fight as they have the benefit of winning the initiative and their shields protect them for at least this turn.

Turn 1 - Pick Targets

The player Gaterunner has shields up there is no need to pick a System, so the NPCs choose to shoot at the Hull, which as a +20% modifier.

As the NPC Cyclone has shields up, the players choose to shoot at the hull, giving the same modifier.

Turn 1 - Pilots Manoeuvre

So that the Gunner can get the +20% modifier for shooting at the hull Matilda, the NPC Pilot, rolls Combat Cruiser. As they lost the initiative, Matilda subtracts 20% from her Skill of 60%, so she needs to roll under 40%. She rolls 51, which is a fail. The two NPC gunners will get no modifier to hit.

The player gunner, Peter, does not have this skill so he rolls Pilot Cruiser at 80% with a -30% modifier. The target is 50%. He rolls D100 and gets 25. Therefore, his successful piloting has allowed the player gunner to shoot the specific system.

Turn 1 - Gunners Shoot

The NPCs shoot at the hull of the Gaterunner. The Cyclone has 2 guns and the NPCs have two gunners. As they lost the initiative, they must subtract 20% from their skills. They get two shots. Sarah fires first, rolling 91 on D100. Her Heavy Firing skill is 75% (-20% makes 55%), so she misses. Louise fires and rolls 18, which is under her Heavy Firing skill of 70% (-20% makes 50%). She hits. The single shot is enough to shut down the last Gaterunner shield (they only had one left).

Now Gideon can use the guns of the Gaterunner to fire. Shields only need one round to be taken down, so he fires one shot, rolling D100. The target is 90% - his skill Heavy Firing (70%) plus +20% for the system modifier, the Hull. He rolls

47, which is under. The last Cyclone shield goes down. As Gideon is the only gunner, the player's Gaterunner only gets one shot.

Turn 1 - Engineers repair

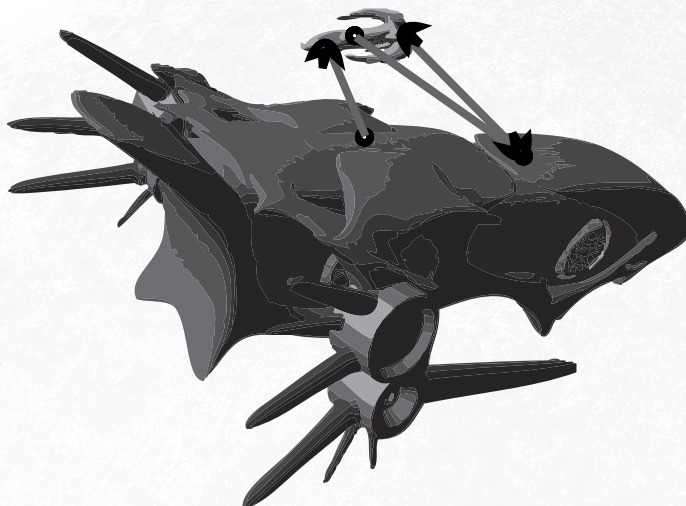
The Cyclone has not taken any damage yet.

The Gaterunner has not taken any damage yet so Andrew the Engineer is probably yelling about the shields being out and how they need to get out of there.

Turn 1 - Is combat over?

Not yet! So it is onto turn 2.

Turn 2 - Operations roll initiative



Kathryn (NPC) and Simon (PC) roll initiative:

Battle + Wit + D10

Kathryn rolls 2, giving a initiative of 14 ($7+5+2=14$). Simon rolls 8, giving an initiative of 23 ($7+8+8=23$). Therefore the PCs win again and the NPCs suffer a modifier of -20% to piloting and gunnery.

Turn 2 - Fight or Flee?

The NPCs lost the initiative so will be going first again through this turn. Being the bigger craft, they decide to fight.

The players decide to fight too. Why? Because they are players and while they have the initiative, the chance of doing system damage is high.

Turn 2 - Pick Targets

As shields are down, the NPCs elect to shoot at the Hull again. They really want to shoot out weapons but losing the initiative means that it is very difficult.

The players decide to shoot out one of the pulse laser guns, evening up the fight.

Turn 2 - Pilots Manoeuvre

As before Matilda, the NPC Pilot, rolls Combat Cruiser (with -20% for losing the initiative). She rolls 21, which is a pass.

Peter, the player pilot, rolls Pilot Cruiser (-30% because it's the wrong skill) and rolls 14, which is a pass.

Turn 2 - Gunners Shoot

NPCs shoot at the hull of the Gaterunner. They get a -20% for being lower down the initiative but a +20% Target System Modifier for shooting at the hull. Both the gunners pass their Heavy firing rolls and do 8000 points to the hull of the player's Gaterunner. The players put 8000 into 'damage taken'. At 30,000 points, the Gaterunner will lose its first generator.

Gideon, the player gunner shoots at the Pulse Laser on the Cyclone with -40% modifier for the system. He rolls 23, which is under the 30% he needs. The system is crossed out and 2000 is put into the Cyclone's 'damage taken' semi circle.

Turn 2 - Engineers repair

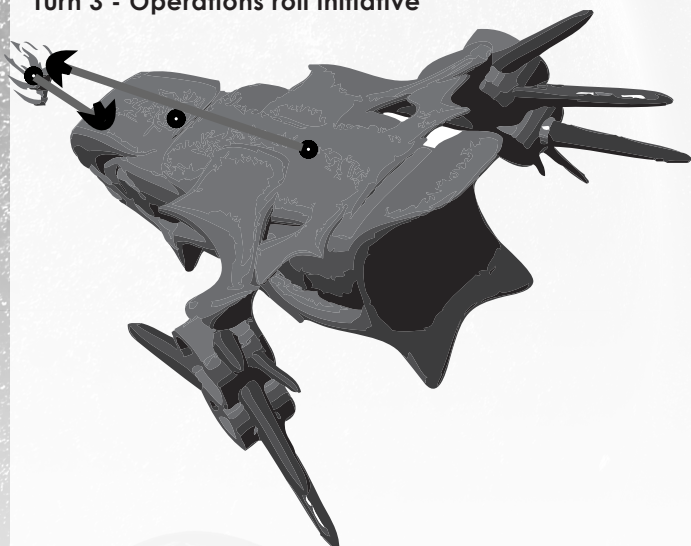
The NPC Cyclone has a damaged Pulse Laser, so the NPC Engineer Constance rolls against her Space Craft Systems of 40% to attempt a repair. She rolls 51, so the weapon remains inoperative.

The Gaterunner has taken hull damage but this requires a Space Dock to fix.

Turn 2 - Is combat over?

Not yet!

Turn 3 - Operations roll initiative



Kathryn (NPC) and Simon (PC) roll initiative:

Battle + Wit + D10

Kathryn rolls 9, giving an initiative of 21 ($7+5+9=21$). Simon rolls 5, giving an initiative of 20 ($7+8+5=20$). The NPCs win and the players will suffer a modifier of -20% to piloting and gunnery.

Turn 3 - Fight or Flee?

The players must decide what they are going to do first and have been rattled by the damage done by the Cyclone guns. With the initiative against them, they decide to flee. This is an option because the Gaterunner Manoeuvre rating is +30, whereas the Cyclone is only +10.

The NPC Cyclone is going to chase them down.

Turn 3 - Pick Targets

As the players are fleeing, they can only shoot at the hull.

The NPCs decide to try and shoot out the Gaterunner's Grav Engine with both guns to try and stop them from running away.

Turn 3 - Pilots Manoeuvre

Player Peter rolls 48 which is not under Pilot Cruiser of 80% (-20% for losing the initiative and -30% for using the wrong skill).

Matilda rolls 51, which is under her Combat Cruiser skill of 60%. Her gunners can now shoot at the Grav Engine.

Turn 3 - Gunners Shoot

Gideon rolls 22%, passing his skill check and does 3000 points to the Cyclone hull. The NPCs add that to the value in the damage taken box. 90,000 points will need to be dealt before the first system is damaged.

The Cyclone only has one gun. Sarah is the better shot so takes control of it. The NPC gunner is shooting with a -60% modifier for shooting at the Grav Engine. Sarah needs to roll under 15. She does not manage it and no damage is done to the Gaterunner at all - not even to the hull.

Turn 3 - Engineers repair

The NPC Cyclone still has a damaged Pulse Laser, so the NPC Engineer Constance has a second try at fixing it by rolling against her Space Craft Systems of 40%. She rolls 31, so the weapon is fixed and the line through it is rubbed out. From now on both Sarah and Louise may fire.

Turns 4 and 5

For the next two turns, the players keep electing to flee and the NPCs keep trying to knock out the Grav engine on the Gaterunner but fail. At the end of the 5th turn, the Gaterunner has fled for 3 turns in a row, so combat is over. The Gaterunner may now light jump or head off into another part of the system.

INTRODUCTION

This is the background section. It is required that all Gamesmasters read this section before trying to run the game. It is useful if players read this section to get a feel for the universe. It is the designer's intention to make the Galaxy as complicated as the players and GM can handle. The background is organised by starting with the very large and ends with the specific of the human race.

OVERVIEW OF ICAR

Icar is set in 92028, the human race is spread across space and is ruled by a benevolent empire-like organisation called Imperium. The only other sentient race are a race of robots called the Droids. The Droids were created by humanity to dispose of the problem of a lethal genetic branch of the human race. Humanity are at war with the Droids and the Droids were winning until recently (1000 years ago), when they turned against each other. In most campaigns, the Droids can be used as the monster-in-the-closet as most of the human race is protected against them.

The Imperium

The Imperium is split into a large number of Councils, each governing a different area of the human race's development. Outside of these councils are the Imperial Peers, Lords and Ladies who are given their own areas of space to look after and the Star Industries: Star Fleet, Star Scientifica, Star Civilisation, Star Enforcers. Star Fleet is tasked with defending humanity from the Droids. Star Scientifica makes sure research continues apace, Star Civilisation looks after human welfare, education and medicine and the Star Enforcers are the police. The Imperium uses an Artificially Intelligent machine called The Nexus to act as impartial judge and communicator between the Star Industries. The entire Imperium is driven by a civic duty that if they were not to continue their work in the interests of the human race, the Droids would soon win and the human race would be lost.

Corporations, although driven by profit are not treated as evil. They too have a civic duty to the human race, a fact the Imperium is quick to remind them of.

Geography

Human space is split into three Sectors and each Sector is split into a huge number of clusters. A cluster is a group of stars that geographically are nearby and have a shared economy. A system is a series of planets orbiting a single star. Most Icar campaigns will take place across one or two Clusters.

Humans live in Colonies. A Colony is normally on or under a planet surface and is built using a set of standard building blocks called Mex Buildings. A Mex City is a large number of Mex buildings formed into a lattice. People also live on space craft (or space ships) and in space stations, called Orbitals and Orbs.

Technology

Travel between the stars is easy and cheap. Space craft are numerous and much of a Colony's economy depends upon selling goods to other planets or systems.

Humanity communicates using Gaia, a virtual world that is a copy of the real world. Gaia is immersive and the detail is such that the in popular places, the five senses can be completely misled. Communication between two points in Gaia is instantaneous. Gaia also maps all the stars and systems and thus used as a navigational aid. Most people use their real world appearance in Gaia. Gaia is free to use in public holorooms but advanced (and business) users will have a GaiaCard, which can store programs and information. You cannot be killed through Gaia.

The human race have created a secondary race of machines called Automatons. These intelligent machines differ from the Droids in that they are unable to cause harm to humans. Automatons can be found everywhere and in all shapes and sizes, from humanoid receptions that are indistinguishable from humans to automated cargo haulers called Hoppers. Every Automaton has an owner but there are those fighting for their rights to be considered. Most of the human race distrust Automatons, regardless of their proven safety.

Humanity

The human race has evolved and as it did so, it split into different Genii. Normal humans are Genus 1. Genus is a mutated, zombie-like human who are poisonous to the other Genus. Genus 3 are a little known group of humans with "psychic" powers. The Imperium does not recognise their existence publicly.

Philosophically, the human race can be split into three groups: Technologists, who believe that the future of the human race lies in technology. Humanists, who think the opposite and Akarakians who follow a philosophy of Futurism, based around ideas of the end justifying the means. There are no major religions.

The human race augments itself with technology and there are few birth defects that cannot be rectified. Bionics include under-the-skin bionics called Cyber, limb-replacement bionics called Borging and minor genetic modification called Bioweave. Some people embrace this technology for its benefits but the general human populace fear those with augmentations and so are less popular as you might imagine.

Syndicates

Not everyone plays by the rules. With the Imperial Nexus having exceptional information and resources, petty crime is easily solved. Crime syndicates are a reaction to the Nexus, highly organised groups of people that seek to gain power, make money or subvert society. Syndicates tend to have either Humanist or Technologist leanings and this generates a fair amount of conflict.

THE GALAXY

The Galaxy is locally called The Milky Way and contains approximately one hundred billion stars. It is one hundred thousand light years in diameter and bulges in the middle sixteen thousand light years thick. The galaxy is populated by two species. Only one hundred million of the stars in the galaxy hold stable systems, the others are either engulfed in Nebulae



GALACTIC DIVISION KEY

Droid Space

1. Unite Verita (UV) The old home of the Imperium. Now Droid Space.
2. Karolyn Droid Space.
3. Hesperos Droid Space.
4. Atlas Droid Space.
5. Frobish Droid Space.
6. Artemis Droid Space.
7. Nyx Droid Space.
8. Eos Droid Space.
12. Typhon Droid Space.
13. Rhea Droid Space.

Human Space

9. Dorian Human Space.

10. Sayshell Human Space.

11. Remmar Human Space.

Unvisited Areas

14. Galactic Core

15. Hypnos Arm

All other areas are considered Lone Systems.

or are unstable. Of these systems, approximately ten million are populated by one of two species. The first, holding a 95% majority are a race of robots called by humans as the Droids. The other 5% are an evolution of homo sapiens. Many different lower intelligence species exist locally to planets but do not have a bearing on interstellar affairs. The galaxy is broken up into areas called Sectors.

The Galactal Divisions picture shows a plan view of the Milky Way. Volumes 1-13 are situated in the Morpheus Arm of the galaxy, this the vastly explored area of the Galaxy, occupied by Droids and Humans alike. Around the edge of the arm are systems known as the Lone Systems, a region of stars that are far enough apart to make trade and defence difficult. A small strip (not marked on the map) that exists just outside human space is known as the Fringe, this is a more prosperous but unruly area of space. The humans class this area as the Lone Systems.

Volume 14 is the Galactic Core, an impassible mass of energy at the centre of the Galaxy. Volume 15 is the opposite galactic arm called the Hypnos Arm, which is largely and uncolonised due to the huge distances involved.

The galaxy is split into two arms, the Morpheus Arm and the Hypnos Arm. The Morpheus Arm is the only one of interest, so it is split into sections called Sectors. Each sector has a name, specified by the humans but used by both humans and Droids. Within a Sector, stars tend to form in clumps called Clusters. Around each star is likely to be a set of planets (stars without any planets tend to go unnoticed), a star and its planets are called a System. Only stable Systems are considered for colonisation, unstable Systems include those with unstable or multiple stars or those near space anomalies. Space is considered as being 2D as the Galaxy spins in one plane (although it is 3D, it is not very fat in its third dimension so is ignored for simplicity). Furthermore, the curves and anomalies of space are not listed on the diagrams.

Droid Space

Droid Space is the name given to the volume of stars that the Droids occupy. The Droids are an artificially intelligent race of xenophobic robots. Originally created by humans to deal with the problem of a generic strain of humanity that was lethal to other humans, a flaw in their programming lead to an exponential killing rampage and the death of 98% of the human race. Another flaw in their system was exploited by their creators and the Droids turned against each other. Droid space can be split into factions, areas where the Droids have split into groups. There are approximately 5 million different factions. Every system in Droid space is utilised in the most optimum way, mostly for the creation of more Droids and support facilities.

The Droids are an extremely powerful race with incredible resources, if at any time the many factions joined together, then a concerted (and probably successful) effort may be made against the human space. Until this time, the infighting amongst the Droids makes them quite ineffective against the humans. The emergence of the factions within the Droids does highlight another of their weaknesses, that they do evolve over time. There is a possibility that some factions may evolve into a non-violent race. Droids are organised by Mark and Variant, the Mark is just a way of distinguishing type (by number), it is not a chronological marking. Variant is a

chronological marking (by letter), the higher the letter, the more powerful the Droid is.

Droids are extremely intelligent and will not give up until death. They have the ability to reproduce themselves (given the right resources) and can tactically gauge very complex situations from a very objective point of view. Their idea of self-worth only exists to aid a completed mission. The Droids will only sacrifice themselves if the number of kills it can get is more than continuing its existence. At the start of the Droid war, the Droids could program other machines to turn against their human masters. Since the advent of Gaia and the Gaia 2 programming language, Droids are unable to access any machines within human space. This has effectively made all vehicles and home-service Automotons safe from Droids forcibly altering their programming.

'Droid' is a specific name for this particular race of killing machines. Not all robots are Droids, only those programmed to kill are called Droids. More information on this distinction can be found in the Automotons section.

Human Space

A small proportion of the galaxy is controlled and inhabited by humans. The area of Human Occupied Space (HOS) is split into three sectors, Sayshell, Dorian and Remmar. The Human race is in a period of rebuilding and expansion, a post war feel. All that separates the Humans and Droids is an invisible Light Jump Net: A web that temporarily stops space craft travelling at faster than light speeds. While disabled, humans can intercept and destroy the Droid craft. Human Occupied Space is controlled by a benevolent organisation called The Imperium, without which chaos would reign and the Droids would surely invade and overwhelm with ease.

THE IMPERIUM

The Imperium is controlled by a set of Chambers, each overseeing a particular area of the Imperium's operation. Overall power is assigned to an Empress who is arbiter and leader. The core of The Imperium is a small organisation, employing only twenty thousand people. However, the Imperium has direct control of the 'Star Chambers', organisations under the pay of The Imperium who are the real power. The Star Chambers are Star Fleet, Star Scientifica, Star Enforcers and Star Civilisation and are dealt with in the next section.

THE IMPERIAL CHAMBERS

The Imperial Chambers are the organisations within the Imperium that control the day-to-day running of the Galaxy. The Imperial Chambers are filled with the brightest minds of the human race and number just two or three hundred. Each councillor has a menagerie of politicians, information brokers and analysts, making the Imperium appear larger than it actually is.

Imperial High Chamber

This council is actually made from two eminent councillors from each of the other Chambers. The Chamber deals with Imperial policy and is chaired by the Empress. The Empress has final say about all matters but normally the best solution is hammered out long before this council sits in a meeting.

Imperial Civil Chamber

This Chamber deals with colonisation and matters of power within the three sectors. The Civil Chamber also deals with expansion and grants for existing systems. The Civil Chamber is by far the largest of the councils (at 300 personnel) and controls the majority of Imperial funds.

Imperial Resource Chamber

The Resource Chamber controls the flow of money around the Galaxy. By controlling money, the control of inflation (which is practically unheard of) and the issuing of funds across the Imperium.

Imperial Star Chamber

This Chamber is made up from the heads of each of the Star Chambers. This Chamber allows each Star Chamber to vent their problems and help others to find solutions. The Empress sits as chair of this Chamber in most sessions, however is only really required when a disagreement occurs across the Chamber.

The Chamber of Imperial Peers

The Imperial Peers are the Imperial Lords and Ladies who oversee the running of Clusters in Human Occupied Space. The Imperial Peers sit in session rarely, most disputes are settled calmly amongst the Peers when away from the Imperial Crescent. The Imperial Peers must sit at least once per year.

Benevolence

The Imperium is not corrupt as one might expect, they are by their very nature a benevolent organisation. It is understood throughout all the Chambers that their actions could save or destroy the human race. Any corruption is immediately rooted out and removed in a completely public manner. Such paranoia about corruption is seated deeply within The Imperium as the last time corruption was allowed to seep in, it lead to a massive inter-human war (The Aran War).

The Imperium is based in a crescent of systems in Remmar called The Imperial Crescent from where they gather information, hold festivals and allow people a place to voice their anxieties. The Imperial Crescent is a high tech and high social model for the rest of the human race and attracts millions of holiday makers each year as well as businesses who believe that being close to the seat of power provides them with influence.

STAR FLEET

As the name suggests, Star Fleet is a fleet of space craft, fighters and warriors that defend the human race against the Droids. The Fleet is split into three Commands: Battle Command, Support Command and Colonial Command. Battle Command consist of all the craft and warriors that do the fighting. Support Command arranges for the craft in Battle Command to be repaired and supplied. Colonial Command visits systems within the Fringe, acts as negotiator and even offers Imperial protection to some Systems.

Star Fleet is equipped with the pinnacle of human technology to combat the Droids and has discovered tactics and methods for defeating them even when outnumbered. Many of the ships in the Fleet (ranging from massive Battleships down to small and fast Clippers) spend their time patrolling the Light Jump Nets which surround the edges of the sectors that border with the Droids, waiting for any ship to

Imperial Ranks

The Imperium created the rank structure to give command responsibilities across the Star Industries. For example, a Captain in the Fleet outranks a Star Blade in the Enforcers. There are exceptions to the rule, but these are normally based upon the respect for a particular fighting unit.

Steel The lowest of the low. Everyone in training is a Steel. Few people remain a Steel through their whole career.

Blade The first level of responsibility, a Blade is there to motivate the Steels.

Star Blade The first rank to include any sort of command. Star Blades are squad leaders in Star Fleet, area officers in the Star Enforcers and senior researchers in Star Sci.

Miran This is the lowest command rank. When an individual shows a more pronounced talent for the job and the ability to manage and lead, they can become Miran.

Blade Miran Not much different than Miran, shows added responsibility.

Star Miran Not much different from Blade Miran, a Star Miran would normally have 20 to 50 people working under them.

Fire Miran This rank is normally reserved for those people who are on the brink of becoming a Captain. A Fire Miran should be able to do the job of the Captain to whom they are second to.

Captain Normally in command of many people within a single unit. The rank of Captain is normally found as Captain of a Ship or Head of Star Enforcers on a Colony.

Admiral All the Admiral ranks tend to be strategy jobs, rather than tactical jobs. This is the first level such responsibility.

Blade Admiral A indistinguishable step above Admiral.

Star Admiral Normally in command of an area of responsibility, like the Star Fleet Special Forces.

Fire Admiral Most of the Imperial councils are Fire

be caught in the Net. Star Fleet's foot soldiers are a legion of powered armour foot soldiers called Troopers, a select few become highly trained Special Forces and the very best are made into the Elite.

The Fleet are based in the Turus cluster in Sayshell and have vowed that Sayshell will never fall to the Droids. The general public rarely see Star Fleet except in Gaian News broadcasts on Gaia. Gritty battles remain unedited at the request of the Star Fleet. Some colonies with a strong leisure community might be chosen for leisure time for the crews. Star Fleet Troopers and pilots like to party and often take over bars and clubs.

Star Fleet and the general public

Space Craft Captains running expeditionary missions across the Light Jump Net will be scanned by Star Fleet as they re-enter. Although the Fleet is looking for the presence of Droids on board they will also scan for other illegal items but will hand the information to the Star Enforcers rather than spend-

ing time enforcing the law. The vast majority of the general public bear enormous respect for the members of the Fleet and appreciate the work that they do. It is common for a member of the public to approach a member of the Star Fleet and offer to buy them a drink or shake their hand.

STAR SCIENTIFICA

With colonies placed across such a huge distance, it was noticed that any scientific discoveries took many years to proliferate through the colonies. Star Scientifica (Star Sci) was created as a centre of academic wisdom and research. Many of the great scientists flocked to be part of the Imperium funded research. Star Sci is now highly secretive, many of the installations it controls are completely hidden about the galaxy (and are even in Droid space).

Many of the areas of technology they research into are kept away from the public eye and are released when it is deemed safe to do so. This is seen as 'saving the public from themselves' and has proved to be a very good idea. Important new discoveries are fairly distributed to the companies which benefit from them, thus providing a periodic boost to technology.

Organisation

Star Sci is organised depending on the area of research, which are brought together at The Quorum of Elements, a Gaia volume where chosen scientists discuss their problems. Star Sci is organised into Fire (pure theory), Earth (non-space application of pure theory), Air (biology, botany etc), Water (social sciences) and Void (anything to do with space).

Star Sci and the general public

The general public will sporadically hear about corporations being presented with advanced technology or colonies being provided with a scientific solution to a global catastrophe. News stories regarding Star Sci are normally accompanied with a grin and raised eyebrows.

STAR CIVILISATION

When the last Emperor, Emperor Morius, died, he left a list of jobs for his successor, Empress Eshkar, to do. These were tasks he believed were vital but had run out of time to complete. Star Civilisation (Star Civ) was one of these. Star Civ was set up to make sure that every colony had adequate food, medical and educational facilities. Star Civ is responsible for:

- ◆ Ensuring food and water for all
- ◆ Educating people over Gaia
- ◆ Providing health care
- ◆ Creating, fostering new colonies
- ◆ Protecting independent colonies
- ◆ Housing and caring for those in hardship
- ◆ Issuing licenses
- ◆ Supervising and supervising colonial councils
- ◆ Choosing new Imperial Peers

Star Civ is the second largest Star Chamber (after the Star Enforcers) and has had a huge impact every human's life. At the start and end of a human's life, Star Civ are pervasive. Schooling at the start and geriatric care at the end. Through the rest, they are seen as helpful councillors and public servants that are impartial and kind.



Empress Eshkar, the Empress of the Imperium since the death of Emperor Morius in 92025.

Many argue that the Imperium wants to control what people think and the best way to do this is to control the education of children. This is purely conjecture and there are no indi-

cations that the lessons taught have changed in content. Children are actively encouraged to question the Imperium.

STAR ENFORCERS

The Star Enforcers (or simply The Enforcers) replaced a corrupt and under-resourced interstellar police force (called the FEDS). Utilising their own fleet and a wealth of resources, The Enforcers are able to keep excellent law and order on Colonies and in space around them. The Star Enforcers are split into four 'Divisions': Void, Investigation, Colonial and Justice. Void deals with the space craft and defends against pirates. Investigation deals with matters of interstellar importance (particularly dangerous criminals). Colonial is by far the largest of the divisions and includes all the police on colonies keeping law and order. The last division is Justice system and deals with imprisonment and execution (depending on local law).

Getting away with crime

You might assume that with such advanced technologies comes the benefit of being able to tie criminals down with greater ease. However the Nexus requires the Star Enforcers to have huge amounts of evidence regarding the crime before a conviction can be made. This is because humans are fallible and any physical evidence (sensor footage, genetic information, sensor recordings in high tech buildings) can be forged. The only sure fire way of being immediately arrested and convicted is to perform a crime in front of a Star Enforcer. The more evidence the criminals leave over a series of criminal acts, the more likely the Nexus will request their arrest.

CORPORATIONS

Corporations tread a fine line between exploiting colonies and providing for them. The law is broad enough to stop Corporations controlling colony politics. Corporations are much like in any other time, they expand and attempt to make life hard for the competition while producing goods for systems and individuals. Corporations come in three sizes: Intersector, Intercluster and Local. Intersector corporations stretch across all of Human Occupied Space and include the biggest brands that have been around for tens of thousands of years. Intercluster Corporations tend to be localised amongst a few clusters in a single Sector. Local Corporations at the very most spread over only a single cluster. A list of well known and example corporations are included in the Corporate Profiles section.

Black Mills

Most Local and few Intercluster Corporations fund secret 'Black Mill' subsidiaries to influence the markets, steal secrets from competitors and even cause damage to other companies. Although illegal, Black Mills have become expert in evading the Star Enforcers and often make use of criminal Syndicates. Black Mills use the Undergaia to arrange missions, hire mercenaries and exchange private corporate data.

IMPERIAL LORDS AND LADIES

The Imperial Lords and Ladies (Imperial Peers) oversee and rule the three Sectors. By their very nature, they do not intervene unless called for, they are the emissaries of the Imperium and are figureheads of the systems they oversee. The general public see their Peer as the ultimate problem

solver as the Peer is normally required to solve large, system wide problems. A Peer visiting a colony can provide a massive economic boost alone.

Funding is given to the Peers by the Imperium to award systems that have either shown promise or have fallen on hard times. The criteria for awards is largely left in the realm of the Peers. Other funding is often redirected into teams of troubleshooters and investigators under the constant pay of the Peer. These groups attempt to solve problems in a quiet and ground level way rather than using the large scale economic powers of the Peers.

Lady Tess Cannar

Lady Cannar is a tough, unscrupulous Dorian Peer. Her severe bobbed hair, pale pallor and slight build gives her a cold appearance. In dealing with colony councils and corporations, she is notably curt and unforgiving. When compassion is required for the populace, Lady Cannar transforms into a kind and caring Peer.

Before becoming a Peer, Lady Canner was the heiress of a large Dorian Trade Corporation but was more interested in people. Emperor Morius was taken by her 'People First' policies and made her an Imperial Peer at the age of 22.

Lord James Walker

Lord Walker is an upbeat, camp and outrageous Peer. He is loved and distrusted equally by those living in the Clusters he supervises. His bubbly outgoing personality and fast talking hyperbolic speeches hide a shrewd negotiator and businessman. Lord Walker is mostly known for the perpetual party that erupts wherever he visits.

Before becoming a Peer, Lord Walker was a wealthy experimental artisan and was a household name throughout many of the clusters he now supervises.

Lord Stephen Lawrence

Lord Lawrence is a proud and serious Peer who speaks softly but demands respect. Lord Lawrence works tirelessly for his people and was once ordered to have a holiday from work by the Empress - a holiday he spent inspecting leisure facilities on one of his Colonies.

Before becoming a Peer, Lord Lawrence was a Star Fleet Stub Wing pilot, having served 15 years with the 2nd Stub Wing Fighter Squadron on the Star Clipper Relentless.

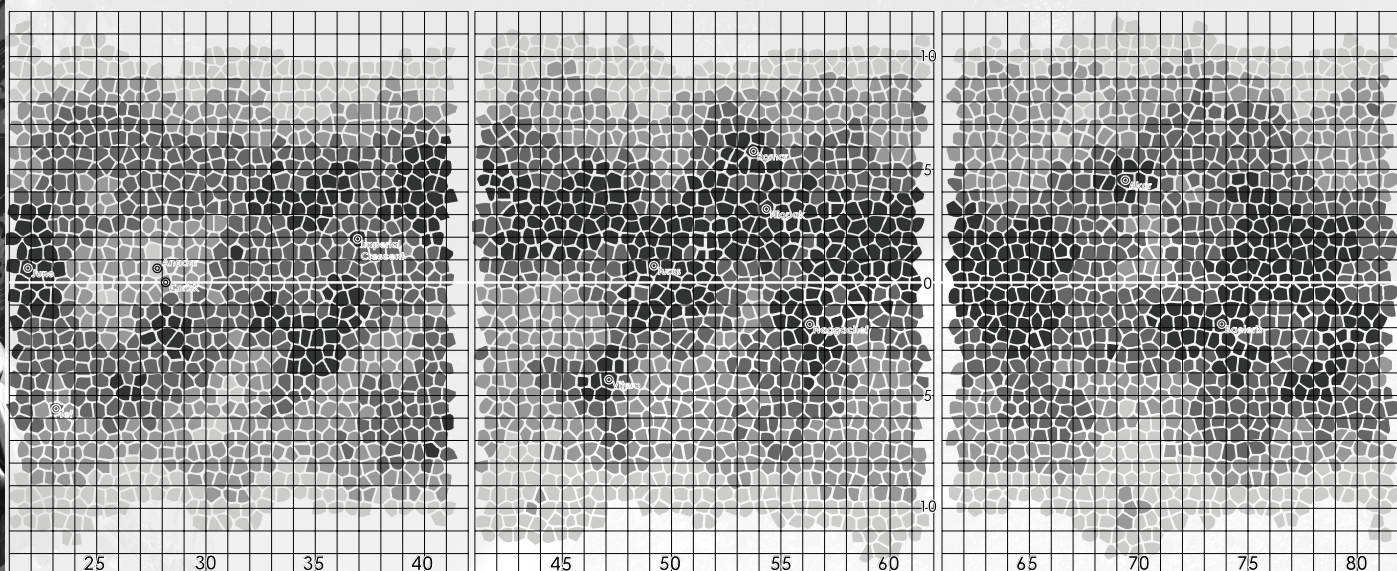
Lady Jacqueline Crowell

Lady Crowell is a young, energetic Peer who delights in asking difficult questions of those who she meets. Fiercely intelligent and keen on understanding everything about each place she visits. This can cause embarrassment in those on the receiving end of the question but always commands respect from each witness. A relatively new Peer, Lady Crowell has rapidly gained a large following for her direct and positive attitude.

Lady Crowell emerged as a candidate from one of Remmar's wealthy families. Lady Crowell was spotted as a rising star while working in the Imperial Civil Chamber.

Lady Berrinda

Lady Berrinda is as fierce as her reputation. A fiery character who throws her power and weight behind causes she believes in. Lady Berrinda spends most of her time at fledgeling



The three Sectors of Human Occupied Space. The sectors have been separated in this diagram to show where the Light Jump net runs. Full size maps are in the Appendix.

colonies, which has little economic affect but does improve the survival of young colonies.

Lady Berrinda came to Emperor Morius's attention when she led a fleet of 25 space freights through 12 clusters of Droid space and across the Light Jump net into safety. Saving millions of lives, Lady Berrinda was halted from going back by being made a Peer, the only appeasement being given clusters along the Light Jump Net edge of the Sector of Remmar.

Imperial Peer Trade Navies

Each Peer also has a Trade Navy. These space craft are owned and operated by the Peer. Trade routes which would not be viable for a normal trader will be given to the Trade Navy (as they do not need to pay taxes to the Peer). Trade Navies are resented by other trading firms but they are understood as a necessary evil. If a Trade Navy turns a trade route profitable, it is required to hand over that route to a trade company and turn its attentions elsewhere.

Clusters and Peer Control

Most Clusters tend to stay under the control of the same Peer. However, the Peers can swap Systems between them (as long as the general public vote in favour). Another method for changing Systems is when the Council of the system vote against the Peer with the support of the public and the industries on planet. This is more common but frowned upon by the Imperial Civil Chamber. Normally, the Colony will only vote against the Peer if there has been a serious miscarriage of justice.

Peer Creation

Peers are chosen from a shortlist (compiled by Star Civ) of wealthy industrialists by the Empress and the position is a double edged sword - it's a position of considerable power and influence but you cannot refuse if you are called upon to serve. Peers spend most of their time travelling between systems and as such do not have a seat of power. While en route between systems, business and problems are dealt with over Gaia.

The Sectors

The galactic arm is split into Sectors. Each Sector began life as an administrative zone, which then grew into a notional place where people would be proud of. Since the Droid war, all but three Sectors fell to the Droids. The Imperium built Light Jump Nets along the borders of each of the human occupied space sectors to stop the Droid ships just long enough for the Star Fleet to intercept.

The three Sectors under human control are Sayshell, Dorian and Remmar. Sayshell is the home of Star Fleet and having never fallen to the Droids, it is prosperous and very high tech. Dorian holds the reigns of production and is mostly industrial and trade orientated. Remmar, newly retaken from the Droids is the sector of expansion and new opportunities. Sectors can be further broken down into clusters.

A Cluster is a group of stars that are spatially close to each other. Clusters tend to have shared economies and trade as the distances for the transportation of goods is small. Separating the sectors from the Fringe and Droid space is a Light Jump Net. This net will stop any craft Light Jumping through it in either direction. If a space craft Light Jumps though this 1 light-year thick barrier, it will be pulled out of its jump and Star Fleet are automatically notified.

THE ANATOMY OF A SECTOR

A Sector is represented as a flat map taken from above (looking down on the plane the galaxy spins in) for simplicity. A Sector is made from a mosaic of Clusters, which are groups of stars that due to their proximity share a common culture and economy. In ancient times, a Cluster would be considered a nation. As you move away from the centre of the arm, the number of Systems diminishes and Clusters are spread far apart. Light jumping space craft take longer to travel between stars in The Fringe and Lone Systems.

The Central Arm: The central arm is the name given to the bright section running down the centre of the sector.

Clusters: A line between each of the sections are the markings defining clusters. Those clusters that are dark

have many stars, the lighter have fewer.

The Fringe: The area outside the Light Jump Net is the top and bottom edges of the image. The exception to this is the white line, which shows the Light Jump Net.

The Lone Systems: Those Systems on the very edge of the galaxy are far from Imperial control. A good definition for what makes a Lone System is that it takes at least ten days to travel to a Lone System.

More detail on how space travel works and how to read Sector and Cluster maps can be found in the 'Space Travel' section.

SAYSHELL

First populated in the 11th millennia, Sayshell began as a centre of learning and commerce. It remained like this until Star Fleet moved its operation there during the Aran War, being the only really Imperium safe sector in the Morpheus Arm. Since then, The Star Fleet has protected and looked after Sayshell more so than any other sector. When the war against the Droids looked like all was lost, the Fleet spontaneously retreated to Sayshell and with the aid of Star Sci kept the Droids out.

Sayshell's economy revolves around technology and learning with food production coming a close second. Comparatively little is actually manufactured in Sayshell, although most inventions originate there. Sayshell does not have any Imperial Peers in control, it administers its colonial councils through Colonial Command. Sayshell is by far the richest and most technological system in the human space, by living there you are assured a job, even if it is in Star Fleet.

DORIAN

The War Of Dorian was the closing chapter of the Droid War, where Star Fleet had a limited presence (only due to its proximity to Sayshell) but the colonists who had retreated and fought their way out of every system up until then were not going to let Dorian and all its resources to fall to the Droids. Although the space was invaded, it was never entirely occupied, the human inhabitants giving a hard resistance. The Imperium soon took the sector back as the many systems yielded much needed resources that were not available in enough quantity in Sayshell. Dorian grew once more as the production centre of the galaxy once the Droids were expelled.

Now Dorian produces the most raw materials and technological goods of the three sectors and continues to grow economically. Although many of the Systems have been neglected in their upgrade over the years and many of the hulks that traverse the long black trade routes are old and obsolete, the Sector works well. They fix things only when they become broken, to do before is waste unless a significant improvement in performance is gained. Dorian is controlled by a selection of Imperial Lords who act as overseers to elections, economic relations and trade inducers.

REMMAR

Open now for only two years, Remmar is a fledgling sector with one very important resource; food. As the human race grew in the other two sectors, it was soon clear that it would be impossible to feed everyone with the food available. More effort was put into opening Remmar and when it was

finally opened for the general public to colonise, a quarter of the human population flocked there to start up crofts (small, self sufficient farms). Remmar's function is to produce food and allow private enterprise to flourish.

Unfortunately, there is not yet enough resources coming out of Remmar to make Imperial Peers overseeing all the systems worthwhile. Star Civilisation is looking into assigning Peers to those places that are struggling.

Clusters

A whole Sector is a large area to administer without further sectioning. A Cluster is a group of stars arranged in geographical proximity (they are near each other) and as a result of this share trade and economies. A Cluster can be any number of Systems from 2 to 20. Below is a list of Clusters which are important to note. Detailed descriptions for the Anadar Cluster is included in the Scavenger Setting.

Your campaign is likely to focus in a Cluster not listed here. The clusters are famous, known to all characters and serve as examples.

THE IMPERIAL CRESCENT

Deep within the heart of Remmar, the Imperial Crescent is a cluster that resembles a crescent if viewed directly from above the Galactic axis. The Imperial Crescent was populated extremely quickly and is the home of the Empress, Star Scientifica and The Star Enforcers. The technology of the Imperial Crescent is second only to Arcturus (Star Fleet's home in the Turus Cluster) but is also the centre of art and humanitarian issues as well. Many of the Interstellar corporations moved their operation to The Crescent purely for the prestige of being in the same cluster as the Empress. Trade, as you would expect, is blisteringly high around the cluster. The cluster also has a industrial edge, it is responsible for the production a huge amount of food which serves less fortunate clusters around it. The Imperial Crescent is a shining example for the rest of the human race.

THE TURUS CLUSTER

Since the The Star Fleet was first created as Stella Fleet in 5800, the Turus cluster (1 on the Sayshell Guide) has been its home. Boasting the largest colonies and Star Bases, the Turus cluster is quite the centre of technology and learning. The Turus cluster produces food and star craft, as well as training for the Star Fleet. Its excellent position leaves it open to trade from the other sectors and is by far the most advanced cluster in the galaxy.

ROMAR CLUSTER

Populated by Romar Smith in 6002, the founder only remained on the system (Romar Grand) for a space of five years in which he managed to set up a self sufficient economy. He soon realised that the remaining systems around Romar Grand were ripe for the picking, he squeezed Romar Grand for the resources for setting up more colonies around it. Bored of colonisation, Romar began setting up trade links with the colonies. When Romar was 56, he had managed to populate 10 planets and was training his two sons (Andrew and Simon) all that he had learnt. The Romar Cluster is now the most powerful economic cluster in the Galaxy, situated far from any recurring anomalies to one edge of Sayshell.

Romar's strength is in its excellent adaption to changing needs. Since the reopening of Remmar, its grip on the food market has waned, so the output of Romar has become more technological and houses some of the most extensive Star Docks in the Galaxy. Romar can be called a 'Nomadic Cluster' as most of the cluster's inhabitants are traders who do not tend to spend too long in one place.

NIOPAK CLUSTER

'Niopak Primus Retaris' was first landed upon by James "Niopak" Trenchard in 6156, life was very hard there. The colonists that had come out here were more idealists and dreamers than realists. Artisans, writers, poets and drifters soon settled the many I class planets surrounding Primus. Unfortunately, they were not well suited to the hard work required in setting up manual farms and building a colony. However, a few harsh winters later and the colonies began to build well. When the Romar Cluster began links in 6211, the colonies in Niopak strengthened, without losing the artisan core that permeated all the systems.

Today, Niopak is a very wealthy cluster, known for its fashion and for creating new trends and often being the centre of attention in Sayshell. Although there is quite a frivolous side to the Niopak cluster, there is a basis of hard fashion industry to support it all. Any item of day to day living is made fashionable, from Gaiajacks to sports cars. Pointless technology, gadgets and trivial additions to people lives are also produced in large quantities. Noted as being perhaps one of the most high tech clusters in the Galaxy!

NAGGACHEF CLUSTER

This cluster exists within the Nagga and Chef nebulae, two massive clouds of gas which exist 5 Astronomical Units apart, swallowing most of the cluster. The sparseness of the nebulae (compared to other nebulae of similar size) attribute to the fact that the colonies on these planets are populated. When Peter Nagga settled the first colony with his wife-to-be Sarah Chef in the latter part of 5998, the colonists who had taken the gamble were quite cut off from the rest of humanity. Most traders would not venture into the Nagga or Chef nebulae for fear of collision. Once the nebulae were correctly charted, the system became very popular indeed.

Naggachef contains many systems within its nebulae, most of these systems have many I class planets (some Terraformed) and great, untapped natural resources. The cluster has two major systems Prem-Nagga, a huge I class planet with a massive farming industry and Prem-chef, a medium I class planet with a huge tourist and pleasure industry. Those on any system within Naggachef are delighted by the 'Nebularis' or 'sky lights', the patterns in space made by the two swirling nebulae. Never do any of the systems have complete darkness, there is always a glow of red, green or blue.

Naggachef is the main food producing cluster in Sayshell, turning out enough food to feed a third of the population of Sayshell. Subsidiary industries include production and tourism.

VITERO CLUSTER

The 'Blue World' colony was founded in 6322, the cluster taking its name from the founder Simon Vitero. The ideals that the colony founded itself on were based within practicality. In the early years of colonisation, Vitero and his colleagues

did well by saving time and effort for that which was absolutely necessary. The technological and agricultural output of the Blue World colony and the colonies that followed were excellent while the sociological advancements were minimal in the extreme.

Today, the Cluster still thrives on its principles of function rather than form. It is no surprise that the Mex building was designed here along with the laser-bladed harvester. Vitero also holds the headquarters of the Endotech shipwrights, along with a massive space craft manufacture trade. The colonies suffer from being quite uninteresting for the populous, unlike many clusters, many have holidays outside of this cluster for entertainment.

BALERIS CLUSTER

Situated on the border between Sayshell and Dorian, the Baleris Cluster cluster location has been disputed since the original pioneers landed on Zeff Orb in 6295. The colony was soon absorbed into the Akarak culture but took a slightly different spin on their ideals. Baleris was a cultural centre for Akarakians, allowing the Akarak people to have more freedom from the constraints of the elder's wishes. Times soon changed and the colonies in Baleris moved away from the Akarak way of thinking, it has kept its cultural significance and its leading system Acerine Prime is a good example of a system with all the good aspects of Akarakian ideas.

AKAR CLUSTER

The Akar Cluster was first settled in 4002 by Jebediah Akarak. Jebediah believed that to lead a long and healthy life both Mind and Body must be expanded and pursued. The first colonies starved as the colonies split their time evenly between encouraging their mind state and doing duties on the farms. This led to many harsh winters where hundreds died through starvation. The food that was created barely fed the populace, so little trade was done. The cluster was quickly populated by people of the Akarak nation (many took surnames with 'AK' to show their affiliation) and slowly the wealth and power of these seemingly odd-ball people began to grow. This growth was massively aided by the Akarak Aid Fleet whose job it was to stop colonies from dying out.

Now the cluster is a thriving trade source as well as cultural centre. The strict Akarakian discipline lends itself well to trade as outside traders felt that the deal that they were getting will always be honest and fair. The details of the Akarak nation are given later in the section 'Akarak Nation'.

TEF CLUSTER

Settled in 4142 by Norman Tefralliage (Tef), the Tef cluster is by far the most disreputable cluster in Imperial space. Within the Tef systems there are two sets of laws. The first set is Imperial Law, by which any respectable person goes by. 'Fralliage' law is the laws more often used, which works using ideas about 'You can do anything as long as no one sees you' as laws. Corruption, theft, political overthrow are common place in Tef. However, people still enjoy living there because it is out from under the thumb of the Imperium while still remaining inside the Light Jump net. Tef also includes a very high percentage of I class planets (about 40%!), Although most of the climates are very harsh on those living there, they do still count as I class.



An example of a Croft delivering Biomatter to a freighter. Key: A: Croft buildings where farmers live. B: A harvester. C: A croft 'Mushroom', where the harvesters deposit grain. D: A Cyclone freighter taking delivery. E: Hopper Automaton move space crate boxes to and from the freighter. F: Croft store of space crates. G: A Hauler carries crates on planet surface to Mex Cities.

Colonies

A colony is the name given to a dwelling on or under the surface of a planet. A colony can be a city (called a Mex city) or high tech villages (called Crofts) or a combination of those. Colonies are normally set up on planets where there is a gravity strength appropriate to humans (around 1 earth gravity) although some Colonies use space craft technology to provide a bubble of artificial gravity. Much of the human race live in space stations, called Orbitals but they are not considered to be Colonies.

WHERE COLONIES GROW

Wherever there is a need for people to live, there will be a Colony. Colonies are built on planet surfaces (Prosurface), under the surface (Subsurface) or under oceans (Subaqua).

Prosurface

Any Colony on a planet where the air is non-toxic to humans is a Prosurface colony. Roughly 60% of colonies are Prosurface colonies. Earth in the 21st Century was a Prosurface colony.

Subsurface

Any Colony where the atmosphere is not breathable is called a Subsurface colony. These colonies are normally huge caverns buried deep within the surface of the crust, sealed to the harmful atmosphere. Within these caverns are cities, much the same as on Prosurface planets. Access to the colony is through many huge circular tunnels called 'vents'.

Subaqua

Any Colony built under an ocean of liquid (not necessarily water) is a Subaqua Colony. Subaqua colonies are Cities built on the inside of giant spheres. Gravity in the spheres points toward the nearest inside face. All the buildings reach into the middle of the sphere. The large spheres are interconnected using a system of tunnels. Space Craft dock on the outside of the spheres - space inside is usually too precious.

COLONY BUILDINGS

The Droid War turned the human race into a race of refugees. A tsunami of people flooded from invaded Sectors into Sayshell. At first, they lived in repurposed space craft but those craft were soon needed to help other refugees and spark off trade. The Imperium responded with prefabricated buildings. There are two main types of building: Crofts and Mex Cities. Crofts are smaller buildings, made to house farms and holiday homes. Mex Cities are huge lattice structures with tall, straight buildings connected together with structural walkways, providing strength. Mex cities are by far the most popular buildings as they are cheap, very quick to construct and do not take up much of a footprint.

CROFTS

A typical croft building is a circular hut which has a domed roof. On the ground floor is where all the utility equipment is kept, including generators and for larger croft buildings and any vehicles. The upper floor is the living space. The more people that live in the croft, the larger the diameter of the building is to be. Every living space has a sky view through the domed roof and all rooms are on the edge of the building.

A typical croft has a diameter of 15 metres, large ones can go up to 50 metres. There are many different designs on offer, with many different interiors of all qualities. A simple Croft (including installation fees) costs 10K. Permission needs to be granted by the council (which it normally is) before one is installed.

MEX CITIES

Found in all colony types, a Mex city is made from many levels stacked on top of each other. Each level has a particular template so that level with differing purposes can be stacked easily. Each building stands alone, connected to other buildings by walkways which people walk through. Lifts run up and down the corners of the building, each powered by Grav.

Although this prefab system of building is normally followed,

each system does have its own special character which can be seen in the colours and layout of the buildings. Mex buildings on very different systems sometimes look very similar in shape. Mex buildings tend to be very tall and thin, a normal size for a building would be approximately 4km high with a footprint of 100m square.

In Mex cities, there are many ways of travelling. Inside buildings, people travel by foot, to move up and down the buildings are extremely fast lifts that can traverse 100s of floors in seconds. Free transport is provided in all Mex cities by the Free Mass-Transportation System (FEMTS) which are large bullet-shaped Grav vehicles that run methodical routes around the cities. Personal transport is provided by Grav Cars and Grav bikes which are flying vehicles that travel between the buildings.

Living in a Mex city would feel like a very strange experience to those in the 21st Century. People tend to work near where they live, even in the same or neighbouring building. Nearly all humans live in a Mex city in one form or another as Mex cities can be built anywhere. Mex buildings can be repaired and constructed very easily, they can also be added to by lifting off the top level and add more levels in underneath.

MEX IN GENERAL

From a distance, a Mex city tends to look out of place within the landscape. This is because of the large square lattice work of the buildings. The edges of the city tend to be square and the can be built in any place (shown below in a valley). This is due to their sturdy structure and the fact that all vehicles fly in and out of the city, there are no need for roads, as such.

The ethos of the Mex city has lead to some standardisation in the layout. These standards are called The Imperial Polosat and they provide a perfect model for city designers to follow.

TYPICAL MEX PLAN

A. Town Centre

Pivotal to the running of the colony, the Town Centre is the home of all the main colony offices and comprises of several Mex buildings. The main office is the Council Office where the councillors and their advisors organise new colony policy and sort out problems on planet. Star Enforcer Colonial Building or SEC Building is where the Enforcers (Police) on planet reside. Often, the SECs have two or more buildings

depending on size of the Colony. Also with a foothold on planet are the Star Civ who have their headquarters here too. However, Star Civ often have many offices all over the colony. The Town Centre nearly always comprise of the tallest buildings in the City.

B. Home Gateway

The Home Gateway or Home Gate is the star craft docking facility that is used by smaller, private craft and the large passenger carrying Pitlifters that deliver people to Orbit and the Star Buses. Smaller berths with more commercial aspects (such as hotels, souvenir shops) are clusters around this edge. Traditionally, the Home Gate is normally a very well kept part of the Mex City as it is normally the first place that the visitors to the city will ever see. The Home Gateway has the feel of an old-fashioned 'airport', with people waiting to travel or moving away from the Gate area as quickly as possible. Local populace normally leave the inflated prices of the Home Gate for the tourists and live elsewhere. The Home Gate is often locally called something else, named after a founder or famous spacefarer.

C. Freight Gateway

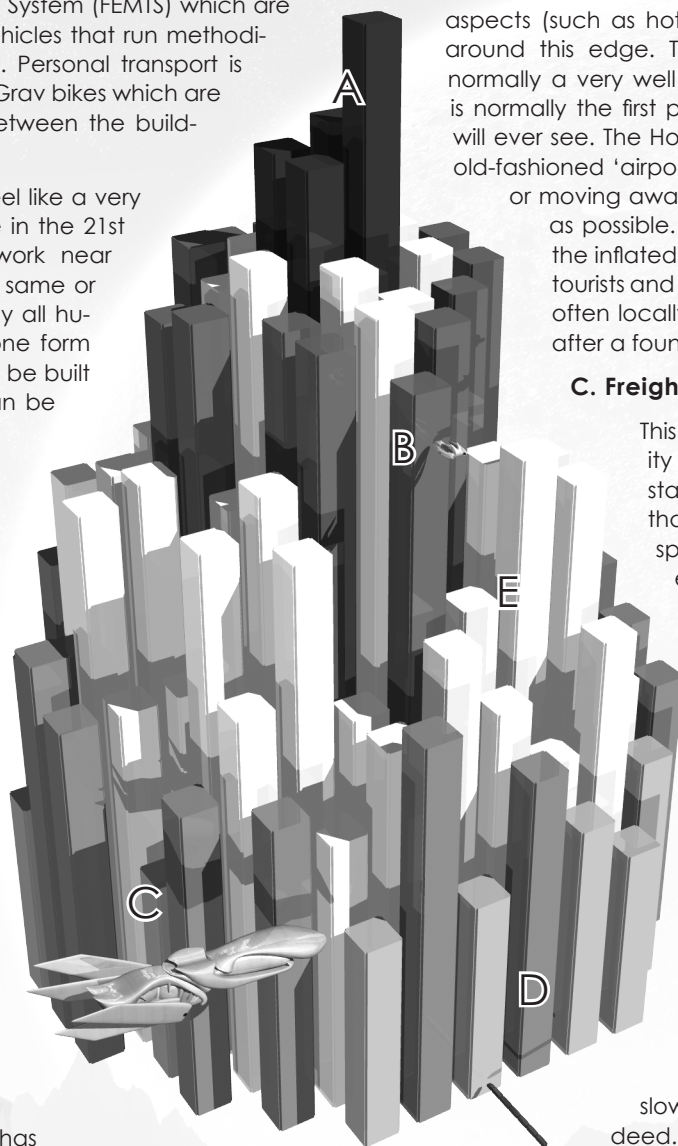
This is the star craft docking facility for larger, freight vehicles. These star craft tend to be huge hulks that carry a mass of ceramic-metal space crates. Each of these freighters have only 100 crew but have many hundreds of automated 'Hoppers' which are flying robots that are designed to carry space crates on and off the freighter. The Freight Gateway has few bars and cheaper hotels (as crews tend to sleep on ship).

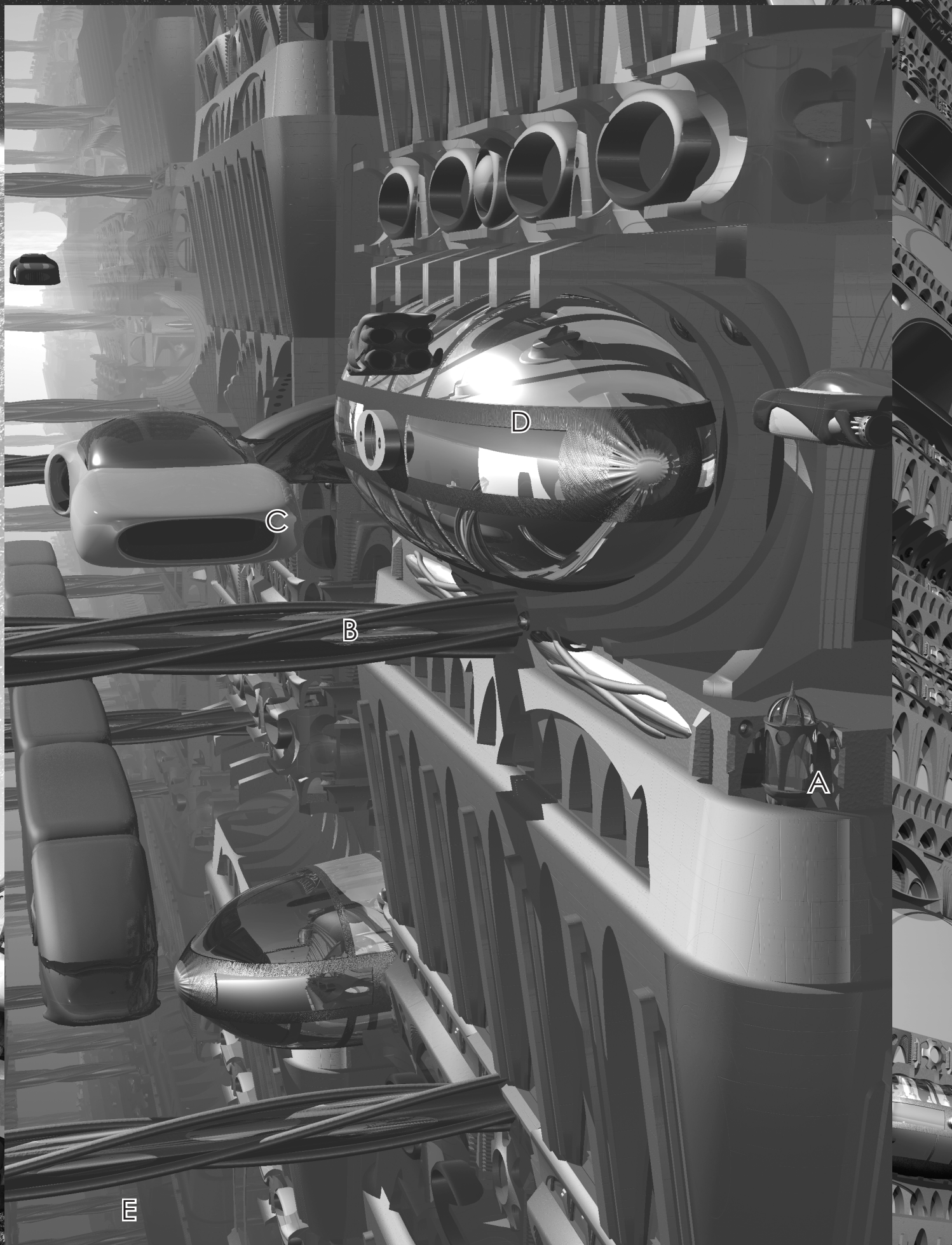
D. Hauler Port

Also situated on the edge of a city, the Hauler port the way in which a city transports good around on the planet surface. A hauler is a large vehicle which accelerates very slowly but can travel very fast indeed. This makes it perfect for long distances. Although mostly automated, Haulers are normally piloted due to the mistrust of automated systems. Hauler ports tend to be poorer areas of the city as most of the Hauler pilots spend little time in the city, it is not looked after very well. The Hauler Port is also likely to contain many storage levels as it is not a desirable place to live.

IN A MEX CITY

The picture (opposite) shows a view from within a Mex city. The picture is looking down the middle of the city. To people who have lived on Crofts their whole lives, the Mex City will feel claustrophobic, overcrowded and busy. The space between the Mex buildings are packed with traffic (only a small





amount shown in the picture for clarity). Due to the regularity of Mex levels, it is very easy to navigate around a Mex city.

A. Lift

Lifts travel up and down the corners of all buildings. Some buildings have lifts on the inside as well but the majority of people use the corner lifts. The lifts run on Grav and are not directly connected to the building, so there are many (often as many as 200) lifts in one building corner. They are best thought of as independent Grav Vehicles that mainly travel vertically. Lifts travel at great speeds and one can travel at up to 20ms (4 floors a second or 12 floors a game turn). Due to the lifts having a gravity field generator, the effects of the huge acceleration are not noticed by the people using the lift. Lifts can pass each other in a corner, allowing lifts to overtake each other.

B. Walkway

Walkways are structural tubes that connect the Mex buildings together. Mex Cities with many walkways form a tight lattice, making the city as a whole very difficult to destroy. Toward the centre of a Mex city, walkways are common and become more rare toward the edge. Traffic passes above and below these walkways and they sometimes travel at angles between the buildings. In any case, the gravity of the Walkway is always perpendicular to its floor.

C. Traffic

For those who can afford their own personal transport, there are flying cars called Grav Cars are used to move people around. As the volume of traffic in central areas of a city can be extremely heavy, people often choose to walk instead of driving.

Grav Cars fly through the city in lanes. Flying through the Mex City can be quite stressful to do at speed, so most people will switch on the Grav Car artificial intelligence and let it drive for them - picking the quickest route. An artificial intelligence will not break any driving laws and for those who want to dash through the City, they can drive on Manual (Pilot Grav Skill Check).

D. Free Mass Transportation System

The Free Mass Transportation System or FEMTS is available in all major Imperial Systems. The FEMTS consists of a huge number of bullet shaped FEMTS cars. Unlike most old-world free transportation systems, the FEMTS is normally the pride of the city, clean, reliable and always on time. A typical FEMTS car is unmanned, only the passengers travel on it. The car is controlled by an artificial intelligence which senses other traffic in Gaia and then makes decisions on the best route to meet its stops. The FEMTS is widely used by many, as a safe alternative to owning one's own car.

More affluent Cities adorn their FEMTS with bars, relaxation rooms, massage parlours and brothels. Regardless of their internal fittings, the external bullet shape is standard.

E. The Nearground

The Nearground is the place where those not content with normal society go to live. See the later section 'Nearground' for more detail.

COLONY COUNCIL

Administration of the Colony is performed by the Colony Council. The Council is democratically elected (mostly) every 4 years. Councillors are drawn from the wealthy, famous or purely on merit. The positions on the Council are: Chair, Industry, Treasury, Trade and Domestic. Two extra seats are appointed by the Imperium: Star Enforcer Captain in Charge and Star Civilisation Captain in Charge. Some councils have extra members depending on their local situation - such as a council member for Mining activities.

Councillors can serve as many terms as required and each Councillor is given a budget from the Imperium (via Taxes) and employs a staff. The taxes are used by the Council to grow the colony, provide services, perform maintenance on the infrastructure, subsidise trade negotiations and support flagging industries. Council Staffers wield much of the Council's power as negotiators and advisers to the Councillors.

The Council are constantly in the public eye, their decisions having real and often immediate affects on the population of the colony. Although there are no party affiliations, councillors often hold onto Human philosophies, by which they make their decisions (See Human section XXXXXXXXXX).

To understand, gain connections and make use of a Colony's council, an Ecopolitical skill check is required.

Chair

The Council Chair has the job of keeping order and making sure people do as they say they are going to do. The Chair is the public face of the colony and spends a lot of the day travelling around the reaches of the colony talking to people and investigating problems that might have been raised on a council meeting.

Treasurer

The Treasurer collects taxes and pays them into the Imperium. Taxes are collected from corporations and star craft Captains, so it is a much easier process than it has ever been.

Industry

The aim of the Industry is to ensure that local businesses are supported and not bending or breaking any Imperial law.

THE NEARGROUND

In most Mex Cities, there is an area which is known as the Nearground. Typically, the Nearground is the area 'Near to the ground' - the first 50 metres of each Mex building where light rarely filters. The Nearground is where anarchists, socially dispossessed, poor and criminal elements of society live and work. The Imperial society is a liberal one and the Nearground provides a space for the fringes of society to meet, away from the well-to-do society.

The Nearground is where the near order of Mex architecture descends into chaos. At ground level, the Mex buildings are difficult to discern, the core layout of the buildings augmented by gantries, walkways and buildings in a high-tech shanty-town. There is little traffic in the Nearground - only Grav bikes are small and nimble enough to drive quickly through the maze of architectural imagination.

Typical Nearground Locations

In the Nearground can be found brothels, seedy nightclubs, old-fashioned tea shops, doctors who do not ask questions, black markets, drug dens, cheap hotels, Grav biker hang outs and burlesque clubs.

The Hauler port is also normally by the Nearground. Some of the Hauler crews are seduced by the Nearground but most remain professional and once away from their Hauler, travel to the higher areas of the City.

Star Enforcers and the Nearground

The Nearground is very difficult for the Star Enforcers to operate in. It can be very difficult to gather evidence of a crime as the anarchists refuse to co-operate and buildings rarely carry sensors. The Star Enforcers often return from the Nearground empty handed. The main exception is with particularly dangerous criminals, for which the Star Enforcers travel in great numbers and force.

THE MESH

The superstructure of the Mex buildings contains large air ducts and utility sections, this area is known as the Mesh. The ducts of the Mesh run everywhere throughout the Mex City. Some longer ducts run the length of the 4km building. Although originally intended for repair crews to work without disturbing the general public, the Mesh has now become home to an outcast part of society, the Meshrunners.

The General Public are mostly ignorant of Meshrunners, assuming that the thieves and muggers come up from the Nearground in lifts.

Meshrunners

Meshrunners live in the Mesh, leaving only to steal food and money from the general public. The Mesh is a haven for those on the run from society. Most Meshrunners are children, teenagers and young adults; petty criminals, family outcasts or escapees from the constricts of their upbringing. As Meshrunners grow into adulthood, they usually leave the Mesh for the bright lights and opportunity of the Nearground - or even back into society. Few grow old in the Mesh and even fewer are born there.

Meshrunner Gangs

The Meshrunner Gang is a family. A tight knit group where seniority is defined by time spent in the Mesh and ability; age is of little importance. Meshrunner Gangs tend to occupy an area of Mesh and rarely stray from their patch. A Gang's area is normally across many buildings over a few levels. Friction and suspicion between Gangs is great - each Gang assumes the others are in league with the Star Enforcers, their parents or whichever organisation they are avoiding.

Running the Mesh

Moving through the Mesh is a skill (Meshrunning) that can only really be taught by another Meshrunner. Meshrunners use high tech climbing gear repurposed from common day items that can be hidden under clothing for when they are moving amongst the general public. Running the Mesh is extremely dangerous for the uninitiated as the Mesh is utterly dark and there can be sudden 2km vertical shafts. An experienced Meshrunner will know their Gang's Mesh extremely well and be able to navigate it with only the faintest glow of light.

Becoming a Meshrunner

Meshrunners are always on the lookout for vulnerable children and teenagers. In most cases, these runaways end up in the Nearground and are unable to fend for themselves. Too young to work and liable to exploitation, Meshrunners offer the young outcasts a family life without any of the hassle. Some outcasts hear of the Mesh and go in search of it, which can be dangerous and difficult.

The Star Enforcers and the Mesh

The Star Enforcers would like the Mesh to be empty save for repair crews. In most cases, the Meshrunners do not draw any attention as their thefts tend to be small and based on subsistence. The Star Enforcers normally leave the Mesh alone as the time and energy spent rounding up Meshrunners is better spent elsewhere. Furthermore, proving a Meshrunner has performed a crime is difficult and the sentences are so short for the petty crimes that they would just return to the Mesh afterwards. Star Civilisation believe that a Meshrunner left uncaught is more likely to return to civilised society than one that is caught and punished.

Only when Meshrunners become a problem do the Star Enforcers get involved. The Star Enforcer Investigation branch have a number of Mesh teams. These are specially trained and equipped bionic Star Enforcers who can move through the Mesh with great speed. It is rare that these teams are brought in to solve a Meshrunner problem. In very extreme cases, the Mesh of a building can be closed down entirely, suffocating all those within. This extreme measure has only been taken once or twice in living memory.

Using Meshrunners

Player characters are normally ex-Meshrunners - people who have the skills but do not run the Mesh anymore. Meshrunning skills replace the standard skills of a person's upbringing (using Gaia, mathematics, science, social understanding) so it is not to be taken lightly. Meshrunners are not included in this book as a character class as they fit into a very specific sort of campaign setting.

Player characters can also gain Meshrunners as contacts, although Meshrunners are wary of anyone outside of the Mesh. Trust must be gained first before a Meshrunner will do any work for a player character.

Once trust is gained, a Meshrunner is very useful - able to steal, overhear and rob people before blending back into society. Meshrunners do not use Gaia, so contacting them can be difficult and gaining one as a valuable contact is likely to be a haphazard affair involved in a chance encounter.

SCANNING AND PRIVACY

Scanning is the name given to using sensors to detect things that might be hidden from view. Sensors are normally fitted to buildings, space craft, vehicles (such as FEMTS) and anywhere where you want to ensure a level of security. There are two kinds of scanner: Tech scanners and Medical Scanners. A Tech Scanner analyses any piece of technology (weapons, bionic system, Automatons etc).

A Medical Scanner scans biological life forms and is used for detecting biological problem (diseases, illnesses, breaks, viruses etc).

Scanners have levels of scan, the higher the level the more information provided. High level scans tend to take longer and need more power (and thus tend to be bigger). Higher level scanners include all of the functions of the lower levels. For example, a level 1 medical scanner can be held in the hand but will not give you any genetic information.

Tech Scanners

Most commonly found in space craft air locks and the entrances to bars, they are mostly used for scanning for weapons. These are not just metal detectors, they scan using a broad range of sensors and are very difficult to fool. Tech scanners are either hand-held or mounted in buildings. Tech scanners cannot detect Bioweave augmentation.

Level 1. Can be hand-held. Needs to be held close to the thing you are scanning. Takes one round (3 seconds). Can detect weapons, Gaiacards and whether or not the person is Borged or Cybered.

Level 2. Very expensive if hand-held. Normally mounted into doors. Can detect up to 5 metres. Takes 2 rounds (6 seconds). Can detect type of weapons or bionics to determine capabilities. Can also detect manufacturer's signature.

Level 3. Only found in dedicated engineering bays, sensor data normally gathered from a cloud of floating sensors that take up position around the object. Takes up to 1 minute (20 rounds). Can detect faults.

Medical Scanner

The purview of the Medic, the medical scanner is normally used to diagnose the sick.

Level 1. Can be hand-held. Must be close to the subject. Can detect vital statistics, bone breaks, blood toxins, major diseases, disabilities through genetic abnormality. Takes one round (3 seconds). Cannot detect Bioweave.

Level 2. Normally mounted in Medical facility beds. Can detect genetic level scan, genome recognition and gene finger prints. User needs to be lying on the bed to use. Also can scan bionics like a Tech scanner would scan level 3. Takes 2 rounds (6 seconds). Can detect Bioweave.

Level 3. Same capabilities as the Level 1 and 2 scanners but can be found mounted in doorways and can detect up to 10 metres. Rare to find. Takes 3 rounds (9 seconds).

COLONY TRAVEL

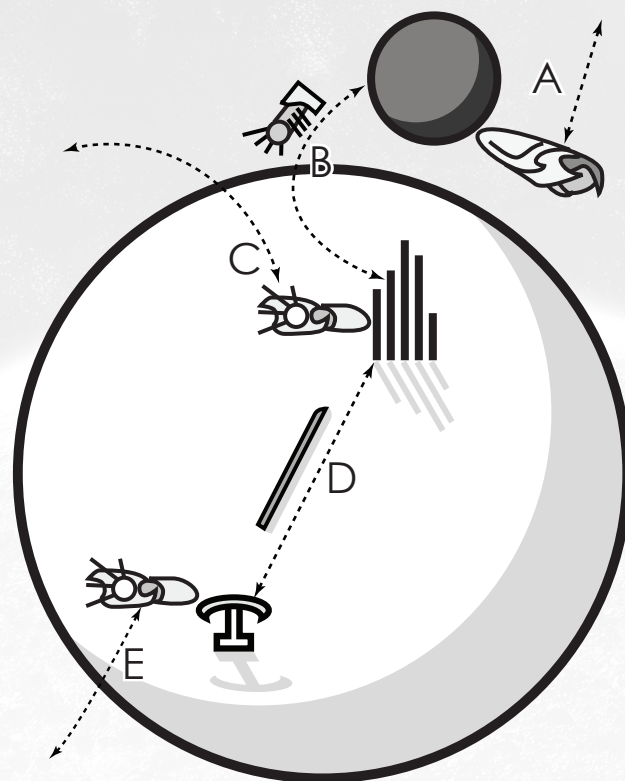
A Colony is normally spread across and above a planet's surface. There are common elements on every Colony (see picture).

A. Large space craft that cannot enter atmosphere either dock to an Orb or Orbital from where they can quickly and easily Light Jump to other systems.

B. Cargo is transported from orbit using the huge, heavy lifting Pitlifters, which are specifically designed to make the journey between orbit and planet surface.

C and E. For space craft that can enter atmosphere, they dock either straight onto the Mex City (C) or the Croft (E).

D. Cargo and people are transported between surface dwellings by high speed Haulers and sub orbital flyers (only for thousands of miles at speed and not shown).



Typical Colony transport infrastructure.

Time

When the first spacefarers left earth, they abandoned the 24 hour clock in favour of a 40 hour day. As ships always needed to have a crew awake and active, a ship system was developed that was soon adopted as the normal for the whole galaxy. The days is split into four 10 hour cycles. Each cycle serves a different purpose. Between each cycle is a meal.

Sleep Cycle

During the cycle, a person get their rest. A human of 92030 only requires 9 hours sleep in 40 to function properly. The other hour is spent waking up and having the first meal called 'Breakfast'.

Work Cycle One

This is the first ten hours of work. Some take two jobs, each with a 10 hour duration. After this cycle is a meal called 'Lunch'.

Work Cycle Two

The second work cycle is normally a more relaxed affair as motivation begins to wane. After this cycle is the meal called 'Dinner'.

Recreation Cycle

The recreation cycle is when a person can pursue whatever activities they are interested in. Most people have a hobby of some such. Before sleeping once more, a person normally partakes in a nutrient drink called a 'Cap'.

As everyone is living in a synchronised 40 hour lifestyle, businesses stay open for all 40 hours. People tend to share jobs, one job between two. The passing of day and night has no effect on the cycles of a person, phrases such as 'morning'

and 'afternoon' are normally used to express the position of the sun in the sky.

ORGANISATION OF YEARS AND DATES

Following the standardisation of time, dates and years followed suit. The organisation is as follows:

Minute: 60 seconds.

Hour: 60 minutes.

Cycle: 10 hours.

Day: 4 cycles.

Week: 10 days.

Month: 4 weeks.

Year: 10 months.

The month names are the same as the Gregorian calendar, except November and December are omitted. Days are named as Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Moriusday (after the previous Emperor), Aranday (as a reminder of the Aran War) and Kayday (after the space station that became the cradle of human civilisation).

PUBLIC HOLIDAYS

Although business runs 40x40, regardless of day and night, there are still public holidays. Days during the week are not taken off and there is no 'weekend'. The public holidays tend to mark events either Galactically (Empress' Birthday) or locally (Cluster or System Founding day). Public holidays depend very much on the system. Those systems without much local history tend to have fewer, as do heavily industrial systems. Artistic colonies and those systems with a long history tend to have more public holidays.

The Star Chambers do not partake in public holidays as the employees are always on duty. In some cases, they take part but only in an official capacity. The only exception to this rule is the Empress' Birthday when most Star Chambers throw a party. Only those on active duty do not.

DAY AND NIGHT

The connection with time and night and day is no longer important. Very few planets have 40 hour day and the human race has got used to sleeping at the end of the 30 hours, rather than when it gets dark. This is especially important on planets where there isn't much night due to the light from large moons or on Orbitals, where day and night are simulated by glowing lights.

Money

The Imperium has one single currency, the Imperial Credit (or just Credit). Money value and flow is controlled by the Imperial Resource Chamber. There are no banks, you cannot get a loan and money is stored on small plastic cards, on a Gaiajack or in a person's personal Gaia space (see section on Gaia).

No frills living in Icar is cheap. A cheap yet comfortable apartment can be rented for 100c a month and healthy meals cost as little 3c. A general price list is included in the Equipment Index (***** OR BACK OF BOOK?). Weapons, ammunition and armour are all relatively expensive

as the Imperium believes that people should not need to buy them.

The Imperium raises taxes only through businesses. Corporations hand the Imperium a percentage of their revenue (not profit) automatically when doing business. It is possible for a Corporation to avoid paying tax but it is not advised as the Imperium will seize all assets immediately upon discovery.

All private banking (loans, interest on savings etc) is strictly forbidden and there is no stock market. Loan sharks do exist but are not used by the general populace. Interest rates from Loan sharks are extremely high and failure to pay can be deadly.

Space Stations

With the advent of powerful interstellar Light Jump engines, it became obvious that spacecraft could be made very large indeed. However, the amount of energy required to get these huge craft from orbit to surface and back was greater than could be produced with legal technology. One solution to this was to have a place in orbit where a craft could deposit some of its cargo for shuttling down to the surface. This is the prime reason for having an Orbital but they are integral to the economy.

More than just trade platforms or orbiting store rooms, an Orbital is often the gateway to the rest of the galaxy. They are used for many different tasks such as acting as a base of operations for a mining company, a dock for space craft repairs and the home for many people who dislike living on planet. The use of an orbital often changes focus through its life, normally beginning as a trade or base of mining operation and then growing with the population to become a more pleasant habitation or supporting large trade ships.

SPACE STATION TYPES

Each orbital is different from the others, however they do roughly split into two types: Orbitals and Orbs. 'Orbitals' is the name given to most orbiting space stations. They come in all shapes and sizes: sketch any design onto a piece of paper and that shape will be found somewhere in the Galaxy. 'Orbs' are space stations where an artificial world is created on the inside of a sphere.

ORBITALS

Orbitals are common across the galaxy and come in bewildering variety of shapes and sizes. Some Orbitals begin life as a freighter, stranded in orbit by a loss of Light Jump capability. These Orbitals tend to be expanded in a piecemeal manner and tend to look like huge pieces of orbiting space junk. Other Orbitals are designed from the outset and like Space Craft are a mix of sharp lines and organic curves.

Orbitals can house up to 2 billion people and the largest Orbitals (which rival Orbs in size) are 1000km at their widest. The haphazard structure of most Orbitals requires artificial gravity to be present everywhere. Those unfamiliar with an Orbital would find that the direction of the Gravity can often change, meaning shopping districts around the inside of a cylinder.

Transport in an Orbital

Getting around in an Orbital can either be done on foot, by driving a Grav or by FEMTS. Most people live close to where they work, shop and relax and so go by foot. This means that an Orbital tends to split into communities of people, not too dissimilar to Crofts on a planet's surface.

When driving a Grav, they are driven through huge tubes that run to most corners of the Orbital. These tubes are often irregular and connect areas of the orbital that are important. The FEMTS system also uses its own set of tubes, exactly resembling the FEMTS of Mex Cities.

Psychological effects of living in an Orbital

People who live in Orbitals tend to prefer enclosed spaces and can be agoraphobic (afraid of open spaces). Families that have lived on Orbitals for generations tend to be pale skinned and fair haired and are fiercely proud of their origin. Orbital inhabitants will have no problem with sharply changing gravity gradients and often make excellent Space Craft crews.

THE ORBITAL EXPLAINED

This image shows a simple example of an orbital, displaying the main sections, common to all. The Orbital is drawn with side nearest the planet on the bottom. The 'top' of the Orbital is the part furthest from the planet surface.

A. The largest space craft dock furthest from the centre. The most expensive external docking sections are at the top of the Orbital as it is nearest to where space craft jump to.

B. Freighters can also dock on the upper reaches of an Orbital but this is normally only for short stays and rapid unloads. Normally executive and courier space craft dock on the upper reaches.

C. Every Orbital has an artificial biosphere where plants, trees, grass and wild animals live in a carefully balanced ecosystem. Expensive restaurants and apartments look out over the biosphere and most have public paths.

D. The ubiquitous Free Mass Transportation System (FEMTS) travels up and down inside the docking foils transporting people back and forth to freighters. Private Grav cars and bikes also travel up and down but rarely Haulers. Automaton Hoppers are used for moving space crates.

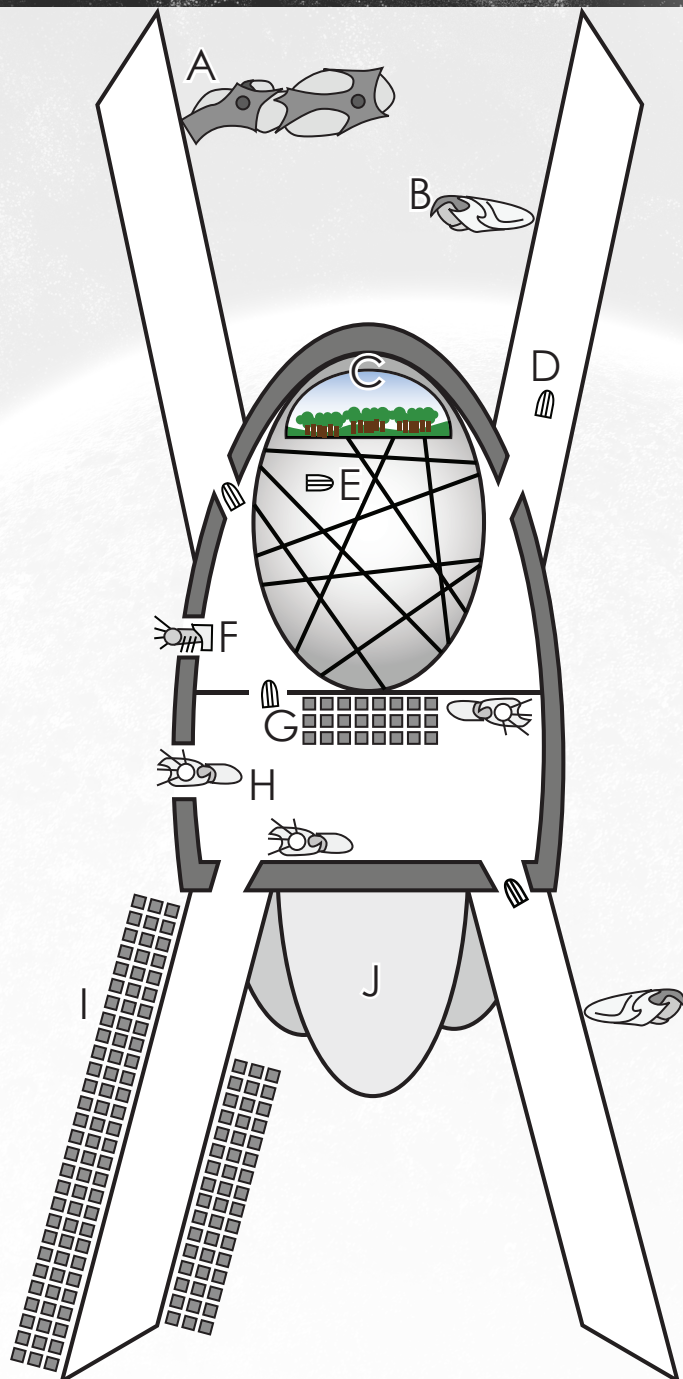
E. The main living space is crisscrossed with tubes that carry traffic. Smaller tubes (not shown) stretch out from the main tubes like veins, reaching throughout the super-structure.

F. Pitlifter shuttles travel back and forth between planet surface and the Orbital. The Pitlifter always docks internally and near the living space.

G. Internal space crate storage is expensive if used for large amounts. Internal storage is normally used by families, small businesses and space craft repair companies.

H. Space craft less than 2km in length can be accommodated in internal docking bays. This main reason to do this is for performing repairs in low-gravity atmosphere.

I. Most space crates carrying large quantities of raw materials (which are cubes 10m to a side) are stored external on a docking foil. If tens of thousands of space crates are to be loaded or unloaded, then space craft are often docked onto this foil and are serviced by a huge swarm



An Example Orbital in cross-section. Typical sections found on Orbitals are labelled.

of Automaton Hoppers.

J. Engineering is where the Generators, Grav Engine, Grav Field Generators are located. It is the hub of repair and refurbishment, populated by enthusiasts under the pay of the Orbital. Engineering is off limits to the general public.

ORBS

An Orb is the largest construction the human race has ever made. The Orb is an inside-out planet. A huge hollow sphere where the people live on the inside. The inside surface of the Orb is often as large as a large moon and contains continents, mountains and oceans. A huge artificial and yet self-sufficient ecosystem exists on the inside of these massive structures. Gravity is produced by localised Grav field generators,

making sure the inhabitants have a constant gravity downwards, keeping them on the inside of the sphere. The atmosphere is created and maintained by a series of atmosphere processing plants that exhaust through the oceans.

To give the inside a feeling of a planet, a huge light source (known as The Solar) with a hood rotates in two axis in the middle of the orb. This gives the appearance of light and dark. When looking 'up' on the orb, you see the ground on the other side. During the day, the sun obscures the dark side of the world and the atmosphere gives a pleasant blue haze. Looking 'up' at night time, you will see a blue blur, without stars as if a moon was lighting high cloud.

The Orb is so large that the curvature of the surface is barely recognisable unless it is a clear day. Most people's day to day lives can be lead without ever realising they were not on a planet. Under the crust of the inner surface is a huge number of manufacturing bays and zero-g workshops. Massive transit tubes take FEMTS all over the orb.

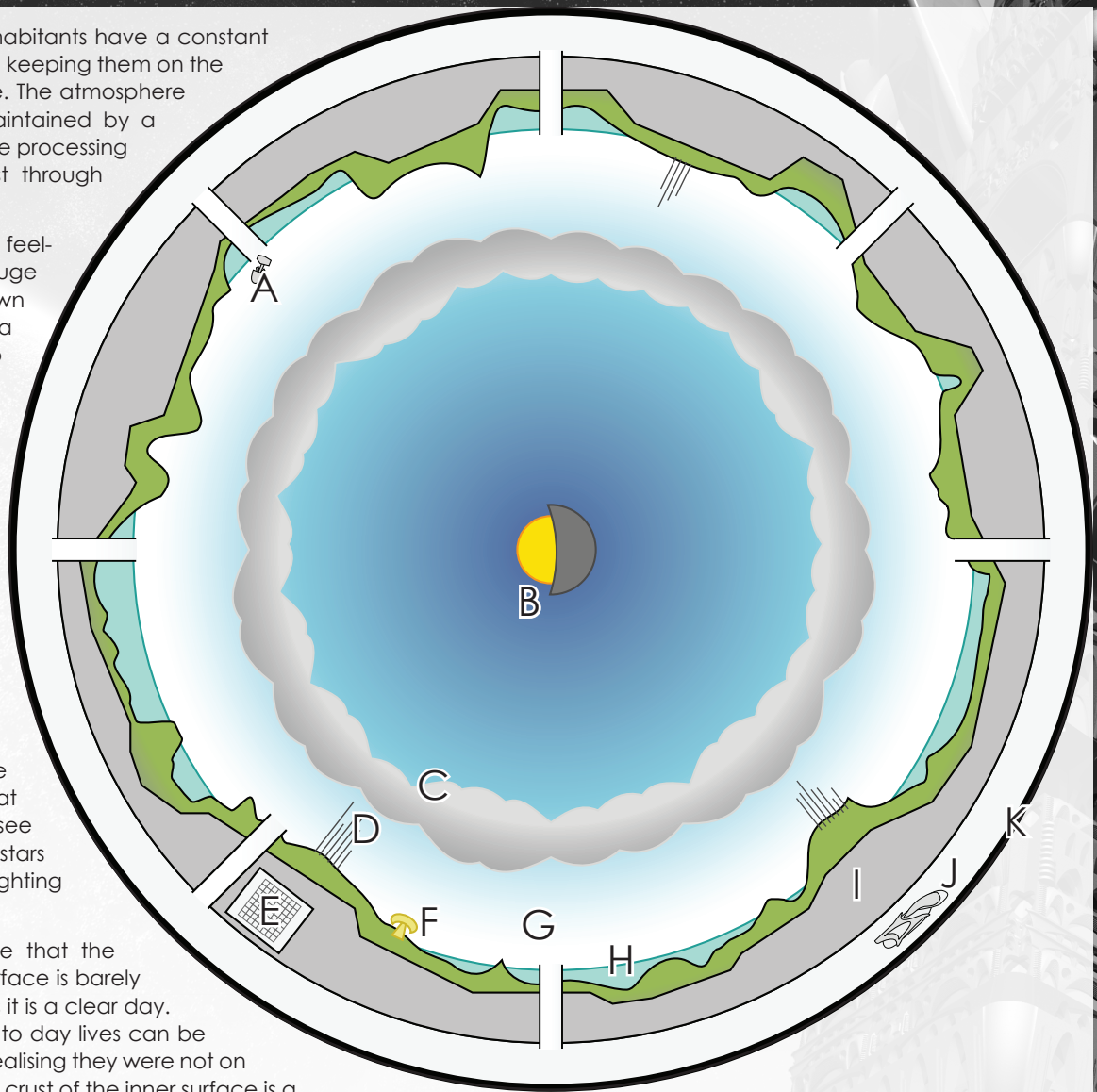
Orb Segments

An orb is made up of a huge number of triangular segments. Each segment has a very similar make-up. The diagram shows a cross section of the Orb. Transit tubes are used for moving around, although communities are created much like normal cities, towns and villages on any other planet. They are huge tube highways that curve throughout the structure of the Orb.

Most people live in cities, towns and villages on the inside and commute to the outer skin.

Social Considerations

Due to an Orb's size, there is more than enough room for everyone to live on the surface, regardless where they actually work. On a few desirably located orbs, space can be at a premium and one can own a share of the surface. This makes the Orb much like any other planet, with large Mex cities for convenience and then out-of-the-way places of beauty for the rich.



Psychological effects of living in an Orb

Unlike on an Orbital, the inhabitants of an orb are unlikely to become agoraphobic (fear of open spaces) as the surface provides a wide-open space, akin to a planet. Claustrophobia (fear of closed in spaces) is also unlikely as the human subconscious knows that it is on the inside of a giant marble.

Where Orb dwellers have problems is with Convexophobia. Convexophobia is the irrational fear of slipping off a planet's surface. In an orb, the ground curves up at the horizon (concave), giving it a bowl shape. On a planet surface, the ground curves down at the horizon (convex), giving the appearance that things can slide off the side of the sphere.

Administration

Due to its size and general resemblance of a planet, an Orb always has its own administration and will have a councillor on the seat of the controlling planet of the system.

Charges for Orbs tend to be higher than on a Orbitals. Also, they use a sliding scale. The longer you dock for, the cheaper it is. This sometimes leads to people abandoning craft on the Orb.

Jungle Orbs

When the Droid war started, many people fled Orbs in search of a safer planet surface; the rational fear being that Orbs were easier to destroy than an entire planet. As such Droids often left Orbs alone - their ecosystems intact. Left unchecked the wildlife of the inside of the Orb would spread throughout the superstructure. These Jungle Orbs often do have people living on them but life can be difficult there as the flora and fauna constantly encroaches on crops.

Jungle Orbs are rare in Sayshell and most common in Remmar and the edges of Dorian. As Jungle Orbs are often the product of a rapid mass evacuation, they often contain treasures abandoned by those too preoccupied with Armageddon to think about what is being left behind.

Orbauto

The Orbauto is the name given to the Artificially intelligent brain that controls the general running of the Orb. The Orbauto is considered the same as the Artificial Intelligence on a space craft. The Orbauto can be used as an information source for the inhabitants and normally has an avatar Automaton that represents it.

The Orbauto is very careful not to intrude into people's lives and only has sensors where it requires them for controlling the Orb. The Orbauto is not allowed to go through Ascension and is capped at Artificial Intelligence Power 4 (See Artificial Intelligence Section).

THE ORB EXPLAINED

A. Space craft less than 2km long can use the Radial Tunnels to enter the atmospheric area of the Orb. It is expensive to do so and normally not encouraged.

B. The Solar gives the orb a day and night cycle. Normally it's set to 12-14 hours. For clarity the diagram shows daytime across the Orb but in reality, the right hand half of the Orb would be shrouded in darkness half the time. The sun is powered centrally and hangs on Grav, unsupported by wires. It lets out a Sun-like UV balanced light. Orb dwellers often proudly declare that twilight and dawn on an Orb is more beautiful than any in nature.

C. As the Orb is a fully functioning ecosystem, it also has clouds like any normal world. The atmosphere is regulated by carefully control plants and algae located under the seas. Orbs can be set up to be temperate, arid, cool or any combination of conditions.

D. A Mex city. People live in Orbs much like any other colony. Very few people live anywhere other than the surface.

E. Storage and heavy industry is found under the land mass, huge caverns that stretch for miles are organised entirely by a hive of Automaton Hoppers.

F. Crofts. An Orb has the advantage of being self-supporting by growing its own food. Croft output tends to be very high as the environment can be controlled with great ease compared to a planet's surface.

G. Radial Tunnels measure more than 5km in diameter and connect the outer skin to the inner atmosphere. They are used for space craft docking inside, service craft and pleasure trips.

H. Every Orb uses seas to help regulate the environment and provide a source of sustainable food in the form of plants and fish.

I. The area under the surface of the landmass is called the Hull. The hull is used for industry such as factories and raw material processing. Few people live in this area.

J. The outer Hull is where the Orb generates its power, contains its generators and Grav systems to maintain orbit. Unlike Orbitals, Orbs have millions of smaller generators and always produces a great deal more power than it needs. It also provides a place for most space craft to dock.

K. The Outer Skin is a 20km thick armoured metal skin, pock marked from years of meteorite impacts but tough enough to withstand collision with just about anything. Thousands of huge iris airlocks allow space craft through. Orbs are too large to have shields, so this thick skin is the only protection with space.

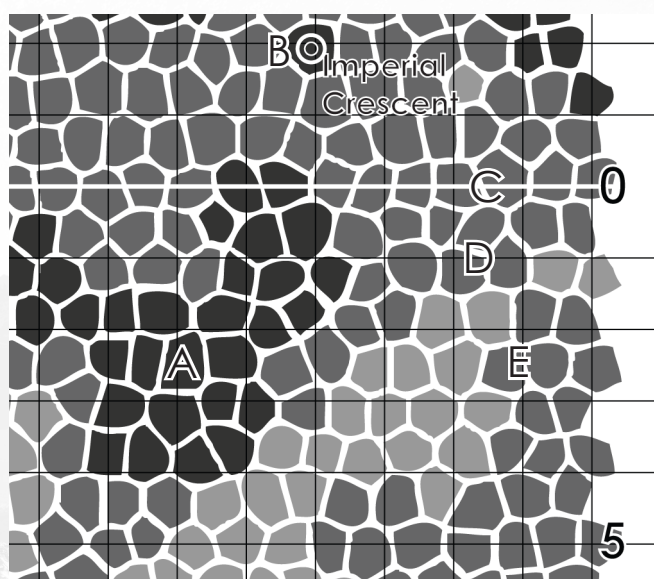
Space Travel

Since mankind strode upright and gazed upon the night sky it has wondered what it would be like to visit the tin pin-pricks of light that hung overhead. Space Travel is a common part of society although the general populace do not often find the need to move about. Space travel is either a requirement for work, a lifestyle or to provide a change of scene for a holiday. Frivolous planet hopping is rare. The instability of the space-time continuum causes many dangerous places called space-time faults. Most are charted and can be avoided. Some can be detected from a distance (in time or space), others come and go at such speed, that the craft can be enveloped by them before they can be avoided.

Travelling in space will inherently involve a few calculations. To keep them simple, travel operates in multiples of an hour. There are many facts and figure scattered through this section. They are collated at the end for easy reference.

READING SECTOR MAPS

The Sector maps from Human Occupied Space can be found in the Appendix. The map below shows a portion of Remmar. Space is curved and not two dimensional so the maps are an approximation to reality.



A section of Remmar Sector map. The full map can be found in the Appendix.

A. Cluster. The grey blobs are clusters and the white between them are notionally edges of those clusters. The darker the grey the Cluster is represented in, the more stable star systems it has.

B. Named Cluster. Some of the maps have named Clusters. These named Clusters are described in this book. Only Anadar has a full description as it is the Cluster used in the included Scavenger Setting.

C. The Zero Line. The Zero Line is a white line that runs down the centre of the galactic arm. It represents 0 in the grid.

D. Rim 1. As an example, the horizontal line under 'D' is the first line towards the Rim.

E. Spin line. The vertical lines are spin lines, and number 'up' from right to left. The spin lines are labelled along the bottom of the graph and are not shown for simplicity.

Using the Grid

The grid is used for finding Clusters. The horizontal lines are called either Hub or Rim lines. The lines above the white Zero Line are Hub lines. This is because if you carried on in that direction, you would head toward the centre of the galaxy.

Horizontal lines below the Zero Line are Rim lines. This is because if you headed in that direction (down the page), you would be heading out of the galaxy. The Vertical Lines are Spin Lines and they number right to left.

To locate a Cluster, first find the nearest horizontal Hub or Rim line. If it sits between two lines, choose the line nearest the Zero Line and call it 'middle'. Next, you find the nearest vertical Spin line and if it sits between two, choose the lowest value and call it 'Middle'.

For example, the Cluster labelled by 'A' sits between Rim lines 2 and 3. As the vertical Spin lines are not numbered on this example, assume its Spin line is 23. Therefore, the Cluster Location would be: Rim 2 Middle, Spin 23.

If the Cluster sits on the Zero Line, it's called "Zero". If it sits between the Zero Line and either Hub 1 or Rim 1, it is called Hub 0 Middle or Rim 0 Middle.

Examples of Named Clusters

For more examples, here are the grid locations for all of the named Clusters. You can find the Sector Maps in the Appendix. The Sectors are included for ease but they are not required as the Spin lines will give you the Sector you are in.

Remmar Sector

- ◆ Juno Cluster: Hub 1 Middle, Spin 22
- ◆ Tef Cluster: Rim 5 Middle, Spin 23
- ◆ Anadar: Hub 0 Middle, Spin 28
- ◆ Corisk: Zero, Spin 28
- ◆ Imperial Crescent: Hub 2, Spin 37

Sayshell Sector

- ◆ Vitero: Rim 4, Spin 27
- ◆ Turus: Hub 1, Spin 41
- ◆ Romar: Hub 6, Spin 54
- ◆ Niopak: Hub 3, Spin 54 Middle
- ◆ Naggachef: Rim 2, Spin 56 Middle

Dorian Sector

- ◆ Akar: Hub 4 Middle, Spin 69 Middle
- ◆ Baeleris: Rim 2, Spin 74

READING CLUSTER MAPS

A Cluster map shows the locations of systems and spatial features within a Cluster. Cluster maps are based on a 20 sided grid. Each box on the Cluster map represents one Light Jump unit. In one hour, you can move up to as many squares on this map as you have Light Jump on your space craft. All jumps take one hour, never less.

CLASSIFYING SPACE

Before you can explore it, you need to know what you are dealing with. Space is classified depending on what is round it. Here are the main classifications of space:

- ◆ **Atmosphere.** Not strictly space as such but the first step one must make before getting there. Atmosphere is classed as the first 20km between the lowest point on the surface (sea level) and space.
- ◆ **Low Orbit.** Between 20km and 500km is low orbit. If a craft is not atmosphere capable, then this is the nearest to the surface it can get. Most large vessels use this altitude for the loading and unloading of cargo, although the expense of doing so is often prohibitive.
- ◆ **High Orbit.** From 500km to 1000km is known as High Orbit. This is where the Orbitals exist and where Point To Point Light Jumps can be performed from.
- ◆ **System Space.** Within the outermost planet's orbit around a star is system space. In a place with few planets, the edge of system space depends on the gravitational pull of the star.
- ◆ **Dead Space.** Dead space is the area that is not governed gravitationally by a star or its planets; the force provided by them is too weak to be useful to a Grav engine. Most of space is dead space.

JOBS IN SPACE

Travellers are often grouped by the job that they perform. Most regular travellers through space operate as part of a crew on a star craft. Although the particular jobs on each craft are varied - from medic through to pilot - the crew are normally classified by the job that the ship does. A few examples of these tasks are given below.

Imperial

The Imperium has 2 separate fleets. The largest Fleet is operated by the Star Enforcers and is used by Star Enforcers, Star Civilisation and Star Science. The craft are mostly used for chasing criminals and for dealing with Pirates. Not all of the Enforcer fleet is well armed and are a mix of purpose built and converted civilian craft. The other fleet, The Star Fleet, is purpose built and created from the very best technology the Imperium has to offer. The crews are the very best because the job of the Star Fleet is to protect humanity from the race of the Droids.

Trade

In this case, the term Trade is a very broad one. A craft that moves any item from A to B is considered a trade one. A trade vessel carries freight (raw materials or tech) or passengers. Typically, a depicts the type of cargo it carries. For example: Ore freighters tend to be large and dirty, with large

industrial automaton equipment. Tech traders tend to be smaller, high tech craft! The dynamics of space trade itself is dealt with later.

Courier

A courier takes an item from A to B. They are more expensive than traders but give a more personalised hand-to-hand service: important for expensive or personal items. A courier is a regular space traveller and will build up a clientele of corporate and non-corporate customers. Excellent service will build a good name and this is essential for a successful courier.

Deep Space Scavenger Crew

There are billions of tonnes of abandoned treasure, and junk worth money. A Deep Space Scavenger's (Scavengers) job is to find, repair and return for sale. Seen as the lowest of the low when it comes to ship crews, Scavengers spend their time in dangerous wrecks, hunting out cargo and objects of value. Within these floating shipwrecks could be any manner of dangers, from traps rigged by paranoid crew members on leaving the wreck to other Scavenger teams.

COST OF SPACE TRAVEL

Space Travel is cheap and available to the masses. There are nearly always space craft berths available, although it can be difficult finding a space craft on a direct route. In most cases, the traveller will change at a large terminus. Costs of travel do change with location, the numbers given here are for a typical colony.

Buying your own Space Craft

Brand new space craft are very expensive and the Imperium has outlawed loans. How you get hold of a space craft depends on what it is going to be used for. The most popular ways of getting hold of a space craft are (most expensive first):

- ♦ Buy new from the manufacturer. Space Craft can cost millions, so this is only for large corporations or the super rich.
- ♦ Buying second hand from a corporation. Space craft are still expensive (about 50%) of the new price but for small corporations, this is often the best way.
- ♦ Operate a Space Craft for a Trade Company. Trade Companies loan space craft to crews and require a minimum amount of return each month. The better the craft on loan, the more return required.
- ♦ Buy a junker. The best entry level space craft is an old refurbished junker. These space craft come with only the basics but can be bought for as little as 25k. Of course, you might spend a lot of time repairing the junker and it will not be as fast as a new craft but it will get you about.

THE STARBUS

The Starbus is a public transport network that connects major systems and clusters together. It acts as slow, reliable and cheap transportation through the void. Starbuses are huge space craft that are more like permanently moving villages than space craft. As such the Starbus self-organises by wealth with the rich and poor being entertained in different areas. The Starbus is so large that they never go down to the surface of the planet but instead are served by Pitlifter shuttle craft (many have their own).

Every Starbus has a limited number of berths that are set aside for free travel. The births are communal and cramped but the atmosphere is fun and free. You may only stay in a Communal berth for 1 month at the most.

The Starbus also carries cargo but it tends to be the personal items owned by

Starbus Naturals

Starbus Naturals is the name given to people who permanently stay on a Starbus, using it as a means to see the Galaxy. A Starbus's route often rarely circles back on the same system, it is a good way to see lots of different places. Naturals are considered part of the crew and family, although they serve no function but to pay their way.

Costs and Durations

The Starbus is a great deal slower than chartering your own space craft. The table below shows the costs and durations for different berths on the Starbus. Communal berths are free and cramped, a single room sleeps just one person, a suite is much larger and can sleep up to 4 - with a squeeze. Planetary travel is between planet orbits, Orbs and Orbitals. System travel is between two systems in the same cluster. Cluster travel is between two clusters. Intersector travel is not listed because the Starbus would take many months to cross into another Sector. If you want to change Sector, your best bet is to charter. All times and costs in the table below are approximate.

Starbus Costs and Durations

Berth type	Distance	Duration	Cost
Communal		Up to 1 month	Free
Small room	Planetary	1 day	200c
Suite	Planetary	1 day	1500c
Small room	System	4 days	1000c
Suite	System	4 days	12000c
Small room	Cluster	10 days	2000c
Suite	Cluster	10 days	20000c
Cargo		1 day	100 per day.

SPACEFLIGHT TYPES

Faster than light travel has been a goal of the human race since the laws of physics made the speed of light a boundary. In normal space, it is a boundary but there is more to the space-time continuum than just normal space. This section will stay as free from science as possible, further descriptions can be gained from the ever complete technology section. Every trans-light vehicle is given a light speed. This speed is the number of boxes on a cluster map the craft can go in 1 hour. A cluster is approximately 20 squares in diameter. Use this a rule of thumb for unknown clusters or the actual cluster pictures for use.

Grav

When travelling between ground, space and between planets in a system, Grav is used. Grav works by 'surfing' down the waves created by celestial objects (stars, planets and moons). With Grav, it takes approximately 1 hour to

travel between planets, 10 minutes between a planet and a moon. These figures are ship-independent as the waves that the Grav surfs on are the same for all the different craft. The time from low orbit to planet (or vice versa) depends on the power of the Grav engine and varies from ship to ship. It's normally about 4 hours. The time between Low and High Orbit is small and thus can be ignored.

Grav suffers from zero gravity deficiency. This means that if the Grav engine is in a place where the gravities of objects around it cancel out. This dead zone is rare and is unlikely to last for very long but will cause the Grav ship to be stranded.

Light Jump

A Light Jump is a method of traversing a huge distance of space in a fixed amount of time. A jump lasts one hour. At the end of which, you can jump again. The jump is in a straight line (there is no such thing as a straight line as space is curved, but simplified for ease here). All jumps last one hour, the faster the ship is, the further you go. However, all jumps are one hour. This is because the ship takes most of this hour to accelerate and the major part of the travelling is done in the last ten seconds. Thus, if a ship can go at 20 and needs only to jump 10, it will still take an hour. All of the calculations required to cover long distances are performed by an AI and thus the crew of the ship can rest or perform other tasks while the vessel is in transit.

For a Light Jump engine to form a bubble in which to jump, it needs to be in a gravitational low. This means away from any system or large celestial objects and clear of other craft (by 1 minute). 1 hour outside of system space is typical. Thus, a Light Jump can only be performed in dead space.

Light Jumps are susceptible to space-time faults. A ship is likely to come out of jump immediately when encountering one - requiring the vessel to make another jump. It is uncommon that any damage will be done to the Light Jump Engine unless it is old or already damaged.

Point to Point Light Jump

The original light jump engine design is millennia old. The Point to Point Light Jump engine (PTP) takes sensor information, an improved star chart and more accurate engine for precise jumps. The PTP is very much like its old variant, except for two major points:

1. PTP can begin a jump from high orbit, as long as it is clear of any Orbitals (given permission).
2. PTP can end a jump within system space of another system but may not jump straight into high orbit.

PTP requires more power, and cannot be fitted on very large craft. For large craft with PTP, the engine and generators for it take up most of the vessel. PTP is mostly found in small executive and charter vessels (as might be used by couriers in a hurry). PTP is also four times as expensive and not easy to repair (HARD on Space Craft Systems). This is not so much the future of space travel, more of an alternative present.

Curve Surf Engine

Rumoured to be invented by a number of rogue scientists, the curve surf engine has unofficially been used by the Star Fleet for a few thousands of years. Curve Surf is a technology more like Grav than light jumping. Like Grav, it surfs down the gravity supplied by celestial objects, it does this beyond the speed of light. Because of the gradual acceleration of-

fered by this surfing, the light jump bubble can be kept open indefinitely. A vessel using Curve Surf can also change direction in mid jump.

As curve surf has a more accurate sensor pack and can change direction, it is less susceptible to time-space faults. Also, Curve Surfing can begin from anywhere in System Space.

The largest difference between Curve Surf and typical Light Jump Engines is that the speed of Curve Surf depends on the pilot. In Light Jump Engines, it does not matter what part of space you're flying through, the distance you travel given in one hour has a maximum. Curve Surf depends on the ability of the pilot to intelligent plot routes through space. This can be achieved by an AI, but the nuances of space an human flair will always achieve better results. Thus, for each ship equipped with Curve Surf, two light jump speed are provided: one if a Pilot Cruiser skill check is successful and one if it is not.

For example: The Gaterunner is equipped with two engines, a Curve Surf (CS) and a Point to Point (PTP). You can choose to use either. They are listed as: CS: 8,16 / PTP:12. Use the PTP and you go 12. However, if you use the Curve Surf and pass your skill check, you can go 16! Or if you fail, you only go at 8.

Curve Surf is extremely rare and expensive. It is not possible to buy a vessel with Curve Surf equipped as little is known about its operation. Thus, most engines are created specifically for a vessel and that vessel is likely to have a very powerful set of generators indeed.

TYPICAL CRAFT SYSTEMS

Space craft vary in technology widely from the basic freighter to the most expensive executive cruiser. There are some basic systems that are found on most craft. More technical detail can be found in the technology section, this is just to give a general overview.

Typical Craft Systems

System	Description
Hull	Able to withstand the shock of meteor collisions.
Generators	Huge power sources from which all power on the craft derives. Space craft do not use fuel, all their power comes from the Generators.
Life Support	Air and food processing for indefinite survival (they have their own generators).
Grav Engines	Engines use the Gravity of nearby objects to move around. A Grav engine is used for sub-light travel between planets in a system.
Light Jump Engines	Engines used for moving between systems and clusters.
Energy Web	The power distribution system around the craft.
Sensors	Mostly used for detection of collisions and for avoiding space-time faults.

Grav Field Generator	Creates an artificial gravity on the ship. Can be localised to allow any surface to be walked on.
Grav Lock	A device for keeping the atmosphere 'in' where the hull has holes (airlocks and breeches).
Shields	An energy based defence that can be turned on and off. Invisible to the human eye.
Cargo Bay	A space for stacking crates.

DANGERS IN SPACE

Space is a dangerous place. It's no wonder that most of the human population prefer to stay put. Most of the problems that occur in space are more of an irritation (costly to those who use space for business) than a risk to life. It is, however, unpredictable. This section deals with some of the problems that can occur, they are either space-time faults or not.

Quantum Singularities

A quantum singularity is the scientific name given to things that are inexplicable, unpredictable and really quite dangerous. They can arise without warning, be difficult to sense and can have a number of effects on a star craft:

- ♦ Drop out of light jump. Can be caused by the singularity draining power from the generators momentarily or similar energy 'blip'.
- ♦ Incorrect Sensor Readings. Either echoes from times past or reversed sensor information is another often occurrence with singularities. The sensor information of a planet may momentarily pop up in the path of ship (causing a drop out of light jump).
- ♦ Weirdness. Alterations in gravity on ship, atmosphere conditions or the biological state of the crew are all part of deep space weirdness.
- ♦ Total Energy Shut Down. Perhaps the worst-case scenario, this would involve the main generators shutting down completely. Restarting generators can often take days.

Worm Holes

These are tunnels that connect different places in the space-time continuum. They exist for spaces of time and are then gone. Some do re-occur, but those are not dangerous: they are listed amongst the star charts as avoids. If a light jump takes a craft through a worm-hole then the position of the craft in space and time can be somewhat random. There is a 50/50 chance that a Light Jump Engine will come out of light jump before entering the worm-hole, in this case, it can be avoided.

Worm holes are not to be entered, they are extremely dangerous and a craft must be specially designed to cope with the huge pressures and energy flux within the tunnel.

Energy Ripples

When a celestial event occurs (such as a star exploding - a super nova) then a huge sphere of ripples spreads out, leaving very little where the star once was. When this occurs, huge ripples of energy are left travelling, getting weaker as they spread. However, there are areas where they may gain energy and when this occurs they can become dangerous

once more.

The least a ripple will do is drop a craft out of light jump. With more powerful ripples, the ship may be push off course and damaged as well. The worst an energy ripple can do is to carry the ship through the light jump net into the lone systems and cripple it.

Asteroid Fields

When celestial objects explode, they leave debris. Unless there is some sort of a gravitational field to do this, they will remain in rings and spheres. In most areas of space, these are charted, but they can move and the detonation of stars can cause their satellites to become asteroid fields.

The worst a field can do is drop the craft out of light jump. If the field is large enough to do damage to the vessel, then it will be detected early on.

Super-Dense Nebulae

A nebula is a huge cloud of gas. Most nebulae are harmless, the major bodies within it mapped out such that travellers may not have a collision. Dense nebulae are more dangerous as they hold stars being born. The energy involved in such a process can cause energy ripples (see above).

Astrofailure

This is the name given to any fault or failure within the craft. This can occur of very old vessels. Most vehicles have an AI which can scan for problems within the ship. However, the difficulty is not always detecting the problem, but solving it.

Total energy loss is the worse case scenario. If the generators shut down then there is no power to go anywhere and help must be summoned.

Gravity Nulls

A Gravity null is a point in space where the gravity pull of surrounding stars cancel out. This is a problem for Grav engines and Light Jump engines because they all require a Gravity source to push or pull against.

If you find yourself in a gravity null, you could be stuck there for minutes, hours, days or years. Gravity nulls can be both predictable (listed in Star charts and avoided) and unpredictable. They can pulse on and off and some are even used by pirates, who lie in wait for a space craft to come to a halt.

Pirates

Rare in Dorian, uncommon in Remmar and impossibly unlikely in Sayshell, pirates are those people with armed craft that attack other craft. Depending on their motives and the Captain, the pirates may just take the cargo or murder the crew as well. They normally choose soft targets (or those that look soft). Most pirates are well organised and educated, researching their targets and finding fences for the known cargo before attacking. It is often thought that Pirates are amongst the best-trained ship crews.

THE DYNAMICS OF TRADE

Trade is the movement of resources from one system to another for money and happens for three reasons.

Firstly, trade occurs because a system requires a certain resource to continue operating. For example, a sub-surface colony may need a supply of oxygen. This is called an obliged trade route. Failure to complete this route can

mean a fine and even a banning of spacecraft use. Often, if the trade route does not appear profitable enough, then the councils will add a subsidy; after all, the welfare of the system is at stake.

Secondly, a trade route may exist between two planets where there is mutual benefit. In one direction there may be flow of food and water from an inhabited planet and in the other direction technology from a planet strong on manufacture. These routes are controlled by the councils on the planets and are sold to particular traders to operate them. No one else may run that cargo on that route unless there is a greater requirement. This is called a secured trade route.

Finally, a trade route between two systems where there is profit to be had. This is a more traditional route and they make up 50% of the total number of routes. These are called free trade routes.

SPACE TRAVEL FACTS AND FIGURES

- ◆ A Light Jump takes 1 Hour.
- ◆ A ship's light jump speed gives the number of cluster squares travelled in a single jump.
- ◆ A cluster can be considered to be 20 cluster squares across.
- ◆ A craft must be 1 hour outside the system (outermost planet) before it can light jump.
- ◆ On Grav, it takes 1 hour to travel between planets.
- ◆ On Grav, it takes 10 minutes to travel between a planet and a moon.
- ◆ Unless otherwise stated by the spacecraft sheet, it takes 4 hours to go from Low Orbit to the planet surface.
- ◆ From Low to High Orbit takes a very small amount of time and can be ignored.

G a i a

The name Gaia used to refer to 'Mother Earth', a mystical being that protected the human race's original home, Earth. Such romantic mysticism has long since died and Gaia is now known as the computer network that the human race uses to communicate.

Created during the Droid war, Gaia is a huge virtual world that mimics the real world as well as the creators will let it. As the technology was created after the war had started, the Droids cannot use it. It exists within Imperium space, outside of which there is no Gaia at all. A detailed description of Gaia is included in the Technology section. A brief overview for the casual user is included here.

Internet and Gaia Comparison

21st Century	923rd Century
Computer	Rayengine
Memory stick with programs and personal information	Gaia Card
Online shop	Gaia Volume, a 3D that represents the real world version.

Gaia can be accessed for free by anyone. There are millions of cylindrical public terminals on every human system. Upon stepping into a Gaia terminal, the person is standing in the same terminal, but in a virtual world. From there, the user can navigate around - visiting the Gaia representations of the real world but anywhere in the Imperium without physically moving location. In large cities, these representations are likely to be accurate or more impressive than the real world counterparts. Anything that has a Gaia chip appears on Gaia, the shape of the real world object hard-wired into the Gaia version (with one exception - the hand-held terminal. See below). It is chic for the Gaia version of a place to look exactly like the real world. This is known as passive Gaia and is how the majority of people use it - to interact on the very basic level to watch news, buy products (by exchanging money), watch Planetball and the like. People can see you on Gaia - you look exactly like you do in the real world.

Example: To communicate with someone, you step into a terminal and navigate to where they live. You can then leave a message on their terminal, if they are not there. If they have a Gaiacard, it can be easier to find them as the Gaiacard may be watching the terminal and will let you know where they are. If they are there, you can then have a face-to-face conversation with them in their surroundings. No body language is lost and one might be lead to think that the conversation was had in the real world.

There are also hand-held terminals (called tanked), but they are not as effective as the room terminals (called immersive) as they do not surround you. A tanked terminal animates a slightly see-through 3D image of what you would see within a Gaia room. Sight, touch and sound are still included but the feelings of motion and smell are lost. They are useful for checking the scores of your favourite sport or for making quick calls where there are no other terminals.

Active Gaia requires the ownership of an expensive Gaiacard (10k credits). With a Gaiacard, comes a virtual tool kit called a Gaiajack. Also, on this card is a personal identification persona called an Isis. This Isis is represented as a shape. You may have an Isis that looks different to yourself (such as a Dragon or giant robot) although it is not chic to do so. A Gaiajack also allows you to have your own set of controls, such as personalised driving controls for your car or a set of hacking tools for getting into other people's systems. Most people make do without one, though. A few people have the terminal and Gaiacard installed in their head (see Bionics, in Equipment). This makes them very powerful Gaia users. One of the Gaiacard tools of interest is the ability to lock a terminal.

PSYCHOLOGICAL EFFECTS

A Gaia terminal reproduces reality perfectly: sights, forces, smells and sounds are not differentiable from the real world. The AI controlling the terminal will not let harm come to you. The only thing that stops you from believing that you are in reality is a psychological effect called Reality Gravity. This is a feeling that something is not entirely right. It can be suppressed for a few days, but after that it is clear that something is not right. There are those people that believe that Gaia is more real than the real world - often leaving their bodies to rot in the real world as they experience a massive

galaxy of soap operas, shopping, other people, news, features, history documentaries and more.

HARD LIGHT

The technology that allows people to interact with this virtual world is called Hard Light. Hard Light is a technology where a hologram can apply a force. There is a limit to how much force it can apply but these complex objects can be used to fool the senses. A Hard Light table can be made to feel like wood, glass or anything. Being in Gaia, the laws of physics need to be obeyed but the table can be made to act as the artist wants. Hard Light objects can exist in Gaia rooms or within the projection sphere of a Tanked terminal. The act of these objects appearing is called "rezzing".

Hard Light objects can be Generic or Unique. A Generic object may be copied within Gaia but a Unique object is exactly that - no copies may be made.

Like any piece of art, the cost of a Hard Light object depends on the artist, its rarity, its complexity and fashion. Unlike real world objects, they can be carried on any Gaiacard, and rezzed anywhere. In this way, people can carry all their home furniture around with them on their Gaiacard, literally taking their homes with them. Hard Light objects are bought and sold across Gaia.

Most rooms within the more modern colonies are immersive Gaia rooms: living rooms, bedrooms, cafes, medical facilities and shops. The furniture of these rooms are all Hard Light objects.

ENTITIES

A Gaia Entity is a program that runs in Gaia. An Entity is a Hard Light object too but unlike simple objects (tables, chairs etc.) they are autonomous programs. To own Entities, you must own a Gaiacard to store them on and fire them off. Once they have moved off the Gaiacard they are free roaming across Gaia and independent.

The most popular of all the Entities (and a good example) is the search Entity, that runs around the public spaces of Gaia finding out information given some search criteria. Once it has some information, it returns to where it was set (or around a list of places, looking for the Isis of the owner).

THE NEXUS

The Nexus is the name given to the Imperial Artificial Intelligence. The Nexus is the central location for all Imperial information and is used by all of the Star Industries and Imperial councils.

The Nexus performs three roles. First, it is an automatically cross-referencing store of data. Any information that is fed into the Nexus remains there and it is very difficult to remove it.

Secondly, the Nexus is a very powerful information retrieval tool. This is the primary function of the AI. An Imperial operative can ask questions of the Nexus and a reasoned reply can be given. By having a question and answer session with the AI, new connections between data (that requires the abstraction of human thought to make) can be forged. In this way, the Nexus learns from the humans that use it.

Not all information is available to everyone. Some parts of the Nexus have restricted access depending on the sensitiv-

ity of the information and who placed it in there. Details of Star Sci experiments, criminal records, Star Fleet battle orders and Imperium Law reviews are placed in their respective areas.

The public areas of the Nexus are well frequented by those looking for the latest scientific developments, news on galactic economic trends and those requesting help with any matter.

The Nexus personally takes offence to hackers and will automatically hunt down and destroy any Isis that it feels has represented a threat.

UNDERGAIA

The Undergaia is the illegal side of Gaia. Hidden in the corners of Gaia that have not been inhabited by anyone else are the Isis and tools of those who avoid normal society. The virtual world of Gaia is not complete and in the places where the designers have not yet filled it with detail exists the Undergaia. The Undergaia is not a single place, it's a collection of places across the virtual world.

The Undergaia began as secret meeting places for exchanging thoughts, rumour and information useful for those engaged in illegal activities. In modern times, it is so much more. The Isis belonging to criminals hide out in the Undergaia, using it as a safe place to start off their illegal Entities that often pass out into the rest of Gaia.

The Undergaia persists due to the huge market in stolen unique Entities and more simple Gaia objects.

One way in which the Undergaia managed to avoid being used by the Enforcers as an inroad into the Criminal world is by flooding the Undergaia information centres with false information. Unless you know how to move through the enormous amount of misinformation to the real information (the Hacking skill can be used with Research to perform this function) then it can be difficult to find accurate answers to your questions.

Accessing the Undergaia

The Undergaia can be accessed by passing a Hacking Skill check. For each thing that the player character is looking for, a roll must be made. This is because the Undergaia is made up of lots of different locations, accessing one area might yield two or three things that the Player is looking for but it's unlikely to provide more. It is not possible to 'bookmark' locations in the Undergaia because it's not wise to use the same areas. There are some caches of information and objects but they tend to be closely guarded secrets and entry into those locations are heavily guarded.

If the team does not have anyone with the hacking skill, then they must attempt to find someone who can access the Undergaia either by using contacts or by searching normal Gaia for people offering generic Gaia services.

HACKING

No system is perfect and that can certainly be said for Gaia. It is possible to create Entities that exploit imperfections in Gaia and so gain access to areas that are otherwise hidden from the public view. For more information on Hacking, see the Elements section.

ENFORCER ISIS

Where there is crime, there are Star Enforcers and Gaia is no exception. The Star Enforcers are forever looking for the same kinks in the Undergaia that people wishing to use it. The Entities that the Star Enforcer Isis use are very powerful and so it is advisable to remain well clear of Enforcer Isis.

Enforcer Isis are not normally used for simply hacking into the Undergaia for information but instead used in conjunction with real world operations, providing data and support.

Example: If the Star Enforcers are planning a raid, then the Enforcer Entities may be used to turn off the lights, drop fire doors or freeze the lifts to make escape more difficult. This is seen as a much better use of Enforcer time as hours can be spent hacking into the Undergaia and sifting through misinformation without any result.

A u t o m a t o n s

Perhaps the least popular technology, Automatons are robots that perform functions that are normally attributed to humans. An important distinction should be made between robots, Droids and Automatons at this point. A robot is an autonomous device that can perform a number of functions. The term robot is used to refer to generic machines. Droids are a type of Artificially Intelligent robot that are designed to destroy.

An Automaton is an Artificially Intelligent robot that has been hard-coded with laws serve to protect the human race. Furthermore, modern Autos are programmed using the Gaia II system and are therefore impervious to the reprogramming attempts of Droids.

CLASSES

Automatons can be broadly split into classes. The class can indicate the types of job that the Automaton was designed for. Quite often an automaton is used for a job that they were not designed for but manage to do the task just as well.

- ♦ **Humanoid.** The most common of Automaton. Human in shape and appearance, they are often created with unique personalities. To the human eye and touch, a Humanoid Automaton is indistinguishable from another human.
- ♦ **Utility.** These Automatons are used in industry a great deal. Their form is normally an exaggerated humanoid and they quite often take the shape of Industrial Borks.
- ♦ **Singular.** This Automaton is normally constructed for a single purpose and is not used for much else. A good example of this is an Automaton that is used to move space crates around. These are called 'Hoppers'.

JOBS

Automatons perform many of the menial tasks that humans do. Their form is often derived from this shape. For example, most Automatons working within human colonies are aesthetically indistinguishable from humans. They work in a human world and interact with humans and so are constructed by them. However, Automatons that work in mines or on construction sites have metal skins and are created for that purpose. Other jobs include:

- ♦ Corporate receptionist
- ♦ Corporate personal assistant
- ♦ Building cleaner
- ♦ Construction worker
- ♦ Heavy lifter
- ♦ Crate mover (called a Hopper)
- ♦ Customer sales staff
- ♦ Housekeeper
- ♦ Nanny
- ♦ Prostitute

ARTIFICIAL INTELLIGENCE POWER

Artificial Intelligence Power is Wit for Automatons and all other machines. The scale of AI is between 0 and 10. An AI Power of 0 would be typical machines from the 20th Century and a Power of 10 would be near enough to humans to make it very difficult to tell the difference.

AI Power also suggests the number of skills that the Automaton can be expert at. This is not a hard-and-fast rule as older Automatons will have picked up more skills than younger ones.

Growth

Artificial Intelligences grow over time with the experiences they have. The more varied and intense the experience, the quicker they grow. In 20 years a machine of AI Power 1 can reach 4 or 5 if crew on a star craft.

Ascension

Ascension is the process of an Automaton growing from AI Power 5 (Skilled) to AI Power (Empathic). Ascension is a big deal from the Point of View of the Automaton as it is the first step away from machine towards the individual. The act of moving from Power 5 to 6 is called Ascension. See the later Section for more on Ascension.

Capping

AI Power can be given an upper limit or Capped in most Automatons but seldom are. You wouldn't want your mining Automaton to become interested in music and human emotion, so you might cap it at 4. Most Artificial Intelligences that human rely upon with their lives (such as space craft) are capped at level 5 to stop them from Ascending.

0. Unintelligent

A machine that does not exhibit any intelligence and so does not need to conform to the three laws to protect mankind. These devices are partially autonomous but rely heavily on human input. An example would be a coffee machine or an atmospheric processor. They are created to do a set number of tasks - which may be mathematically complex but easy for a machine to do. All machines in the 20th Century are AI Power 0. Machines of AI Power 0 do not grow.

1. Simple machine

Performs tasks as asked by a human. Can communicate using simple language, talk and perform simple tasks. The AI will treat language literally and can't understand humour, sarcasm or human emotions. Typical jobs would include couriers or hauler crew members. Automaton Hoppers are capped at AI Power 1.

2. Communicator

A much better communicator, can perform complex tasks with less prompting and guidance. However, reasoning and human empathy leaves a lot to be desired. Typical jobs would be anywhere where communication with a human is important. This would include personal assistants.

3. Common Sense

This is the most popular form of Automaton as it has a limited amount of worldly knowledge that would represent common sense. These Automatons make excellent personal assistants, or skilled workers in office buildings. Normally the skill set is too limited to work in space craft.

4. Skilled

A more skilled form of Automaton, which can form a connection between common sense and known skills. The skilled Automaton can be found doing technical jobs such as space craft crew or a medical assistant.

5. Problem Solver

A problem solver can use learnt knowledge to help find problems. Unfortunately, these solutions are rarely provided in a manner in which humans might appreciate and an Automaton with this ability might appear to be brusque or rude. The judgements are often devoid of any appreciation of human emotion. Space Craft and most vehicles are usually capped at Level 5.

6. Empathic

The ability to predict some human emotion and understand some of what a human is going through. Automatons with Empathy are high in demand in colonial matters as they tend to use a human-like method of solving problems - without hurting people's feelings. Empathic Automatons are able to take on tasks which are often left to humanity, such as Medicine or Surgery. Medics are normally Capped at Power 6.

7. Individual

The Automaton begins forming a purpose of individuality. They are likely to remain with their owners, not only due to the laws but a desire to be part of something, rather than just an individual. Automatons with this level will start having individual ideas on music, art and philosophy and so will begin to gain an appreciation for them, even creating new works. A mural created by an Automaton of this level would be unique, rather than a mural created by a lower level, which might look photorealistic but would definitely be the product of a programmed routine. It is at this point that many pro-automatons people believe Automatons should be free. The Automaton will also develop a sense of humour around this time.

8. Abstractive

Abstraction is the ability to apply experience, learning and personality to something that has little form. A good example is suggesting what shape a cloud might be. This is a difficult thing for a machine to do (without randomly picking) and it makes the Automaton a much better problem solver. Automatons quite often become introverted at this level and are often Capped before this level (see below). The Automaton may appear erratic and although told to do a job, individuality and lateral thinking may mean the task will

be performed in a strange way. There aren't very many jobs that an Abstractive Automaton can really do except apply themselves as a family friend or (often frustrating) tutor for teenagers.

9. Cogniscent

A Cogniscent Automaton is a very powerful one. The lateral thinking of the Abstractive Automaton but with an appreciation of self and self worth. A Cogniscent Automaton understands what it is to be alive and will want to have purpose in the world. They tend to become inspirational characters, making use of a wealth of knowledge through their interesting lives to offer solutions to problems. These are heavily sought after Automatons and often make advisers to Colonial Councillors. Not many Automatons get this far, as few owners want the Automaton to go through the Abstractive phase. It is believed that the Imperial Nexus is an AIP 9.

10. Near human

At this point, the Automaton is indistinguishable from a human and can be considered to have a Wit of 5. It would take Star Sci an extremely long time to discern whether the Automaton was human or not without scanning medically. Only very old Automatons ever make it this far. Tests for AIP 10 are not reliable and the Automaton is likely to sit them incorrectly. It is uncertain whether an Automaton at AIP 10 will still obey the laws of robotics.

AUTOMATON PERSONALITIES

As the Auto is Artificially Intelligent, it changes over time. The more it experiences, the more it learns, the more its personality changes from the original template. The original personality template normally fits the task that the Auto is designed for.

For example: An Auto that is designed for human relations is like to be bright and pleasant, whereas an Auto design for the recreation of art might be a little more volatile and moody.

From the character template, the personality of the Automaton will grow. The change is slow over time and is very dependent on the environment within which the Auto lives. A common example of this is Autos in customer service roles, which are decommissioned after 100 years because they take on the abusive personalities of the humans they deal with. This is a side effect of capping an Automaton's intelligent.

Independence and Intentionality

The personality of the Automaton actually leads to a few difficult questions about the independence of the Automaton as a separate life form. If the Automaton has unique experiences and a unique personality due to that, Humanists argue that they are not just the result of some clever programming but an independent entity, worthy of self motivated intent. In other words, the Automaton works because it wishes to, not because it was programmed to - that it has intent. Proving this in machines is as complex as proving it in humans and is in the realm of Artificial Intelligence Philosophy.

AUTOMATONS IN SOCIETY

There is a great deal of distrust of any form of robotics within Society. Before the Droid war, every household throughout the galaxy would have 2 or 3 automatons to clean, tend gardens and as companions. Industry was totally driven by Automatons and ran all levels of production, administration and sale. Automatons were an integral part of society, within which humans were only needed for their inspiration and vision.

Many doom sayers spoke out about the dangers of allowing the proliferation and reliance on machines and yet no-one could envision a machine that could kill.

With the onset of the Droids, the automatons were re-programmed within an instant and the human race was swamped by machines. Most human casualties from the start of the war came from those automatons living within society, rather than those designed by Star Sci.

The minds of new Automatons are created using Gaia and so are immune to the Droids but the hard lesson learnt by many colonies falling under their robot servants still rings true.

Before the Droid war, there were 2 Automatons for each human. Since the war, there is 1 Automaton for every 10. Where this balance is maintained, there is normally a general feeling of safety. However, on those systems where Automatons are required to keep the Economy running (such as mining colonies), there is a distrust of them. Approximately 70% of the human race does not trust Automatons and might even ask them to leave the room. 30% of Systems have Automatons banned outright and 50% of public establishments ban Automatons too. These Attributes are indicative of people's feelings towards them.

Due to the Droid War, there are very few Autos that were created before 91001 and most of those are transferred across to a Gaia 2 based system.

AUTOMATONS AND THE LAW

An Automaton is a slave. Each Automaton must have a registered human owner that is responsible for its conduct. Corporations as entities are not allowed to own Automatons, there needs to be a human who accepts responsibility. Therefore, for many mining corporations, where Automatons are used extensively as mining machines, members of the board accept responsibility for them. If a human no longer has a need for an Automaton, it must be sold on or destroyed. The Imperium monitor the registration and ownership of Automatons very closely. If the owner of an Automaton should die and the owner has not agreed with anyone to take on responsibility, the Auto is normally destroyed.

ASCENSION

Ascension is when the intelligence of the Automaton grows beyond simple programming and the Automaton begins to take on facets that we would normally attribute to humans.

Ascension normally begins with the Automaton questioning things that have always been obvious. Their personality can suddenly change and they appear to exhibit moods. The best analog is with pubescent human teenagers. The Automaton must be looked after during this period as the personality that will define them in the future is forged.

Ascended Automatons are a benefit to society as they can contribute much more than a simple machine. Although going through Ascension can be tiresome for the owner. Ascended Automatons are worth more than ten times the value of a normal Automaton.

An Ascended Automaton is not any more dangerous to humanity than any other Automaton. What makes them difficult is that they can become unreliable.

For example, if you were foolish enough to let your space craft Artificial Intelligence Ascend and it got morbid depressed, it would never jump into a Star to commit suicide but it may moan, whinge and whine about it. Consider Marvin the Paranoid Android from The Hitchhikers Guide to the Galaxy as a good example.

Help! My Automaton is Ascending!

If your Automaton is going through Ascension then seek the advice of an Automaton consultant or manufacturer. Most colonies will have one. Manufacturers often offer a service to help the Automaton through Ascension and then hand them back a well-rounded individual. This is expensive (up to 200,000 credits) but Technologists argue it is a worthy investment.

Ascended Automatons in Society

The philosophical make up of a Colony will dictate the treatment of an Ascended Automaton. Humanist colonies will shun, destroy, exile or simply ban uncapped Artificial Intelligences. As such Automatons going through Ascension are often hidden in households.

Technologist leaning colonies will praise the advance of the individuals growth and they are considered a valuable prize. Extra kudos is earned if you were the one who guided them through Ascension.

SWAPPING BODIES

Damage to Autos is often unavoidable. As items of property, they are only as well cared for as the owner wishes and it can be the case that the Mind of the Auto is taken from the damaged body and placed into another form. For older personalities, this can be a damaging experience and the transition can be eased by selecting a new body which is as similar to the old as possible. Much like humans, older personalities require some rehabilitation into the new body. It's is normally preferable to repair than to replace.

COMMON AUTOMATON MYTHS

There are many myths surrounding Automatons, most of which are driven from the lack of understanding of the technology and people's desire to impose a mystical property to the Automatons to make them appear more lifelike.

- ◆ **Automatons can Love.** It is impossible to tell whether Automatons can actually feel love or whether the feeling of love is programmed in humans. It's certain that an Automaton displays attachment to people and object they share history with but this is driven from the personality template.
- ◆ **The Imperium will set Automatons Free.** A common myth held by technophiles, wanting to see their Automaton friends given freedom but also a fantasy.
- ◆ **Ascended Automatons can kill.** Some argue that under

some circumstances, Automatons can kill others. Due to the three laws of robotics, Automatons will not harm humans and would see their own destruction first.

AUTOMATONS IN GAME

Automatons can be useful team members - a character that follow the team around, carrying ammunition and helping out with tasks that the team does not have skills for. Automatons beyond AI Power 4 should be treated as their own separate characters as they can be useful in game. Below AI Power 4, Automatons can be treated as mules and will follow the team silently.

If using an Automaton in game then the Automaton's personality should not be played by the Automaton's owner. This is to create back and forth between owner and Automaton.

The most useful task for an Automaton is as a medic. The training required is extensive and an Automaton's desire to help is ideal.

EXAMPLES

Example Automatons can be found in the Equipment Index.

The Human Race

Without change, a species can stagnate and grow genetically lethargic. The human race continues to go through lulls where evolution slows down and booms when evolution accelerates to produce a finer race. In one sense, the human race has grown similar. Before the last war on earth, people were segregated because of skin tone or sub race of the human species. This folly was soon rectified on the Ariane 1001, when all races mixed together. Soon, the different races became indistinguishable, and the human race as a whole changed into a more generic race of tanned skinned people.

With bionic augmentation readily available (described later), the human race is more intent than ever to retain their humanity.

A HUMAN

Here is a list of typical human male attributes for the 93rd Millennia.

Height: 6'8"

Weight: 20st.

Life span: 130 Imperium years.

Age of manhood: 15.

Age of Menopause: 105 (male), 95 (female)

Temperature Range: -20 deg to 50 deg.

Time without Food: 6 days without water, 10 with 1 litre a day.

Time without Water: 4 days.

Time in vacuum: 2 minutes.

Time without air: 3 minutes.

Hair Colours. Red, Auburn, Blonde, Brown.

Skin Colour: Fair to Dark (dependent on location).

MANKIND AND THE MACHINE

As soon as man interfaced itself with a machine, the benefits of this became quickly clear. An extension of the physical self and the ability to extend life beyond the 140 years was too much of an important advance to ignore. This section only deals with rounded ideas of bionics, rather than details, which are covered in the Equipment section.

It is common practise for those who believe in the good work of technology to become augmented with bionic tech at the age of 80. This is long time before death, but at this point the human body does not have a chance to have any detrimental effects on the brain. A new, technological body can then be provided for the brain, extending the life span up to around 300 years, at which point senility takes a firm grip and the person loses grip on the world (the oldest sane human died at 323). For those who wish to move ahead in the heavy industries (freight and large technical creations), bionics offer the ability to be stronger, quicker, to fly, survive in space and much more.

Bionics are split into three distinct types. Borgware, Cyberware and Bioware. Borgware consists of full limb replacement, essential replacing robotic-like limbs onto the human frame or, more commonly, replacing the body as a whole. Cyberware are implants, under the skin and Bioware is a biological replacement, which can replace limbs so that they are the same as before. After augmentation, the user goes through a period of rehabilitation. If this is not done correctly, then there might be some additional psychological effects. To most, becoming a Borg has a level of reluctance. It is impossible to mate without a human body and thus, a Borg must have family first. Also, there is a strong feeling of a loss of some humanity and detachment from the human race that can never be regained.

Borgs are not trusted by the public. The physical appearance of a machine classes them with the Droids in the eyes of many. A Borg is also an unknown quantity, there is not the human limitation on strength and a single bullet fired is unlikely to bring down a Borg. This uncertainty breeds fear. Cyberware is mostly sub-dermal, so the general public cannot see it by inspection. However once someone is found as having Cyber, they are treated with as much contempt - or even more - than a Borg. Bioware is a new and expensive technology, rarely found. In the most part, it makes humans with disability able bodied again, returning them to their human state before hand. However, there are parts of this technology that are lesser known that enable the augmented person to exceed human limits.

PHILOSOPHY

The human race lost its mysticism long ago. The belief in Gods and higher beings is barely recognised, although a form of philosophy does split the population into two distinct camps.

On one side are the Humanists. These are people who believe that humans should not be tainted by technology. They also believe that by augmentation and by spending too much time in Gaia the human soul is diminished and thus, the future of the human race is damned. Humanists believe in human contact and in the natural course of evolution.

The other side are Technologists. These are people hell bent on using technology to further the advance of mankind. Technologists tend to use any kind of technology to its great-

est advantage and joy at the sight of new advances. They tend not to care about the long-term effects of technology, as long as it is new.

This 50/50 split in the population is echoed in the Imperium as well as within the criminal syndicates. The distrust of technology is spurned from the Droids. Before the Droid war, such differences were minor and rare. The dislike of pure humanity is fuelled by the mutant race of Genus Two (described later).

EVOLUTION

At some point in the 81st Millennium, the human race reached an Evolutionary milestone. Some believe this is akin to the missing link in the rise of humanity from apes. The species split into two groups. The first, called Genus One is much the same as the human race than before. 99.9% of the human population is Genus One and these are what the player characters are most likely to play. The second, called Genus Two is a mutated and short-lived zombie-like version of a human. In the past 2000 years (recent history) it is believed that Genus 1 has split again, creating Genus 3 and Genus 4. This section will deal with each of these Genii.

Genus Two

It is believe that the Genus Two was triggered after the alteration of diet within the Aran war, where people were forced to survive on foods that were potentially poisonous. The human race adapted by creating a much tougher immune system. The Genus Two has a life span of 20 years, the body begins to rot just after the onset of puberty. The immune system of the Genus Two is pro-active, leaving the host to attack viruses outside of the body. There are other biological differences, such as lower heart rate and the ability to breathe in non-oxygen atmospheres. Also, Genus Two people have very little intelligence and find it difficult to communicate. However, it can be difficult to detect Genus Two children without a medical scan.

If a Genus Two person comes into physical contact with a Genus One human then the immune system of the Genus Two will attack the Genus One, altering its genetic code to make it Genus Two. The upshot of this is that if the Genus One is older than 20, they will die. If not, then they will slowly become a Genus Two.

A Genus Two is either created from another Genus Two or can be given birth to. The mother is scanned during birth and if her physiology starts to change, she is quarantined and then usually killed with her child. It should be remembered that the number of Genus Two after year 85000 was large enough for the Imperium to commission a deadly number of robots to deal with the problem, these are now known as the Droids. Genus Two can bring down whole colonies where the medics are not prepared but this only really happens outside of Imperium space. Genus Two is mostly eradicated within Imperium space, although with every baby born, there is a chance it could kill the whole colony.

Genus Three

Genus Three was discovered by Star Scientifica at some point in the year 90000. Very little is known about the Genus as yet and thus it is kept completely secret from the general public. No-one outside of Star Sci and the very highest people in the Imperium know of its existence.

Only one in ten billion births turn out to have this genus and

it can be very difficult to spot. Genus Three people have extended mental powers (which people argue are latent in the human brain). This emerged with the onset of puberty and can be frightening to the person in the extreme. A person has a psychic pool that fills slowly with psychic energy. When a power is used for some mental feat, the pool drains a little. If the person goes through some sort of emotional upheaval, then the pool will fill a lot quicker.

Genus Threes are not dangerous to the rest of the human populace as Genus Twos. It may be passed on to children, but is not contagious. A Genus three can have differing amounts of ability. This power may be controlled (player chooses to do something) or uncontrolled (GM chooses when and how the psychic power is used).

Certain mental phenomena appear to group together. Thus there are power packages, as described below.

Dice Roll	Power Name	Description
1-3	Feeling	Telekinesis (moving things), Hydrokinesis (sensing and alteration of water), Pyrokinesis (manipulation of fire)
4-6	Seeing	Hypnosis (suggesting things to people), Telepathy (reading minds within visual contact), Precognition (sensing into the future), Psychometry (sensing information about an object, e.g. History).
7-9	Inner Self	Healing (heals 40 HP per turn), Regrow Limb (5 turns), Meditation (Recover 1 Pool point per hour, rather than per day). Resist Fatigue (can go for 80 hours without detriment).
10	Enokinesis	Manipulates energy patterns to alter reality in some way. The user may not entirely understand the effect of the alteration. Only one pattern may be altered. When this skill becomes 90%, they may alter energy patterns through time as well. Can also see in the second and third media (can see cloaked ships and see the raw code of Gaia pass around them).

GAME NOTE:

The character gets a Psychic pool of twice their soul. Every feat, regardless of its impressiveness drains one point. If the pool goes below Soul then the pool becomes the value of their Soul. E.g. Soul of 5 gives 10 points in Pool. If character does 6 feats, leaving 4 points in pool, until it is replenished, the Soul of the character is 4. Upon reaching 0, the character dies (but this would be suicide).

Replenishment is 1 point every 40 hours (with 10 hours of sleep) or 1 point for every emotional situation. The character won't actually become stressed as the pool will take the energy of the emotion away to be stored in the pool.

If the player has rolled Genus 3 on Psychotheatrics, get them to roll a D10 again on the table above.

Each of the facets listed above is to be treated as a skill starting at 2 x Soul. The player must first roll under Soul to be able to use the power at all, if this is a success, then the actual power skill is rolled. Every session, the player gets one Free RP to put into the psychic powers. Difficulties can be added to the roll, but the player should feel that the power is limitless and thus should not have any difficulty.

Enokinesis is only recommended for experienced players.

Genus Four

This is a scientific probability. Star Scientifica know that this Genus must exist. There have been no examples to test the theory on, only reports that indicate that it must exist. In the same manner that Genus Two was triggered by a biological alteration, it is believed that augmented humans procreating have triggered Genus Four. Some believe it is the ultimate in the symbiosis of man and machine: a natural technological step forward. Others see it as the end of humanity.

A k a r a k N a t i o n

A way of life older than the Imperium, the Nation is a subculture within the broad umbrella of the Imperium. Based in the Akar cluster in Dorian, the Akarak is the name for a number of worlds that subscribe to the same philosophy. This philosophy is called Futurism and is a Philosophy based on the principle of 'the end justifies the means'.

HISTORY

Like many great things, the start of the history of the Akarak nation is a rocky one. Jebediah Akarak first settled the Akar cluster in 4002. Jebediah believed that to lead a long and healthy life, both Mind and Body must be expanded and pursued. This was a popular idea for those people who wanted to be colonists without the terrible hardship and dismissal of culture that went with a minimalist life style. The first few

colonies starved and lived through impossibly hard times as colonists split their time evenly between developing farmland and developing their state of mind.

A few harsh winters on many of the planets lead to colonies dying out and the food excess that was created by the cluster as a whole was barely enough to feed the growing population. It was more than 70 years after the death of Jebediah that the Akarak nation got back onto its feet again. The Akarak trade group, funded by all the systems in the cluster helped colonies with unpredictable food production survive and paved the way for a new batch of colonies. The few craft soon became a fleet and it was dubbed the Akarak Aid Fleet. This group of craft brought together the systems and in a show of solidarity, the fashion of the time was to augment one's name with the letters 'Ak'. Smith would become Aksmith and Jones, Jonesak.

The calm and thoughtful nature of the Akarak colonies lead to rapid growth and a feeling of belonging. Many colonies were willingly subsumed into the Akarak Nation, which offered safety, security and economic strength. Where most colonies of this time were losing contact with other systems, the Akarak systems offered cohesion and belonging. Furthermore, the technological level of many of the systems was much higher than that of non-Akarak systems due to the Nation's foundation of balance between mind and body. A problem on one planet would be shared and discussed on many, often providing a better outcome.

During this time, the philosophies of the Akarak nation had evolved. It was apparent to the thinkers of the nation (of which there were many) that the survival of the human race was core to its existence. In 4287, Christopher Akulfer and a group of other thinkers set out on a pilgrimage.

4307 Codex completed

When the first Empire was created at the turn of the century in 5500, the Akarak Nation remained very quiet. They were happy to share their scientific findings and worked hard to co-operate with the fledgling Empire - whose footing right from the start was one of bloody expansion and take over. Fortunately, the direction of Expansion was not in the direction of the Akarak nation and so their way of life remained.

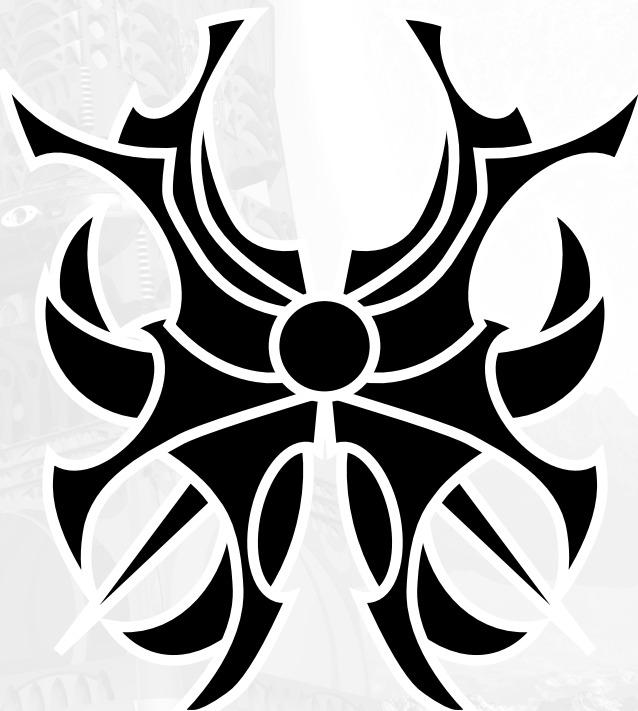
The Akarak Aid Fleet was the only large Trade Fleet to survive the Dark Ages that followed the fall of the first Empire. In these rough times, the fleet changed its role to protect its systems, rather than striking out to forge new colonies.

On the creation of the Imperium, the Akarak Nation was invited to take up a major role in its administration - their systems had survived unmolested and so their technology advanced had been built upon. The Nation respectfully declined but kept a watchful eye on its progress,

THE NATION TODAY

The Akarakian Nation has been very much subsumed into the Imperium as a whole. Although Akarakian children are brought up in a very particular way and taught an extended syllabus from the standard Imperial requirement, many of the traditions, organisations and theories can still be found within the Akar cluster. These traditions are not seen institutions to be kept running for tradition sake but an essential cornerstone to the future of the human race.

Compared to other clusters of similar size, the Akar Cluster



The emblem of the Akarak Nation. Known affectionately as 'the Beetle'.

is more populated, better educated, economically stronger and produced more technology. Other established Akarakian systems dotted around Imperium space often mirror these features in comparison with their neighbours.

EXTERNAL RELATIONSHIPS

The rest of humanity find it difficult to deal with the Akarak Nation and people's perceptions are normally based on planetary and education.

Those that know nothing of Akarak tend to see them as harmless monks.

Those that know a little of the Akarakian history and tenets tend to view them with some wonder, like living myths.

Those that understand the inner workings of the Nation will either treat them with great reverence or the up most distrust.

RELATIONSHIP WITH THE IMPERIUM

The Akarakian Nation hold a very good relationship with the Imperium - certainly on the surface. The Akarak Nation provide a large number of highly trained warriors, diplomats, strategists and scientists. The Akarakian Nation publicly supports every decision that the Imperium makes and the upper classes are in regular contact with the Empress.

Under the surface, it's difficult to know how the Akarak Nation views the Imperium. The Akarak Codex has very strict rules regarding the importance of the future of the human race and the Imperium often passes this up for economic or social concerns.

STRUCTURE OF THE NATION

The Akarak Nation is part of the Imperium and so the Akarak cluster has its own Imperial Peer, called Henry Misakan. Each Colony has its own council, elected from the colonists by the colonists. This Council reports to the Peer who then reports to the Imperium. The Nation pays taxes in the same way that any other Colony does.

However, this is where the similarity ends. The nation is organised into a number of **Houses**. Houses are based largely on location of their headquarters (

An Akarakian House is then split into **Chapters**. A family line of Akarakians tends to belong to a single Chapter but there is some movement between them.

The most important people within the Akarakian Nation are the **Elders**. These are revered men and women who have excelled themselves while following the Codex with compassion. Their job is to supervise the running of the Chapter (or House), look after those in the Chapter, give resources to quests that deserve it and help teach new thinking or science. Elders spend their days in **Forums**, rooms that exist both in Gaia and in the real world in parallel. Members of the Chapter do not need to be in close Proximity to speak with their Elder. Elders are normally selected from the people and are nearly always an obvious choice. In dispute, each Elder is given the choice to voice their concerns and then Elders from other Chapters are asked to decide.

There are 10 main houses within the Akarak Nation. 98% of Akarakians come from one of these. There are other Houses that report to the Akarakian Peer but these are seen as less official.

THE CODEX

Finished in 4307 the Codex is many things. It's the ultimate guide to Futurism. It's a blueprint for living a futurist life. It's a set of laws and it's a historical document. Although written over 88 thousand years ago, it is still relevant today as it always was.

The most important part of the Codex is the Principia Akarakia. This is a simple to follow rule when dealing with any given situation.

Apart from a small hard core, the Akarakian Nation is said to follow the Codex with compassion. This means that although they believe in futurism and strive towards it, they do so in a humane manner.

Corporations

Corporations spread either across Human Occupied Space or are contained to a single city. They nearly always operate with a legal public face and an illegal side called a Black Mill. Prices for products by the corporations are included in the equipment index.

ARIANE

Ariane are a solid, trustworthy space craft manufacturer with inter-Sector presence. Their space craft are broad in range and known for their solid, no-nonsense design.

Ariane are named after the Ariane 1001, the space station that saved the human race from extinction. They are the oldest company in the Galaxy, older than the Imperium itself. Some of the oldest space craft in the galaxy are Ariane freighters, being more than 30 thousand years old.

Ariane also provide repair dock facilities on many Orbitals and Orbs around Human Occupied space.

Black Mills

Being such a large company means that many of Ariane's outlets have localised Black Mills. Black Mill shipyards can remove identifying marks from a stolen space craft, install smuggling cargo holds and illegally boost the performance of systems.

AUBREY

BYRNOSPHERE

Byrnosphere is an information broker corporation that collects and sells information. This information can be broad market analysis or as specific as celebrity gossip. The Byrnosphere is rarely wrong and will mark information as 'probable' if there is any doubt to its validity. Gaia researchers are mostly AI Entities (with an AI Power of 6) but for difficult searches or human interest items, a human researcher will be brought in.

The Byrnosphere researchers are known for their tenacity for detail and accuracy of the data it collects. Their aim is not money or profit but the desire to find the answer to the question.

It is difficult to estimate how much a piece of data will be, most searches begin at 200c and then for each minute spent searching, another 50c is charged. This can get very expensive quickly, so ensure you set a limit before placing a search.

Black Mills

For trusted repeat customers, Byrnosphere researchers have been known to hack into private Gaia volumes and steal data. Also, Black Mills operations search into the Undergaia (which is also illegal) to ensure that data is of the highest quality.

Those characters with Hacking can normally find a Byrnosphere researcher on the Undergaia.

BURNTEK

Burntek are a weapons manufacturer that enjoy their work as much as the users of Burntek weapons enjoy their products. Burntek weapons dance on the fine line between brilliance and lunacy, offering a mix of solid favourites and sheer madness.

Burntek's public face is through a down-to-earth and forthright Marketing department who states clearly what their product is for: shredding things. Prices for Burntek weapons can be found in the Equipment Index.

Black Mills

Some of the more enterprising Burntek offices offer special 'upgrades', whose legality is questionable. For those with enough money, Burntek will offer just about any lethal device - custom made to the desired specifications.

ENDOTEK

Endotek fill the market gap for high specification space craft. Unlike Ariane, Endotek concentrate on the very best materials and designs, creating what they call works of art. Each craft is slightly different: built around a generic core but modified to suit the ideas of the 'artists' who finalises the design before build. No two Endotek space craft are the same and are often referred to as having their own personality.

Black Mills

When commissioning a new space craft construction, Endotek have been known to provide customisations not in line with the law. Illegal weapons (such as orbit to surface canons) and upgrades that evade Star Enforcer sensors can be found on Endotek craft.

FORESTER

Forester are the largest and longest running Grav Car manufacturer. Approximately 70% of the Grav Cars driven are Forester based. Forester's brand is one of unexciting reliability and a starting point for a huge array of modification and upgrades. Few drive a factory standard Forester, most are *slightly modified*.

Forester's most popular Grav Car is the Anchorage, which combines style, low cost, family practicality and reliability.

Black Mills

Forester Black Mills have become something of an institution that skirt on the edge of legality. All Forester repair shops offer a range of upgrades to their vehicles. However, some of these upgrades are illegal copies of gadgets installed on competitor's vehicles.

Forester Black Mills will also offer to repair damage (such as bullet holes) without asking any questions.

KANSTER

Kanster is a construction company that has a long and deep running connection with the Imperium. Kanster is responsible for the rapid construction of millions of colonies across the three sectors. Kanster build Mex cities, Crofts, Orbitals and Orbs using Automatons and a human supervising crew.

Black Mills

Kanster are so tightly tied to the Imperium that they do not have a Black Mill.

LOKI

Loki Expeditionary Technology provides expeditionaries with a high quality of technology. Since 92000, Loki has sold their wares through a network of Loki dealers. All equipment has a rarity of 93%, and to find a dealer requires a Difficult Street Deal roll. In game, this means that Loki equipment will either be bought when introduced to a dealer through a friendly NPC.

Black Mills

Loki's illegal business interests are in illegal technology: Ion powered gadgets, cloak technology, planetary bombardment weapons and so on. Charges are astronomical but this may be the only place to gain illegal technology.

MOSS

Moss is an armour and shields manufacturer. Best known for their ubiquitous environment suits, Moss have a broad catalogue from Grav Bike racer impact suits to heavy powered armour. Moss came was born of the flames of the Aran War in 37978 as an armour manufacturer for the Arans. At the end of the war, Moss began making environment suits - using their military based powered armour knowledge to build better and cheaper suits.

Black Mills

Unofficially, Moss will create any powered armour suit you might want and will attach all manner of illegal technology to it. Moss has close ties to the Technomage Syndicate and rumours are common about the capabilities of some of the higher end suits. Some even claim that Moss have created suits that can light jump - a technology only available to Star Fleet.

NAPALM

Napalm are comfortably the human race's favourite weapon manufacturer. Known for reliability at a reasonable price, Napalm have an enviable position at the top. Napalm build the Arms series of low power weapons and Astrripper chain guns (intended for large humans or those with bionics). Napalm as a core company is surprisingly small, consisting of mostly research and development and marketing. The actual manufacturing of the weapons is performed by dedicated manufacturing companies.

Black Mills

Napalm's weapon smiths are extremely creative and inventive bunch. Their Gaia based design offices are well known for being wacky homages to popular media, such as medieval Europe or galactic beauty spots. Some of the upgrade designs that leave the office are from the very edges of their

fevered imaginations and they often break various laws. When the designs pop up on Undergaia, the only ways one can tell their origin is from the Napalm Black Mill is by the quality and tight fitting to existing Arms weapons.

PORAQ

Poraq make solid state generators, which are fitted in just about every device. Solid state generators are an old technology - that uses a fuel which is safe, clean and lasts for thousands of years. Poraq's generators meet the carefully craft Imperial laws that ensure that every generator is safe to use. With the onset of the Droid war, Poraq lost all of its competitors (who were based in Sectors that were taken by the Droids) and are now the defacto generator manufacturer.

Black Mills

Poraq does not have an appreciable Black Mills.

VOID RESCUE

Void Rescue are a privately run emergency service that will come and rescue you if your space craft is stranded in space (or on planet surface). Void Rescue offer a number of packages that offer different levels of service. Package descriptions can be found in the Equipment Index. For a high fee, Void Rescue will also enter the Fringe or Droid Space to rescue you. Their space craft are always beautifully clean and are painted in bright yellow and black stripes (affectionately known as Bees).

Black Mills

Although clean and tidy in appearance, no Void Rescue crew is squeaky clean. For a price, they can be asked to turn a blind eye or not ask where the

ZAXCANN

Zaxcann are a premium weapon manufacturer, an offshoot of the Imperium's Star Scientifica. Since the outbreak of the Droid war, the Imperium have had a policy of arming the general public. The richer slices of society demand more high tech weapons and for those daring enough to cross the light jump net to face the Droids, weapons of considerable power. This is the gap that Zaxcann fits. Most Zaxcann weapons are intended for augmented humans.

Black Mills

Zaxcann's links with Star Scientifica are still strong and as such, a lot of secret technology filters into the public domain through Zaxcann. It's understood that designs for devastatingly powerful Ion weapons have appeared time to time.

Syndicates

Where there is a system, there is always a group of people out to make gain by exploiting it or fighting it. As the Imperium becomes better at fighting crime, crime gets better at avoiding capture. At this advanced state of Law Enforcement, petty criminals have become a thing of the past.

The law cannot watch over all of the population all of the time and where criminals are discreet and intelligent, they can continue unmolested by the Police. Most Syndicates can be classed on either side of the Philosophical divide:

Humanist / Technologist. Many battles exist between these two groups purely on the basis of ideology.

None of these Syndicates are public knowledge. Information on them can be dug out of Gaia for the more persistent researcher but the details are likely to be vague or often biased heavily depending on the philosophy of the writer.

CLASSIFYING THE SYNDICATES

Classifying Syndicates beyond their philosophical orientation is much like trying to nail water to wall. At the start of each Syndicate description there is some general information that can be used for comparison but this general information is to be used for guidance only. If the Star Enforcers (and the Nexus) know any more about the Syndicates, they're not letting on.

SYNDICATE OR SOCIETY?

The difference between a Syndicate (as given here) and a Society of like minded people is that a Syndicate breaks laws. The Imperium has labelled these organisations as illegal and being a member can lead to arrest on conspiracy charges. Some of these organisations begin as a Society and then radical elements of the Society use the structure of the Society to commit crime. If the Star Enforcers can arrest and remove these people before the entire Society becomes rogue then the Society is not made into a Syndicate.

CONTACTING SYNDICATES

There are three main ways for player characters to get in touch with Syndicates. The first and simplest way of contacting a Syndicate is using the Undergaia (see the Undergaia Section above). Information regarding the Syndicates can be found on the Undergaia but it's important to think laterally when doing so. Very little accurate information on Syndicates is actually stored on the Undergaia under the actual names of the Syndicates, so associated information is better to search for.

Example: The Technomages (listed below) might be better discovered by looking for independent inventors and their slightly illegal inventions.

The second method to get hold of the Syndicates is by the character's knowledge. The Characters are unlikely to know anything about any of the Syndicates unless they have been involved in them directly, had contacts with the police or be particularly interested in them (feel free to invent the Syndicate Know skill to cover knowledge). However, the characters may gain the knowledge by communicating with 'dodgy' NPCs or by searching the Undergaia.

The final recommended method is by using contacts: gently asking existing contacts about interests or hobbies they might have. This is better than cold calling the Syndicate member because a recommendation from a mutual friend is less likely to be a Star Enforcer in disguise.

THE TECHNOMAGES

Philosophy: Technologist. Members: Over 10 billion.

The Technomages are a group which aims to support home technologists and to aid the spread of learning in technology. Although these aims sound honourable, some of the technology which is supported is considered illegal by the

Imperium. Their illegal interests also reach into handling of stolen goods, harbouring known criminals (especially other Technomages) and supplying equipment to known felonious groups (such as The Machine). Although massively intersector, the majority of the ruling Mages are based in Arcturus, which is home to the Star Fleet. The size and proliferation of science of the colony makes it the perfect hiding place.

What makes the Technomages unique is their standing with the Star Enforcers. Although they are a clandestine society, most of the Mages are good, law abiding, loyal citizens who have the Technomages as a source of job or hobby. The Star Enforcers mostly see them as a harmless organisation that would take a lot of effort to arrest without actually removing many criminals from the streets.

From time to time, the Technomages can also act as a source of information for the Star Enforcers. If there is any group working against the colony, they often use their criminal contacts to find information that may lead to an arrest. This delicate situation is very much system dependent. On colonies where the Star Enforcer Colonials are lenient, they enjoy a peaceful life. On systems nearby, things might not be so easy. This difference in Enforcer leniency leads to differing levels of secrecy. In some locations, Mages may be able to meet openly in a bar. Elsewhere, meetings are held quickly in darkened rooms underground.

The Technomages are not a group that are widely known by the public. News providers do not find much interest in geeks and so rarely report them. Also, if the public were to find out that a special arrangement was being held between the Star Enforcers and a clandestine group, this could force a very difficult situation.

Organisation

The Technomages have a number of ranks which is shown as black bands around a blue strip of cloth. Called a 'Mobius'. Advancement comes through aiding others, creating innovative pieces of technology or by helping out non-Technomages gratis using technology. Joining the Technomages is by invitation only and people are introduced. The smallest unit of the Mages is a 'Cell' which consists of anything up to 50 people in a cluster or system working on a similar area (such as Star Craft). Many Cells together are called a 'Clan' which is very much a localised group. A Clan could cover a cluster or a system, depending on the number of Mages in the locale.

The a Clan can issue awards to their Mages in the form of decoration on their Mobius. This is done where a Mage has achieved some good work but it is not enough to earn a promotion. The shapes signify different achievements in different Clans but are all celestial objects such as stars, planets, moons, nebulae, black holes etc.

Known Allies

Crossed Arm

The Machine

Rumours

The Technomages have been around for an extremely long time, their origins somewhat vague. One rumour is that the Star Sci set up the Technomages to better control and aid those people doing research. The difficulty with this rumour is that communication channels tend to be difficult to keep

open and Star Sci is now so far ahead of the populace in terms of technical know-how that there is nothing benefiting them by keeping ties on a civilian group.

Using the Technomages

The Technomages are everywhere and in the more populated areas of the human race, there are many thousand. They are useful to identifying unknown bits of technology, sourcing rare pieces of kit and getting hold of experimental systems that are often fun to use. The more illegal the topic of Technomage study, the more difficult it is to contact the cell. Furthermore, high concentrations of Technomages are more likely to have cells doing more risky technology. The Technomages can be contacted through the usual channels of the Undergaia but it's also possible to meet them by attending local technology groups, seminars and exhibitions. If you know to look for the blue bands, they can be found.

CROSSED ARM

Philosophy: Technologist. Members: Over 100 000.

The Crossed Arm are the militant wing of the Technomages. They are independent organisation who have many connections with the Technomages. The Crossed Arm serve to keep the Technomages running, protecting them from Humanity Syndicates. They believe that the advancement of humankind is worth fighting for.

Unlike the Technomages, the Crossed Arm are hunted by the Star Enforcers as a matter of course. The Technomages do not have a good relationship with the Crossed Arm as many Mages feel that their methods are over the top and not appropriate for the essentially peaceful organisation. It's often the case that Technomages have denied knowledge of the Crossed Arm or even given information to the Star Enforcers, with a risk of incriminating themselves.

Organisation

The Crossed Arm is organised into Cells with little or no hierarchy above the Cell. A Cell tends to be created from an offshoot of another cell or from disgruntled Technomages who wish to perform their own justice in a given situation.

THE CHROME

The Chrome believe that the next evolutionary step is not through natural selection but by the augmentation of the human body. They believe that to truly release the human mind to its full potential, it must be removed from the constraints of the human body and placed in a more capable frame. The Chrome argue that the human senses are not as evolved as the human mind and that it's wasteful to not provide the brain with all the sensory input that technology can provide. This hard-line belief in bionics is often in reaction to the general populace's mistrust persecution of those with bionics. The Chrome began by protecting those who had no choice but to turn to bionics, those born with genetic defect for example.

The majority of the Syndicate still operates by these philosophical principles but there is a hard core that takes the idea a step further. In extreme cases, people who have taken the choice to die (rather than accept bionic replacement body parts) are abducted and augmented against their will. In some cases, this is in the best case for the individual, where they have been paralysed from an early age and cannot communicate with the outside world, it is up to the

family to decide whether to augment. In these cases, The Chrome would abduct to fit a Neural Rayengine Link (Rink) so that the paralysed individual can communicate with the outside world using Gaia.

The Chrome also fight for the rights of Borgs who are oppressed on colonies where there is a large humanist element. A semi-legal offshoot of The Chrome is known as the 'Pro-Longevity' group, who argue for extending human life. The syndicate is funded by typical criminal operations, mostly theft and extortion.

Organisation

The Chrome are a disparate group of people who communicate and organise through Gaia. There is no form of overall hierarchy but there are wealthy individuals who fund and provide resources in each Sector of human occupied space. It's believed that these people are responsible for the direction and the motivation of the The Chrome operatives who actually perform the functions of the syndicate. The main investors in The Chrome are very difficult to track down (else the Star Enforcers would have arrested them under the Organised Crime laws).

Using The Chrome

The Chrome are often used to throw trouble into difficult situations. The player team might have a contact that goes missing and turns up a Borg three weeks later. The Chrome can also be used if a player character wishes to get bionics without having to pay. The Chrome are not difficult to get in touch with using the Undergaia but it should be noted that it's more a case of them getting in touch with you than the other way around. If existing Borgs need upgrading or repair, the Chrome can come in very handy as well, where the Star Civilisation medical centres might ask why the Borg was damaged or needs upgrading, the Chrome-friendly medics would ask very little. Asking anything of the Chrome will put the requester in their back pocket and may be asked to do some unsavoury tasks in the future.

Allies

The Machine

The Crossed Arm

Akarakian Exiles

THE SUN CHILDREN

The Sun Children are a difficult organisation to understand. Their philosophy simply states that the human race should be the centre of the concerns of the human race. Their chief drivers are life, compassion, love, nature, music and other romantic visions. The Sun Children's ideal goal would be to return to Earth and live in harmony with the environment without the need of technology.

Externally, the Sun Children look like an organisation that should be open and without threat from the Imperium. Their philosophies are liberal and not violent. The closest approximation to the Sun Children are the prehistoric hippies of ancient Earth.

However, the Sun Children are not tolerant of the rest of society and their more active groups seek to bring down any organisation that rides upon technology. Small time operations might include graffiti on the walls of an Automaton Factory and in the extreme, the destruction of an Orbital.

The Star Enforcers see the Sun Children as something of an annoyance - forming demonstrations, causing traffic jams and disrupting the creation of Mex cities but they do not pose much of a threat as high calibre firearms are certainly seen as technology.

Organisation

The Sun Children are organised locally over Gaia. Most of the information about the Sun Children does not need to be obtained through the Undergaia because the Philosophies are not much of a concern for the Imperium. The organisation of rallies, demonstrations and other peaceful, non-criminal acts can be easily access and viewed. There is no overall leader and companies based on Humanist leaning planets or that operate in a Humanist market (such as the food industry) openly give donations to good causes.

The illegal part of the Sun Children do their organisation on the Undergaia much like all the others. Most groups are local as intrusion from outsiders are often treated with the up most suspicion. Some of the illegal acts are funded by legitimate individuals or companies that wish to make money from the disruption caused to business. As the members of the Sun Children tend to be idealistic in their cause, they enjoy having their belief supported by someone appearing to share their passion - even if that person's true intentions are far from Humanistic.

Using the Sun Children

The Sun Children aren't difficult to find but the more useful, active part are. They can be operated on indirectly by publicising a "technological injustice" or harm to the environment. If there are a number of pro active and illegal Sun Children cells on planet then they will soon make use of the public information.

Allies

The Su Chi

Nios

SU CHI

The Su Chi are a spin off Syndicate of the Sun Children (the named formed by shortening the name). The Su Chi are Sun Children with an Akarakian twist. Although not directly affiliated with the Akarak Nation, they operate using a similar set of rules that the Akarakians do, called the 'Sun Codex'. The Su Chi began as extremists hippies who realised that to win the war, they needed to fight fire with fire. Thus, they embrace the "evils" of technology so that they may fight against it. Where the Sun Children rarely wield firearms, the Su Chi are extremely well fitted out.

The Su Chi work around the edges of the Sun Children. Where the Sun Children have not managed to solve an injustice peacefully or without violence, the Su Chi will do whatever it takes to make the change. They believe that the future of the human race depends on these drastic actions. This is where a similarity with the Akarakian Nation is drawn and it is the only similarity.

The Sun Children publicly deny all connection with the Su Chi. The often dramatic and violent Su Chi actions are not always separated from the Sun Children in the minds of the general public and so violent actions will sour the Sun Children's reputation. In more secret circles, the Su Chi are

seen as a necessary evil. Where the Sun Children find it difficult to make a stand, the Su Chi will have no problem. Thus, at the higher levels of the Sun Children, there are lots of links with Su Chi operatives.

The Su Chi perform all sorts of actions, from convincing a famous Automaton maker to retire through to murdering the head of a Colony's Council for allowing a new technology factory to be built.

It's the Su Chi that the Star Enforcers are particularly interested in and there are many arrests made. The zealous nature of the Su Chi often makes them sloppy - they care more for the future of the human race and its connection with nature than they do for their own well being.

Organisation

The Su Chi are organised into pairs (called Partnerships) throughout the galaxy. There is no hierarchy. Some Partnerships do communicate with each other but their meetings are not organised and they know little of other operations. In some cases, this lack of organisation means that two Partnerships work on solving the same problem and meet mid-mission. This can cause friction but the pairs normally become four to meet the objective.

When one of the Partnership dies, then it is the duty of the living remainder to recruit and train another two. The better trainee of the two is then sent off to find another partner and the less good trainee becomes a partner. In this way, the Su Chi retain their numbers. Their ranks are normally recruited from Sun Children who failed to get into the Imperium (Star Fleet or Star Enforcers) and still want to do their bit for humanity.

Using the Su Chi

The Su Chi are quite easy to get in touch with through the Undergaia. They do not keep themselves too covert because they believe that the Sun Children need to be able to call upon them at any time. This can make things easier for the Star Enforcers but for that, the Star Enforcers need evidence and that is often difficult to come by.

Like most Syndicates, the Su Chi will normally only work for their own cause. If you can convince a Su Chi operative that someone needs to die because they have some connection with the decline of humanity through technology then you have a very cheap (often free) assassination service.

Allies

Sun Children

Nios

Nios

Nios are the ubiquitous Humanist Syndicate. Not as old as the Sun Children but ten times more passionate and focused. Whereas the Sun Children hold generally romantic beliefs about nature, music and humanity, Nios believe that the human soul is being corrupted and that evolution has not been allowed to progress properly. Thus, Nios fight against human augmentation through bionics.

These beliefs are often taken to the extreme. In normal society, a newborn baby with severe lung defects would be immediately augmented so that they can lead a normal life but Nios would argue that this corrupts the baby's soul and

would rather see the newborn die. Tied with this strict belief is a notion of destiny - if the child was meant to die then it should do so. Unlike ancient religions, this faith does not hinge upon the existence of a God.

Nios is more of an intellectual Syndicate than the Sun Children and its members often hold positions of responsibility across the Imperium and within colonies. The upshot of this is a number of laws restricting the scientific study that Star Sci is allowed to perform. One good example is that the genetic modification of humanity is illegal, even if it might lead to the cure of a disease. Nios see this as the most dangerous step humanity could take. Nios constantly work towards making all augmentation illegal although this is likely to be something of an impossible struggle.

Nios went from being an Intellectual Society to an illegal Syndicate when it was found that the level of criminal activity was extremely high. The structure of the Society was being used throughout ranging from assault and damage to property at the lowest level to grand fraud at the highest. When it became classes as a Syndicate, millions of people left the organisation.

Organisation

Nios is organised into groups called Quora. Each Sector has a hierarchical structure. At the top are the wealthy who fund Nios (through fraud, embezzlement, bribes and donations) and give the Quorum some direction. At the bottom of the hierarchy are many operatives who perform the more manual tasks within the Organisation. Money is passed down through the tree to the bottom where keen operatives can fund their anti-technology projects.

The Quorum sizes depends on where it is located. A Quorum often stretches across more than one star system and often across more than one cluster. This spread out configuration helps in avoiding the attention of the Star Enforcers.

Using Nios

Nios are difficult to contact through the Undergaia because they are very wary of the Star Enforcers infiltrating their organisation. If a player group does manage contact, then it is likely to be with a 'Middle Manager', someone with people below them and above them in a Quorum. As Nios members are generally more suspicious and intelligent, it can be difficult to convince them to perform any actions. However, Nios will trade information if it is of interest. Furthermore, their attentions can be diverted for the right sum of credits. If you own a technological factory and you're worried it might be destroyed by Nios then you can always pay them to divert their attentions elsewhere.

Allies

Sun Children

Su Chi

However, not the Raised Fist

THE RAISED FIST

The Raised Fist are a radical militant offshoot of Nios. Known for being perhaps the most violent of all the Syndicates, The Raised Fist actively seek to destroy and harm anyone who has corrupted a human soul. Whereas Nios are subtle and try to perform their actions without the knowledge of the Star Enforcers, The Raised Fist are brutal and quite open. The ide-

als of Nios and The Raised Fist are so very similar that they are often mistaken for each other. This adds to the bitter tension between the two Syndicates.

The Raised Fist will murder, destroy, poison, burn and tear down any edifice that might be connected with the corruption of the human soul. In particular, human bionics implant shops are a favourite target. They will also seek to kill anyone who has had their soul corrupted. They refer to this as 'releasing' that person because in death, the soul is allowed to escape the technological body. Most bionics The Raised Fist attack tend to be well armoured, therefore The Raised Fist are normally well armed. Of all the Syndicates, this is the one that gives the Star Enforcers most trouble.

Recruitment often occurs from disgruntled members of Nios who would prefer to take more action. Zealots are head hunted by The Raised Fist and quickly trained.

Organisation

The Raised Fist are organised much like Nios, with Quora spanning clusters. However, the lowest levels are group into "Murder Squads". An Murder Squad, as the name suggests, is a group of operatives who are trained in slightly different areas so to make a more effective team. Murder Squad size ranges from 3 to 9, depending on their level of funding and location.

It is uncertain who funds The Raised Fist as those at the top of the hierarchy are mostly unknown. There is very little structure between those with the money and power and the Murder Squads. Rumours have been spread that the higher powers of Nios are the very same as in The Raised Fist but this connection is almost impossible to prove.

Using The Raised Fist

It's next to impossible to use The Raised Fist. They operate solely on their own agenda. The Undergaia can be used to gain knowledge of where Murder Squads appear to be operating but little or no contact is possible.

Allies

None.

THE SILVER BLADE

The Silver Blade are a Syndicate that acts as a support group for Assassins. The Silver Blade does not have a humanist or technological lean. They work to a set of rules for credits, regardless where the credits came from. Each Assassin in the Silver Blade must adhere to the rules, even though the methods of Assassination are varied. The Silver Blade is used by all the other Syndicates as well as rich private individuals with a score to settle.

The main rules (there are hundreds in total) of the Silver Blade are:

- ◆ 1. Half the payment is to be provided before, half after.
- ◆ 2. Discretion at all times.
- ◆ 3. Never admit to being a member of the Silver Blade.
- ◆ 4. If the task cannot be performed in the given time, then the money must be returned in full.

These rules have kept the integrity of the Silver Blade over many centuries.

Organisation

The Silver Blade is a flat organisation, there is no hierarchy. A series of intelligent, free-roaming entities perform the function of connecting clients with Assassins in the correct area. Each Assassin pays a monthly fee to be a member and this pays for the creation of new entities. Assassins wishing to join the Silver Blade must perform a series of jobs at a much reduced pay. Once joined, the Silver Blade member will be recognised on Gaia as a member and can be contacted for work.

Using the Silver Blade

The Silver Blade can be tricky to contact on the Undergaia (Taxing difficulty) and a new contact is required for each job that is needed. However, the Silver Blade are remarkably reliable and operate throughout Imperium Space. All this quality comes at a price. The more difficult the target, the more you pay. For a Joe Bloggs, the price is approximately 8,000 and for a colony councillor, the price is nearer 100,000.

Allies

Everyone and no-one.

TORTRAC HEDS

The Tortrac Heds (or simply Heds) are a 'General Troubleshooting' Syndicate. Their service revolves around finding, stealing, killing, repairing, defending or doing any odd-job that you need. Their most distinguishing feature is that their not very reliable. Akin to the anarchistic Punks of the ancient 20th Century, the Heds are hell-bent of having fun and bucking the 'system' (which is not always the Imperium). If you were to ask the Heds to retrieve an Akarakian Sword, for example, they might well collect it before returning it to you, blade first.

Part of the Heds' 'charm' is their drug fuelled energy. When the Heds work for someone, they really go to work for them, with an energy and gusto you'd expect from children. However, much like children, they lose interest if the job takes an extended period of time so it is best to use the Heds for short and fun missions.

Although outrageous and flamboyant, they are also very good at resisting arrest. They can reign chaos onto a system and leave very little hard evidence that it was them. They operate fast and effectively, and rarely return to the same colony twice.

Organisation

The Heds are organised into Gangs, each gang containing from 10 to 50 people. A Gang nearly always operates from a space craft (if they lose it, they normally steal one) and is each a sole unit. Each Gang has a 'Governor' who is Captain of the ship and arranges the work. It is in the Undergaia that these disparate groups are connected together as a single Syndicate. Each Gang is extremely competitive and they like to show off the tasks they perform, how close they got to the Star Enforcers without being arrested and how much money they earn. Throughout the Undergaia, there are unofficial lists of the best Gangs, often composed by the Gangs themselves.

Although intrinsically competitive, the Gangs do stick up for each other against a common enemy: one of the other Syndicates, the Imperium or a client who doesn't pay.

Using the Tortrac Heds

The Heds can appear elusive (they certainly are to the Star Enforcers) but they can be found on the Undergaia with a trained eye. Each Gang leaves Undergaia graffiti on the walls of Undergaia forums suggesting ways to contact them along with some marketing message regarding their unorthodox methods.

Contact is made through the Governor. They always ask for payment in full up front as they often have to disappear quickly into the void of space. The Heds are best used for actions that are not precise and incisive.

Allies

The Heds are rarely used by the other Syndicates and are often seen as an annoyance.

Recreation

One quarter of people's lives is spent in recreational pursuits. There is a huge number of different hobbies that people engage in from supporting a Planetball team to building gliders to glide above thermal vents. This section details a few of the more conventional ways of spending spare time.

PHYSICAL SOCIALISING

Still the most popular of all past times is going out with friends. Physical Socialising (or 'In Fizz') is where people meet in the real world to listen to music, dance, chat, drink alcohol and take legal drugs. Each established Mex colony boasts a huge number of bars and clubs. Each bar and club is often run by Automatons, who can work around the 40 hour cycle. Their personalities are chosen to fit the atmosphere the owner of the club or bar desires. This can range from rude through to submissive. Food and drink is ordered using Gaia menus that can be used from a Gaiajack or float around the real world space as colourful hard light holograms. Serving is either performed by an Automaton or a simple floating tray. However, in the very exclusive places, humans serve the food and drink but expect to pay a lot!

Live music is rare in these clubs and bars, normally the musicians are on a far away system but appear to be in the same space by way of a hard-light projection.

An large, flat area of the club or bar is normally reserved for dancing. In this area, people wriggle, step and gesticulate in time with the music while holographic shapes swim and burst around them. Those who take dancing more seriously have their own holographic shapes that move and shimmer in line with the dance moves of the owner. In this way, the owner controls the shapes and can create their own show.

In Fizz is preferable by most because it is possible to find and meet a sexual partner. This is partly possible in Gaia but procreation is not possible.

GAIA SOCIALISING

The next best form of socialising is within Gaia (In Gaia). This is almost identical to In Fizz socialising except that it is the Gaia Isis that actually does the contacting and because of this, people in Gaia tend to be more attractive and better dressed than In Fizz. Gaia Socialising is ideal for those who

wish to meet people without physically leaving their home. Furthermore, people on space craft thousands of light years from home can still keep in touch with people from their home world.

More high tech Gaia rooms have an in-built Bioreorganiser that can make any food stuff (given the right entity to make it). Anyone using a high tech room like this can order food from their preferred restaurant and it will be made locally, wherever they are.

The Crossover

There is a crossover between In Fizz and In Gaia socialising. These are bars that are large Gaia holooms (most are anyway) that allow Gaia Isis to mix with real people. These Crossover bars and clubs are popular to some but to many they are confusing because it is not obvious whether the person you are talking to is real or sitting on a space craft across human occupied space. The only way for the real person to tell is to try and get the other person to leave the confines of the bar or club. If they are using Gaia, then they cannot leave.

GAIA ALTERNATIVES

A Gaia Alternativity is an alternate world that persists somewhere in Gaia. Think of it as a game where people can play characters in a different world. These worlds are very popular amongst those who wish to escape from their lives. Gaia Alternatives are often set in fantastic worlds or historical times.

GAIA INTERACTIVES

A Gaia Interactive is a partially interactive story where the viewer can sit and watch the story as the creator intended or have an input into the events of the story to change its direction. Cheap Interactives are easy to come by but the number of choices available are few. More complex interactives have intelligent Gaia entities that respond more believably to events.

PLANETBALL

Planetball is a team sport that involves scoring goals by placing a ball through a hoop. The hoops are mounted on vehicles and both teams start on opposite sides of a planetoid. A single Planetball game is normally played over a number of days and in that time, it can be possible to score 10 goals. Each team is equipped with a number of vehicles that the players can use to transport themselves and the ball. When players from opposing teams meet, there is normally a large amount of exciting inter-vehicle combat. The only weapon that is allowed in Planetball is the Ballgun, a device that can be used to propel the ball up to 1km. The ball itself is only 30cm across and made from a metal-ceramic material. It also has a Grav engine inside to allow it to propel itself to a certain degree. Depending on the spin the player puts on the ball, it can curve up to 90 degrees in flight.

The Goal is usually mounted on the back of a Hauler and it is within that Hauler that the co-ordination of the team is performed.

Planetball teams have huge followings across the Galaxy and there are thousands of leagues, each containing hundreds of teams. In the top league are corporate and Imperial-sponsored teams with each of the Imperial Star Industries having a team (Star Fleet, Star Enforcers, Star Scientifica and

Star Civilisation).

Although physically quite violent, in that players often get mangled in a high-speed accident, it is enjoyed by all ages - especially the top league where deaths are rare because the players are augmented.

There is big business in betting on Planetball leagues and merchandising.

RAIL FIGHTING

Banned in places, Rail Fighting is a blood sport whose rules vary depending on legality and location. Most colonies do not permit Rail Fighting but others actively encourage it, offering people a Gaia seat - for a fee. Rail Fighting's roots is in boxing where two people are set against each other in a ring. In Rail Fighting, combatants fight in a circular room (normally with transparent walls). Around the edge is a rail 1.5 metres up from the floor. The combatants fight until one of them is unconscious or one hits the rail (either intentionally or not).

From this basic set of rules, the deviations modify the format. Each modification has been given a name so that potential viewers know what to expect.

Full Blood

Notably played in the Tef Cluster in Dorian, the Full Blood version is a deadly version of the game. Each combatant is fitted with a health monitor that can sense death. Rather than unconsciousness, it is death that ends the fight. Weapons are often given to one or both of the combatants and the Rail around the edge cannot be used within the first 5 minutes of the game. This is the version that has given the sport its notoriety.

For some, humanity is not near enough the top of the food chain. An extra step needs to be taken, beyond that which can be made by fitness regimes. Humanity can be augmented by technology. Any unnatural augmentation of a human is known in the group term Bionics, regardless whether they are biological based or machine based improvements. The person with the augmentation is referred to as an Aug (Augmented Human) in this section. Bionics is split into three distinct sections. Borgware involves completely replacing limbs such that the Aug looks like part of a machine. Cyberware goes under the skin, sometimes replacing limbs but normally such that the enhancement does not change the appearance of the Aug. Bioware produces flesh and nerves that is woven onto the body of the Aug. It can change the appearance of the Aug, but rarely does. A more detailed description of each is included at the start of each section.

STARTING OUT WITH BIONICS

There is a replacement for every part of the human body and this can be quite complicated to deal with. When choosing Bionics you can either go with a Suit, which is a package of different parts ready to use or become augmented in pieces (called Incremental), finally ending with a player-custom suit. This is more complicated but allows the most freedom to choose. For Systematic upgrades, any given system will require others to already be installed.

INSTALLATION AND REPAIR

Installing the body upgrades is different for each type of augmentation but it generally goes through the cycle of:

1. Go to hospital
2. Become unconscious
3. Placed in a machine
4. Body parts replaced
5. Wake up
6. Rehabilitate (see below)

Repair of Bionics is done using the Bionics Systems skill (Medical). Borgware can be repaired using a standard Mech/Tech kit whereas Cyberware and Bioware requires the same machine that was used to install the augmentation. It is possible to fit different types of Bionic onto the same person, unless otherwise stated. A certain amount of common sense is required, if the Aug is a Full Borg with no skin left, then a skin tattoo is not possible. A failure of installation (failed Bionics Systems roll) leads to either a permanent Rehab or a longer Rehab time (GM choice).

Rehabilitation (Rehab) is what happens after you have been augmented. Normally, the larger the object or the greater its effect on the life of the Aug, the more drastic the Rehab is. Rehab is normally much like physiotherapy (like you would have after breaking a leg in the 21st Century), a number of physical workouts, monitored by a qualified doctor (normally a suitably trained human-like Automaton). It can be painful and is often frustrating. If Rehabilitation is not undertaken then the Aug may pick up neurosis and may never fully re-

cover from the Augmentation process.

Once rehabilitation is finished correctly, then the Aug will never have any trouble again.

BIONICS AND THE LAW

All Bionics are registered with Star Civilisation (SC) upon installation. It is possible to get Bionics fitted without this registration, but it is illegal and can lead to a hefty fine and the doctor performing the installation will lose their License to do medicine. If an Aug is found performing crimes, their bionics are removed, or in the case of a Borg, the Aug is given a vastly underpowered suit that is recognised by all Bionics doctors and is illegal to upgrade. For those Aug performing violent crimes and murder, their are hooked up to a life support system and then 'switched off' such that their brain is still awake and active but they cannot move or communicate with the outside world. Very few Borgs live more than a year in a switched off state.

HUMAN LIFE SPAN

All bionics extend life span in some form or another. However, the human brain will eventually run out of steam at approximately 220 years, after a 10 year period of senility. The better the Bionics and the more attention to detail when Rehabilitating the longer the life span. The downside to this is that many of the bionics that allow extended life span will lead to the Aug becoming sterile at the age of around 50.

SOCIAL EFFECTS

One of the largest drawbacks of having bionics is the social effects. The social prejudices of the human race move at a much slower pace than that of technology and people have difficulty adjusting to those who look different through technology. This social characteristic is often manifested by fear, hatred or plain racism. Many systems have local laws that ban Bionics over a certain level or to have a separate registration. This restriction is often argued as a infringements of rights, but then for most, Bionics is a choice. One might choose a physical upgrade but you also choose the social ramifications that accompany it.

Borgs get the worst treatment as they look the least like humans and also that Borgs can no longer be a parent. This classes them lower in a society where keeping the human race going is the most important consideration. Those with Cyberware often appear as if they are underhanded and sneaky and thus not to be trusted. Most Bioware goes unnoticed, but then the enhancements it provides are minimal.

COMBAT BIONICS

Some bionics have Combat features. On the most simple level, these could be targeting modifiers that help the Aug fire weapons more accurately. There are also systems that allow an Aug to have a bonus in close combat. In this case, the bionics system will come with a close combat combo with a Battle Statistic modifier. This combo may be used in addition to the 8 the character already has, however it can not be altered and must have the Battle Modifier taken into account. Also, the Combat Bionic combo may be longer than that allowed by the character's Battle. In this case, the player may still use the combat bionic combo because the bionic is designed specifically for combo given.

BIONICS SHEET

As soon as a human character takes their first bionic augmentation (regardless how small), they should update their Human / Armour card to a bionics one. This should be used to copy the information onto and gives a feeling of change that should be echoed in the character.

**** MENTION PRE-MADE BIONICS SUITS ****

BIONICS IN PLAY

It is the responsibility of the player to remember what systems they have installed and remind the Gamesmaster (GM) at the appropriate time. With a team of 6 players, it can be very complicated for the GM to remember all the different systems that players have installed. If something happens in the game and the player forgets to use a system, it is taken as the character not being fully used to being anything but human and thus not using the system. Having lots of systems installed means that there is lots to remember and therefore, it's best to leave bionics for more experienced players.

B o r g w a r e

Of all the Bionics on offer, Borgware is the oldest and most understood. Bionics are favoured by many because of the longevity offered by replacing biological parts with easily serviced energy driven systems. Also, Borgware has the advantages of cost effective Augmentation and repair as well as a wide array of small systems that can upgrade a suit with little cost.

TO SUIT OR NOT TO SUIT

Borgs have a choice of becoming a Half Borg (Borg spine and a limb or two) or a Full Borg (full body replacement). Half Borgs are rare (Rarity: 80%) and tend only to be those people who have lost limbs through accident (or carelessness) and can not afford (or find) a Bioweave replacement.

Full Borgs are much more common and can be found in Industry, Sports and in Expeditionary teams (people who leave Human occupied space). Borgs are also widespread across the Imperium, especially in Star Fleet where human intelligence is required within the tough body of a machine. Thus, Borg suits can be classed as Military, Expeditionary, Industrial and Sport. Military suits can only be gained by active service in the Star Fleet and are not included here because of their rarity. All the others are readily available and their uses are listed below.

It is possible to add Borgware or Cyberware in stages (called Incremental Cyberware), allowing a gradual change from human to Augmented. The benefit of this is that there is less cost up front and also the chance of rejection is less. Furthermore, the rehabilitation time is spread out over a number of weeks so there is no need to take a month out. It does tend to take longer than just being suited initially and you don't get all the bonuses at once but it might be more appropriate for a person's position in a team.

Expeditionary

The closest suit to a Military one, without actually being one. The expeditionary suit is intended for use outside of Imperium space: the Fringe and Lone Systems. Expeditionary suits tend to be fast, tough and well equipped for all environments.

They are also the only suit that can come with weapons mounted as standard. Due to the high tolerances of construction, these suits are generally the most expensive.

Industrial

By far the most prevalent suit is the Industrial one. These suits are larger, stronger and equipped such that a person can do their job. Industrial suits are used in Star Docks, Space Ports and any hazardous environment where a human might need to wear an environment suit. The suits tend to be large and bulky. Due to the large numbers in which these suits are produced, they tend to be cost-effective.

Sports

The sports industry took hold of Borg and Cyberware as soon as it realised the athletes would do anything to get an edge on their sport. These suits come in all sorts of variants, mostly designed for a particular sport. There is a 'generic' sub-type. This is for those people who either like to think they are a true athlete or wish to have the longevity without the cost of an Expeditionary suit or the bulk of an Industrial. The cost of these suits tends to vary depending on the application they are put to use but they can be extremely expensive indeed.

AUGMENTATION AND REHABILITATION

The Augmentation for Borgware is done using a semi-automated laser surgeon where the brain is removed from the skull of the Aug while immersed in a biogenetic fluid. The brain is then laced with the Rayengine Link (Rink) and inserted into the Borg suit. Connections are then made with the suit and the Rehab process begins. The whole Augmentation process between the user becoming unconscious and being immersed in the fluid and then waking up as a Borg is 20 minutes. The process is a refined and well understood one. Thus it requires an Easy Bionics Systems to perform. Few people reject the Augmentation but if they do, they can be re-joined with their old body and the scarring removed.

Rehabilitation is the difficulty in the augmentation of Borgware. The Human brain does not react well to being put into an unfamiliar host for the first time. The first 40 hours of consciousness normally involve convulsions and a fair amount of pain for the new Aug. From there, the Aug must learn to walk and other dexterous tasks. Different suits take different amounts of time to adjust to. The further from humanity the suit is the more time it takes to adjust. After Rehab is finished, it is expected for there to be some additional training, which can be self-taught. Rehabilitation supervision requires a Bionics Systems check.

REPAIR AND UPGRADING

Borgware is most useful when it comes to upgrading or adding to the suit. It does not require a fully qualified medic and large amounts of equipment, like other Bionics.

Requirements for Repair or Upgrades:

Bionics Systems Roll (Easy)

Bionics Know Roll and Mechasys Systems Roll.

Thus, you do not have to be a qualified medic to be able to update Borg Systems.

Cyberware

The most desirable technology to come from the Aran War is Cyberware. Cyberware allows a person to become augmented to strengths equalling the Borgs without losing humanity in the process. This is done by removing what is under the skin and replacing it with a technological substitute. Thus, Cyberware is a marriage between technology and biology, being able to create a machine that can symbiotically interact with the host (the Aug). Unlike Borgware, a full suit Cyberware does not just keep the brain of the Aug alive but must also maintain skin / hair and any other organs alive.

CYBERWARE CLASSIFICATION

Cyberware can be split once again into different types. The main two are Hardwire and Wetwire. Hardwire Cyberware are those things that replace human systems. This can be in full (Full Body Replacement) or in part (an artificial liver). It is very rare for a person to just replace a single limb. Wetwire Cybernetics tends to be additions to the human form, such as animated tattoos or a Rayengine Link. Wetwire tends to have much shorter (or even negligible) rehabilitation times, unlike Hardwire. There are places where crossover does occur, in this case they are counted as Hardwire. Due to cost, Hardwire Cyber is much less common than Wetwire.

The types of Cyberware suit are Military, Expeditionary, Industrial and Sports. These classifications are exactly the same as in the Borgware section. Unlike Borgware, Industrial Cyberware is quite difficult to come by as a Cyberware suit is not as cost effective and versatile as a Borg one.

AUGMENTATION

Augmentation the human inner without damaging the outer is a very difficult and complicated process. Although the technology is well developed and understood, there needs to be many more adjustments than in Borgware augmentation. Before augmentation, the suit or device needs to be configured to match the genetic code of the Aug. This requires the technology of the Cyberware to be much more carefully constructed and malleable to the demands of the Aug, such as height and build adjustment.

Cyberware augmentation requires two different processes, often happening concurrently. They are called the Cyber Razor Cut (CRC) machine and Nanobiogenetics (NBG). Sometimes only one of the two are required, depending on the Cyberware being used. CRC and NBG installation requires the right equipment and a successful Bionics Systems roll for each of the processes (if both are required).

CYBER RAZOR CUT (CRC)

This system is a chair in which the Aug sits. The chair is set in a very accurate beaming field. On another chair is the Cyberware (suit or device). The subject is made unconscious and the suit is beamed from its chair into the Aug while the internals of the Aug are beamed into a biotank for storage. These internals are often sold to offset the cost. The whole process takes approximately 5 minutes.

NANOBIOGENETICS (NBG)

This uses a special form of Nanobot which has specific instructions on the alteration of the Aug. NBG is used extensively in the joining of Cyber suit and Aug body (especially in linking up the suit and the skin). NBG is essentially hundreds of robots smaller than the human eye can see that are programmed to co-ordinate for a single purpose, the augmentation that they will install. Once the robots are complete, they shut down and biodegrade within the host's blood system. NBG is applied by injection through a normal hypo. Any materials required for the creation of the structures are inserted using a CRC machine. The Aug must remain within a huge cylindrical sensor field while the NBG can do its work. Depending on the work, NBG can last between 5 minutes and 60 hours.

Usually, the CRC and NBG machines are combined together in a single facility. This single Cyberware facility is called a Cybershock.

REHABILITATION

Much like Borgware, the amount of Rehabilitation required for Cyberware depends on the extent to which the human has been augmented. Large changes in physical attributes (Attributes) or persona (looks) will extend the time of Rehab. Rehab, much like Borgware, involves learning to walk and operate again. The first 40 hours is always the worst with convulsions and frequent bilious attacks and loss of consciousness.

REPAIR AND UPGRADING

Cyberware is generally under the skin and thus requires the same technology to repair and upgrade as was required for the original installation process. If CRC was required for augmentation, then it will be required for repair and upgrade. If large quantities of skin has been removed, then a Bioweave system (see Bioware) will be required to replace it. If the equipment is available then a successful Bionics Systems roll is required to repair or upgrade the augmentations. A failure of this could lead to rejection, other systems being damaged or extended rehabilitation times.

Upgrading a suit once fitted is a very rare thing to do because of the prohibitive cost of returning to the Cybershock. Mostly, all the augmentations required are listed and installed all at once. This also has the effect of reducing the Rehabilitation times.

Incremental Bionics

For most, the jump from humanity to full suited Aug is one that is too great to take in a single step. Taking a month out of life or the cost of suiting in one go makes going for a suit impossible. To incrementally reach the same state as by going for a suit does cost more but the cost is spread over a long period of time.

The systems given here can be applied as upgrades to a pre-created suit. The Cyber and Borg suit sheets give the breakdown of systems and their effects, so it is easy to replace them if need be.

When upgrading incrementally, there is a point where the Aug has to choose between keeping their humanity and trading everything for a metal casing. This choice is made

at the last step, where the last vestiges of humanity are swapped for a heavy armoured shell. The systems installed up until this decision point have been placed under the skin so the resulting suit that the Aug will have will be of a similar size to their previous human form. Therefore, if you want to be bigger and a less-human form of Aug, then go with a suit.

As a general rule, it is wise to have a plan of what form of Aug you want to end-up as. This is so that you get the right type of bionics early on.

FROM HUMAN TO AUG

The core of Incremental augmentation are Augmentation Points. Augmentation points is a representation of how much 'space' you have left to install new systems. For any human, the starting level of Augmentation points is their Meat Attribute. If the Meat Attribute is then altered by an upgrade, the initial points are not modified.

Some systems use up Augmentation points (they take up space), such as the generators. Other systems provide more space (such as the frame).

Each system has a number of properties, which act as bonuses to game mechanic or narrative effects. For example, a Motor system gives bonuses to Shift and Meat state, which is a game mechanic effect. An internal Gaia card allows the user to access Gaia without needing a card, which is a useful narrative effect. If the system does not effect a certain area (such as Hit Points), then the area won't be listed.

Many systems also have a set of requirements. These requirements are systems that must already be pre-installed before the new system is put in. For example, you can't replace the human muscles with a Motor system without having the Generator system there to power it.

UNDERSTANDING THE REQUIREMENTS

The chart above shows the requirements of all the major types of bionics. Systems on the left hand side (Endobioreorg, Organ Engine, Rink and Light Armour) do not have any requirements. All the others require the system that it is joined to on the left, for example the Frame requires Generators first.

For each major system, there are different manufacturers that provide system at different prices to fit whatever budget you have. The general descriptions of what the components do is given below. The list of systems that can be purchased is given later.

ENDOBIOREORG

Requires: Nothing

Install Method: CRC and NBG

The Endobioreorg replaces the digestive system (Digestive, Lymphatic and Urinary). It takes food the Aug has swallowed and extracts nutrients and energy from it. It also gets rid of waste, either through the typical human method or by breaking the solids to gas. This system is self-powering and self-regulating.

The Endobioreorg is normally the first augmentation that people take as it replaces many of the functions that fail first in old people. In most modern societies across the Imperium, people over the age of 110 have a Endobioreorg and the implant process is seen as routine. The system can rarely be 'felt' by the Aug because it works silently. Only benefits, such

as better digestion can really be detected.

Low specification Endobioreorgs replaces the digestive process with also the ability to detect and disassemble some toxins such that the Aug isn't poisoned.

At higher specifications, the Endobioreorg can extract energy from a wide variety of substances and can be modified by an Aug's Rink to control bodily functions. Even nutrients can be synthesised from base plant matter that contains no nutrients at all.

Typical Game Effect

- ◆ Consumes Augmentation Points
- ◆ Ability to resist poison
- ◆ Better survival on less food and water.

RINK

Requires: Nothing

Install Method: NBG and CRC

The Rink (Rayengine Link) is a link with a powerful Rayengine. The Rink is a very useful device that can be combined with other technologies to provide the Aug with extra abilities. The Rink is a tiny Ray Engine that is linked to the brain through over 10 billion synapses. Normally, it is used to consciously store information (data) for the user but can also be used to connect with other devices, such as other systems installed in the Aug.

The Rayengine is ubiquitous. If you're thinking of dabbling with bionics, then the Rink is very important. Although Rinks are manufactured by many different corporations, Rink are standard. The Rink can then be upgraded by installing Rink-specific additions. These are counted as small systems.

Typical Game Effect

- ◆ Allows further upgrades.

ORGAN ENGINE

Requires: Nothing

Install Method: CRC and NBG

The organ engine replaces breathing, circulation and is responsible for keeping the brain alive (Circulatory, Endocrine, Immune, Respiratory). The Organ Engine is a self regulating system that controls blood flow and regeneration, and supplies the body with nutrients from the digestive (or Endobioreorg).

Organ Engines are the second system that are usually taken by the elderly as it improves life span by replacing the heart and better providing the brain with the nutrients it can use.

Low Specification Organ Engines simply replaces the basic human systems and can provide a tougher immune system.

High Specification Organ Engines have internal oxygen storage to allow the Aug to live without the need to breath for long periods of time.

Typical Game Effect

- ◆ Consumes Augmentation points
- ◆ Allows survival without oxygen

FRAME

Requires: Endobioreorg, Organ Engine
Install Method: CRC machine

The frame replaces the human skeleton and its joints. The structure is normally personalised before installation. The Frame's primary purpose is to provide a solid structure upon which all the other systems can be mounted.

The Frame also provides the Aug with more protection from damage and allows the Aug to take more knocks before becoming knocked out (more Stun). However, the frame tends to be heavier than the human bones and so the Aug will feel a reduction in physical dexterity until the Motor system is installed.

At low specification, the Frame just replaces bones with a large effect on dexterity and little additional protection.

At high specification, the Frame provides a lot of protection and Augmentation points for little reduction in dexterity.

Typical Game Effect

- ◆ Provides more Augmentation points
- ◆ Provide more hit points
- ◆ Provides more stun
- ◆ Reduces Shift and Meat Attribute

GENERATORS

Requires: Endobioreorg, Organ Engine, Frame
Install Method: CRC Machine

Generators provide power for other Bionics systems. By taking generators, the Aug is really planning to take the next step as they do not provide any other benefit but to allow other system to be installed. The Generators need the Endobioreorg and Organ Engine to be installed first because they need space within the torso cavity.

At low specification, the generator provides little power for a large amount of Augmentation points and vice versa for high specification systems.

Typical Game Effect

- ◆ Consumes Augmentation points
- ◆ Provides Power points that are consumed by other systems.

MOTOR

Requires: Endobioreorg, Organ Engine, Frame, Generators, Rink
Install Method: CRC Machine

The motor system replaces the muscles of the human body with eno-mechanic actuators. This will feel like an enormous change for the Aug because they will feel stronger and faster as a result. Due to the enormous change that occurs, the rehab from the motor system is particularly difficult.

A low specification, Motor systems give the Aug the same statistics as an average human. For those with massive limb damage, this is a cheap and worthy alternative.

At high specification, Motor systems can allow the Aug to leap long distances, run faster and be more dexterous than most humans.

Typical Game Effect

- ◆ Improved Meat and Shift

- ◆ Drop in Soul Attribute

SENSORIUM

Requires: Rink
Install Method: NBG and CRC

The Sensorium replaces and extends the five senses. Physically, the visual, olfactory (smell), auditory (sound), touch and taste are replaced. Most people find that the improvement in all these makes the world seem sharper. As the senses are extended, then the amount of reality that the Aug can sense is greatly improved. This either has the effect of disturbing the Aug or enlightening them. Rehabilitation is a very necessary part of this system, to allow the Aug to make best use of the sharp and broad senses.

At low specification, the human senses are replaced with a sharper version.

At high specification, the full range of things that modern sensors can sense are placed in, giving the Aug an unparalleled view of the world.

Typical Game Effect

- ◆ Provides better senses for viewing things

LIGHT/HEAVY ARMOUR

Requires: None / Endobioreorg, Organ Engine, Frame, Generators, Rink, Motor
Install method: CRC

Armour provides additional protection to the systems of the Aug. Armour is split into two types, Light and Heavy. Light armours can be placed under the skin and provide protection to vital organs. A frame and motor are not required.

Heavy armour needs more space inside the body and a strong structure to attach to. Therefore, it needs the Frame and Motor units (and everything else that goes with it).

Low specification armours are heavy, encumber the individual and take up a lot of Augmentation points for very little gain.

High specification armours are light, take up few Augmentation points and provide excellent protection.

BORGING

Some Heavy Armours are marked as Borging armours. If these are selected, then the skin of the Aug is removed and armour is replaced. At this point, the Aug is a Borg, not a Cyber and the last vestiges of humanity are removed. This includes genitalia.

Typical Game Effects

- ◆ Consumes Aug Points
- ◆ Provides hit points and, armour rating
- ◆ Reduces Shift and Meat

OTHER SYSTEMS

Requires / Install: Depends on system

There are many more systems that can be installed by the Aug and they have their own properties and requirements. They are not standard augmentation systems and include their own descriptions. These systems range from Grav Packs to medicine injectors. The reason their types are not listed here is that they are not required to make a Bionics suit.

PROPERTIES OF A SYSTEM

A system is described by a number of different items, each one describes the effect it has on the game world. Here is a list of all of the items and the effects they have:

Manufacturer

This is the company that produces the item. Your GM might allow a price discount if you are well acquainted with the company.

Cost

This is the amount of credits the system costs to buy. Add the cost of each system together for the final suit.

Rarity

This is how rare the system is in percentage (%). Roll over this value to see if your local stockist has it. The rarity of the bionics suit is the rarity of the largest value.

Type

Either Cyber, Borg or Both. Some systems can only be used as a system under the skin (Cyber), some require the full body replacement to have happened (Borg) or some are good for both. A Suit can have a mix of Both and one of the other types.

Install

This is the time in hours the system takes to install. Add this number to the Install times of the other systems.

Rehab

This is the time in hour that the Aug will need after installation to recover from the installation. Add this number to all the other rehabilitation times.

Interval

This is the time that must be waited before another system can be installed. If more than one system is installed in one go, take the largest value.

Machine Install

Denotes which machine is needed to install the system. Either CRC, NBG, Mechbay or a combination. Most bionics shops will have both, so this is less of a problem.

Augmentation Points

This is the space that the system uses in the suit. Some systems give Augmentation points (such as the Frame) where others use them up (Such as Generators). Add the Augmentation points together.

Power Consumption

This is the amount of generator power the system requires. Add the Power Consumptions together.

Attributes (Battle, Meat, Shift, Soul, Wit)

These are your character Attributes and systems will have an effect on them. To calculate these take your starting character statistics and then add the suit effects onto them.

Body - Armour Rating

Armour adds protection from the systems. The Armour Rating is dealt with slightly differently to the rest of the body. To work out the Armour Rating, take the highest Armour rating of all

the systems.

Body - everything else

Hit points and stun denote how tough the Aug is. Add up the System effect of all the items.

Game Effect

This tells you what game effect the system might have. Things like resistance to disease or a weapon firing modifier. Just list these at the end of your suit.

INSTALLATION INSTRUCTIONS

The art of installing bionics is a matter of adding, subtracting and finding the biggest or smallest value. For each system you have, add up the numbers. Once you've installed, check that the following rules apply:

1. Augmentation Points and Power Consumption may not be negative.
2. Statistics must be larger than 0.

These rules apply once you've installed all of the systems, if they are broken during your installation then that's not a problem. You can't, however, have you character walking around with zero or negative statistics between separate installations.

UPGRADING SYSTEMS

When upgrading a system you already have installed, subtract the hit points and modifiers of the system you are removing and apply the new modifiers of the new system. The rehabilitation time will be the same as it takes considerable effort to readjust.

Bionics Installation Example

This example will show how a character can be incrementally installed. If you just want to install a ready made suit, then check out the pre-made suits in the Equipment Index.

John Smith, our example character from character creation, has decided that his humanity is available for trade. For this example, some example systems have been invented (and can be found in the Appendix). To augment your character, use the systems in the Equipment Index, where there is greater variety.

John Smith			
Attributes		Body	
Battle	6	Armour Rating	1
Meat	6	Head	10
Shift	5	Left Arm	10
Soul	9	Torso	40
Wit	3	Right Arm	10
Augmentation Points	6	Left Leg	15
		Right Leg	15
		Stun	50
Installed Systems			
None			

Game Effects

None

STEP 1: ENDOBIOREORG

With John, we're going to incrementally upgrade him, step by step. He starts with 6 Augmentation points (the same as his Meat Attribute). Looking at the requirements diagram, we can begin with Endobioreorg, Organ Engine or Rink. We'll start with a Test Endobioreorg called a Aero Digestion TEST1.

John Smith (Step 1)			
Attributes		Body	
Battle	6	Armour Rating	1
Meat	6	Head	10
Shift	5	Left Arm	10
Soul	9	Torso	55
Wit	3	Right Arm	10
Augmentation Points	5	Left Leg	15
		Right Leg	15
		Stun	50
Installed Systems			
Endobioreorg: Aero Digestion TEST1			
Game Effects			
Poison resistance. Aug can survive 3 days without food or water (normal human)			

STEP 2: ORGAN ENGINE

The next best step is the Organ Engine, which is another step before getting the Frame installed. We're going to install the Surebeat Test1 organ engine.

So far, this suit is costing a lot of money and the benefits are minimal. To really get some benefit, you need to install Frame, Generators and Motor too.

John Smith (Step 2)			
Attributes		Body	
Battle	6	Armour Rating	1
Meat	5	Head	10
Shift	5	Left Arm	10
Soul	9	Torso	65
Wit	3	Right Arm	10
Augmentation Points	4	Left Leg	15
		Right Leg	15
		Stun	50
Installed Systems			
Endobioreorg: Aero Digestion TEST1			
Organ Engine: Surebeat TEST1			
Game Effects			
Poison resistance. Aug can survive 3 days without food or water (normal human).			
Resistant to disease.			

STEP 3: FRAME

The frame provides Augmentation points to build other things into. John will be using the most basic frame. At this point, there will be a hit on John's Attributes. This is because the bone matter has been replaced with a metal version and so he weighs more. This would feel weird and thus effects John's humanity and mental stability. The benefits in extra hit points are slight but John gets extra Augmentation points to mount generators and motor systems onto.

John Smith (Step 3)			
Attributes		Body	
Battle	6	Armour Rating	5
Meat	4	Head	60
Shift	2	Left Arm	60
Soul	9	Torso	215
Wit	3	Right Arm	60
Augmentation Points	10	Left Leg	85
		Right Leg	85
		Stun	150
Installed Systems			
Endobioreorg: Aero Digestion TEST1 Organ Engine: Surebeat TEST1 Frame: Powerline TEST1			
Game Effects			
Poison resistance. Aug can survive 3 days without food or water (normal human). Resistant to disease.			

STEP 4: GENERATORS

Before we put a new set of muscles (Motor) into John, we need to add the power first. Quite often, the Generators and the Motor systems are added at the same time. As you can see, the Generator is heavy and so reduces John's Shift considerably.

John Smith (Step 4)			
Attributes		Body	
Battle	6	Armour Rating	5
Meat	4	Head	60
Shift	1	Left Arm	60
Soul	9	Torso	215
Wit	3	Right Arm	60
Augmentation Points	7	Left Leg	85
		Right Leg	85
Power	10	Stun	150
Installed Systems			
Endobioreorg: Aero Digestion TEST1 Organ Engine: Surebeat TEST1 Frame: Powerline TEST1 Proaq TEST100			
Game Effects			
Poison resistance. Aug can survive 3 days without food or water (normal human). Resistant to disease.			

STEP 5: RINK

The Rink is generally a very useful device to have but it is required if you want the Motor system as it provides communication between the brain and the artificial muscles. It does not have any affect on John's Attributes or hit points but it does allow lots of other systems to be installed.

People normally have this installed first but it is included here to show it's not required until this point.

John Smith (Step 5)			
Attributes		Body	
Battle	6	Armour Rating	5
Meat	4	Head	60
Shift	1	Left Arm	60
Soul	9	Torso	215
Wit	3	Right Arm	60
Augmentation Points left	7	Left Leg	85
		Right Leg	85
Power	10	Stun	150
Installed Systems			
Endobioreorg: Aero Digestion TEST1 Organ Engine Surebeat TEST1 Frame: Powerline TEST1 Proaq TEST100 Rink			
Game Effects			
Poison resistance. Aug can survive 3 days without food or water (normal human). Resistant to disease.			

STEP 6: MOTOR

This is where Andrew will feel a big change from normality. Super human strength and speed are the outcome of getting Motor installed. We'll go with the most basic version again.

John Smith (Step 6)			
Attributes		Body	
Battle	6	Armour Rating	5
Meat	11	Head	60
Shift	10	Left Arm	60
Soul	8	Torso	215
Wit	3	Right Arm	60
Augmentation Points left	5	Left Leg	85
		Right Leg	85
Power	2	Stun	150
Installed Systems			
Endobioreorg: Aero Digestion TEST1 Organ Engine Surebeat TEST1 Frame: Powerline TEST1 Proaq TEST100 Rink Motor: Torquedrive TEST4			
Game Effects			

Poison resistance. Aug can survive 3 days without food or water (normal human).
Resistant to disease.

HAVE A BREAK!

At this point, we could leave the suit as it is and John would have boosted statistics beyond the human norm. However, most characters would want to go two steps further with a Sensorium (improved senses) and Heavy Armour (better protection).

STEP 7: SENSORIUM

John will still be sensing the world through his normal 5 senses up until this point. An upgrade to the sensorium will take a little getting used to as the world will appear in much better clarity. Once again, we'll go with the basic model of Sensorium: Apply this to John will have the following effects (mostly the addition of extended electromagnetic spectrum of senses, EM):

John Smith (Step 7)			
Attributes		Body	
Battle	6	Armour Rating	5
Meat	11	Head	60
Shift	10	Left Arm	60
Soul	8	Torso	215
Wit	3	Right Arm	60
Augmentation Points left	5	Left Leg	85
		Right Leg	85
Power	2	Stun	150
Installed Systems			
Endobioreorg: Aero Digestion TEST1 Organ Engine Surebeat TEST1 Frame: Powerline TEST1 Proaq TEST100 Rink Motor: Torquedrive TEST4 Sensorium: Senseboost EX20			
Game Effects			
Poison resistance. Aug can survive 3 days without food or water (normal human). Resistant to disease. EM Sensors			

STEP 8: HEAVY ARMOUR

The final step for John is to install some additional protection. We'll take the budget armour, which will add some more protection against firearms.

John Smith (Step 8)			
Attributes		Body	
Battle	6	Armour Rating	25
Meat	8	Head	1560
Shift	6	Left Arm	1060
Soul	8	Torso	2715
Wit	3	Right Arm	1060

Augmentation Points left	0	Left Leg	1185
		Right Leg	1185
Power	2	Stun	250
Installed Systems			
Endobioreorg: Aero Digestion TEST1 Organ Engine Surebeat TEST1 Frame: Powerline TEST1 Proaq TEST100 Rink Motor: Torquedrive TEST4 Sensorium: Senseboost EX20 Forceguard EX22			
Game Effects			
Poison resistance. Aug can survive 3 days without food or water (normal human). Resistant to disease. EM Sensors			

SCAVENGER SETTING

Junk is worth money to someone. Junk is free. There are billions of tonnes of junk, all worth money. A Deep Space Scavenger's job is to find, repair and return for sale. In Gaia programmes, the Scavs are romanticised relic hunters, sifting through jewels and art from before the Droid War. In reality, they are treated as the lowest of the low when it comes to ship crews. Scavs spend their time in dangerous wrecks, hunting out cargo and objects of value. Within these floating shipwrecks could be any manner of dangers: traps, dangerous equipment or even a stranded Droid.

All within the supposed safety of the Light Jump Net, these wrecks range from the results of modern piracy or the ancient invasion of the Droids. A persistent search of space rarely travelled is the home of Scavs, a long way from any Orbitals or colonies that could give assistance. Even if you did use a Gaia beacon to call for help, it could be days before any ship could get to you.

This Setting is designed to introduce you to Icar in small steps. Your character will begin with very little except the promise of great fortune. As you progress, you will acquire better technology and even your own space craft - either to serve your own personal goal or seek further fortune.

WHAT'S HERE

This is the players section for playing a team of Scavs. It will introduce you to the rest of the crew (non-player characters that will be played by your GM), help you create a character, tell you how salvage works and introduce you to Anadar Cluster, which is where you will be treasure hunting.

SALVAGE VESSELS

A Salvage Vessel is a space craft normally converted from a decommissioned space craft of some another role, such as freighter or executive transport. The vessel normally has the following characteristics:

- **Large.** Carrying in bulk saves money and saves on charges incurred at Orbitals. Also, larger items tend to have a better credits per tonnage price.
- **Inexpensive.** Created from salvaged parts and normally evolved from what is available at low or no cost. This leads to a Salvage Vessel being:
- **Slow.** An Salvage Vessel takes many years to Salvage one small area of space, returning to base only to off load cargo and sell on.
- **Ad hoc shape.** Unlike the executive or large trade vessels, the Salvage Vessels tend to be unsymmetrical in shape. This adds to the lack of appeal they have.
- **Poor Condition.** Most of the systems on board that do not directly aid the operation of the craft (bioreorganisers etc) are normally of poor quality. This makes the standard of living generally low.

CREW MEMBERS

Salvage Vessels have a very strict crew structure. In an emergency, everyone needs to know who is in charge and what their role is. Also, a crew structure allows the crew to have the feeling that they are advancing. The number of crew members are kept to a minimum and most have two jobs. In general they are split into *Salvage Team* and *Home Team*. All crew members work equally when in search of salvage, but when they approach a wreck, the Salvage Team normally enter the vessel whereas the Home Team remain on the Salvage Vessel. Every person in the Salvage team has a speciality, but they all share some areas of skills. Most of the Salvage Team are technical crew members.

THE BOTCHERY CLIPPER

Your first job on a Scavenger Vessel will be on the Botchery Clipper. A converted long haul freighter, the Botchery Clipper appears to be a typical Scavenger Vessel. On closer inspection the patchwork of modifications and improvements hide a multitude of sins and hidden areas. To anyone without stars in their eyes it looks perfectly camouflaged for its job: a pile of junk. To romantics, it is gushing with quaint charm.

THE CAPTAIN

This is the person who takes responsibility for their crew. The Captain nearly always manages the accounts and makes the final decisions. The Captain also gives the motivation and drive, striking the balance between a happy, well working crew and profit. When attending some salvage, the Captain rarely leaves the Salvage Vessel (Home Team).

Ms Madeline Stuo

The Captain of the Botchery Clipper is a tough woman of 62 years old (old Earth time about 35 years old). Before buying the Clipper from another Salvage firm, she spent 30 years as a technician on the Drackis Orb, Remmar. A thin and harsh woman, she speaks very little and is already going grey. She insists on uniformity within the crew and thus wears a one piece boiler suit just like the rest. Captain Stuo has loose morals and can make some very quick and cold decisions. Too thin to be attractive and with long black hair invariably tied into a bun, she often appears older than she is.

THE MEDIC

Every commercial Vessel requires a medically trained person before any other crew members are employed. The Medic is the second most important person on the ship, with them, the ship may not operate (there is no law but generally accepted canon). The medic often has plenty to do on an Salvage Vessel, from dealing with injured crew members returning from a dangerous Salvage mission to making sure the Captain spends enough money on the medical bay equipment. The medic only leaves the Salvage Vessel in dire circumstances (Home Team).

Dr Sorex

The Medic on the Botchery Clipper is an automaton of Dorian design. Educated with some of the best medical programs available, there is not an illness he can not cure. Unfortunately, he hates the Captain, his owner, her sliding morals and lack of respect for the lives of living creatures goes against his very deepest soul. Having dealt with this

kind of laissez faire attitude to life has made him bitter and cynical, giving him the worst 'bedside manner' imaginable. Although humanoid in feature and shape, the metal skin (which he says is a reminder of what he is) that covers him is poor testimony to his complexity of design.

THE CHIEF TECH

The last part of the Home Team is the chief Tech. This person makes sure that the Salvage Vessel is not in danger and keeps the systems on board in fine working order. The Chief Tech is often made second in command and spends most of their time between engineering areas and the bridge. The Salvage Team normally report to the Chief Tech.

Iss Horn Barnarder

Known as 'The Chief', Iss Horn Barnarder is one of the most experienced Scavs in the trade. At the ripe age of 102, The Chief has been on Scavenger Vessels since he was 10, 'retiring' to the Home Team only 20 years ago. The Chief is very much like a father to the crew and treats them all with respect. Unfortunately, he is a 'soft touch' and although he could stand up against the often heartless will of the Captain, he always backs down. The Chief is human, bald and walks with a limp. The Chief also has many stories and rarely attempts to tell the same one twice. He misses the excitement of being in the Salvage Team but understands that the Away Team on the wreck need his support back on the ship.

Scavenger Characters

The Player Characters play a Scavenger Team. This team is often ordered to go onto places which are dangerous and must scavenge items that can be sold on later. This must be done quickly. Every member of the team costs money to keep on board, so each member has to prove their worth. If a member of the Team is not pulling their weight, then they are likely to be fired at the next port. It is rarely the case that a whole Scavenger team is lost while on Salvage. This is tragic and leads to the main ship returning to port to hire a new team.

People from different walks of life join for either the adventure or to escape from something. New teams are difficult to form from scratch, people are suspicious about an Salvage Vessels requiring an entirely new team.

The New Botchery Team

I was bored. I saw an advert for a Scav Away Team. I knew that Scavenger Vessels are not as prestigious as freighters, but then a freighter is not nearly as exciting. And they require you to be qualified first! I needed experience to join the crew and needed to join the crew to get experience. Not on a Scav. They'll take anyone with a heartbeat.

So I turned up and seemed to have what they were looking for skills wise, there were some others there too. An old man talked to us, he told a story about how lonely and cold space is but how rich the rewards can be. Then the Captain, who was this old woman spoke in a jumpsuit said a few words and that was it. We were to leave tomorrow. We'd not even been shown the ship! One of the other new recruits said that this was probably a good thing.

CHARACTER CONCEPTS

Before getting into skills and training, it is wise to consider what sort of person goes to work for a Scav. If you can't think of a character concept straight away, then choose one of the concepts below and then build and twist it as you play. These are just examples, please feel free to invent or twist the ones that are here. They are designed to give you a jump start into the character. After you have chosen a Concept, move onto getting a Skeleton.

All these concepts refer to a small space station called an Orbital. You do not have to start there. If you have a better idea, suggest it to your GM to see if it fits with the starting plan.

Idealised School Leaver

You've left School, you're 18, you know your subjects well and now your ready for the big wide world. Your parents are hassling you into joining some technical division of the Orbital on which you live, but you want more excitement than just fixing people's showers. You're proud, impulsive, enthusiastic and have a naive and inaccurate view of space travel. You've secretly read about Scavs, listened intently to stories and it sounds like the live for you. You want everyone to like you and be part of a family that fights through adversity. Fortune is less important, riches can come later. The small Orb you come from is just too hick, you want to see the stars and fly through nebula!

Ex Convict

You made a few mistakes and you've done time on a Star Enforcer prison colony. You have no money and are sick of living in the orbital's sheltered accommodation for rehabilitation. You have to get off this bloody place but no trade vessel will take you. You need employment with someone who won't ask questions - and won't mind if they find out you've done time. You're worldly wise, courageous (only the weak obey the law), humble and fearful of committing crime.

Waster

You've wasted you life away with avoiding work and having fun. You need to prove to yourself that you're not worthless. You're generally a nice person, but the skills you have are not accredited and you can't get a job. You've worked low grade jobs that would be done by an Automaton on richer colonies. You didn't stick at any of them. Being on a Scavenger Vessel sounds more interesting than serving fat businessmen their food and will give you an employment record. If you don't like it after a few days, then you can just leave. You're not really into the whole danger thing, just a steady pay packet and some respect.

Sociopath

You don't like large numbers of people and you have a temper problem. You don't like crowded areas. You don't like authority too much. You will go with the crowd, only if the crowd are going your way. You want to fight for life a little, but the authorities won't allow you to express yourself. You've been told to leave the orbital. You know all the conspiracies, you tap into all the main information sources and you find it difficult to trust people. The Scavvy is the best place to be, no conspiracies, no trouble, otherwise you're dead. Perfect.

Failed Trader

You lost your ship. You had it all, a crew, respect and your own damn vessel. Now you've lost it all. You just didn't know when to be humble and listen to others, your selfish and foolhardy manner has meant the end of career. And now, you're reduced to this: a bloody Scavvy, the lowest of the low. You were great and you will be great again, if only the bitterness would go.

Dreamer

Where science and art met, you lived. Right on the edge of it all. The money dried up. You don't really understand why, it just went. You're virtuous and honest to the point of self destruction, but without art, your fiery temper has nothing to vent itself on. You need a job but your qualifications are not enough for a trade vessel, so the Scav sounds like the best place. They're all oddballs, they'll appreciate you.

Mid-life Crisis

You've spent your life playing it straight, working for Corporations making pointless rubbish for a virtual world. You're 60 years old and you've spent them all playing it safe, taking no risks. You're fit and healthy and have lead a good life. Now you want to have the excitement you have been missing. You're not going to like the step down in living standards that the Scavenger Vessel is going to offer but it will be worth it for the adventure! Now you will know what it is like to really live.

SKELETONS

You have chosen your Character Concept. This is what makes your character tick. Now this needs to be wrapped around a skeleton. Many of the skeletons look very similar. This is because what makes a Scav character unique is the Character Concept. You will notice that each skeleton has a primary and secondary role. This only suggests the sort of skills they have and what their function is, do not think this is a restriction to how you can play your character. Normally, you get one of each type in a crew.

The detail of each skeleton is given at the end of the Scavenger Setting, just before the GM guide.

Security

Your main job is ensuring the safety of the rest of the Scavs. Your technical knowledge is used to make sure the wreck you are salvaging is safe to work on. You are the one with the gun.

Weapon skills and general tech.

Rayengine Technician

You are the hacker, computer freak. Quite often, you are needed to open airlocks using Gaia or source information from the wreck's computer (such as logs or cargo manifests).

Gaia/hacking skills.

Colony Technician

When it comes to the technology behind colonies, you are the best. If it is on or under the ground, you know what to get and from where. You can open up the systems in minutes. You also know about explosives, getting in and out is important!

Colony technology skills and explosives.

Zero G Technician

If it's in space, you know about it. You are the main drive on most scavenger operations because you know the most about floating wrecks. Operating without gravity comes second nature to you.

Space Craft and Orbital Know skills.

Human Resources

Often, the crew of the wreck are not quite dead enough. At this point they need to be sorted out. Also, you know what gets good prices and what the market wants. You are the dealer. The Human resources member also have the task of finding new crew members when the Captain is busy.

Street and Trading Skills and Empathy / Persuasion.

Special Skills

The following skills are possessed by all Scav Team members. They do not appear elsewhere and count as specialist skills used only by Scav Team members. As the Scav Team members are usually new to the job, they begin at starting levels. If a character is to have experience in the field, then they are to begin with (5 x Wit)+10 percentage.

ZERO G OPERATIONS

Shift Wit. Instructor.

Operating in Zero G is not easy for most, it can be disorientating and difficult. However, Zero G can also be used in favour of the worker, taking the strain and weight of tools. When entering Zero G conditions (each time), this skill must be rolled. If pass, then no further effects. If fail then the user will find every task at difficulty HARD.

MECHASYS EXTRACTION

Shift Wit.

Requires: Possession of any 'Systems' skill.

When removing parts from a wreck, it must be done quickly and without damaging the item. This skill is to be used when an item is not easily removed. First, the appropriate skill is used and if this passes (at normal difficulty) then Extraction is used to remove it without damage. A pass will mean that the unit may be sold as new, otherwise a loss of money will occur.

Scavenger Operations

Scavenger Operations are dangerous but the dangers can be lessened by using a standard operating procedure. A series of guidelines that help stop problems before they develop and avoid putting the whole crew into danger. The steps below assume that the salvage is chanced upon. If the crew is tipped off about the location of a worthwhile wreck, then the first step is normally missed.

The timings 'out' from the salvage are the number of hours until the team set foot on the salvage.

1. LONG RANGE DETECTION

While Light Jumping through space, a non-astronomical object can be detected from afar (1 square on the cluster map either side of the route). Very little information can be

gathered during Light Jump so the journey may be changed to take a jump nearer to the object. The Scavenger Away team may not be notified that the route is changing. This is normally between 10 and 12 hours out.

2. APPROACH

The Scavenger Team are put on standby and begin equipping. At this stage there is no idea whether the wreck will produce anything of any value or not, although the Salvage Vessel crew are committing themselves to taking a closer look. This is 8 hours out.

3. MEDIUM RANGE SCAN

The Salvage Vessel will not Light Jump close to the object, it is dangerous to do so: sometimes space anomalies appear as objects on long range sensors.

The Salvage Vessel leaves Light Jump and performs a medium range scan at about 6 hours out. From this scan, quite a lot of information can be gauged, such as type of wreck or colony and estimates of value are made. The Captain will decide whether to continue to the wreck or to move on based on the information presented and the expertise of the crew. A meeting is normally held post-scan for this reason.

4. CIRCUIT OF WRECK

A close range (5000 km, further if it is a planet, moon or Orb) and 2 hours out, an information gathering circuit of the wreck is performed. By the end of the circuit, the Scavenger Team must be completely ready to begin. This final circuit will provide tactical and safety information for the Scavenger team. Life support and structural information is also gathered.

5. SALVAGE TEAM BRIEFING

1 hour before the operation the team are briefed by the Chief and the Scavenger Team leader. The particulars and jobs are set out for the team.

6. SALVAGE MISSION

Zero hour, the team arrive on the salvage for their mission. The mission can take between 1 hour and 10 days depending on the size of the wreck or colony. The Scavenger Team work 30 hours and then rest for 10. If the Salvage Vessel is more than an hour away, rest periods are taken on the salvage, be it a colony or wreck.

7. SALVAGE TEAM POST BRIEFING

The Team return to the Salvage Vessel once either all of the salvage is collected or there is no more room on the Salvage Vessel. An inventory of all the equipment is done and the team analyse how they can work better in future.

8. DEPART

Any objects removed from the wreck are cleaned, catalogued and stored ready for sale. The Salvage Vessel either returns to base for sale and repairs or continues the search for more wrecks.

SALVAGE LAW

What constitutes Salvage? Is there still an owner? Salvage law was originally instated by the Imperium in 6002 and used technology to solve the question of ownership. Salvage is defined as:

Any item which has been discarded by the owner or where the owner is deceased and no claim has been made on the item. Upon locating Salvage, Star Civilisation must be contacted to register salvage rights.

Star Civilisation (SCIV) handle all the claims over Gaia. Anything outside the Light Jump Net (and the umbrella of Gaia) is not covered by Imperial Law. Many objects are found and registered each day on the Junk List including those that are registered by crews who must leave a craft due to systems failure. The abandoned craft will remain registered on the junk list for 50 years, after which it is available to anyone who wishes to salvage it. Of course, some Salvage Vessels will return a wreck to a Star Dock - for a fee. Colonies cannot be listed on a Junk List, so salvage cannot be protected by

Although this is the law, it is often the case that they are bent and broken. Many of the SVs operate in areas where the Star Enforcer Fleet do not have a great presence. This often leads to Piracy.

PIRACY

Piracy is any criminal act where a space craft is used for arrival and departure. Just about any crime involving Salvage Vessels and wrecks are considered piracy. There are also space craft posing as freighters

PROFIT AND LOSS

Everyone on an Salvage Vessel needs to pay their way. If a crew member from either Home or Scavenger Teams are not pulling their weight then the Captain will fire them. Salvage Vessels do not make enough profit to accommodate wastefulness. Every Salvage Vessel has a daily running cost, including crew pay, typical repairs and food. When visiting an orbital (which charges docking fees) the amount of salvage sold must cover the expenses for the next trip out. Therefore, a balance must be achieved between searching for and actually stripping a wreck. Also, the Salvage Vessel has a maximum tonnage it can carry. Every item has a price/tonne. Bigger items tend to have a high price/tonne as do valuables: such as a space craft AI Rayengine (which is the size of a gob stopper). All pieces must be evaluated and the Salvage Vessel only ever returns when it nears its tonnage capacity.

Scavenger Equipment

All Salvage Vessels have their equipment customised. Every wreck that is encountered has a treasure trove of items that can either be sold or installed. This leads to some inventive uses of spare parts and installation of nonessential parts, purely because they became available and are not worth selling. Although there is a large amount variation between the equipment and systems on different Salvage

Vessels, there are some items which appear just about everywhere. They are outlined here (equipment sheets can be found in the Equipment Index).

ORBIHAUL SHUTTLE

Designed by Forrester, this Heavy Grav vehicle is used by all Salvage Vessels for travel to and from wrecks, carrying back any stripped items and for travel to colonies. It is extremely robust, quick and easy to repair and designed to be spacious. The Orbihaul suffers from being extremely slow and handles very poorly. These are normally not considerations for Scavenger crews who require space and reliability.

SHAKESPEAR TECH KIT

This tech kits has everything a Scavenger Technician requires in a handy body harness. Contents: A compact 400 Poraq power supply, flux cable, power knuckles, a Gaia to Prospace Converter, screamer (for networking into flux transmission lines) and Diagnostic Software. Gaiajack and Isis not included (required).

SHAKESPEAR MECH KIT

This Mech kit includes many different tools for extracting items from a wreck and comes in a handy body harness. Content: 2 handed Energy Cutter (BF 78 on touch), Allosealer (joins two bits of any metal together), Torque Gun (releases anything that rotates) and some Allotape (Gaffer Tape).

ENVIRONMENT SUIT

An unarmoured suit which survives extremely hazardous environments. From -200c to 500c temperature, zero gravity and 0 pressure to 10 bar. It also shields from radiation and the electromagnetic spectrum. All Grav Packs comes with a pro-space Communications system (range 100Mm) and a Grav Pack (Speed: 10, Acceleration: 10).

Anadar Cluster

Situated in the very heart of Remmar's Darkspace, Anadar is an unruly frontier Cluster. The Imperium, spread too thinly across Remmar, have only a toe in Anadar and as such Anadar and the Darkspace around is abound with dangerous opportunity.

Anadar has only a handful of successful colonies and those are clinging onto their own existence. As the Imperium's influence is weak, there is great opportunity in Darkspace for a new Imperial Peer. Two powerful industrial families have risen to the fore: House Granger and House Tacquent. These two families battle economically for control of Anadar by helping fledgeling colonies grow, using fleets of freighters to supply colonies and acting as much like an Imperial Lord without having the power or recognition.

Freighters regularly make the Darkspace crossing from Hub to Rim sides of the Sector. There is too much volume for the Star Enforcers to cover, so piracy is rife.

Anadar was not always a frontier system, before the Droids invaded it was a haven for wealthy patrons of the arts and the artists they funded. The relative sparsity of colonies made also made it an ideal hiding place for pirates and criminals.

CORISK

The System of Corisk is a shining light in all of the Darkspace clusters. The first to be re-colonised after the Droids were swept away, Corisk is unique in that it has had enormous levels of Imperial resources used upon it. The Imperial presence here is obvious too: shining new Mex Cities, high density of farming on its two inhabitable worlds, a refurbished Orb and profitable mining wherever possible.

Two of Corisk's fifteen worlds are inhabitable. They are called Florence and Penelope and orbit directly opposite each other. Florence is the largest and most populated and has three moons, all of which have thriving mining communities. Florence's climate is temperate, controlled by a complex interaction of moon gravitational pulls and a brand new atmosphere generation plant.

Penelope is moonless and has a wide range of climates from iced poles to a desert equator. In orbit around Penelope is the Boudika Orb, a clean and well tended Orb whose ordered surface looks like a botanical garden. A healthy rivalry exists between Florence, Penelope and the Boudika Orb. Corisk is as close to a typical Imperial system as you will find in Remmar.

Corisk does have its problems. The Imperium have abandoned attempts to repair the space craft dock in Boudika Orb - which would allow repairs to space craft. Crewing the space craft dock became impossible with Tacquent's aggressive employing of technical staff on his Colony of Essofin. As such, Essofin remains the only place where space craft can have repairs. The same is true for technology manufacturing, which Essofin has cornered all of the experts.

ESSOFIN

Essofin is the home of the self-styled Lord E. Tacquent and his dynasty. Acquentia, a single inhabitable world of tropical climate is the focus of this seven planet system. Essofin is run entirely by the Tacquent dynasty. All the major corporations in Essofin are owned by Tacquent family members.

Essofin is prosperous, built upon a technological manufacturing empire. The Tacquent industrial cartel allows the economy to remain stable and huge taxes to levied. Lord Tacquent claims that the taxes are ploughed back into Essofin but as strict numbers are not published, it is difficult to tell whether this is the case.

Acquentia is a mixed climate world with several moons (one of which, called Prometheus, is also inhabitable) and many orbitals.

Falling out of favour with the Tacquent family is bad for business as taxes are levied against companies not owned by a Tacquent family member.

Part of Essofin's success is its excellent law and order record. Essofin has a civilian police force called The Metropol who tirelessly work to keep criminal elements off Essofin. By entering the system of Essofin, you agree to sign up to an augmented set of Imperial law and also sign away some of your rights too. The Imperium is not happy with this arrangement but does not have the resources to deal with it.

OBYRWORLD

Obyrworld is a single planet in the Amo system. The other planets of the Amo system were destroyed in one of the most bitter defences of the Droid war. The system is littered with planetary debris in the form of asteroid belts, leaving only Obyrworld intact.

Obyrworld is circled by a set of rings, the remains of three Orbs, which were destroyed by colonists trying to stem the tide of Droids. The rings consist of technological fragments of these artificial moons, rich in both danger and reward. The Imperium classifies Obyrworld simple as "You're on your own". The number of objects is too great and the movement too chaotic to simple scan for goods, the only way to find salvage is to get in amongst the debris.

The planet surface has an unpredictable climate. A single remaining atmosphere generation plant fights to keep the air breathable and surface temperate. Within a week, the weather can change from desert conditions to tundra and then tropical forest. Only the toughest plant life clings to the rocky surface.

The lethal rings of Obyrworld entice hundreds of green Scavenger crews but their danger is far from Newtonian. Pirates are said to operate around Obyrworld. Trade craft do visit Obyrworld to sift through the 'valuables' found in the rings.

DESS-KAY-DAR

A system rich in both minerals and chaos. There is a running joke held by people who do not live there that Dess-Kay-Dar has a 'Government for every season'. Dess-Kay-Dar has two colonies: Fexor is the prime colony, an inhabitable fourth planet, who's landmass is sparse amongst massive seas of water; Parachania is the fifth in the system, a rocky planet whose valuable mineral resources has lead to a sprawling sub-surface colony that can house hundreds of millions.

To list the factions fighting for control on Dess-Kay-Dar would be impossible. Shifting politics, allegiances and alliances make for a very volatile situation. Couple that with inter-colony rivalry, an almost inexhaustible supply of hired mercenaries and business unchecked by the Imperium and you have a vibrant and unruly backdrop.

There is never an outright war in the system of Dess-Kay-Dar as that would scare off the trade vessels but tempers do flare and bring with them riots and quelling.

KALE

Loved by its colonists, Kale is a system of only one colony and a thriving food industry. Founded on ideals of peace and love, Kale uses only machines that are absolutely necessary for them to live and communicate with the outside world.

The colony is on paradise planet of Harramunda, the 6th planet of the system. At the time of the Droid War, Kale only had a few thousand inhabitants - all of which evacuated safely, leaving the world to thrive. The Droids passed by the empty planet to concentrate on areas where there were higher densities of humans.

Automatons are banned on Harramunda. Any space craft based Automatons (such as space craft avatars) must remain on board.

PRI-SOT

Pri Sot is a system somewhere between myth and reality. Referred to in pre-Droid war media as a utopian paradise for artisans and their patrons, it is one of the reasons Anadar was ever famous. What makes Pri-Sot a myth is that its location was only ever shared by word of mouth and has since past into obscurity. There are Scavenger Vessels dedicated to finding Pri-Sot, although the crews are treated with some considerable contempt.

RHOT ORB

Rhot Orb holds a planetary orbit in the system of Rhot and is remarkable because it was largely untouched by the sweeping obliteration of the Droid army. The Orb's automated processes have continued to function since the Droid War and the plant life inside has long since taken over.

Rhot Orb has always been a favourite location for tales of hidden treasure. The most whispered story is of a pirate fleet who took refuge there when the Droids came. When they realised that the Orb was to be left untouched by the Droids, the pirate fleet took the Orb over and used it as a base of operations and a place to hide valuables they stole. After a year of stockpiling treasure there, the pirate fleet met the Droids head on and was destroyed.

POWER AND INFLUENCE

Like any Cluster, Anadar has its fair share of local celebrities and companies. This is not an exhaustive list but gives those that you would have heard of.

Lord E. Tacquent

At 54, this industrialist and trader is a growing influence in Anadar. Based on Essofin, the self-proclaimed Lord Tacquent is a harsh man who runs a tight police state where little crime exists. Tacquent has publicly denied any aspirations for Imperial Peerage nor does he want any Imperial presence on his system. Any publications about Tacquent are carefully controlled, so little information on Gaia is available. It is undeniable that Essofin is the most profitable system in Anadar.

Tacquent heads a family that acts like a dynasty. The family is huge and controls all of the main industries on Essofin.

The Fleet of House Granger

The Fleet of House Granger is the name given to a nomadic fleet of space craft that roam Anadar. The fleet is not only huge but consists of gargantuan ancient space craft. The Grangers have a calm and respectful outlook and as such those that work and live in the fleet are happy to do so. The fleet is self-sustaining and stops at systems to off load food and manufactured technology while picking up raw materials. It is best to think of the fleet as a roaming planet. They are not a trade group as such because they do not work routes back and forth between planets.

The Granger family themselves try to keep out of the spot light, although it is their wealth (and investments held in Sayshell Sector) that allows the fleet to ride through economically hard times. They lend their name to the fleet but are not a controlling influence. The fleet is managed in a democratic way and it is believed that a member of their council works for Star Civilisation. The fleet of Granger are banned from Essofin.

The Pinnacle Trade Group

The Pinnacle Trade group is an umbrella corporation for lots of trade vessels throughout Anadar. It is where everyone wants to work. Good pay, working conditions, leave, uniforms and perks. Planet leave is always in places that are interesting and the hours tend to be short as the crew runs in many shifts. Often the Pinnacle trade group space craft fit cabins and improve their facilities, making the vehicles very comfortable for passengers and crew alike.

The pay on these ships is normally so high that any other job would require a massive pay cut and thus the crew-turnover is small. This in turn creates a family atmosphere. Most of the space craft are freighters but there are the odd one or two Scavenger Vessels.

The Undertow

The Undertow is a Scavenger Vessel that is similar to the Botchery Clipper in every way. As such you would have found out that they are the bitter rivals of the Botchery Clipper crew.

EPILOGUE

You now have all the information required to play the Scavenger Setting. Unlike most settings, the Scavenger setting requires more guile and less guns. This leads to more role-playing and clumsy fist fights.

Also, as a Scav team, you might feel like you are being railroaded along a linear path for the first few sessions. This is normal in any setting and is set this way so that you can get to grips with the scenario long before having to make decisions for yourselves. The missions will give you momentum and help you learn the system, the setting itself is of sandbox nature and choice will be there if you want it.

In the Scav setting, death is common. The only armour you have is your Environment Suit. The group begins with one gun and none of you are really combat ready. As long as you hold back on the gun-ho attitude then you can keep making it through.

Don't be afraid of exploring the Botchery Clipper or asking the Doctor and Chief questions, they are likely to answers truthfully as they dare. There are some things that are counted as the Captain's personal business, but then, if you're the sort of person to poke around, then why not ask? She can only say no.

SCAV SECURITY

The team must get off the wreck in one piece with as much kit as possible. It's your job to ensure that they do. Once your happy that it is as safe as possible, then you can get on and help the others. These Techie types are an excitable bunch but that can lead them into trouble. You're there to lead them out.

The Scav Security is there for the safety of the group and is a good choice for the group leader. They are the tough fighter in the group and are the only one that understand how to fire weapons and is fight hand to hand. At first, it will be the Scav Security role to shepherd the team as they will not have a technical role to perform; instead standing back and looking after the team.

Security also extends to operating on board the Scavenger Vessel. It is important that no harm comes to the space craft. During space combat, Security will always be manning the guns, unless they are boarded!

Suggested Attributes

Battle and Shift minimum of 6, Meat minimum of 5.

Starting Skills

Skills have default starting levels unless otherwise stated.

Law
History
Biology
Physical
Chemical
Gaia Know
Med Basic
Zero-G Operations
Mechasys Extraction
Pilot Grav (5 x Wit) + D10
Light Firing (5 x Wit) + D10
Heavy Firing (5 x Wit) + D10
Street Fighting (5 x Wit) + D10
Streetwise (5 x Wit) + D10
Mechasys Know (2 x Wit) + D10
Mechasys Systems (2 x Wit) + D10

Starting Equipment

Arms 5 Machine Gun. 2 magazines of 5.5 ammo. Nelson Pistol. 2 magazines of 2.2 ammo. 2 Changes of clothing. Environment Suit XXXXXXXXXXXX. Personal Effects.

SCAV COLONY TECHNICIAN

You know how it all works, below surface, above surface with hazardous atmospheres and all. If people lived on the surface of a planet, then it is in your remit of knowledge. People live in colonies, they spend the whole lives there but they never really see how it all works; graceful technology silently working.

The Colony Technician's speciality lies within any colony on a planet. This can either be pro or sub-surface. When arriving at a planet, the Colony Tech will usually study the site first and then make note of where the most interesting items are. They will also make suggestions about the safety of a colony and thus they understand about planetary mechanics.

For space craft wrecks, the Scav Colony Technician's general Mechasys skills come in very handy. During Space Combat, the Colony Technician is most useful assisting the Zero G Tech in keeping the Botchery Clipper together.

Suggested Attributes

Wit minimum of 6, Soul minimum of 5.

Starting Skills

Skills have default starting levels unless otherwise stated.

Law
History
Biology
Physical
Chemical
Gaia Know
Zero-G Operations
Mechasys Extraction
Colony Know (5 x Wit) + D10
Colony Systems (5 x Wit) + D10
Colony Design (5 x Wit) + D10
Vehicle Know (5 x Wit) + D10
Macromechanics (5 x Wit) + D10
Mechasys Know (5 x Wit) + D10
Mechasys Systems (5 x Wit) + D10

Starting Equipment

Shakespear Tech Kit. 2 Changes of clothing. Environment Suit. Personal Effects.

ZERO G TECHNICIAN

Floating wrecks are the most common and you know it. They are also the most varied and cost effective. You can see the subtleties in design of a ship or orbital from a light year away and you are guaranteed to tell whether it is the ship that will make it big for the crew. You're more in demand than other Techie guys because your subject is just more useful.

The Zero G Technician's remit is the knowledge of anything that operates in no gravity. This includes both orbitals and star craft. When arriving at a wreck, the Zero G Tech will usually study the site first and then make note of where the most interesting items are for scavenging. They will also make comments about the structural safety of the wreck before beginning the mission.

As a secondary duty, the Zero G Tech will be required to supervise and advice on modifications, upgrades and improvements to the Botchery Clipper.

On missions that lead into a colony, the Zero G tech's general skills set can come in handy, although their specialisation is somewhat useless. Every Scavenger Team MUST have a Zero G Tech.

Suggested Attributes

Wit minimum of 6, Soul minimum of 5.

Starting Skills

Skills have default starting levels unless otherwise stated.

Law
History
Biology
Physical
Chemical
Gaia Know
Mechasys Extraction
Zero-G Operations (5 x Shift) + D10
Space Craft Know (5 x Wit) + D10
Space Craft Systems (5 x Wit) + D10
Space Craft Design (5 x Wit) + D10
Mechasys Know (2 x Wit) + D10
Mechasys Systems (2 x Wit) + D10

Starting Equipment

Shakespear Mech Kit. 2 Changes of clothing. Environment Suit (with communicator and Grav pack). Personal Effects.

HUMAN RESOURCES

The problem is with wrecks is that the crew or colonists are not always dead. People see it as piracy, which of course it is not. You're the mouth and brains of the party and you act as group glue. You might not be the most useful technically but you make up for that with social savvy.

Although a general technician during the mission, the Human Resources team member provides common sense and nontechnical points of view. This is very useful in a mission because Tech types tend to concentrate on the technology itself whereas HR is there to question why.

Human Resources will also be able to make snap appraisals on the worth of nontechnical items such as people's personal effects or artwork.

Suggested Attributes

Wit minimum of 6, Soul minimum of 5.

Starting Skills

Skills have default starting levels unless otherwise stated.

Law

History

Biology

Physical

Chemical

Zero-G Operations

Mechasys Extraction

Gaia Know (5 x Wit) + D10

Research (2 x Wit) + D10

Street Deal (5 x Wit) + D10

Street Trading (5 x Wit) + D10

Street Wise (5 x Wit) + D10

Street Scam (5 x Wit) + D10

Empathy (5 x Wit) + D10

Persuade (5 x Wit) + D10

Mechasys Know (2 x Wit) + D10

Mechasys Systems (2 x Wit) + D10

Starting Equipment

Gaijack. Isis. 2 Changes of clothing. Environment Suit. Personal Effects.

RAYENGINE TECHNICIAN

It's no good having a floating gold mine if you can not get inside it. You have to be at the forefront of every mission because they will rely on you to get the power on, open doors and leech vital information about the wreck from the on board Rayengine. If there are any Automatons on board, it will be you that decides whether or not they have been infected by Droids.

The Rayengine Technician is always the first fitted up as they are the first on the wreck. With their skill and if there is power, they can open doors, re-route power and can get salvage back into a stable orbit or even operational again.

Every space craft will have a data store somewhere and in that store might be information that will help pin point valuable cargo or in suspicious circumstances help understand what happened to the wreck.

Suggested Attributes

Wit minimum of 7, Soul minimum of 5.

Starting Skills

Skills have default starting levels unless otherwise stated.

Law

History

Biology

Physical

Chemical

Gaia Know (5 x Wit) + D10

Pilot Grav (5 x Wit) + D10

Gaia Systems (5 x Wit) + D10

Gaia Design (5 x Wit) + D10

Gaia Hacking (5 x Wit) + D10

Automaton Know (5 x Wit) + D10

Automaton Systems (3 x Wit) + D10

Mechasys Know (2 x Wit) + D10

Mechasys Systems (2 x Wit) + D10

Starting Equipment

Shakespeare Technical Kit. Gaiajack. Isis. 2 Changes of clothing. Environment Suit. Personal Effects.

GAMESMASTER GUIDE

Welcome Gamesmaster (GM), you are the author's best friend. This section will help you to run Icar. Much of the information here should not be shared with the players (unless their characters discover it). This guide is written in an authoritarian style, not to impose laws but to keep it brief and to the point. Assume that anything in this guide or the rules is open to interpretation and bending to meet the needs of your group.

The GM Section is split into the following sections:

Understand This Before You Play describes some home truths about the Icar system, what to expect.

System Mechanics gives more examples of play and how to best apply the rules.

Characters explains about skill use and how much RP to give out.

Background expands upon the background given in the main section with details that the players do not need to know (or will find out during play).

Running an Icar Sandbox explains how to run an Icar campaign the way Rob Lang does.

Scavenger Setting Gamesmaster Notes gives extra information for the Scavenger Setting and applies the tools given in this section.

UNDERSTAND THIS BEFORE YOU PLAY

Icar is designed for a Sandbox Campaign play.

Ideally, 5 players (which will be assumed from here on).

The combat system is lethal.

Don't try and use all the mechanics in the first session.

Mechanics

COMBAT

The aim of the combat system is to provide fast and loose scenes while still having to make tactical choices. It is not recommended that you use a battle map with miniatures. This is because many combats often end up happening in four dimensions with a firefight in a building, drive by fire support from vehicles and Hacking on Gaia. It's much easier to represent that on a scribbled map with a grid to help represent scale. Rely upon description in scene setting rather than where miniatures are places on a grid.

The Importance of Scene Setting

All of the combat systems in Icar require you to set the scene before combat begins. By setting the scene well, you will find that the players will get involved in describing the combat, rather than simply rolling dice and reporting damage.

For example: Poor Scene Setting. The bad guy is an armed Borg. Byrnie, you are here. The door is here. There is a table in the middle of the room.

There is little here for the players to latch onto except the tar-

get. By adding some extra detail, you can help the players make much more descriptive actions.

Example: Better scene Setting. The bad guy is a Borg, he is carrying a huge gun in his right hand. Byrnie, you are here by the door control panel. There is a office table here, the Mesh exits are here and here. There is a cracked window behind the Borg. The ceiling is 3m high.

By adding a little more description, you are prompting the player to think about the decision. There is a little guiding here, hinting that the player might want to leave. Too much explanation 'fluff' such as the colour of the walls will take too long. If the player asks questions to further define the area, that is fine but answer quickly and press for a decision.

CLOSE COMBAT

Close Combat is a descriptive affair. Characters punch, kick, head butt, dodge and more. It is a very visual form of combat. If the player wishes to make use of the environment in close combat, that is fine too.

Example: The PC has the enemy in a hold and they are standing next to a wall. The enemy has not managed to break free. The player chooses to use a punch-punch-punch combo next turn but would like to slam the enemy into the wall. In a real fight, that might be tricky but it does show that the player is taking the situation into account so ask for a Street Fighting roll and the wall becomes a blunt weapon.

Descriptive words

When describing the blows taken and given in close combat, it can help to add some adjectives. Head butts can crack, kicks might thud and punches can slap. Below is a micro-the-saurus of words you might use. Encourage your players to describe the punches.

Cheat Sheets

In the Appendix are two quick reference "cheat sheets" for close combat - one for the player and one for you. They duplicate the salient points of the rules.

XXXXXXXX Provide CC GM help sheet with the manouvres and some sample CC combos

Descriptive Words

Punches and Headbutts

Thud, Crack, whack

Kicks

Slam, pound,

Stamps

Crunch, smash, mash

Blocks

Snap, Slap

Dodges

Woosh

FIRE FIGHTING

Weapons in Icar are lethal but medicine and armour are powerful. If you put unarmoured, unarmed characters up against just about anyone with a pistol, they are going to have pieces shot off. Always have a medic on hand because the medic's skills and equipment are vital. If the players shun the idea of playing a medic (which is reasonable), then add one in as an NPC or run a less-lethal campaign. An Automaton is a good choice for a medic because Automatons cannot hurt people and are comparatively strong and easy to repair.

To simplify the bad guys rolling to hit, assume that every bad guy has a skill of 60. Roll your hits on a D100 still but 60 is the

value you must get under.

To easily work out how much an NPC is dealing in damage, assume that they are firing the weapon with the full number of rounds per turn. If the weapon's Blast Factor (BF) is higher than the player character's Armour Rating (AR) then the character takes all of it. If the BF is less than the AR, they take a 10th. Just knock off a zero from the end of the damage.

XXXXXXXXXXXX Provide CC with weapon damages for full rate in a turn

Characters

USING SKILLS

When using a skill for character knowledge, only one character may roll per question asked of the GM. For example, if a character asks "Who is the council chairman on this colony?" and fails their roll, no other player may roll dice for this question. If they want to ask a different, connected question they may.

HANDING OUT ROLEPLAYING POINTS

The intended length of campaign should govern the amount of Roleplaying Points you hand out. For a short game, you hand out more each session to allow the characters to grow at a quicker rate. For longer campaigns, you give less to avoid the characters becoming very powerful early on.

Players play for reward. Whatever you hand out roleplaying points for, that is what they will play to. If you hand out Roleplaying Points for killing things or having grand experiences, then they will do more of that. In Icar, it is recommended that you hand out RP for:

- ◆ Believably roleplaying a consistent character
- ◆ Having good ideas
- ◆ Putting effort into the campaign

You do not hand out RP for:

- ◆ Completing jobs
- ◆ Successfully completing tasks
- ◆ Killing

How much RP to hand out

For a 3 hour session, 50 session campaign, I give out RP using the following scale. Each entry of the scale assumes the last entry is met - for example, for 2 RP, the player needs to have turned up to the session as well as playing a believable character.

- 1 RP:** Player turned up to the session.
- 2 RP:** Player joined in when prompted.
- 3 RP:** Player played a believable character and joined in often without prompting.
- 4 RP:** Player had good ideas and was convincing in character.
- 5 RP:** Player put maximum amount of effort, powered the team forward and roleplayed their character in such a way that it was if the character was sitting there.

Other things I reward:

- +1 RP:** If the group take command of their own destiny

and rather than being fed information, go and find it themselves.

+1-3 RP: Downtime. Between sessions, encourage the players to discuss the events of the session and do any planning. Email, forums, Wave, Facebook or Buzz are all good ways of organising this. The aim is to reduce the amount of time spent shopping, planning, scheming and not roleplaying when at the table. If the downtime enriches the game, adds backstory or allows more play to be done at the table, I award RP for it.

+1-3 RP: Recap. When recapping the last session (XXXXXX see Organising your Game Session), an entertaining recap performed from the point of view of the character will gain 3 RP. A simple list of events will get 1 RP.

PUTTING A TEAM TOGETHER

For low powered characters, it is imperative that the team has a broad range of skills. This ensures that the team won't get stuck because they are missing a vital skill. Also, tightly defined skill packages mean that every character has a specific job in the team. That makes it easier for you to ensure that a session requires all the skills of the team.

Dr. Sorex from the Scavenger Setting can be used as an Automaton medic in your campaign.

As characters develop, there will be cross-over in skill sets but by that time, each character will be filling a social role (peace maker, trouble maker, clown etc) as well as their skill role.

Every character should have the following skills - if they do not, have a good reason for it:

- ◆ Gaia Know, Streetwise, Pilot Grav

A typical team would consist of:

- ◆ 1 x Combat monster - Street fighting, Light Firing, Heavy Firing perhaps Rail Fighting.
- ◆ 1 x Space Tech Geek - Space Craft Know/Systems/Design, Pilot Cruiser, Automaton Know/Systems
- ◆ 1 x Not-Space Geek - Vehicle Know/Systems/Design, Weapon Know/Systems/Design, Pilot Heavy Grav
- ◆ 1 x Gaia Hacker - Gaia Know/Systems/Hacking
- ◆ 1 x Verbal character - Persuade, Intimidate, Language, Street Trading

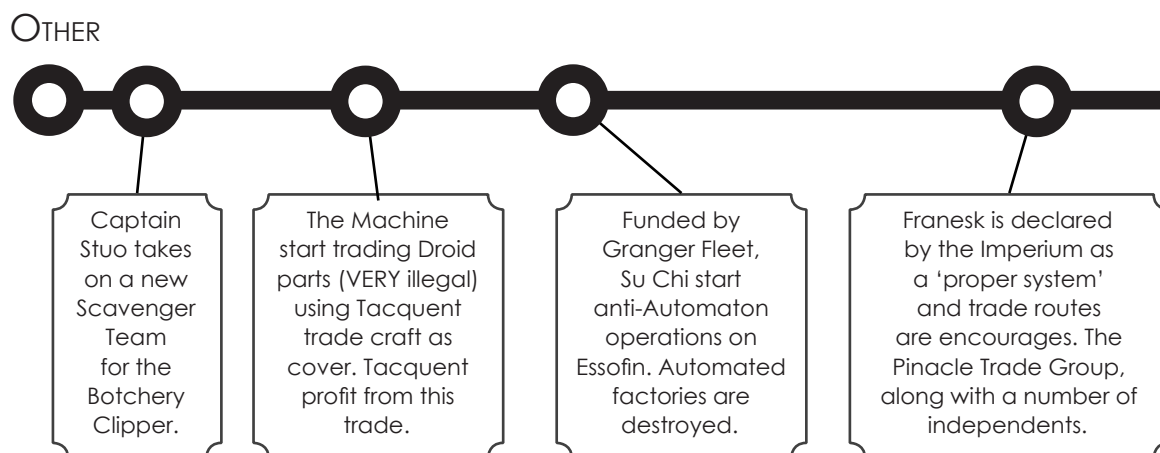
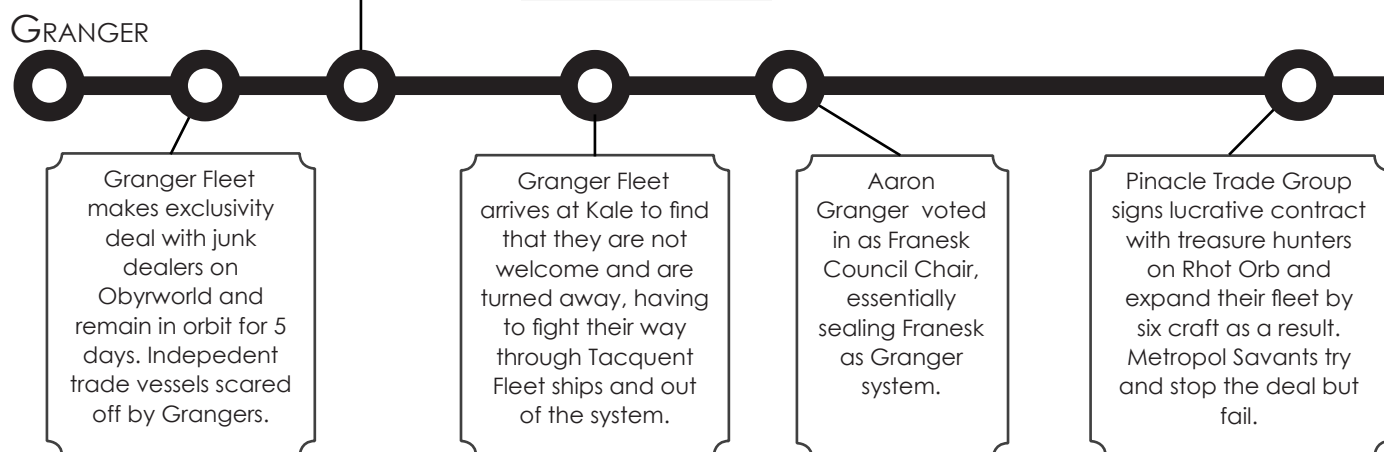
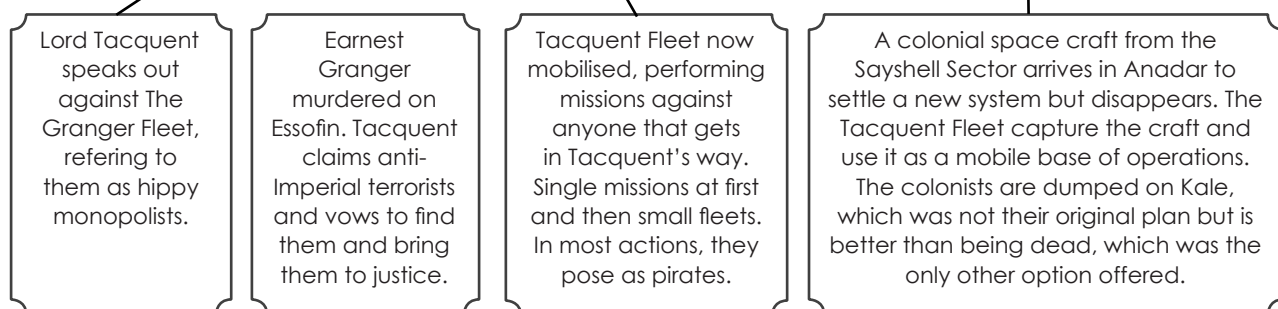
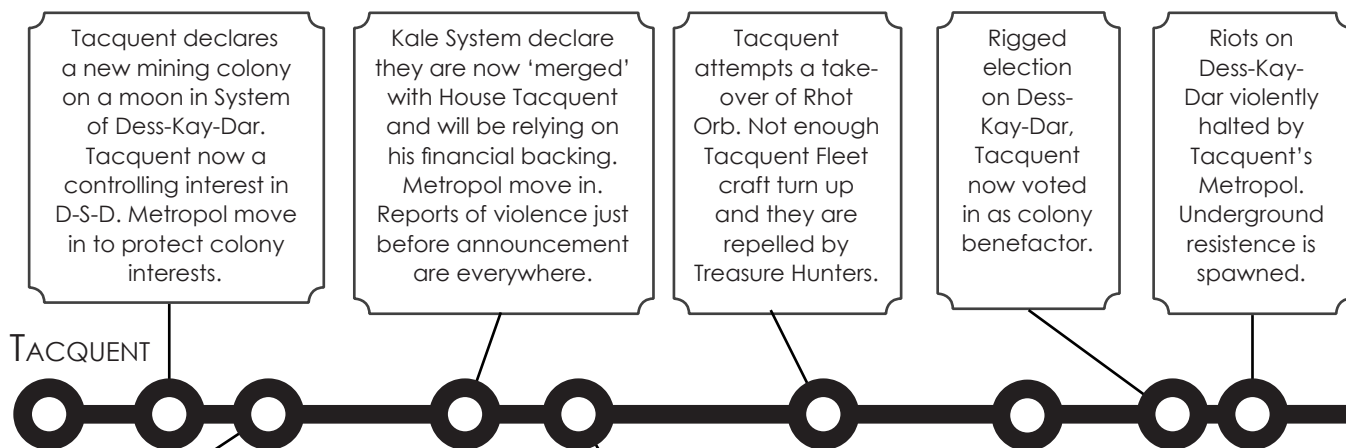
Background

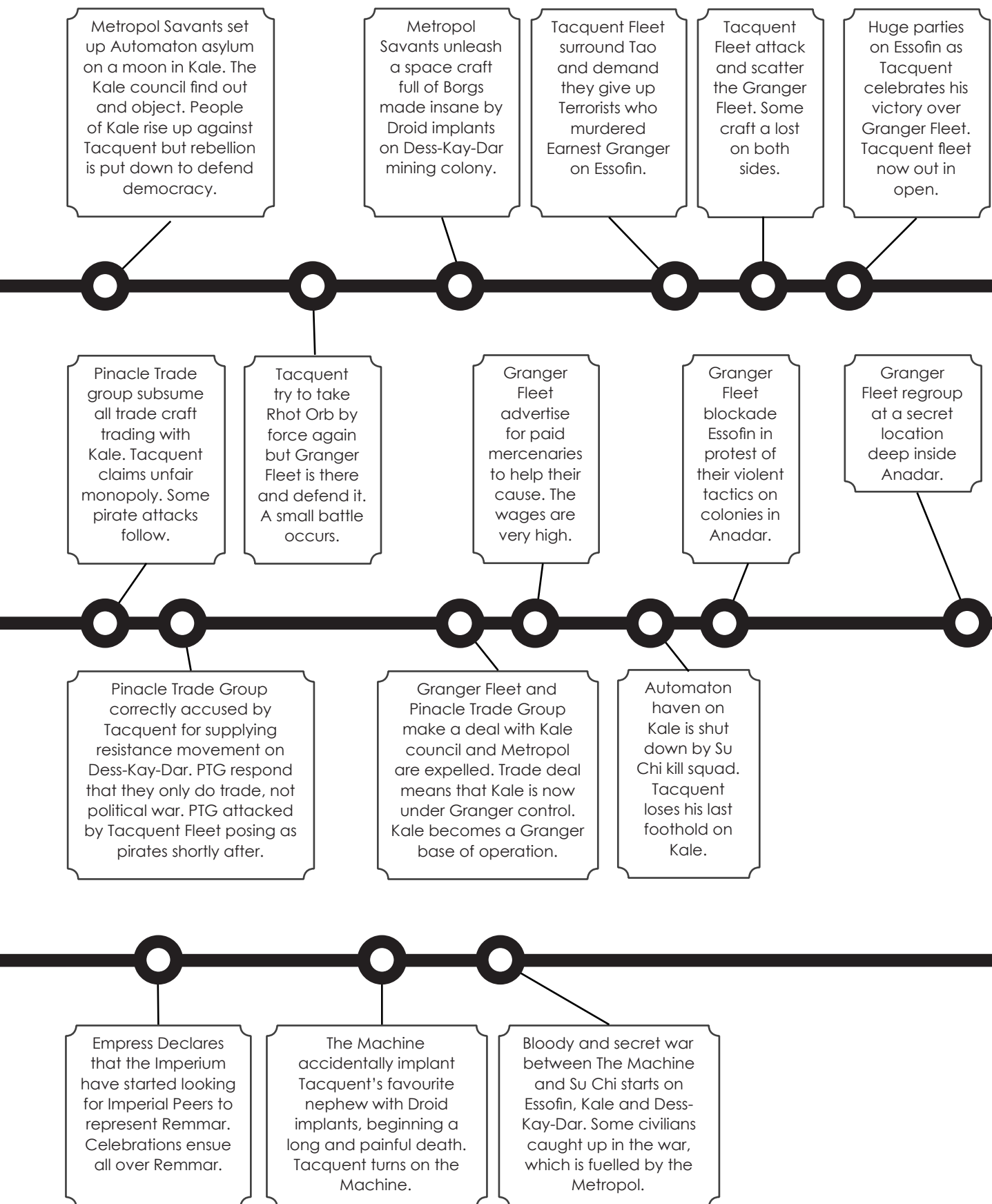
This Chapter deals with making best use of Icar background. Icar has a lot of background and like the world you're living in now, you don't need all of it at once. For new Gamesmasters, jump straight to the Scavenger Setting and work from that, you can then pick and choose from the extra information here when you run low on ideas from the Scavenger Setting.

USING THE DROIDS

Unless you run a military campaign where they are the focus, Droids are not meant to be a core part of an Icar campaign. Instead, they provide background flavour and richness to the setting. News reports list "Gains and Losses" - systems that have been taken from or lost to the Droids, people gossip

Scavenger Setting Plotlines





about recent footage and rumours spread of new Droid capabilities that the Star Fleet cannot deal with. They should be used rarely and with considerable fanfare.

The Droids perform three main tasks in Icar.

1. They provide a "bogeymen" that NPCs will have varying levels of fear of. Most are fascinated and terrified by them, some are complacent, arrogant or ignorant. Anyone who has had any contact with the Droids are likely to be in fear of them. The news reports will be from distant systems and the problem of the Droids will feel detached from day to day life. Parents may use Droids as impetus to get their children to sleep or eat healthily.

2. **They create a soft border** to better fix the area in which the characters can go. Trips outside the three Human Occupied Sectors of Sayshell, Dorian and Remmar should be rare and is very dangerous. Droids are not a imagined propaganda device of the Imperium to keep everyone in line, they are very real and very lethal.

3. **They provide a rare challenge.** Characters with medium power weapons (Astrarippers, ChainSAWs or better) could stumble upon a damaged Droid on a wrecked space craft (see SCAV SETTING XXXXXXXX). For more powerful characters, a fully operational Droid (or a pod of Droids landing on a planet the players favour) is more of a challenge. If you want to terrify the players into leaving a planet in a hurry, try a full on Droid invasion. Be careful not to invade a planet too close to Sayshell or you've broken the setting. A pod might get there but not a Droid Cruiser.

Droid Statistic Examples

If you desperate to use Droids in your campaign, here are some broad statistics for the two most common, the bipedal humanoid Mark 1 and the Mark 3. For weaponry, use the statistics for any of the Chain Guns (e.g. Astraripper 2E, Chainsaw 7, Korg 5) or energy weapons (e.g. Photoscythe). Any future supplements detailing Droid campaigns should supplant this section.

Statistic	Mark 1	Mark 3
Armour Rating (AR)	50	60
Head	5000	8000
Left Arm	4000	6000
Torso	9000	15 000
Right Arm	4000	6000
Left Leg	5000	10 000
Right Leg	5000	10 000
Shields	6	14

ALIEN RACES

Other worlds have managed to produce sentient animals, not too dissimilar to those on earth (mammoths, fish, birds, etc). However, none of the animals have an intelligence beyond an earth dog. There are no other races travelling between the stars. Aliens can be very cunning and lethal but they are animal in nature. Alien races can be used for 'bug hunt' purposes, like in the film Aliens.

CREATING YOUR OWN CLUSTER MAPS

As a GM, you might decide to use your own Cluster and draw your own maps. The steps to create your own cluster are:

Print a blank Cluster Map

You will find it in the Appendix.

Choose a Sector

Begin by choosing a cluster on the Sector maps (Sayshell, Remmar and Dorian).

- ♦ Clusters in Sayshell tend to be tidy, clean, well organised, prone to highly organised crime, high tech.
- ♦ Clusters in Dorian tend to be industrial, functional and wealthy.
- ♦ Clusters in Remmar tend to be frontier worlds.

Alternatively, you could set up your Cluster as a fish-out-of-water, such as a rich and neat system in Remmar.

Mark nearest Hub/Rim/Spin lines

To help place your cluster on the Sector map, mark the nearest Hub/Rim or Spin lines (the horizontal and vertical grid lines on the Sector map) on the map. You should only need to mark one of each on.

Draw the outline of the cluster

Roughly draw the outline of the cluster on the graph.

Add systems in groups

For each colony you want in your cluster, place a circle in one of the grid squares. More interesting story arcs can be created if you try grouping systems together and them leaving space between them.

Running an Icar Sandbox

This section explains how to run Icar as a sandbox, providing some tools on easing your players into sandbox gaming, setting up setting, goals and events to keep them motivated.

Campaigns typically consist of two forms: mission based and Sandbox. Mission based campaigns are where the GM sets up a series of tightly defined scenarios (or Adventures) that have a beginning and an end. The Missions can be linear: where the players follow clues to take them from one staged event to another (sometimes call railroading) or they can be nonlinear, where the route to the goal is not obvious. In normal RPG parlance, missions are adventures.

A sandbox campaign is an open game where the players and NPCs all have goals and it is up to the players to decide how they meet those goals.

Typically most Icar campaigns begin as a series of clearly defined missions and then gradually move to a sandbox. This allows the player team to become accustomed to the setting without making any horrendous mistakes that kill the whole team. As the characters become more mature, you can introduce sandbox elements until the player group is powering the plot.

The three missions of the Scavenger Setting provided in this book is an example of linear missions that open up into more broad play opportunities. The Scavenger Setting as a whole can be used as an example of using the tools given here.

THE ANATOMY OF A SANDBOX

The Icar sandbox is a series of tools for you to use to do the following:

- ◆ Keep the players motivated and the game moving forward.
- ◆ Keep track of NPCs and what they are doing.
- ◆ Understand and plot relationships between NPCs and the group.
- ◆ Schedule crescendos and set pieces.

The tools used to do this are Themes, Plot Lines, Events and Hooks, Timelines, Relationship Diagrams, Consequences, GM Log, Organising your Game Session and Groups and Personal Goals. Used together, they make your Icar sandbox game.

The Scavenger Setting included after this Section uses all of these tools and so acts as a full example of these concepts.

CREATING A THEME

A theme is a over arching concept that binds all of the plots together. A good way to set a theme is to pose a question and then use the plots to answer that theme. A sandbox setting can have one or more themes but I recommend that for even an experienced and wily roleplay group a complex theme can be lost in the plots.

Creating a theme is difficult and requires some considerable inspiration. If you are stuck for inspiration then look outside of the Science Fiction genre, find an interesting theme and twist it to fit Icar.

Example: you might take the theme from the film 'Trading Places' with Dan Ackroyd and Eddie Murphy - where rich people are turned into poor people as an experiment. The theme is 'What happens when rich people become poor people?'. For here protagonists and plots can easily spring.

Avoid creating themes which buck any of the core premises of Icar. By doing so, various areas of the setting will start to unravel. To help the creative juices flow, here are some example theme:

- ◆ What if the planet you were on was entirely controlled by a single benevolent artificial intelligence that was slowly going mad?
- ◆ How would a team of waster party animals react if they were forced to save the planet they were on?
- ◆ What would happen if someone made a human into an Automaton by putting controlling implants into their skull? Would anyone be able to tell the difference?
- ◆ When everything you are told is the truth, how far would you have to go to prove the truths are not lies? Will you have to see the devastation of the Droids for yourself?
- ◆ How would a slaver operate?
- ◆ What would it be like living on an Orb where the Artificial Intelligence at its core was allowed to go through Ascension?
- ◆ What would happen if the Droids actually invaded in a big way?
- ◆ How would the Imperium deal with a brand new and widespread uprising?
- ◆ What would happen if the Droids started evolving past

their 'Kill Everything' programming? Would they form nations and factions?

PLOT LINES

A plot line strings together a series of events to make up a story. A newly created plot line assumes that the players never interact with it. You lay out a plot line in the same way you would a normal story.

Example: If the players were playing the Rebel Fleet in Star Wars: A New Hope, then an Empire Plot Line for the end of the film would look like: Death Star Arrive Yavin 4, Death Star moves orbit to see forest moon, Death Star Blows Up forest moon. In the film, the rebel fleet manage to stop the Death Star blowing up Yavin 4's forest moon. The plot line, however, is written as if they do not intervene.

Plot can be created like any other story except you can expect the characters to derail it. You will need a beginning, middle and end. Start by planning the end and work backwards to where the NPCs in the story will start.

Although plotlines are the things you might create at first, they are not used in play as they are but built into the Timeline (see Timelines Section). On a Timeline, all the plots are shown together in a coherent story.

EVENTS AND HOOKS

An Event is a set-piece of action or scene. Events should be important turning points in the plotline. A Hook is a motivation for the characters to be at a certain place. Hooks can either be generic for any event or specific to an event. Generic Hooks are more useful because they can generate their own little story line. For the included Scavenger Setting, there are only generic hooks. You might want to create some specific ones that connect the characters in your group to the event.

Do not assume that the characters will be at every (or any) event. If they are not then the event should continue as you envisaged. The more Hooks an event has applicable to it, the better the chance that the characters will be present at it.

Hooks rely upon the characters of the game being three dimensional. If the character is bland then they will have little reason to involve themselves in anything. Not only is that not much fun to play but it will lead the team to railroading as they will be relying on you to provide them with motivation.

Example Event: A demonstration against Tacquent is violently suppressed.

Generic Hook: The team is invited to a party on Essofin. You might then decide that the party ends up running into the street to join the demonstration.

Specific Hook: A character has a personal grudge against Tacquent, a character is chasing a girl and she wants him to go with her, the characters are offered cash to be body guards for a dignitary at the event.

Avoid making your Events too granular. For example, A demonstration against Tacquent is violently suppressed would be about the right level. If you split that into people milling around, a protest march, some speeches and then a big gun fight might be too much work.

Hooks are your way of steering the campaign into inter-

esting situations. Never force a player team to attend any given event, instead present them with Hooks that are just too good to pass up. If the game seems to stall, throw more hooks in. A single event can have many hooks.

TIMELINES

Timelines are where you pack together the events of more than one plotline into a single list of events. It is important to put all the events together so that you can see if they make sense as a single coherent story. An example Timeline is on page XXXXXXXX.

For example, if one event is a planet's evacuation then a global party scheduled after is unlikely to happen. Remember that the plotlines (and therefore the Timeline) will be created in such a way that it is assumed the players never interact with it. It should read like an interesting story by itself. Do not worry about too much detail, especially at the end of a given plotline as the characters will interact with the NPCs during Events and this will have consequences.

Ensure that hooks occur before the event does so that the characters have time to finish whatever it is they are doing and attend to the event.

Do not put dates on the Timelines

Every group has a different style of play. Some groups prefer to languish inside long, succulent plots. Other groups prefer a visceral experience. Do not put dates on the Timeline before you play so that you can move events forward (happen earlier) or push them back (happen further into the future). By doing this you can adjust the pace of the game to suit your group.

To help you keep track of the Timeline, you can put times and dates on the diagram after they have occurred. You can also strike through an event when it has occurred.

RELATIONSHIP DIAGRAMS

A relationship diagram contains individual NPCs, corporations, syndicates, the player characters and shows their relationships. Relationship diagrams are useful for tracking who are enemies or allies and for generating events for plots. Refer to the Scavenger Relationship Diagram on page XXXXXXXXXX.

Each part represents a person or organisation and a line between them shows that there is a relationship. A solid line represents an alliance. A dotted line joins two enemies. Where one person has influence over another, an arrow head is used so that the boss is pointing at the subordinate.

Using Relationship Diagrams

Relationship Diagrams are living diagrams, they will change each time you play as relationships change. To maintain the diagram's usefulness, redraw it on a regular basis. When adding NPCs to form the links between two organisations, write the name of the NPC on the link. When you come to redraw the Relationship Diagram, you can form that name into its own box. Relationship Diagrams do not need to be complete knowledge, leave off links that are obvious.

Example: The Machine is a syndicate and therefore is a natural enemy of the Star Enforcers (the police). There is no need to link these as enemies because it's obvious. If the Star Enforcers are looking for a particular member of

the Machine then that NPC can go on, linked to both.

Relationship Diagrams can be used to create Events and Hooks for your plotline.

Example: If there are sworn enemies on the diagram, what would happen if they were both invited to the same party?

Drawing your own Relationship Diagrams

The first Relationship diagram is always the hardest to draw. Before starting, you should already have at least an outline of a plot.

From the plot, pick the most important organisations and write them on, grouping similar organisations together. Now link the organisations together. Any organisation you think the player characters might interact with, add a few NPCs. Start with the names and flesh out as you need. If you are short on names, use the names of well known film and TV stars that fit the look of the NPC.

Do try and keep your diagram as simple as possible as you will need to be able to reference it quickly. Try and keep the text large and if the diagram gets very big, split it into two.

CONSEQUENCES

Any action or interference should have consequences in Icar. Firefights may injure innocents, some of whom may want to wreak revenge. It is important that the players understand that their actions have repercussions. In a Sandbox game, there can be many different plot running concurrently, it can be difficult for the players to understand what the cause of an event might be. If your players are new to sandbox gaming, make the consequences obvious when they happen.

Consequences might be changes to the relationship diagrams or changes in the Timeline. You can also add flavour by adding one-off events later in the Timeline for actions the players have done. An avenging brother of a slain innocent can pop up at the most annoying time!

SANDBOX TROUBLESHOOTING

Are you having trouble running a sandbox? Things not flowing as well as you hoped? Here are some typical problems with their solutions.

Players appear bored

Make the Hooks more obvious and provide more of them. Failing that, bring the events closer together.

Players keep missing Events

Make sure the hooks are appearing early enough for them to react. Alternatively, push the Events back.

Players don't know who to trust so trust no-one

Give the characters a single NPC confident that they can trust. It might be a member of a character's family or someone they have reason to trust.

Players ignore all the events and do their own thing

That is normal. If they are generating their own plots, construct Timelines around them. Put your plots on hold (by pushing back events) until a time when they run out of ways of ignoring the plot.

GM Log

Keeping notes during the session is very important to keep track of the different plot developments. I recommend using a hard back book that can be drawn and scribbled into. By using pen and paper, it is easy to update Relationship Diagrams and Timelines on the fly. A typical log page is shown below.

- A. Drawing what is going on is often easier than writing it.
- B. Small relationship diagrams for creating plot on the fly.
- C. Session separator. I use two parallel lines with the play date and game date in the middle.
- D. Names underlined, places in upper case.

XXXXXXXXXX LOG PAGE

ORGANISING YOUR GAME SESSION

Running a sandbox game requires more effort up front and more tending during. Furthermore, I am very keen to spend as much time playing the game as possible. As such, I use the following method of organising my time and the players too. You are the GM, they will take their lead from you.

Before the Session

It is important that you have the game fresh in your mind. Re-check relationship diagrams and events on plots and read through the last set of notes you wrote in your log.

The Session - Arrival

Pleasantries are unavoidable. If it is a weeknight, try and get the food prepared beforehand (pizza, curry, etc). Set finish time and schedule breaks.

Seated

Character sheets are handed out and by sitting down to play, it's important to show that a line has been drawn. Pleasantries over, the business is gaming. I ensure I have a clock somewhere in my sight line - twitching a wrist or craning to see a clock will give over the wrong impression. You're not bored, after all, you're just ensuring that the session is progressing.

Recap

One player will recall the last session. Give the player the starting point. Reward the player with up to 3 RP if the recap is in character and containing all the salient points. If the character wasn't present for a lot of the action, then they can still tell the story as if they had heard it from a third person.

Hand RP Out

RP is calculated as RP from play last session + recap + downtime. See the section 'Handing out Roleplaying Points' for more information.

RP spend

Players are encouraged to spend their RP quickly. Ask the players to explain to everyone what they have spent their RP on. This is a polite way of getting those that are slow to decide to decide more quickly.

Set scene

Describe where the characters are and mention emotions. For this first explanation, feel free to lay on the senses thickly. You are setting the ball rolling.

Finish

Always aim to wrap up just before the finish time.

RANDOMISATION - THREE DICE RULE

There are occasions where you need to make a decision on behalf of an NPC where there isn't a clear direction to take. The three dice rule will help you decide whether the NPC is going to help the NPCs, be indifferent or actively be unhelpful.

Pick up three D10, one red, one yellow, one green.

Roll them in front of you, cupping them so you can see them but the players cannot.

If the nearest dice is green, the NPC is helpful.

If the nearest dice is yellow, the NPC is indifferent.

If the nearest dice is red, the NPC is actively unhelpful.

The three dice rule is helpful because you can roll (cupping) while still talking to the players and then (in mid sentence) glance at the dice to see the colour. As you are only looking for the nearest colour, you can keep talking. Reading off numbers takes the time but spotting colour is very easy.

GROUP GLUE AND PERSONAL GOALS

In a sandbox game it is vital that each of the characters has a personal goal and the group have a motivation for being together. This should really be inspired by the setting and rest of the group but if a player is having trouble thinking up a goal then ask them to choose from each of these steps. Go through twice. This is intentionally not a random roll system because each item has to be chosen to fit with a certain theme.

Group Glue Examples

Characters are long term friends (but their lives have been unremarkable up to this point).

Characters are family members

Characters are employed by same person (Scavenger Setting)

Characters have just been made redundant from same employer

Characters refugees from same world, invaded by the Droids

PERSONAL GOAL BUILDER

Pick Motivation Against someone else

Revenge / Broken Heart / Family Betrayal

Compensation

Answer to a question

Stolen object

Clash of belief

Irrational hatred

Pick desired outcome (numbers match with list above)

- Target dies
- Target maimed
- Target augmented
- Target goes insane
- Target impoverished
- Target exiled from home
- Target pays money
- Target answers question
- Target returns object
- Target admits mistake

Pick philosophical leaning of target

- Humanist
- Technologist
- Neutral

Pick gender of target

- Male
- Female

Pick role of target

Imperial - Colony Council, Imperial Council, Star Enforcer, Star Civilisation (or ridiculously difficult: Star Fleet or Star Sci).

Syndicate Roles - Pick a Syndicate and then say whether they are a Boss, Lieutenant or a lowly Operative.

Space Craft Crew Member - Captain/Pilot/Gunner/Engineer, give name of Space Craft and its type.

General Public - Lawyer, Miner, Builder, Health worker, Engineer etc.

Pick method of offense

- Target unknowingly offended character
- Target accidentally offended character and is scared of confrontation
- Target accidentally offended character and does not care about confrontation
- Target knowingly offended character and is scared of confrontation
- Target knowingly offended character and does not care about confrontation

Pick a twist (for GM - do not tell the player!)

- Target is the wrong person
- Target is close family member (player should know this)
- Target is suicidal maniac
- Target is undercover Imperial Council operative
- Target has become an Akarakian Missionary
- Target has crossed the Light Jump Net into Droid Space

Scavenger Setting

The Scavenger Setting is a springboard into Icar that begins with a familiar mission based philosophy and finished

Please feel free to change anything you see here to fit your game, this Setting is just a template to show you how an Icar game can be played. It's not law!

The characters are austere, the team begins with only one gun and the skills are less than generous. You need to stress that the characters need to work as a team. If a player is keen on playing a sociopath or disruptive character (which can be fun) then this is not really the right setting.

PREREQUISITES

Before running this scenario, it is suggested that you have done the following. Although you don't need to, the terminology will make more sense if you do. There's a lot of reading to do, but a little effort now will result in a great reward later.

1. **Print this document.** I would recommend doing a couple of copies of the player section of the Scavenger Setting and give this out to the players to read. This section is not for the players, so keep it secret!

2. **Read and understood the rest of this book.** It helps if you have a working knowledge of the rules.

5. **Print an Arms 5 weapon sheet.** For the Security character class. This can be found in the Equipment Index.

6. **Print the Shakespear Standard Tech Kit.** For all the team to gawp at. This can be found in the Equipment Index.

7. **Print a Gaia Jack card.** For the Human Resources character and for the Rayengine Technician.

8. **Print Orbihaul Sheet.** This will be their planetary transport (after the first mission). This can be found in the Equipment Index.

9. **Print Character Sheets.** There are 3 separate pages required for each character: The front page (with the Deviant wheel on it), the second page (with skills and equipment) and a Human / Armour sheet. You'll need as many sets as you have players.

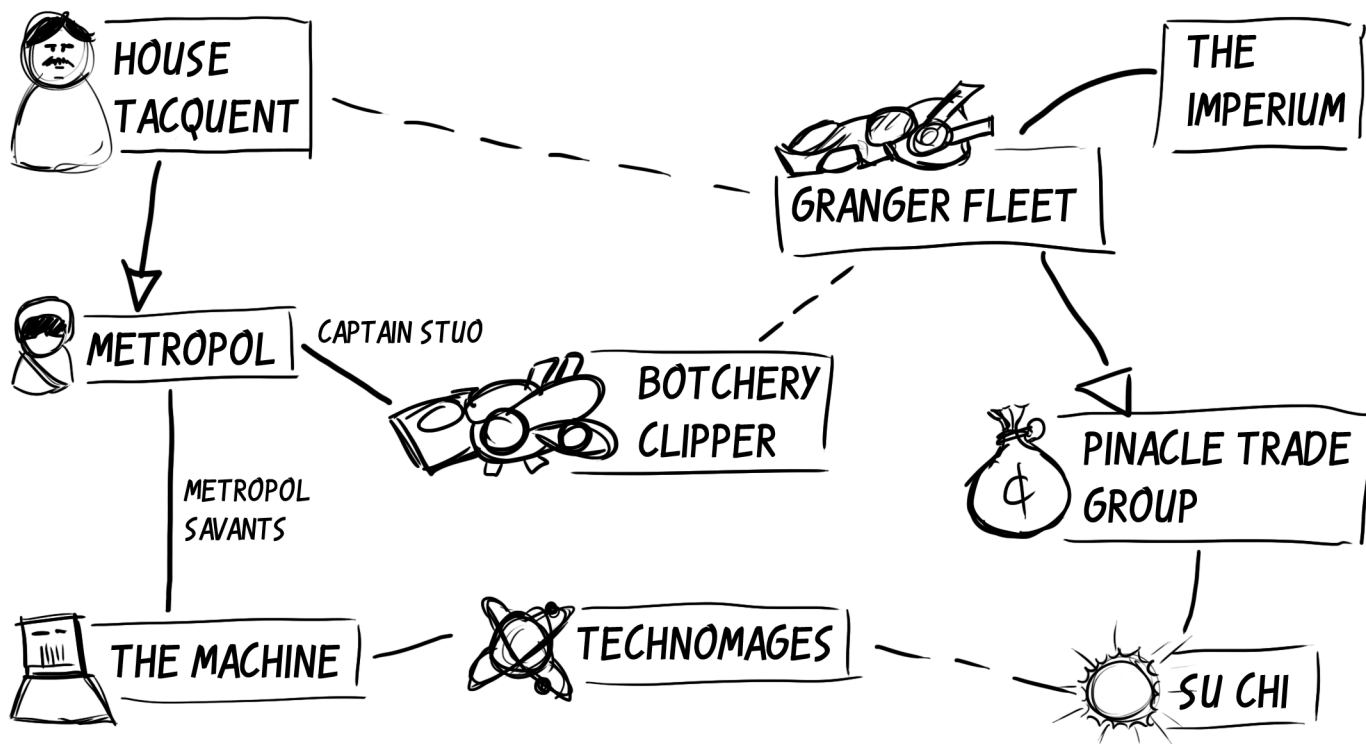
WHAT'S HERE

This GM Section is split in two. The first section contains three missions that will help you introduce Icar, the setting and some mechanics. These missions can be run as shown or used as examples for your own. The second half sets out a sandbox tools introduced in How to run an Icar Sandbox XXXXXXXX. The sandbox includes the theme; extended background; plots; events and example hooks; and even more plot ideas.

THE FIRST FEW ICAR SESSIONS

Your first few Icar sessions should be light and quick. Even if you intend on running a very dark and brutal campaign, the first sessions should be easy-ish to help the players get used to all the terms and rules. I recommend you order your first few sessions like this:

- ◆ Before Session 1: Send round the Icar web link and recommend they download and flick through the rules, reading the Scavenger Setting. Do not rely on your players doing this but do give the option.
- ◆ Session 1: Character creation and the start of Mission 1.
- ◆ Session 2: Continue Mission 1 and finish it.
- ◆ Session 3 and 4: Mission 2.
- ◆ Session 4 and 5: Mission 3.
- ◆ Session 6 and onwards: Sandbox gaming.



The Scavenger Setting Relationship Diagram at the start of play.

YOUR FIRST ICAR SESSION

Before beginning the delicate first session, it is recommended that the players have read the player section of this document. It also helps if the players have all chosen a character Concept (personality) and Skeleton (job). It may be difficult work out the job just yet as players might want to discuss who does what. Chances are, if left to their own devices, the crew will be made up of Security personnel because they are the skeletons that have the guns. For the first session, I recommend that this is the order of events:

1. Character Creation

Get the characters out the way as soon as possible. The players should choose a Concept (examples given in the players section of this book). The players can then fill in the deviant wheel. Leave the height and weight to last, if in doubt, use the human averages (Height: 6'6", weight 14st). Place of birth can be found by rolling a D12 and checking the table below.

D12	Place
1,2,3	Corisk
4,5,6	Essofin
7	Kale
8	Dess-Kay-Dar
9	
10	
11	Outside Anadar - a Dorian Cluster
12	Outside Anadar - a prosperous Sayshell Cluster

2. Money and Kit

Apart from a change of clothing and some personal effects, they have no kit to start with. That which is listed on the sheets are given to them once they have been hired by The Chief (Iss Horn Barnarder). The amount of money they have is:

$$\text{Starting Cash} = (D10 + D10) * 10$$

(roll a D10 twice, add these two together and multiply the result by ten. The maximum is 200.)

3. Description of Area

Give an overview of the area (an example is given below, read this out if you like), this sets the scene. The Sector of Remmar and the clusters around Darkspace should sound like a clean, hard working place that is trying really hard to get as many of its systems to be recognised and given resources by the Imperium. Anadar should sound like a war zone, grubby, dirty and without trust. The team start on Ominor Orbital around Coriska 3, on the corner of Anadar, they will all have gone there from their home world looking for work. Anadar has many systems that were abandoned during the Droid war. These are not marked as many of them are not deemed safe or there is a lack of facilities at these locations.

4. Interview

All the characters have a reason for applying for a job on the Scav vessel. This is included in the Character concept section. What they don't know is what happened to the last team (explained later). Also, they will all be immediately employed, because there are no other applicants and that the Botchery Clipper is keen to get away. The ship does not have a very good reputation, but the characters (or players) won't know this.

The Captain (Madeline Stuo) and The Chief (Iss Horn Barnarder) will meet them in the shadiest bar on Ominor Orbital, full of shady looking characters. A fist-fight will break out during the interview, raised voices and drinks spilt. The team might want to get involved but the Chief will ask them not to. The Chief does all the talking, have him ask standard questions about next of kin and odd ones such as "Do you have any religious practises which may lead to decompression?" which may point at problems they've had in the past. A list of possible questions is given at the end of this section.

All the characters should be plied with a lot of kaisa (beer) during the briefing and after that, taken straight to the Botchery Clipper. It's a bit like press-ganging. The more drunken they are, the better (Meat statistic checks after a couple of beers). The sober ones will be shocked at the state of the Botchery Clipper, the drunken ones will not.

The crew joining fee is 300. None of them will have 300, so take all they have and then say that the remainder will be taken out of their first pay packet. If they complain, say it is standard practise. It's not but then none of the characters will know that. They might find out in the future, by which time it will be too late.

5. Medical Inspection

Each crew member should be given a bout of medical, which ends with them being injected with a serum that slows the effects of decompression and purges toxins from the body. A lot of vomiting and staggering about before they pass out. Dr. Sorex has a terrible bedside manner and will refer to the crew as 'Biologicals' or 'The Condemned'.

Have them do their medicals one after the other - so they can see the effects on the previous one. You can even take each player out of the room to explain what happens and then get them to explain to the rest of the team the dreadful reaction. If there are any Brick Shit Houses (a Psychotheatric) amongst the party, they will not feel any of the effects.

6. Transit

When they wake up from their unconsciousness, they will be en-route. There is no holoream on the Botchery clipper, so entertainment will need to be found other ways. Iss Horn Barnarder will start training them in flying the Orbihaul, so that they won't have to use it on the rather poor autopilot.

7. First Mission - The Ungodly Act

The first mission is a typical Scavenger mission and is included later.

SETTING REVISITED

There is a lot more to the cluster of Anadar than first meets the eye (or that is marked on the map). This section aims to give you, the GM, a detailed look into the workings of Anadar and add systems to the map. All this information can be released, but over time and effort and perhaps by rumour.

It is written here without bias, the way it is. However, every NPC will have a bias. Do not be afraid to put a spin on the information each time you tell it. The players will soon realise that the oracle of information that is the GM might not be all it is cracked up to be.

THE BOTCHERY CLIPPER

The Botchery Clipper is not all it seems to be. This is split into sections of interest, beginning with the current crew.

Captain Stuo

The Captain is the most unscrupulous woman in known space. She will stop at nothing to get to salvage first and will sacrifice anything to make a profit. She says very little because she believes that the fewer words you use, the more impressive it is. She is often cold and heartless. Perhaps, deep down, she does have a fondness for her crew but she buries it so far down no surgeon could ever find it.

Captain Stuo has an alcohol problem but is very adept at covering it up - preferring to say nothing. The Chief (Iss Horn Barnarder) knows her secret but thinks it is better kept quiet.

Iss Horn Barnarder

In contrast to the Captain, Iss Horn is a genuinely nice person. He does not counter the Captain because he is scared of her and because of his age, he would not be able to get a job on another ship. He yearns to get back onto the Scavenger Team side of things (going to wrecks) and will try anything to do so. He's also terrified of retirement and if anyone mentions it, he will get angry.

Captain Stuo will not let The Chief off the space craft, not only is he a valuable well of knowledge but he also has a huge array of contacts that the Captain often calls upon.

Dr. Sorex

Dr. Sorex is an extremely old Automaton. The AI is over 500 years old and has been slowly acquiring knowledge. He used to work as an Imperial Midwife but after seeing his 9th baby incinerated for carrying the Genus 2 virus, he began going through ascension.

He can perform just about any function on the ship, but would do so with much complaining and little flair. He will make snide comments about the Captain and about humans (he will call them biologicals) in general. His appalling bedside manner (and lack of respect for his patients) makes him generally unemployable - except by Stuo. He uses Biology as a curse and a cuss. Any words to do with human anatomy, such as flesh, bone, blood and meat can be said with spite.

The Botchery Clipper Structure

The Clipper is made from the parts of other ships. Around the inside of the cargo bay and within access tubes the new team will now and again catch the sight of different paint jobs, even the names of the craft that it was taken from.

The forward bay is sealed up. It will look like a bulkhead and the crew may never notice it. Behind the wall is a Droid Mk3, painted yellow, without ammunition and chained to the floor. It will power up only if the bay is opened - from inside or out (cut in through the hull). Also, the ship has lots of areas where the technology looks a bit Droid-like. This is because it is Droid technology. Of course, the use of Droid technology is illegal and if any Imperium unit was to check it, the ship would be impounded. Captain Stuo keeps the Botchery Clipper looking enough like a wreck that Imperial craft would not pay it a second glance.

Any Zero G technician character types (who should be fa-

miliar with space craft) should be given an uneasy feeling about the ship. They will not put their finger on it, as much as they try to search, scan and so on. This is a result of the hints of Droid style technology.

Botchery Clipper Orbihaul (missing)

At the start, The Botchery Clipper does not have an Orbihaul. It is a very notable thing that is missing as without it, there is no way for the crew to get onto a planet surface. The Orbihaul was captured by a rival Scavenger crew before the player characters join the Botchery Clipper. The first introductory mission (The Ungodly Act) will see the player team returning to the Ungodly Act to get the Orbihaul back.

DODGY DEALINGS

By law, any Droid equipment found while scavenging must not be touched but reported over Gaia. This is testimony to dangerous nature. However, Captain Stuo sees the value of this sort of cargo and will trade it as if it was normal scavenged equipment. By doing so, she puts everyone's lives in danger. There is some Droid cargo is special crates at the back of the main hold. Many of the missions have some sort of Droid element - this is no accident and the team might start to realise the importance of the Droid items to the Captain.

PAY

Is minimal. Regardless of what they scavenge, they will only really get 200 per job. The ship costs will always rise to leave 200 for each member.

THE LAST TEAM

The last team were less than profitable, making mistakes and poor judgements about what to take. The team leader, Tom Wright was having an affair with the Captain. He was starting to realise that the Captain was sending them on missions to pick up Droid equipment and he confronted her. While on dock one day, he took a new girlfriend.

The Captain took her revenge by sending the team down onto a Orbital wreck in a decaying orbit - where the Scavenger Crew from The Ungodly Act were Scavenging. The Ungodly Act Scavenger crew caused the Botchery Clipper team's deaths by stealing their Orbihaul when the wreck (Aprose Orbital) was breaking up under gravity. Captain Stuo decided not to attempt a rescue but to leave the system and lay a honey trap.

The Botchery Clipper pretended to be a craft in distress and when the The Ungodly Act approached (with sinister intentions), the Botchery Clipper opened fire, knocking out communications and main power. The Botchery Clipper then left, hoping that by the time they returned, the The Ungodly Act crew would be dead.

There are three crew members left alive on board - one on life support and the other two trying to fix the craft. Sadly, neither of them are technical - one is good with guns and the other is in Human Resources.

The first mission is to return to The Ungodly Act.

LORD E. TACQUENT

Tacquent is a 54 year old psychotic. Acute megalomania grips his everyday world and he has decided that he will overthrow the Imperium. He has little patience (he killed his first wife for taking too long getting dressed one morning) and is a shrewd business man. He plans to take over the Remmar Sector by using a secret army of Drorgs (a Borg with some Droid system installed) and a fleet of ships (his Navy, see below) that is almost finished. His 12 children suffer from a similar psychosis and are much more in the public eye. They appear to be doing most of the work for the Tacquent House, but really they are puppets, carrying out orders from their father.

Tacquent is a technophile. He will try to get hold of any piece of technology, no matter how dangerous. His secret police will often be the ones dealing with Stuo's acquired Droid technology. He sees technology as a method of getting hold of his major goal - Remmar domination.

TACQUENT VS GRANGER

Tacquent hates the Granger family with a passion. Even though accepting the Granger fleet into Essofin would be beneficial, Tacquent want to see the destruction of the Granger Fleet entirely.

Tacquent is waging a secret war against the Granger family, using a combination of black operation style attacks using the Metropoli disguised as pirates and economic power. The war is not working as the size of the Granger Fleet still grows. If the player team do not get involved, then the Tacquent Navy will be brought in to deal with the problem.

METROPOL

The Essofin police force is actually the front for his secret army. They are trained in police work, but mainly operate through fear by being heavily armed and acting with a heavy handed approach. There is crime on Essofin but it is organised and protected by the Metropoli. The Metropoli numbers over 250,000 soldiers, most of which have Borg and Droid technology installed into them. For any police force, the players will soon realise that they are heavily overpowered (an example of a Metropoli policeman is included at the end of this section).

Analysts have noticed and reported many times on the fact that the Metropoli appears to be a huge force and that the Imperium should sit up and take note. Tacquent's spin doctors generic report is that if any expansion to abandoned colonies was attempted then a mobile security force large enough to cope with an influx of people is required. This is a reasonable reason, given that the sceptics do not see the full size of the Metropoli.

THE METROPOL SAVANTS

A section of the Metropoli which is somewhere between the secret police and the intelligence gathering corps and number approximately 200 in total. They use Gaia to find information and have a small number of active agents (under 50) that move around any system within Anadar. The Savants are not widely known by the populace and this adds mystery to their operations. Their relationship with the Metropoli regular is patchy at best as they use the Metropoli for arrests and assassinations without giving reasons or applying law.

They are all fiercely loyal and if captured by another system's council while on an operation are unlikely to give away any information (Hard for Interrogate rolls).

TACQUENT'S NAVY

The Navy consists of approximately 100 combat cruisers (around the size of a Gaterunner but nowhere near as quick or well equipped), each with a minimum crew of 5 or 6. Tacquent has not invested in any fighter technology as he believes that it is too expensive to operate. This is a poor move and will eventually lead to greater costs both in monetary and human terms. The ships are designed with standard light jump technology and low power pulse lasers (the ammunition is cheap). The fleet is used to destroy pirate fleet that might threaten Tacquent's interests and can be used as a taxi service for the ground troops of the Metropol, should they ever be required.

The Tacquent Fleet is currently spread across Anadar, in little pockets around abandoned systems. This sparsity helps in keeping the fleet hidden. The players may meet some of these craft while in deep space, perhaps for Stuo to trade Droid parts. Such a well armed fleet is not illegal but its existence might lead the Imperium to look closely at Tacquent's Droid technology dealings.

THE FLEET OF HOUSE GRANGER

The Grangers are a powerful force that would like one of the upper reaches of the family to become an Imperial Peer. By trading and building systems with a friendly hands-off approach, they mimic the Imperium's methodology in hope this will be enough when Darkspace is to get a Imperial Peer.

House Granger is openly Humanist in philosophy. They distrust any Automaton of intelligence higher than Artificial Intelligence Power 5 (which is the upper limit of most space craft). Like most Humanists, they believe that the human race belongs on planets that have breathable atmospheres. They hold great store by these sorts of planets and believe they should be looked after.

Star Civ and the Grangers

The rumours of The Imperium's involvement in House Granger is true. Two Star Civilisation officers are on board the fleet - one openly using the fleet as a way of charting Anadar. The second officer is quietly grooming members of the Granger family for Imperial Peerage.

Scavengers and the Granger Fleet

The Granger Fleet are openly hostile to Scavengers and often refer to them as carrion as they pick over the bones of civilisations. Also, the Grangers believe that they are little better than pirates. Although this might appear to be a little unfair, it is a fair assessment of many of the Scavenger crews as they skirt the line between legal and illegal operations. The Granger Fleet will trade with trade with Scavenger crews but it is always a tense and unreliable relationship.

PINACLE TRADE GROUP

Not widely known to be owned by the Granger family, the Pinnacle Trade Group (PTG) has a lot of power within Anadar. Any system is reliant on the trade vessels that move the product from the planet surface to other systems. This is how most systems make their money.

The advantage of a Trade Group is that if a space craft breaks down or has crew problems, then another craft will pick up the job of moving product from the planet surface. Also, a regular trade route can create massive discounts in the ferrying of goods. This is how systems like Kale continue to exist. They do not produce a massive amount of goods or anything that is particularly special but they have regular routes set up with the PTG and thus the cost of transportation is greatly reduced. The more ships that are in the group, the more efficient it is - as bulk costs can be spread across all ships.

The number of vessels in the trade group is a closely guarded secret as the number exceeds 2000! An operation of this size would be more closely inspected by the Imperium, due to the incredible economic power a single company can have over many billions of people, but is yet undiscovered. PTG operates craft of many different sizes, from small and fast Cruisers with couriers on board through to massive Freighters over 2000m in length.

The ability to choose what systems they visit give the PTG incredible power. By denying a small system (with around 90k inhabitants) a regular trade route means that they will find it difficult to compete with those systems that are about the same size and productivity. This limits growth as people are more likely to set up crafts on those places that have a solid method of transporting goods. The PTG also have a Star Dock of their own in Corisk, but it is held under the corporate name of Hequar Star Docks. This allows very cheap repairs and upgrades.

Crews

It's no secret that the crews within the PTG are very well looked after and the pay is high. Unlike many vessels trading in Anadar, the PTG crews are all paid a monthly salary, rather than based on percentage of profits. Also, the PTG does trips to outside the two clusters, so the wealth of other systems can be shared. This extended Remmar experience is very important when trying to get the best price for some goods. House Granger often use their extensive economic knowledge to aid these decisions and it's common that a employee of House Granger can be found on smaller vessels as a guide or aid.

How to represent the PTG to the players

The players should see the PTG as these very intelligent and smartly turned out people. The PTG crews will pretty much ignore the player team as Scavenger crews are not regarded with any social standing at all. If pressed, the PTG crews are likely to be snobbish and aloof, only starting fights on occasion. They have the best equipment, the best skills, the best uniforms and best lifestyle, they do not need to speak to likes of the player team!

THE SU CHI

The Su Chi are backing House Granger to become Imperial Peers of dark space. The Su Chi recruit Humanist Extremists from the Pinnacle Trade Group and the Granger Fleet and provide black operations for the Grangers as a whole. For more information on the Su Chi, see page XXXXXXXXX.

THE MACHINE

The Machine have always had a presence in Anadar and as such have allied with the Metropol as the only other alternative to Fleet Granger. It is an alliance of a common enemy, rather than a joining of ideals. The Machine and House Tacquent make uneasy bedfellows but both benefit from the relationship - for now at least.

The Machine hope that Essofin might become a home of open rights for Automatons and House Tacquent make use of intelligent Automatons from The Machine for building technology. For more information on The Machine see page XXXXXXXX.

THE TECHNOMAGES

The Technomages are everywhere in Anadar. They have a number of secret installations where they research a variety of illegal technologies - Droid technology being one of them.

The Technomages are most useful to the team as it is a way of getting hold of high technology in return for found Droid technology or rare technical items. The Technomages pay well and make good contacts for the team. Captain Stuo will unwittingly have a few Technomage contacts from selling off illegal Droid technology. For more information on The Technomages see page XXXXXXXX.

Anadar's Systems

This section includes some additional information on the systems within Anadar. Some of this information can be used as rumour or can be used as description for when the player team visit the system. Not all of the details provided need be used all at once, they can be fed in pieces to the players. It is wise not to change too much on these systems. If you feel creative, then it's best to create a new system, rather than alter an existing one. This will help consistency in the Timelines. Also, if you do make a change, it's best to alter the information here (using a footnote in pencil) so that you can remember what the change you made was. The information in italics is what is given earlier and allows you to easily see what the players have already been told.

Anadar's History

Anadar once teemed with extraordinary colonies. Less famous than other clusters in Remmar, it quietly maintained the very highest standards of art, culture and science. One thousand years ago the Droids flushed out humanity leaving much of the colonies intact. Only those colonies where the inhabitants clung to firmament were destroyed, leaving a patchwork of the remnants of civilisation.

Anadar's low concentration of star systems and proximity to the centre of the galactic arm meant that many sought refuge there, assuming the Droids would concentrate only on those clusters with high star concentrations. They were wrong. As the Droids swept through, precision attacks disabled space craft and killed crews with alarming efficiency.

In 92023, Anadar is a typical Remmar cluster. Some systems are shining beacons of Imperial excellence and others are fledgeling settlements, growing around the edges of the Droid ravaged colonies. The broad areas of void in between contain fleets of disabled space craft, abandoned orbit-

als, deserted colonies and ruins. It is this clutter upon which teams of Scavengers search.

ESSOFIN

Essofin is controlled by a powerful self-proclaimed Lord E. Tacquent it is prosperous but under the tight grip of its Lord. The Metropol (local Police Force) use absolute force to go about their work and visitors are reminded about the extensive laws on a regular basis. The system does profit from this situation and has reportedly low levels of crime.

Structure

Essofin is a system with 10 planets, of which two have I-class atmospheres (Terran). It also has a high number of orbitals which provide the large raw material output through mining. Although this holds the largest share of the system's profits (32%), it also has a massive manufacturing capability (holding 29% of the profits). Essofin is a very busy system, it's principle planet, Sword (Essofin 6) being the most active and the home of Tacquent. A huge number of craft enter and leave the system each hour (9 to 10 thousand per hour) and thus it is very easy to come and go without being noticed. Essofin is economically, the strongest colony in Anadar as is quite self-sufficient.

The architecture of the planets and orbitals can be described as being dark. As the Mex buildings are made from local materials, the builds are often either gold or onyx in colour. This gives the system an evil and oppressive feeling. Tacquent investing in the style of the Mex buildings and thus there will be many more arches, alcoves, walkways, stained glass windows and monuments than anywhere else in Anadar.

In Gaia, the depiction of Essofin is precise and there are a huge number of council owned automated Gaia entities that scan people's identification and ship information at random. This builds up a huge information store of information regarding people coming and going. If anyone is banned from coming into the system and their ship or Isis is spotted, they will be immediately reported to the Metropol or the Metropol Savants. Of course, these automated systems can be fooled and hidden from (pass in Hacking roll), but they must be anticipated and the roll should be made upon arrival in Essofin.

Essofin's Criminal Hulks

Essofin also has a number of hulks in orbit around the star. These vehicles are mostly unpowered (beyond minor course corrections) and consist of a number of very large freighters that are permanently welded together. In these colonies are the dregs of the system and this is where much of the crime goes on. They are considered private vessels and thus the Metropol may not enter them unless on unofficial business or chasing down a criminal from another place within the system. This makes them an extremely attractive option for player characters if they get in trouble with Tacquent.

The most famous (and largest) of these hulks is the Essofin Flyer which is run by a figurehead council and actually run by a Mafia-style crime family. Tacquent would very much like to be shot of this family but they are a 'known evil' and thus can be watched, at the very least. If contact is made with them, they may appear to be in league with Tacquent, but this is just for appearances and if the players get 'in' with the Essofin Flyer Mafia, then they will soon learn that this is far from the case!

KALE

Essentially a humanist system, Kale amounts to very little with only a small amount of agriculture and little or no trade produce. Hippy-like values and a communist view of possession makes this system unable to compete in the difficult trade market in Remmar as a whole.

Structure

Kale is a system with only one inhabited, I-class planet, Liberty (Kale 3). Liberty is populated with 90% humanists that are trying the best to get 'back to basics'. To then, this means farming with as little mechanical aid as possible. For some, this means an automated harvester, for others, they like to eke out their existence with ploughs made from sustainable forests. It's a simple life but the population is happy for it. The other 10% are those people that realise that for this dream planet to work, some people will have to interact and work with the rest of the cluster and they live in the only, small Mex city: Rhea. This includes the council, star port support staff and Hauler crews. These people like Kale for the quietness and relaxed attitude to trade. People are honest and well meaning. Although the architecture is simple (very typical Mex construction, with very little embellishment), it is functional and that is the system to a tee.

House Granger's Influence

The one strong factor of Kale is that it has a contract with the Pinnacle Trade Group and is often visited by the Fleet of House Granger. This allows the cheap transportation of the food off planet. The reason for this is that House Granger are keen to take control of Kale and they see this as the best way of doing so. Pinnacle are not the only trade group running to the planet, but they hold the largest share. It could be argued that without this, Kale would not be listed as an established system.

House Tacquent's Machinations

The House of Tacquent would also like to get their hands on the system of Kale. This is definitely a desire of Tacquent as he sees the resources that Kale has to offer as a good reason to take over. Also, he finds the under utilisation of the food output under the small croft on Liberty system as ridiculous. His plans for domination include Kale and he has begun by offering the council security and resource aid in return for their allegiance. Of course, no-one attacks Kale (there's nothing to steal!) and the Pinnacle contract allows the system a fair amount of economic security so they refuse and keep their ideals.

PRI-SOT (THE HIDDEN SYSTEM)

Little is known about Pri-Sot except that it is very difficult to locate. Situated in a volumetric gap within a large nebula, Pri-Sot keeps its anonymity. It is believed that it is a hideout for criminals and pirates, the nebula providing an excellent hiding place.

Pirates and Outcasts

Pri-sot is a system whose legend is far more impressive than its actuality. A single, scorched planet (Imbroglia) orbits a red dwarf star. Imbroglia has a corrosive atmosphere and most of the population of this system is either under the surface of the planet, in the massive mining colony of Brogg or in one of Pri-Sot's 6 orbitals! Primarily, Pri-sot is the home of

political outcasts from the two great houses and those who are hiding from the long arm of the Imperium, without the dangers of the lone systems to contend with. This includes a large number of space-faring folk (pirates) and it does cater for them with excellent technological and 0g star docks.

Pri-sot is completely self-sufficient because any regular trade route would make it too easy to locate. Food is produced in massive underground hydroponic landscapes and it can feed more than the population requires. The council of Pri-sot is surprisingly well run, the sometimes overly violent police force enforcing a cut-down version of Imperial law. Pri-sot does have the death penalty.

On Gaia, Pri-sot is a tour de force. Normally, space craft use Gaia to locate a system when planning a light jump across space. However, Pri-sot uses a huge number of Entities to confuse the Gaia presence. This can not be hacked and plays upon the very nature of Gaia. You can not access Pri-sot Gaia information from outside the system but you can access elsewhere from Pri-sot. When someone talks to a person in another system from Pri-sot, the location is given as 'Unknown - Dead Space?'. This is highly desirable for the sorts of people who are there. The largest issue with this system is that most security system will not allow someone of this location near their establishments, thus hackers often operate from their own space craft - giving them a location.

The only ways to find Pri-sot is either an extensive search of the nebula (takes 10 days) or by being given relative time and space co-ordinates. This means that it is a location at a certain time. Due to the space-time properties of the nebula, a pure location is not enough to locate the system. Thus, if the player team are told where Pri-sot is, this information will only be good for an hour, if they go too early or too late, they will not find the system. There is no method of working out where the system is, given a number of previous locations and times. The system itself does not move, just the space and time around it.

RHOT ORB

As the tales suggest, Rhot Orb is packed with hidden treasure. Treasure that predates the Droid invasion is in works of art and other antique valuables that fetch a high price with the art dealers and wealthy of Sayshell. Since the Droid invasion pirates have used it as an ideal place to hide just about anything from whole space craft to valuable minerals.

Like all Orbs, Rhot Orb is huge. So large that treasure hunters searching without the co-ordinates of known treasure are unlikely to find anything at all.

The Jungle

The inner sphere of Rhot Orb was once a beautifully manicured world with every geological feature you can imagine - fields, savanna, mountains, lakes, rivers and a huge ocean. However, jungle and swamps have taken over, even climbing up the taller mountains. The exclusive villas have been consumed by the plant life and although the insides of the buildings remain intact, they are very difficult to find.

Treasure Hunters

The people who live inside the Orb refer to themselves as treasure hunters and there are families who stretch back many generations living in nomadic groups within the skin. Once in a generation, a family will happen upon a truly huge

find of treasure, which they must protect until it can be sold to a steady stream of traders. Most of the hunters are friendly to outsiders but less so to other hunter families. If the players own a space craft then the treasure hunters will be their best friend.

DESS-KAY-DAR

Dess-Kay-Dar is a mining system whose council rarely lasts longer than a few months at a time. A large number of rich and mining companies own the gas and mineral mining operations throughout the system and all attempt to place a puppet government in power that will be of benefit to them.

Each of the mining companies have their own security force, which they use to protect their interests. The employees of these live and breathe the mines where they work and as such are fanatical about their companies. Their pride and interest in politics is universal in Dess-Kay-Dar and this is what fuels the rioting. The upshot is that no single mining company gets the upper hand - even when they local a seam of rich mineral.

Dess-Kay-Dar is a good place to sell any kind of technological salvage and the mining companies do offer work to scavenger vessels for finding very particular technical goods.

FRANESK (NOT MARKED)

A system so small it is not listed on the Anadar Star Map, Franesk has been quietly funded by the Granger Fleet for over a year. The population level has not reached a point where it is listed in any of the system guides held at the Star Civilisation offices on Coriska. Inclusion into these guides is normally achieved by request and application or by a Star Civilisation agent visiting the system. Franesk will suddenly become noticed and should 'appear' on the star map (draw it on). The system is a thriving place and will have a massive population that will be rapidly be increasing. When you are ready to bring it into the fore, here is a description:

Although a new system, Franesk has a very strong economy. With the assistance of the Granger Fleet, this agricultural colony also has an artistic side and is producing excellently designed buildings, vehicles and Gaia objects. Franesk has also established several Pinnacle Trade Group trade routes, allowing it to undercut most of the systems in Anadar for food produce.

TAO

Tao is purely supported by a Pinnacle Trade Group contract, Tao has a number of small industries that give it a diverse culture. The main colony is an I-class planet, the surface covered in rich oceans teeming with life. Erratic and often violent weather prohibits wide scale farming but the farmers have adapted and manage to turn a surplus for trade.

Tao has a small Orbital whose main outputs are mining, luxury goods and technology. A small, automated manufacturing operation produces goods mostly for trade.

The populace of Tao may seem a little vague, but are essentially a hardy people. No scared of the most severe conditions, they doggedly work to improve and expand their colony.

Tao is the most uncomplicated system in Darkspace. It has a small number of people doing some very specialist tasks and

that is pretty much it.

Machinations

Tao is a favourite stop for the Granger Fleet as they are a one-stop location for lots of the things that the Fleet needs: food, water, raw materials and technology.

Tacquent's family are keen on Tao because of the opportunity it presents and Tacquent himself wants Tao purely to reduce the number of place where the Granger Fleet are welcome.

Campaign Sandbox

RELATIONSHIP DIAGRAM

The Relationship Diagram shows the main relationships between the key players in Anadar. On the left of the diagram is Tacquent and his link with the criminal Syndicate The Machine through the Metropol (and the Savants). In the middle is the Botchery Clipper, where Captain Stuo is working with the Metropol (see Introductory Mission 2, the Lethal Rings of Obyrworld). The Botchery Clipper is a natural enemy of the Granger Fleet. On the right hand side of the diagram are the Humanist elements of the campaign - which is centred on the Granger Fleet. They control the Pinnacle Trade Group, who often deal with the Su Chi criminal syndicate.

TIMELINE

The example Timeline has three plotlines: Tacquent, Granger and 'Other', which includes the Imperium plots and the Syndicates.

The Timeline as a whole tells a story of a tussle between Tacquent and the Granger Fleet, culminating in an all out Fleet vs Fleet war at the end. The Su Chi are always allied with the Granger Fleet and the Machine start being allied to Tacquent. This does not last and a secret war rages on Essofin and Kale. Although controlled (and funded) by The Granger Fleet, the Pinnacle Trade Group acts in a business-like manner.

In this campaign, Tacquent makes up the obvious villain and the Grangers are represented as a sinister group. Their motivations are the same as Tacquent's - to become Imperial Peers but their methods are less violent.

PLAYERS VS WHO?

The most obvious route for a Gamesmaster to take is to make Tacquent the obvious enemy and then either ally with the Grangers or attack Tacquent alone. If you have a player group new to sandbox gaming, this is the obvious route.

If your players are a little more feisty, you may want to have them ally with Tacquent and fight back against the Grangers. The Imperial influence, although benevolent, can be made to appear malignant. The Grangers are humanist and that means that they do not treat technology and Automations with proper respect. If the players have gained a soft spot for Dr Sorex after the 100th time he has glued them back together, that might be a good way to spin against them.

CONTROL OF SYSTEMS

Being 'in control' of a system means nothing if you cannot support it with trade space craft. Every colony is lacking in something and it is trade vessels that bring it. This is where the balance between Tacquent, who can gain control of a colony's council and the Granger Fleet (and thus Pinacle Trade Group) who control how they sell.

HOOKS

Below is a list of generic hooks, any of which can be used to put the characters in the right place at the right time.

- ◆ Invited to a party
- ◆ Hired by Granger fleet as Mercenaries to disrupt Tacquent operations.
- ◆ Hired by Tacquent to infiltrate Granger fleet.
- ◆ Transport Droid cargo from Essofin to Rhot Orb.
- ◆ Rhot Orb treasure hunters contact characters to arrange transport of goods.
- ◆ Tacquent family member charts character's craft for some tourism.
- ◆ Crew on a disabled pirate craft need passage to Pri Sot. One of the pirates knows how to get there.
- ◆ The Great Anadar Fayre on Corisk. 4 days long, 10 square miles of festival, music, dancing, art, markets, bars, deals done and people disappear. Everyone will be there. Each colony sets up a large 'tent' representing their history and customs.
- ◆ Characters offered a charter from a Borg that wants to go to Obyrworld. The Borg has Droid technology installed and goes mad en route.
- ◆ One of the characters sleeps with a high ranking member of the Tacquent Family. Being inbred and insane, she/he becomes obsessed by the player character. This person becomes either ally or enemy.
- ◆ A Dess-Kay-Dar corporation trying to gain power on Dess-Kay-Dar contact team to turn a scheduled peaceful demonstration into a riot.
- ◆ The Machine (Syndicate) need to evacuate ten Automaton who have started ascension on Tao before they are destroyed. The Automaton will need to be stolen and carried somewhere safe.
- ◆ Su Chi (Syndicate) are gathering on Essofin and need safe passage for some of their operatives. Once on Essofin, the team may get embroiled in a number of terrorist actions against House Tacquent.
- ◆ Technomages are looking for lost technology in the Rings of Obyrworld, they can scan for it. The team find out it is a powerful light jump engine. If persuaded, the Technomages will allow them to have it as long as a Technomage can study it working.
- ◆ During an attempted mugging, the team find a stolen wallet on one of the muggers. It contains a data card with co-ordinates of valuables on the Rhot Orb.
- ◆ Insane Tacquent Family member requires a charter to take him on a killing spree on another system. He and some bodyguards will talk openly about the fact that they are going to hunt some humans on whatever colony they're going to.

Introductory Missions

To help run your first Icar campaign, three missions are included below. They have been created to demonstrate a feel for Icar, rather than setting out canon. Feel free to use the missions as they appear or modify to suit your group.

In each mission description, you will find example text that can be read out to the players. These example nuggets act as examples of the kinds of information that is told to the players before they have the chance to ask questions. The person likely to be saying the text is given at the start, for example:

The Author: Example spoken text looks like this.

Each mission is split into Scenes. These scenes are to help you understand how the missions are put together and do not need to be told to the players.

MISSION OUTLINES

Mission One, "The Ungodly Act" is designed to introduce your players to Icar gently with some exploration, tension and a firefight at the end. The rules used for this mission are Skill checks and Fire Fighting combat.

Mission Two, "The Lethal Rings of Obyrworld" begins with negotiations with undercover Tacquent Metropol on Obyrworld that go sour causing a close combat fight. The player characters then acquire the location of some valuable salvage in the Rings, wherein they fight a damaged Droid. This mission uses close combat and vehicle combat.

Mission Three, "Porcupine" is where the Botchery Clipper answers a distress call to find two craft disabled. One is a Granger Fleet XXXXXXXXXX craft and the other is a pirate. The Granger Craft needs salvaging before the pirate craft is repaired. Leaving in the nick of time, they are then chased away by the pirates. This mission focuses on space combat and Gaia Hacking.

Mission One: The Ungodly Act

In this mission, the team will enter their first floating wreck, survive nonlethal booby traps and finally fight for their lives against two survivors. The aim is to introduce your players to Icar's fire fighting combat system (which is the easiest and most commonly used combat system) and for them to survive, having had a tense exploration. The aim is not total party kill!

SCENE 1: EN ROUTE.

Captain Stuo: We are en-route to a wreck we spotted coming back from our last salvage. It could not be hailed and from sensor readings we believe it to be adrift. We are approaching to perform a medium range scan. Please feel free to relax until we have done that but no alcohol or recreational drugs.

The Ungodly Act was lured into a honey trap by The Botchery Clipper and was attacked, knocking out its light jump engines and communications systems. It also killed 8 of the 11 crew, critically injuring 1. The two crew members alive are the

Human Resources (Abigail - a pretty, petit, blonde woman in her 20s, terrified and made paranoid by stress) and Security (Mary - a tall, athletic woman in her 40s with shocking white hair and a scar that runs from eye to navel). The injured crew member is in a suspension tube - filled with aqueous goo and kept alive on life support. This was the craft's first officer, Barry. Both Abigail and Mary know they were attacked by the Botchery Clipper and assume that anyone coming back onto The Ungodly Act are coming to kill them.

All three are hold up in the Orbihaul that they stole from the Botchery Clipper. The Orbihaul is in the cargo bay at the back of the craft. Everywhere on the craft Life support is dead and air is toxic as a result. There is very little dust, which suggests that it's only been off for a couple of weeks. There are no dead bodies as the three crew incinerated the bodies.

SCENE 2: MEDIUM RANGE

Captain Stuo: We believe it is the cruiser 'The Ungodly Act', a registered Scavenger Vessel that was last heard of 20 (XXXXXXXXXX 5 days before crew are joined together) days ago. This Salvage is likely to have excellent cargo prospects. Life support is damaged, as are the engines. There is no reply over Gaia, so any Gaia communications must be damaged. There might be booby traps, so be wary.

SCENE 3: APPROACH

The team are to enter the craft at the bridge airlock.

- ♦ There is no power at the airlock, anyone with Space Craft Systems Skill make a check to open it manually (and without setting off alarms).
- ♦ If fails or Space Craft Systems then Mechasys Systems Skill check to cut using an energy cutter. This will be messy (even messier if they fail).

NB: Don't booby trap the airlock, it will make the players too jumpy. Furthermore, the NPCs left of the craft do not have the technical knowledge to rig booby traps outside.

SCENE 4: EXPLORE THE CRAFT

The Ungodly Act has an ostentatious interior design. The pewter metal walls are dulled to show off etchings of mysterious planets that glow as you pass. Every corner is decorated with a classic column topped with scrolls. The ceiling of even the most mundane corridors will have intricate vaulting that is delicately lit. It gives off the feeling of an opulent space cruise liner, possibly because the interior was ripped from the wreck of a cruise liner. Mood lighting will still be on because each floating orb that produces it will have its own generator.

General Description

The team can then explore the craft, looking for personal affects worth credits as well as cargo. Personal affects are always first.

Booby Traps!

Throughout the craft will be a series of small booby traps aimed to maim the team and let the two surviving crew members know that someone else is on board. Booby traps should do stun only - this is only the first game! You can fling characters across rooms and down corridors but Stun should be the only damage they take.

The Bridge

The power on the bridge is out. Any Tech character can bring it back to life. The hard light bridge controls will be haphazardly redirected to /'somewhere in the cargo bay'/. Controls to the space craft are actually redirected to the Orbihaul in the cargo bay. Skill checks Gaia Hacking or Space Craft systems to find this out. Not all of the items have been redirected: sensors and Communications have not. Communications is damaged but sensors were not moved because the two remaining crew members are not technically proficient enough to realise.

Living Quarters

There are lots of valuable personal affects in the living quarters. A Human Resources Character should roll Style for each room they are investigating. The Captain's room will need to be cut into as the door is jammed shut.

Galley

The galley is strewn with discarded plates and cutlery. The Bioreorganiser (which is used to make food) unlocked and empty, suggesting someone has had the biomatter (from which food is made) out of it.

Suit Room

The suit room (where the team gets ready to go to a wreck) is depressurised and the door will not open unless forced. If opened, then more bulkheads will automatically close to stop air leaking out. This is where the scavenger team were when the Botchery Clipper attacked.

Cargo Bay

The Cargo bay is a huge cavern with space crates grouped together on the walls and ceiling. The Orbihaul is in the middle on one side by the airlock. There is no artificial gravity in the cargo bay (Grav Field Generator is turned off - which can be turned back on using Hacking or Space Craft Systems). The doors are welded shut from the inside. The characters can cut their way in (Mechasys Systems). The air in the cargo bay is still breathable (being so much of it, it takes longer to be used up).

SCENE 5: AMBUSH!

When the players entered the Ungodly Act, the remaining two crew members were alerted to them. When they finally cut their way into the cargo bay, Mary will open fire (see stat Box XXXXXXXXX). The first burst should fail as Mary scrambles for a better vantage point.

SCENE 6: THE ORBIHAUL

The Orbihaul is a pewter g insignia have been scratched out. Unlike the rest of the Ungodly Act, the Orbihaul has not been treated well. This is because it's the stolen Orbihaul from the Botchery Clipper. The main cargo bay of the Orbihaul has power, gravity and life support functioning. Biomatter car-

Mary (Security)

Battle: 6, Meat: 5, Shift: 5, Soul: 6, Wit: 4

Body: H: 10, LA: 10, T: 40, LL: 15, RL: 15

Armoured EV Suit: H: 100, LA: 150, T: 1000, RA: 150, LL: 200; RL: 200

Heavy Firing: 60%

Weapon: Arms 5 Rifle

Ammo: 3 magazines

tridges from bioreorganisers across the ship are piled in one corner and in another corner is the suspension tube where the First Officer is on life support.

Abigail is hiding in the cockpit of the Orbihaul, she is terrified and will come out shooting when the team enter. Abigail will not be reasoned with, she is in a state of panic and will just fight.

SCENE 7: WRAPPING UP

Once Abigail and Mary are dealt with, the crew will gather salvage. If unsure what to do, they can contact Iss Horn Barnarder. Iss Horn will tell them to load the Orbihaul, he will consult the Captain. The team can distribute the weapons between them. They will need them for the next mission. Iss Horn will wait until the team have filled the Orbihaul before reporting back.

Iss Horn: The Cap'n says to leave the First Officer on board the Ungodly Act.

Take the Security Member of the team aside.

Iss Horn: The Cap'n wants you to put a bullet in his head to make sure.

Whatever happens, the Captain will not allow the First Officer on board.

Mission Two: The Lethal Rings of Obyrworld

Mission two is in two parts. It mission begins with the team negotiating with poorly disguised Metropol. The Metropol aren't friendly at all and a fight breaks out. As the fight starts to look like it will be going the player's way, the lead Metropol negotiator will escape in a car, leading to a car chase. Once they catch the Metropol negotiator, he will release information about the valuable wreck in the rings. The second part of the mission will be the investigation of a wreck called the Toast Rack in amongst the Rings of Obyrworld. The Toast Rack is a Metropol trap and contains a heavily damaged Droid.

The mission will give the players a chance to have a fist fight using the Close Combat rules and a vehicle-to-vehicle dog fight using the Vehicle Combat rules. The second half points out how lethal a damaged Droid actually is.

SCENE 1: EN ROUTE TO OBYRWORLD

Captain Stuo: We are going to call in a debt with some information brokers on Obyrworld. Over the past two years, we have been dealing with Obyrworld Information Brokers to supply us with information on profitable wrecks. In return, we have been fetching them crates from abandoned stores across the cluster. The last two trips we did on the proviso that they were on the brink of discovering a valuable wreck known as The Toast Rack in the Rings. They now know the location of the wreck and want to discuss matters face to face. Go down to Obyrworld's star port, Amo. Meet the information brokers in The Ancient Mariner and pick up the co-ordinates. They might want to counter offer. Do not accept it. You are not there to bargain, you are there to pick up The Toast Rack's co-ordinates. Make sure you land the Orbihaul far from the port and use the

Botchery Clipper's Kestrel to go to and from it. Orbihauls are far too valuable to Obyrworld's inhabitants as they are the key to getting to the Rings.

SCENE 2. INTO AMO AND THE THE ANCIENT MARINER

The sandy sprawling port of Amo is a muddled mix of Croft buildings, an unfinished Mex City complex and a shanty town of space craft carcasses and space crates converted into make-shift houses. For all of its rough edges, Amo has a vibrant culture, driven by riches served down from the scavenged remains in the Rings. Those getting rich from trading scavenged goods are known as Brokers and they are both business and criminal organisation. As such, most of the inhabitants either are or aspire to be connected in some way to a Broker.

If you want a space craft to return to, don't leave it near Amo.

Local saying

People in Amo can be group easily between those that spend a lot of time in the rings - who are pale and well dressed and those that live only on Obyrworld, who are tanned and scruffy. The darker your skin, the less time you've spent in the Rings. A pale pallor is seen as a badge to be proud of.

The Ancient Mariner

Situated in the very hub on Amo is a bar called The Ancient Mariner. Frequented by Scavengers and Brokers, it is where business transactions are proposed, shouted, wrestled and set on fire. The Ancient Mariner has a no guns policy, enforced by an 8ft tall Borg called . will stay out of fights that don't involve guns but when a gun is drawn, he will tangle with whomever gets in his way. Any damage that you do to the Ancient Mariner needs to be paid for. If you refuse then debt collection will be handed over to the Brokers and Amo will become a no-go zone.

GM: A huge Borg 8 feet tall welcomes you to The Ancient Mariner with a nod. You indicates a sign to one side of the door above some lockers that says "Customers are politely requested to bring No weapons into the bar". The bar has a vaulted ceiling filled with hanging examples of 'treasure' found in the rings. Each piece looks like a time capsule from a time 1000 years ago when the Droids first struck: adverts from long defunct companies, memorabilia from dead sports stars and trinkets that were once prized. The layout of the bar is entirely secluded booths, each with its own sound field generator that ensures privacy. Between the booths where rickety Automatons shuffle plays a laid back jazz. An Automaton shows you to your table, Adam Harrod has been expecting you./

SCENE 3. THE NEGOTIATION WITH FISTS

Captain Adam Harrod is a Metropol star craft Captain who has been hiding in the Obyrworld rings for nearly a year. A cruel, violent, bloodthirsty man, he is tired of the waiting game that Tacquent has commanded him. He wants action and is a tinderbox waiting to ignite. His battle ready Cruiser The Void Cutter is hidden inside a particularly large chunk of debris. Adam has been posing as an information broker to obtain Metropol supplies that have been hidden around the Cluster that the Botchery Clipper (and other space craft)

have been collecting for him. As the Brokers rarely leave Obyrworld and certainly have no interest in the Metropol, he has them all fooled.

Adam Harrod is bald, 70 (XXXXXXX in 21st Century years), with thick tattoos instead of eyebrows. He speaks slowly, with a growl to his voice. He won't give over the Toast Rack details to the team without more because he is a bored megalomaniac and wants to feel important while remaining low key.

Even the slightest provocation will start a fight between the players and him. Any provocation and he throw his drink, turn over the table or yell abuse. Other bar regulars might side with him when the fight starts. Use the bar regulars to pad out the fight if you have a lot of players.

If the fight goes badly

If you find that the players are losing (due to poor luck), you can have one of Adam's Henchmen draw a gun. The security Borg, will step in and disarm him, knock him out and throw him onto the street. Other bar fighters might see this and decide to give up.

NON PLAYER CHARACTER STATISTICS

Adam Harrod

Battle: 6, Meat: 5, Shift: 5, Soul: 4, Wit: 4, AR: 1, H: 10, LA: 10, T: 40, RA: 10, LL: 15, RL:15. Stun: 100

Psychotheatric: Spatially Aware.

Skills: Pilot Grav: 65%, Combat Pilot Grav: 50%, Light Firing: 60%.

Droffilozi

A thuggish brute that acts as Adam's security when on the surface. Small, beady eyes deep set into a chiselled face. Won't really say anything.

Battle: 7, Meat: 9, Shift: 3, Soul: 6, Wit: 2, AR: 1, H: 10, LA: 10, T: 40, RA: 10, LL: 15, RL:15. Stun: 140

Ambleowe

A slight but ferocious fighter who acts as Adam's ego masager. A weasly yes man who is handy in a fight.

Battle: 6, Meat: 3, Shift: 7, Soul: 3, Wit: 4.

Body: AR: 1, H: 10, LA: 10, T: 40, RA: 10, LL: 15, RL:15. Stun: 80

(Borg Security)

An 8ft metal skinned Borg, will only join the fight if weapons are drawn. Although he /can/ do Meat damage with each hit, he will not kill anyone - only knock them out.

Battle: 8, Meat: 24, Shift: 14, Soul: 3, Wit: 4.

Body: AR: 15, H: 800, LA: 900, T:2300, RA: 900, LL: 800, RL: 800. Stun: 400.

A typical bar regular

Battle: 4, Meat: 3, Shift: 4, Soul: 3, Wit: 3.

Body: AR: 1, H: 10, LA: 10, T: 40, RA: 10, LL: 15, RL:15. Stun: 80

SCENE 4: THE CHASE

Adam will escape out the front of the bar (his) before he runs out of Stun. He drives a poorly disguised Metropol van. Only those characters that have a background on Essofin have a chance of noticing that (Wit roll with Taxing difficulty). He is escaping to a shuttle hidden in a gully 6 miles out of town.

The Metropol van has a door-mounted gun but it needs someone to fire it and Adam will be on his own. Instead, he will be firing a Havan 11 from a hole in the windshield. As Harrod has the Psychotheatric Spatially Aware, he can fire his weapon from his moving van while firing at another moving car (the player characters) without attracting the "target moving" modifier. He will keep trying to fight the players - even though his van is faster than the player's Kestrel. Running would only show where his shuttle is located.

If the players are finding it difficult to shoot down the Metropol van (because they have left their weapons at the weapons check) then you can suggest that boarding the Metropol van is possible (and nonlethal). They need to win advantage, and board the van instead of shooting. If the players can think up another way then let them do it when they gain the Advantage. More information on Dog Fighting can be found on page 26.

At the end of the chase, the players should have a plastic data card that will have co-ordinates of the Toast Rack in the rings. If you have a character with Hacking, then say they need to hack the card to get the information off. If they search the van then they will find some Arm 5 rifles with ammunition and LVGs.

SCENE 5: INTO THE RINGS

GM: The Rings of Obyrworld consist the debris of three huge Orb space stations that were destroyed by the inhabitants when the system was about to fall to the Droids. The rings teem with valuable debris and even complete space craft. Most of the debris is more than 1000 years old, dating from when the Droids attacked. Iss Horn tells you to get suited up.

The Toast Rack is a model of space craft only 150 years old - which is considered to be new in Icar. Consider the Rings of Obyrworld as an asteroid field where the asteroids are remnants of human engineering. As such, the Toast Rack has taken a lot of surface damage (shields will protect most craft without a problem but the Toast Rack has shields down) and looks battered and old. Any Zero G technicians should do a Space Craft know check. A pass will show that the Toast Rack is new, a pass by more than 40 will turn more.

The Toast Rack

The Toast Rack was a space craft stolen from the House Granger Fleet by Metropol Savants. The Savants took the Toast Rack (with the families and crew on board) to the Rings of Obyrworld and dropped a damaged Mk 1 (humanoid skeleton) Droid into the craft. The Droid killed everyone on board. The Savants then wanted to move the Toast Rack into the path of the Granger Fleet - hoping they would take

Metropol Van
AR: 10
HP:3000
Speed: 200
Acceleration: 20
Mano: 20

it onto one of the huge Granger hulk Star Docs, where the Droid could wreak havoc. In a large fight that destroyed much of the internal systems, the Droid took out the Savants too. Since then, the Savants have treated the craft as a place to send people they want to double cross and not come back.

The Toast Rack has no power, no atmosphere and no gravity.

SCENE 6: ONTO THE TOAST RACK

The Toast Rack should be seen as a typical mission. The inside of the toast rack are strewn with bodies of two kinds. The majority are scavengers in EV suits, sent there by Metropolis Savants to 'disappear'. There will also be the bodies of families, frozen in time. The Droid will wait a few minutes to appraise the new comers before attacking. The Droid does not have any weapons but does blunt damage in close combat. The Droid will use hit-and-run guerilla tactics.

The craft has been stripped of any worthy salvage but there are personal items the characters

Damaged Droid MK 1

Battle: 20, Meat: 30, Shift: 15,
Soul: 0, Wit: 2

Body: AR: 20. H: 1000, LA:
1500, T: 4000, RA: 1500, LL:
2000, RL: 1000

Mission Three: Porcupine

This mission is in two parts and should be completed in one play session at considerable speed. The first part is the arrival at a fresh wreck that has to be stripped at speed. The second part is escape from the wreck and space combat. By the end of this combat, you have the option of killing Iss Horn Barnarder and Captain Stuo and giving the team the Botchery Clipper as their own first space craft.

SCENE 1: EN ROUTE

We have received a distress call from a craft just one hour away. They are being attacked by pirates and are losing space craft systems hand over foot. Either we will be early enough to help or late enough to salvage. Either way, we're going in. Suit up and arm up.

SCENE 2: APPROACH

We have finished our Light Jump and there are two craft here. One (called the Porcupine) is completely disabled, we believe that it was the one putting out the distress call. There is also an armed pirate vessel (called The Unbroken Arrow), which is also heavily damaged. I can see crews on the outside of the pirate vessel performing repairs, so we may have limited time. The plan is to pick up cargo of any worth and leave before the pirates are repaired. While you're on board see if you can ascertain the origin of the craft. Time is short, so suit up./

Iss Horn Barnarder will be in the suiting room for this mission, helping everyone get ready. He will be generating a lot of nervous energy. It is notable because it is the first time that anyone would have seen Iss Horn nervous. Rather than use the Orbihaul, the Botchery Clipper will dock onto the side of the Porcupine.

SCENE 3: THE PORCUPINE

The Porcupine is a very well looked after Granger Fleet XXXXXX[PROPER NAME] space craft, a medium sized freighter (larger than the Botcher Clipper), its job was part habitation and part cargo. More than 500 people lived on board. Everyone is now dead, through depressurisation and life support failure. The salvage here will be for expensive personal items, trinkets, jewellery and other items that can be carried off easily. Iss Horn will advise them to get into the living quarters, which will be filled with floating corpses, and search for expensive items. As the Porcupine is a modern craft, all the characters will be able to spot expensive items. The Captain's quarters has a safe that includes the documents for the craft and a card with 110,000 credits on it.

During the search of the Porcupine, the team will be hurried by Iss Horn, who will be watching the repairs on the Pirate craft very carefully. The Botchery Clipper will be docked onto the Porcupine in such a way that the Pirate craft cannot get a lock on.

SCENE 4: BACK TO THE BOTCH

The first set of systems that the Pirate craft will get back online will be its pulse laser. The Pirate will start opening fire on the Porcupine, attempting to kill off the Scavenger team. Inside of the Porcupine, there will be flying debris, energy shock waves and plenty of gas clouds caused by base metals turning to steam. This translates to the player characters being thrown around, picking up a lot of stun and needing to help each other get off the pirate craft. After 20 turns of firing, the Porcupine will start to break up and the Botchery Clipper will need to undock and move clear.

Note that the Porcupine is entirely silent as it breaks up. Only when debris or shock waves hit the character will there be any sound. As communications are Gaia based, they will not be affected by any energy shock waves.

SCENE 5: ESCAPE!

Once onto the Botchery Clipper, the technical people will be ordered to the Engineering bay and everyone else will need to go to the bridge. Space Combat will then begin. The Captain will make the decisions on what needs to be done at each step. At first, the aim will be to disable the Pirate Craft and then escape. If this does not work out then the Captain will just escape. At no time will the Captain entertain the option of boarding The Unbroken Arrow. If badgered by the players to attack, Captain Stuo will say:

Captain Stuo: Never judge the crew by the craft

Make sure that during Space Combat everyone is kept busy.

The Unbroken Arrow

The Unbroken Arrow is a typical pirate craft that bristles with guns and speed but lacks defence and cargo capacity. The Unbroken Arrow was damaged heavily in its fight with the Porcupine and although the crew have worked hard to get it back online, it is a shadow of its former power. As such, it is now slightly weaker than the Botchery Clipper. The Broken Arrow will give chase for a few turns but will eventually give up when they realise that the Botcher Clipper has excellent shielding.

(OPTIONAL) SCENE 6: INTERLOPER

One of pirates from The Unbroken Arrow were hiding on The Porcupine when the Botchery Clipper docked. As the team searched the Porcupine, the pirate crept onto the Botchery Clipper and hid. After they escape, he will break onto the bridge and kill the Captain and Iss Horn Barnarder in a suicide run. As the team should be in their EV suits still, they should be protected. The attacker only needs a pistol to kill them both.

MISSION IDEAS

If at the end of the 3 missions, your team are still finding their feet, then I can recommend using the Botchery Clipper under the command of Captain Stuo a little more. Either way, these are ideas for further missions. This missions, although touching on the main campaign elements in the setting are not events in the campaign itself and are therefore good precursor missions.

Return to Obyrworld

The team were double crossed by Adam Harrod, return to Obyrworld to demand compensation. This would lead to making Tacquent an enemy, which would in turn create plenty of plot hooks.

The Astro Graveyard

The Graveyard is located on the edge of a nebula and contains thousands of wrecks. As the Droids were sweeping through the cluster, many craft banded together and hid, hoping to be ignored. This fleet consisted largely of unarmed refugee craft. Now, they float on the edge of a spectacular nebula. The self-proclaimed owners of the salvage will not like others picking off choice space craft without their permission (and tribute). There is nothing illegal about the player characters scavenging in the Fleet but the owners might disagree.

Botchery Clipper's Lower Bay

The lower bay on the Botchery Clipper contains a damaged Droid Mk 3. Some damage to the Botchery Clipper has allowed it to become unleashed and has finally worked its way through into the main cargo bay. It must be destroyed.

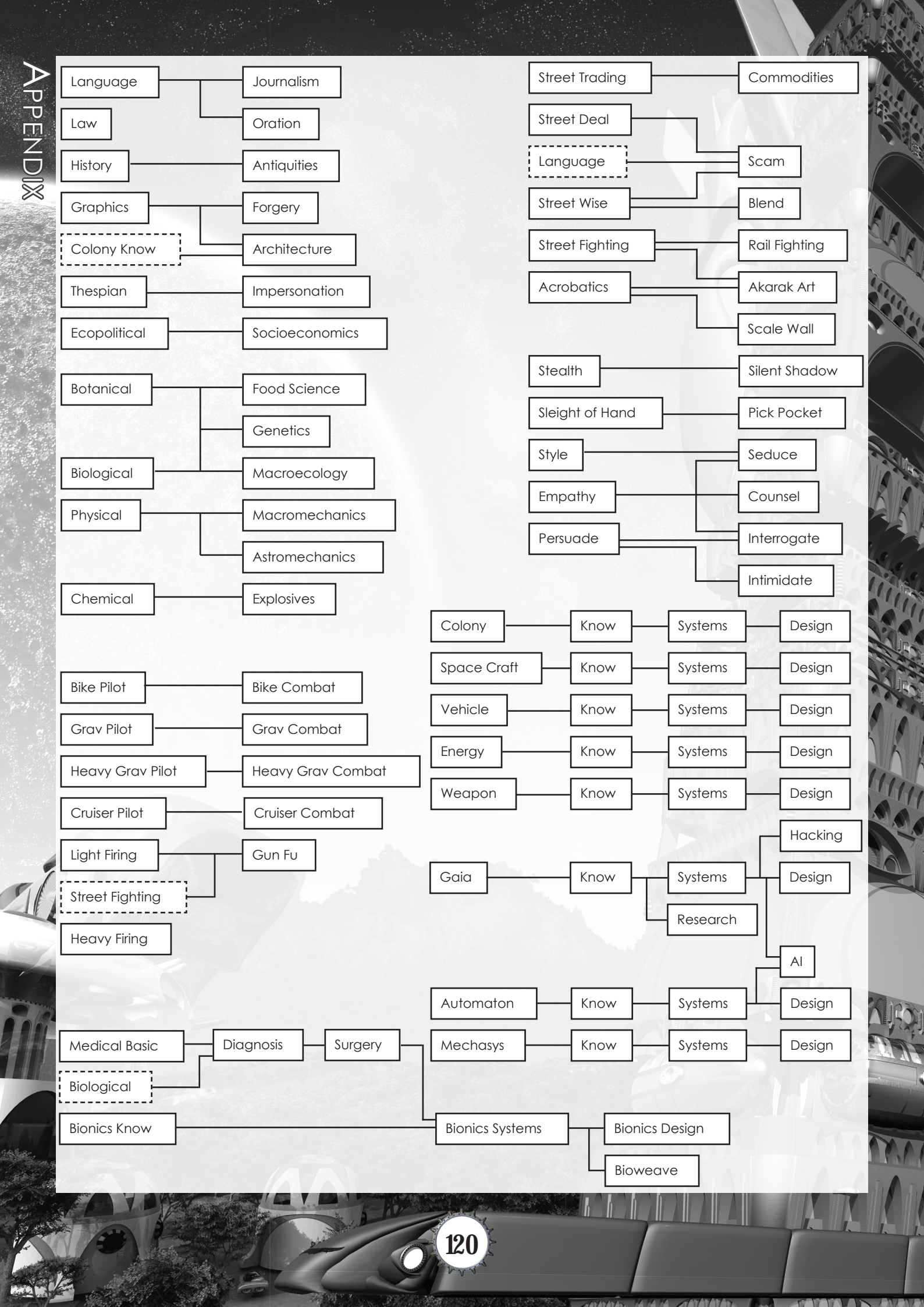
Carl Tacquent's Gambit

Lesser family member Carl Tacquent is trying to get a name for himself. He challenges Scavenger Teams to bring back a statue created by Bellerwick. There are four statues in Anadar and he gives the location of one on Obyrworld. The reward is 2 million for the first team to return one intact. The statues are 100m tall and made out of granite. The teams can either go to Obyrworld and fight for that one or use the Undergaia/Gaia Research to find another nearby. Then there is the problem of moving it safely into orbit. Captain Stuo will use the money on improving the Botchery Clipper and equipment for the team. The subsidiary aim for this mission is for the team to meet other Scavenger teams and deal with them either with respect-among-thieves or a fight.

APPENDIX

The Timeline

Dates		Epoch	Description
From	To		
1947	1987	The Space Age	Humans begin first steps into Space in a Cold War fuelled race.
1988	2099	Age of Post Apocalypse	As the remaining population of the Post Nuclear Holocaust dies on earth, the few on the orbital space station watch in horror.
2099	2199	Expedition Age	Research into scavenging resources from that which has been left in Earth's Orbit.
2199	2999	Age of Enlightenment	New technology gives new hope to a demoralised race.
2999	3233	The Genus Plague	A Plague of unknown genetic origin kills thousands leaving only a few on the station.
3233	3499	Repopulation Age	Safe from the virus, remaining population begin repopulating the base. Scientific advancements are slow.
3499	3823	Faster than Light Age	First few vehicles to cross the speed of light are created.
3823	3999	First Exodus	90% of Earth Orbit population leave in massive colonial ships.
3999	5003	Silent Night Age	Slow building and expanding of colonies, many die out. Technological level drops dramatically. No communication between colonies.
5003	5499	Spocefaring Age	Rebirth of spacefaring by a nomadic colony which begins mapping human systems with space craft constructed in Sol.
5500	5733	The First Empire	A group created by colonies to help fledgling colonies along. Joint scientific and policing groups created. Violent expansion preceeds decadence and eventual fall.
5733	5799	Dark Age	The Empire falls leaving the galaxy without rule, many wars begin and smaller colonies die out due to lack of aid.
5800	11495	The Imperium Age	A few powerful colonies ally and create the first Star Industries. Soon, many independent colonies join.
11495	25210	The Golden Stability Age	The human race grows and spreads rapidly under the guidance of the Imperium. Some anti-Imperium philosophers band together under a righteous idealist called Aran Colmay.
25210	36778	Philosophical Division	Slowly systems opt for Imperium or Aran systems. Imperium treats Aran colonies with cautious respect.
36779	71065	The Aran War	Small military actions turn into a huge war that engulfs the human race for 34,000 years.
71065	73100	Second Dark Age	Although the war has ended, many systems die out due to lack of support or trade. Communication is removed and the galaxy begins to split into smaller kingdoms.
73100	74002	Rebuild Age	The Imperium rebuilds many of the old colonies and sets about improving many facets of life, including art and culture.
76110	83481	The Astra-Renaissance	A new age of learning and culture hits the Imperium, old technologies are rediscovered and new art is created.
83481	89987	The Mutogen Plague	The next step in the evolutionary chain, called Genus 2, outbreaks on Callios and spreads rapidly. Soon, hundreds of systems and clusters are infected.
89987	90233	The Cleansing Age	The spread of the outbreak is halted and the systems are cleaned by the Fleet. Better controls are put into place.
90233	91001	The Calm Age	The human race grows cautiously and almost without incident.
91001	91622	The Droid War	Imperium created combat AI robots replicated themselves and start destroying the human race.
91622	Present Day	The Retalliation Age	After loosing much of the galaxy to Droid control, the Imperium manages to secure a small sector of it without Droids. The droids are not defeated but wait on the edges of human space.



Skill	Chart	Start	Epoch	Training	Needs
Acrobatics	Street	Shift Shift Shift	1	Self Taught	Nothing
Akarak Art	Life		2	Instructor	Street Fighting, Acrobatics
AI	Tech		3	Instructor	Gaia Systems, Automaton Systems (see rules)
Antiquities	Academia		2	Instructor	History
Architecture	Academia		2	Instructor	Graphics, Colony Know
Astromechanics	Academia		2	Instructor	Physical
Automaton Know	Tech	Wit Wit Soul	1	Instructor	Nothing
Automaton Systems	Tech		2	Instructor	Automaton Know
Automaton Design	Tech		3	Instructor	Automaton Systems
Bike Pilot	Task	Wit Wit Shift	1	Self Taught	Nothing
Bike Combat	Task		2	Instructor	Bike Pilot
Biological	Academia	Wit Wit Soul	1	Instructor	Nothing
Bionics Know	Medical	Wit Wit Soul	1	Instructor	Nothing
Bionics Systems	Medical		4	Instructor	Bionics Know, Surgery
Bionics Design	Medical		5	Instructor	Bionics Systems
Bioweave	Medical		5	Instructor	Bionics Systems
Blend	Life		2	Self Taught	Streetwise
Botanical	Academia	Wit Wit Soul	1	Instructor	Nothing
Chemical	Academia	Wit Wit Wit	1	Instructor	Nothing
Colony Know	Technical	Wit Wit Wit	1	Instructor	Nothing
Colony Systems	Technical		2	Instructor	Colony Know
Colony Design	Technical		3	Instructor	Colony Systems
Commodities	Life		2	Instructor	Trading
Counsel	Life		2	Instructor	Empathy
Cruiser Pilot	Task	Wit Wit Shift	1	Self Taught	Nothing
Cruiser Combat	Task		2	Instructor	Cruiser Pilot
Deal (Street)	Life	Wit Wit Shift	1	Self Taught	Nothing
Diagnosis (Medical)	Medical		2	Instructor	Medical Basic
Ecopolitical	Academia	Wit Wit Wit	1	Self Taught	Nothing
Empathy	Life	Wit Soul Soul	1	Self Taught	Nothing
Energy Know	Technical	Wit Wit Wit	1	Instructor	Nothing
Energy Systems	Technical		2	Instructor	Energy Know
Energy Design	Technical		3	Instructor	Energy Systems
Explosives	Academia		2	Instructor	Chemical
Fighting (Street)	Life	Battle Shift	1	Self Taught	Nothing
Food Science	Academia		2	Instructor	Botanical, Biological
Forgery	Life		2	Instructor	Graphics
Gaia Know	Technical	Wit Wit Wit	1	Instructor	Nothing
Gaia Systems	Technical		2	Instructor	Computer Know
Gaia Design	Technical		3	Instructor	Computer Systems
Gaia Hacking	Technical		3	Instructor	Computer Design
Graphics	Academia	Wit Soul Soul	1	Self Taught	Nothing
Grav Pilot	Task	Wit Wit Shift	1	Instructor	Nothing
Grav Combat	Task		2	Instructor	Grav Pilot
Gun Fu	Task		2	Instructor	Light Firing, Street Fighting
Heavy Firing	Task	Wit Shift Shift	1	Self Taught	Nothing
Heavy Grav Pilot	Task	Wit Wit Shift	1	Self Taught	Nothing

Heavy Grav Combat	Task		2	Instructor	Heavy Grav Pilot
History	Academia	Wit Wit Wit	1	Self Taught	Nothing
Medical Basic	Medical	Wit Wit Soul	1	Instructor	Nothing
Medical Diagnosis	Medical		2	Instructor	Medical Basic
Medical Surgery	Medical		3	Instructor	Medical Diagnosis
Impersonation	Academia		2	Self Taught	Thespian
Interrogate	Life		2	Instructor	Persuade, Empathy
Intimidate	Life		2	Self Taught	Persuade
Journalism	Academia		2	Self Taught	History
Language	Academia	Wit Wit Soul	1	Self Taught	
Law	Academia	Wit Wit Soul	1	Self Taught	Nothing
Light Firing	Task	Wit Shift Shift	1	Self Taught	Nothing
Macroecology	Academia		2	Instructor	Biological, Botanical
Macromechanics	Academia		2	Instructor	Physical
Mechasys Know	Technical	Wit Wit Wit	1	Instructor	Nothing
Mechasys Systems	Technical		2	Instructor	Mechasys Know
Mechasys Design	Technical		3	Instructor	Mechasys Systems
Oration	Academia		2	Self Taught	Language
Persuade	Life	Wit Wit Soul	1	Self Taught	Nothing
Physical	Academia	Wit Wit Wit	1	Instructor	Nothing
Pick Pocket	Life		2	Self Taught	Sleight of Hand
Powered Armour (PA) User	Task	Soul Shift Shift	1	Instructor	Nothing
Powered Armour (PA) Combat	Task		2	Instructor	Powered Armour (PA) Use Street Fighting
Rail Fighting	Life		2	Instructor	Street Fighting
Research	Tech		2	Instructor	Gaia Know
Scale Wall	Life		2	Self Taught	Acrobatics
Scam	Life		2	Self Taught	Deal, Streetwise, Language
Seduce	Life		2	Self Taught	Style, Empathy
Silent Shadow	Life		2	Self Taught	Stealth
Sleight of hand	Life	Wit Shift Shift	1	Self Taught	Nothing
Socioeconomics	Academia		2	Instructor	Ecopolitical
Space Craft Know	Technical	Wit Wit Wit	1	Instructor	Nothing
Space Craft Systems	Technical		2	Instructor	Space Craft Know
Space Craft Design	Technical		3	Instructor	Space Craft Systems
Stealth	Life	Wit Shift Shift	1	Self Taught	Nothing
Street Fighting	Life	Battle Battle Shift	1	Self Taught	Nothing
Streetwise	Life	Wit Soul Soul	1	Self Taught	Nothing
Style	Life	Wit Soul Soul	1	Self Taught	Nothing
Surgery	Medical		3	Instructor	Diagnosis (Medical)
Thespian	Academia	Wit Soul Soul	1	Instructor	Nothing
Trading (Street)	Life	Wit Wit Soul	1	Self Taught	Nothing
Vehicle Know	Technical	Wit Wit Wit	1	Instructor	Nothing
Vehicle Systems	Technical		2	Instructor	Vehicle Know
Vehicle Design	Technical		3	Instructor	Vehicle Systems
Weapon Know	Technical	Wit Wit Wit	1	Instructor	Nothing
Weapon Systems	Technical		2	Instructor	Weapon Know
Weapon Design	Technical		3	Instructor	Weapon Systems

LANGUAGE

Wit Wit Soul. Wit > 2. Self Taught.

Language is the Skill of good communication. Language covers both written and spoken Imperial. A character with a high level of Language will find it easier to explain ideas or interpret other ideas. Language also covers 'how convincing you sound' and so should be used when the character is trying to lie without being detected. This is different from the Skill Persuade, which is specifically about getting someone to do what you want.

Easy: Stalling for time by waffling on about nothing.

Difficult: Trying to convince someone the opposite of something they have believed their whole life.

JOURNALISM

Language. Self Taught.

The ability to write factual or fictional reports convincingly, using appropriate sources. Includes Gaia presentation techniques and knowledge of the media business. Good reports can be sold to the Gaian News system.

Easy: Creating a fully immersive Gaia simulation about a news item for Gaian News.

Difficult: Creating a full immersive Gaia simulation through someone else's eyes and creating a report in their style. A form of journalistic forgery.

LAW

Wit Wit Soul. Wit > 5. Self Taught.

The study of the principles and practices of Imperial law and local laws. This includes the grey area where these two laws meet.

Easy: Avoiding arrest and incarceration by understanding what evidence is required for any given crime.

Difficult: Present evidence in such a way that the manner in which the law will be applied is moved in favour of the character.

ORATION

Soul > 4. Language. Self Taught.

Oration is the ability to speak in public, either in a prepared manner or by surprise. A good orator is someone who can captivate the audience while putting their point across. This Skill extends the abilities in the Language Skill to allow the character to literally captivate anyone who is listening. Oration is normally used to bolster any other Skill where talking is important, such as using Persuade to get large groups of people to do what the character wants.

Easy: Rouse a rabble to incite violence towards the cause of their beliefs.

Difficult: Stop a violent rabble by convincing them their beliefs are flawed.

HISTORY

Wit Wit Wit. Self Taught.

The study of what has gone before. Used to help understand the actions of others. Includes the study of current affairs and comparison with history. Combined with Research, history

can help give an insight into any given situation.

Easy: Drawing connections between current events and actions of people.

Difficult: Drawing connections between past event and current events.

ANTIQUITIES

History. Instructor.

The study of artifacts, antiques and the cultures that used them. This includes attaching value to objects and putting them into context. Antiques is used for setting a good price in a legal environment, unlike Street Deal, which deals with haggling a good price outside of the establishment.

Easy: Able to date, find manufacturer, origin and price and piece from the past 50 000 years.

Difficult: Date, find manufacturer, origin and price for a piece from before the Aran wars or from an obscure manufacturer.

GRAPHICS

Wit Soul Soul. Soul > 4. Self Taught.

This Skill enables the character to produce visually effective Gaia art and to copy and alter existing art. Also includes an appreciation and the detection of fakes. Gaia art is broadly anything that is in 3D, from attractive Gaia Entities through to items of hard light furniture.

Easy: 3D Gaia art, Gaia environments, logos and symbol design.

Difficult: Forgery, 3D creation of believable people.

FORGERY

Graphics. Instructor.

Forgery is the art of copying or falsifying. This includes all forms of art, from sculpture and painting through to the Gaia based arts. Motion forgery (animation) is included in this Skill. For detection the browser must roll over the Forgery Skill rating. If the roll is 0-19 over, the browser is curious. If the roll is 20+ over then the browser is sure the object is fake.

Optional Rule: The GM rolls this Skill check in secret and declares that the Forgery is good. This way, the players do not know how good the forgery is and have to assume it is ok.

ARCHITECTURE

Graphics and Colony Know (Tech Skill Tree). Instructor.

The appreciation and design of buildings, how form follows function and the history behind how different styles evolved. Architecture also includes in depth knowledge of construction and the layout of buildings. A character can obtain quite a lot of information about the building with a successful roll.

Easy: Working out the structural points of a building.

Difficult: Working out the layout of the inside from the design of the outside.

THESPIAN

Wit Soul Soul. Instructor.

The ability to act a given part or understand a part through words. Actors play a big part in entertainment, although they do not write the words and need time to rehearse. Can do

Impersonation without a modifier if the subject is very well known. This Skill is more useful to indicate a profession, rather than be used as a Skill that is rolled regularly.

IMPERSONATION

Thespian. Self Taught.

This is copying the actions, mannerisms and voice of a chosen subject. The character must spend at least 5 hours studying the subject to do a good impersonation. After that, each extra hour adds 1%. For example, after 25 hours, a character's difference reduces by 20%, greatly improving the chance of a good match. With the addition of intelligent prosthetics, a person could fool anyone without DNA testing.

Easy: Impersonate someone well known or a well known profession.

Difficult: Impersonate someone so that it is Hard to stop using a Wit roll.

ECOPOLITICAL

Wit Wit Wit. Self Taught.

The study of Governments, Industries and how they interact. Including terminology, structures, positions of power, power bases, supply and demand, trade and diplomacy. The character can analyse and predict from learnt case studies and watching current affairs. The character is also able to understand political intrigue and can, to a certain extent predict future political climate.

Easy: Given a small amount of colony information, the character can work out who is the real power there.

Difficult: Predicting the future political climate in the long term.

SOCIOECONOMICS

Ecopolitical. Instructor.

The study of colonies and societies. This Skill allows the character to understand the factors involved in running a system and an empire, the affects on population and the use of trade and technology to boost the wealth of a system.

Easy: Given a small amount of information on a colony, can derive the main economical drivers behind it.

Difficult: Long term prediction of the effects of small changes in the economy.

BOTANICAL

Wit Wit Soul. Instructor.

The study of plants and simple plant ecologies. The player has an in depth knowledge of Horticulture and farming. Classification of plants can be done by sight but more information is required for a detailed analysis.

Easy: Identification of crops, understanding of their strengths and weaknesses and prediction of how climate change might effect them.

Difficult: Identification of the properties of new species given very little information.

FOOD SCIENCE

Botanical and Biological. Instructor.

The study of food, and its effects. This Skill allows the character to analyse creatures and plants (for the use of food) for their content. This also includes the analysis of diets and be-

ing able to tell how a particular diet might effect someone.

Easy: Given a plant and some information, can tell whether it is edible or not.

Difficult: Create a balanced diet for a group of mercenaries on an alien world.

BIOLOGICAL

Wit Wit Soul. Instructor.

The study of organisms and their habitats. Also includes a minor knowledge of plants and animal behaviour. From the smallest cell to the largest beast, Biology covers it all.

Easy: Analyse and predict the motivation of an unknown creature.

Difficult: Tame a previously unknown creature.

GENETICS

Biological and Botanical. Instructor.

The study of DNA, Genetic Resolution and Energy Genetics. The character will be able to study the DNA patterns (with the aid of Medical Equipment) and work out if there are any defects, viral problems or if two different patterns match in any way. Information on origin can also be gained. Also, genetic matches are understood, so the character can tell relations.

Easy: Analyse a DNA print for known defects.

Difficult: Given a new genetic virus, calculate what the effects might be if passed on.

MACROECOLOGY

Biological and Botanical. Instructor.

What makes planets tick? This is the answer. Everything that happens on a planet is covered by this. It includes Meteorology and Ecology, predictions can be made about future planetary states and weather changes (and the affects on the weather of the planet). This also covers the technology of Terraforming, the ability to alter a planet in such away that the atmosphere become breathable.

Easy: Predict the future ecology of the planet given present information.

Difficult: Given a change in the planet's set up, calculate what will happen to the planet as a whole.

PHYSICAL

Wit Wit Wit. Instructor.

Physics and basic astronomy. This Skill is more of a spring board into more complicated and useful topics. This Skill holds all the concepts that many other scientific areas are based on. If any character wishes to design and build anything radical at all, this Skill is a must. Includes all about the Medium concept and gives the character a better understanding of how things work.

MACROMECHANICS

Physical. Instructor.

Macromechanics is the study of how planets work, how their orbits are formed and what affects their parameters. Included is plate tectonics, composition and geology, Terraforming, the concepts and the practices. Macromechanics includes a lot Geology, the study of rocks and so this Skill is used by anyone who would analyse a planet for possible desirable

mineral deposits. In conjunction with Macroecology, this Skill is used by anyone who decides whether a planet is worth colonising or not.

Easy: Decide whether a given astronomical feature contains minerals of any worth.

Difficult: Calculate a method of blowing a planet up and making it look natural.

ASTROMECHANICS

Physical. Instructor.

Astromech. Is the study of space, it's features and pitfalls. This includes greater knowledge of the Medium concepts, space travel, orbits, star formation, astral formations (asteroid fields, nebulae) and the complexities of gravity. This is the core Skill for any new designs of faster-than-light engines the Character might want to build.

Easy: Predict the effects of a previously uncharted feature in space.

Difficult: Create the theory for a new form of Faster Than Light engine.

CHEMICAL

Wit Wit Wit. Instructor.

The study of chemicals and their reactions. Includes all 'normal', 'partial' and 'flux' materials. The character can construct, analyse and understand the properties of any material. Also includes understanding of chemical energy patterns.

Easy: Predict the effects of two chemicals together.

Difficult: Creation of new chemicals for a specific and complex purpose.

EXPLOSIVES

Chemical. Instructor.

This is more an academic application than a science in itself. The character can design and make any volatile substances to suit the use and will know the best ways in which to set them up. Defusing and the analysis of other explosives is Hard and there is a risk of premature detonation on failure.

Easy: Create something explosive from household products.

Difficult: Anything to do with energy explosives.

Life Skill List

STREET TRADING

Wit Wit Soul. Self Taught.

This is the technique of buying, moving and then selling goods for a profit. Trading gives the character the knowledge to spot a good buy and to know where to get rid of it. Also includes knowledge of good and bad prices for commodities and a few trading runs in their home area as well.

Easy: Spot an as yet unused trade route between two colonies.

Difficult: Make profit from an artificially forged trade route.

COMMODITIES

Trading. Instructor.

This allows the character to use GM based knowledge to spot what commodities are suitable where. This also gives a knowledge about limits and legalities of commodities and places where they are especially cheap (in good supply) or expensive (poor supply). If Ecopolitical (In Academia List) is also owned, then the player has an immediate 15% Skill bonus. This Skill is difficult to roleplay and should be used for information gathering purposes.

STREET DEAL

Wit Wit Shift. Self Taught.

This is the art of getting a bargain and being able to spot where you might get one. This Skill allows the player to barter more effectively and also to find and buy more obscure items that the owner may not wish to sell. A successful roll is not an automatic pass but an aid to the role playing that it accompanies.

Street Deal is also used for finding the Black Market. This exists on every system. A pass with a difficulty of Hard is required to find the Black Market. More information can be found in the Equipment Index.

Easy: Hagglng down a price on a street corner.

Hard: Find the Black Market on any given system.

Difficult: Given an unknown item, work out how much you might get for it.

SCAM

Street Deal, Streetwise and Language. Self Taught.

This allows the player to pull a con trick or to make someone believe something that is not entirely true. The scam needs to be explained and rolled for before undertaken. Scams can range from planning and playing elaborate tricks to small deceptions. Most scams should involve money and must include some sort of benefit for a Skill increase. Inventiveness is key here!

Easy: Extort money from an elderly person by selling them a service they do not need.

Difficult: Obtain access to a space craft by pretending to be a star port official.

STREETWISE

Wit Soul Soul. Self Taught.

This provides the player with the ability to walk the streets of any city with a certain air of confidence and knowledge of her surroundings. The ability to find the base of power or to find out how. Includes spotting bad situations and understanding other people's predicaments. To aid the use of the Skill it is recommended that the player builds up contacts to use as information sources. Successful Streetwise rolls should yield a new contact. The bigger the difference, the better the contact.

Easy: In an unknown city, find a facility or person with very little information.

Difficult: Predict the criminal activities given only commercial information.

BLEND

Streetwise. Self Taught.

This is the art of not being noticed. The character knows how to act in certain places and understands all etiquette well enough to look inconspicuous. The higher the difference, the less suspicion is directed toward the character.

Easy: Escape notice of a police force when in a crowd if wearing similar clothes to the crowd.

Difficult: Lose pursuers in a sparsely populated area when wearing conspicuous clothing.

STREET FIGHTING

Battle Battle Shift. Self Taught.

This is the ability to use the surrounding environment and other people to win a fight. Normally learnt by practice but can be taught. As the Skill percentage increases, new moves and abilities become available.

10: Can have more than 3 moves in a Combo.

20: Can put two or more '2' point Combo moves in a row.

30: Can use weapons. New Close Combat Combo Move: Floor Kicking (Offensive). If user is prone and they have a 'kick' move, they may use it as if they were standing.

40: Can split attacks between enemies.

50: New Close Combat Combo Move: Hold Reverse (Offensive). If in a hold, any attack can be changed into a Hold Reverse. Rather than breaking free, the situation is reversed and the user has the opponent in a Hold.

60: Precision hitting: When using a close combat weapon, allows user to choose the location to hit for each successful attack.

70: Rolling when prone. When prone (on the floor), attacks can be dodged with a successful Battle roll from the prone defender. This replaces any moves left in a combo and is not automatic.

80: New Close Combat Combo Move: Rearm (Defensive. Cost: 1). Must follow a disarm. Only works for close combat weapons when the user is empty handed. The user takes the weapon from their opponent and may use next turn.

90: New Close Combat Combo Moves: Spinning Punch and Spinning Kicks (Offensive). Like normal kicks, except they cannot be blocked. Punch and kicks are automatically counted as spinning.

RAIL FIGHTING

Street Fighting. Instructor.

Rail Fighting is a sport where two or more combatants fight either to the death or unconsciousness. It has spawned a fighting style of its own which is considered as being 'dirty'. Like Street Fighting, as the percentage increases, new moves and abilities become available.

30: Intimidating Style. Being able to fight like a rail fighter is intimidating. When rolling initiative, the opponent to the rail fighter must subtract the rail fighter's Soul.

40: Glancing Blocks. If blocking a weapon, no damage is taken (only stun).

50: Improvise 1/3 of Battle, instead of 1/4.

60: Springboard. Character does not need to roll Shift to stand up at the end of a turn.

70: Floor fighting. Can still punch and kick while prone.

80: Flying Start. If starting a fight, the first move in the combo becomes a 'flying' manoeuvre (e.g. Flying Kick instead of kick). This does double stun.

85: Catch Punch. If the foe is punching and the character is doing an offensive move and wins, the punch can be caught and the foe can be in a hold next turn (if need be).

90: Pressure Points. If the foe is unarmoured, normal Punch and Kick manoeuvres do the same amount of damage as stun. The damage is applied to the Torso only. Used by a character with Augmentation, this can be deadly.

AKARAK ART

Acrobatics and Street Fighting. Instructor.

The nearest to this is a marital Art, Akarak Art is a fighting style which combines power, speed and flair, not to mention bionics. This Skill allows a character to have 6 moves in a combination, regardless of BATTLE. A character must be trained to perform this Skill and this training must be performed by an Akarak Elder. Having this Skill at 70 does not allow the owner to teach it.

30: 6 moves in a combo allowed.

40: Sword Fast Draw. Draw sword and use it in the same turn.

50: Dual Combos. If fighting 2 combatants, one combo can be assigned to each opponent. Different Combos can be performed simultaneously on different foes.

60: During a fight, one move in the combo may be changed for another. Do this only once in a combo.

70: New close combat move: Breath of Wind (Offensive). Is performed only in a combo as the first part of a improvisation. Character pushes foe away and onto the ground, doing them no damage but allowing the character to either leave the fight or do damage next turn. Requires successful Battle roll. If fails, then the character may continue to improvise.

75: Malleable. May still attack when in a Hold but cannot break free while attacking.

80: Five Foe Combo. May fight five separate people with 5 separate combos in one turn. Deal with each combo separately.

85: Complex Improvise. May improvise up to 5 moves.

90: Two Swords. May use two hardlight swords and deal twice as much damage to foes. Very rare.

ACROBATICS

Shift Shift Shift. Self Taught.

This Skill allows the character to perform acrobatic feats. At different levels of Skill percentage, the character may perform different manoeuvres, as given below. In some cases, these manoeuvres allow the character to survive peril that they would otherwise be injured from.

20: Can perform forward rolls, flips and somersaults.

30: Can perform a composite manoeuvre, made from many other flips, rolls, etc.

40: Can move through The Mesh at normal speed.

50: Can perform any acrobatic manoeuvre without rolling.

- 60:** Can fall 10m without injuring themselves.
- 70:** If being shot at while performing a chained manoeuvre, the firer's shot becomes Taxing.
- 80:** Can fall from a moving vehicle doing 100mph at 5m altitude and survive.
- 90:** Character takes only half the stun from impact damage.

SCALE WALL

Acrobatics. Self Taught.

A Skill which encompasses all sorts of climbing, Scale Wall allows the character to climb walls, even those with very little footholds at their Shift in metres per turn. A successful roll is required.

Easy: Climb the outside of a Mex building.

Difficult: Climb a glass surface.

STEALTH

Wit Shift Shift. Self Taught.

The ability to move around without being seen or heard. This also includes basic concealment. This is not a Blend Skill, the character will not be seen at all instead of not being noticed. There are some situations where a character cannot go completely unnoticed. This is normally in cases where an AI is connected to building sensors.

Easy: Move through a building avoiding contact with people.

Difficult: Move through a building avoiding contact with people, automatons or sensors.

SILENT SHADOW

Stealth. Self Taught.

This is an Akarakian art of following people without being noticed. The character will have the concentration to watch for as long as required. A success will mean that the character will follow the target without being noticed and a fail will mean either the target is lost, or in the worse case realises they are being followed.

Easy: Follow a human who is not paranoid.

Difficult: Follow a paranoid human or an augmented one with additional sensors.

SLEIGHT OF HAND

Wit Shift Shift. Self Taught.

This is the ability to conceal an item or move the item around one's body without any watchers being able to follow the object. The item must be no larger than that of the character or the character's hand depending on the use.

Easy: Palming an small object so that it is in hand but hidden from view.

Difficult: Moving an object from hand to hand without anyone detecting it.

PICK POCKET

Sleight of Hand. Self Taught.

Removing items from other people's person without their knowledge. Anything from money cards to weapons can be removed. If an item is not removable, then the Skill will determine this and does not mean automatic failure.

Easy: Picking pockets in a crowd.

Difficult: Picking someone's pocket while talking to them.

STYLE

Wit Soul Soul. Self Taught.

The character knows how to look good and impress. Although the character may not be attractive, they can certainly seem so. Style includes everything from personal grooming to make-up. A pass would allow the character to cut hair perfectly where a fail would make a complete hash of it.

Easy: Picking an outfit on an unfamiliar planet that allows the wearer to fit in with the populace.

Difficult: Impressing an unknown group of people of an known culture.

SEDUCE

Style and Empathy. Self Taught.

The ability to make someone fall in love with you or just control their lust of you. Once en-captured, can make them believe almost anything you like. They can be made to make mistakes or make decisions they would otherwise never had considered. Seduction can also lead to unwanted obsession and depression.

Easy: Seducing someone who is quite pliant or desperate for attention.

Difficult: Seducing someone from a vastly different culture who is really not interested in the character.

EMPATHY

Wit Soul Soul. Self Taught.

This allows the character to understand the feelings of others. Although this must be roleplayed, this Skill allows the GM to aid the players when a successful roll is made. The character with Empathy may know whether a target is lying when everyone else sees the target's demeanour as charming.

Easy: Understanding an emotional character's feelings.

Difficult: Detecting the feelings of a stoney faced person.

COUNSEL

Empathy. Instructor.

The ability to discuss and suggest constructive criticism even where the character is not an expert in the subject. Moral and ethical advice can also be offered, giving the counselled a different view on events. This must be roleplayed but can be strengthened with a successful roll.

Easy: Helping someone deal with the death of a friend or team-mate.

Difficult: Helping someone deal with the destruction of their planet, everyone on it they knew being dead.

PERSUADE

Wit Wit Soul. Self Taught.

Debating and arguing. The character can see the target's point of view and undermine the argument. A successful roll will weaken the target's ability to disagree and may also allow the GM to offer information to aid the argument.

Easy: Persuading a bouncer to let the team into a club.

Difficult: Persuading a Star Enforcer that what they were

doing looked like a crime bust wasn't really.

INTERROGATE

Persuade. Instructor.

Interrogation is the act of forcing information from a target using physical and mental force to break the will power. This is more a knowledge Skill. A success will allow the GM to suggest a way of verbal or physical interrogation which the player will then have to role play. This Skill is more an aid for the less imaginative player.

Easy: Finding out someone's name or home.

Difficult: Finding out every dark secret about a person.

INTIMIDATE

Persuade. Self Taught.

Intimidation is the act of scaring someone so that the character can gain some sort of advantage. Intimidation is normally used for gaining information but is equally useful for forcing people to do as you want. This Skill is only rolled in support of roleplaying. If the player wishes to use any other items to support the Skill, the GM may add modifiers as necessary. For example, if the character is holding a gun to the head of the victim, they a positive bonus should be added.

Easy: Intimidate someone younger and smaller with a gun.

Difficult: Human character intimidates a full Borg.

Medical Skill List

MEDICAL BASIC

Wit Wit Soul. Instructor.

The Skill of preserving life. Basic includes the most useful field and household medical Skills. Dealing with bone breaks, bleeding, cuts, shock, unconsciousness and typical viruses are included. Instructors tend to come pretty cheap for this Skill.

Easy: Treat a victim who has broken their legs after being pushed from a moving vehicles.

Difficult: Dealing with internal bleeding or anything that might involve surgery.

BIONICS KNOWLEDGE

Wit Wit Soul. Instructor.

This allows the character to know the principles behind all forms of Bionics. From neural links to actuators, the workings of the structure is included here. Also this contains the ability to spot well known types of augmentation.

Easy: Work out the strengths and weaknesses of a augmented human on sight.

Difficult: Diagnosis of the cause behind an augmentation's failure.

DIAGNOSIS

Wit > 5. Medical Basic. Instructor.

Diagnosis is the art of figuring out what is wrong with the person and then administering the correct drugs to stabilize or remove the problem. Diagnosis allows the character to make a quick decision on what to do. The Skill must be higher than 60% to be effective. This can be done through studying

(Roleplaying Points or RP) or by using people as test subjects.

Easy: Administering the correct drug for a well-known disease.

Difficult: Administering a replacement drug when the character does not have any of the facilities provided by a medical kit.

SURGERY

Wit > 5. Diagnosis. Instructor.

Surgery is a technical art of manually fixing people. Surgery includes how to make incisions, where to make them, what each piece looks like and how to close the wound. All surgery that is done is scarless if the surgery is done correctly. The use of the surgical tools is covered in great depth. The Skill must be higher than 60% to be effective. This can be raised by studying or by using test subjects (Roleplaying Points or RP).

BIONICS SYSTEMS

Wit > 5. Surgery. Instructor.

This is a study of the different systems that any bionic person would have. This Skill allows the diagnosis of problems and their solutions as well as the ability to upgrade old hardware (with the proper documentation). This also covers the mental effects due to Augmentation.

Easy: Fixing a well known augmentation with a full range of medical and technical tools.

Difficult: Fixing a rare augmentation without any of the proper equipment

BIONICS DESIGN

Bionics Systems. Instructor.

This Skill allows the character to design new bionic systems, either from scratch (Difficult) or by updating other system (Easy). If the player can not design the system solely, the GM can help. Use other bionic systems as a template for new ones.

BIOWEAVE

Bionics Systems. Instructor.

This Skill allows the character to operate Bioweave machinery. Bioweave can grow new limbs or organs for people and is a very technical operation. The more that needs replacing, the more difficult it is to replace.

Easy: Replace a leg or arm.

Difficult: Replace both legs, both arms, liver, parts of the spine, intestines, eyes and face all in one go.

Technical Skill List

COLONY

This is the tech Skill which covers the colonies which people live in. These include standard surface colonies (like the cities of the 20th Century), Subterranean and Subaquatic colonies.

COLONY KNOW

Wit Wit Wit.

This covers the general layout of the colonies, what all the major parts of the colony are and how they interact. All colonies are created on the same principles and this Skill allows the player to understand and use these principles.

COLONY SYSTEMS

This is the in-depth knowledge of how the different systems work together. This includes the design and function of separate buildings and the components which make the buildings work.

COLONY DESIGN

This allows the player to design buildings and their components. All manner of dwellings can be constructed and the knowledge of how to use the tools is known.

WHEN TO USE?

- ♦ When the players want to adjust their home base to suit their needs. (Design)
- ♦ When the players want to know where to shut the power off in the building. (Know)
- ♦ When there is something odd about a building and they need to know what the difference is. (Know)
- ♦ When a Meshrunner needs to get into the Mesh. (Know)
- ♦ When a Meshrunner, from inside the Mesh, needs to affect something outside. (Systems)

GAIA

Gaia (the net) runs the universe. Rayengines (Computers) are part of everyday life and without them, the human race would be back in the industrial age. Rayengines allow better communication and the ability to automate many tasks. This set of Skills allows the character to use, program and build systems of their own whether for car or building.

GAIA KNOW

Wit Wit Wit.

This is basic Rayengine use, how to use GAIA operating system to perform certain tasks. Although using entities (software) and being able to install new ones is contained here, the writing of new software is not.

GAIA SYSTEMS

This Skill allows the repair and upgrade of Rayengine systems as well as programming. The user can now program in Gaia II (The universal programming language). However, the user can not build their own Rayengine (computer) systems from scratch. Assembling from pre-made parts is possible but not the construction of the laser chips. This also contains information about the use of Rayengine systems in other Tech categories. For example, the character would know what a vehicular Rayengine did and how it functioned and could repair it.

GAIA DESIGN

This is the full design of Rayengines. From making the laser chips to connecting them, this Skill allows the user to make technical wizardry from the tools provided.

WHEN TO USE?

- ♦ When the player tries to build a computer for a weapon. (Design)
- ♦ When the player needs to quickly obtain some information. (Know)
- ♦ When rigging a bomb into a person's GAIA terminal. (Systems)
- ♦ When the player wishes to repair a damaged Rayengine. (Systems)

GAIA HACKING

Gaia Systems.

This is a very special use of Rayengines when the players look for a backdoor or tries to hack through the main entrance looking for information. The hacker moves through a network, gaining control of entities and capturing data. Hacking is covered later in the combat section.

GAIA RESEARCH

Gaia Know.

The ability to find reliable, concise and detailed information quickly. Although most people who can use Gaia can perform some sort of research by utilising information libraries and search entities, finding the right information when it is not immediately accessible is a honed Skill.

Easy: Finding different information biases on public knowledge.

Difficult: Finding references to obscure history or long forgotten technology.

ARTIFICIAL INTELLIGENCE

*Gaia Systems and Automaton Systems *.*

This is the Skill that covers the design, creation and nurturing of Artificial Intelligences (AIs). This includes both AIs as disembodied intelligences in Gaia and fully embodied AIs as you would find in Automatons. This also includes the counselling of troubled intelligences and understand of how they might malfunction.

* This Skill can be purchased without Automaton Systems but then the AI of Automatons will not be included. If Automaton Systems is gained at a later date, this Skill then automatically includes the new field.

Easy: Create a new AI to perform searches on Gaia.

Difficult: Counsel a 'broken' AI back into good health.

AUTOMATON

Automatons (Autos) are the human-friendly robotic organisms in the Icar world and this set of Skills allows for their understand, repair, upgrade and design. Dealing with automatons is often a more human empathy task than with other machines because of their form. Low grade, industrial Automatons are quite simple in design but often intimidating in their size. Commercial and domestic Automatons are frighteningly close to their human creators.

AUTO KNOW

Wit Wit Soul.

This is knowledge of all Automaton types. The higher the Skills, the more is known about the different types. Easy tasks would involve analysing a given automaton for its intended use and identification of its creator. Difficult tasks would involve remembering the Attributes of and old model without reference.

AUTO SYSTEMS

System covers the repair of the overall mechanics of the Automaton. The sorts of systems include: locomotion (legs), sensors, nervous systems, reflexes, balance, energy and so on. This does not include any knowledge of the artificial intelligence of the Automaton but the basics of its programming and the physical systems.

AUTO DESIGN

Design covers the creation of new Automatons from scratch. Design also allows an appreciation of other people's work. This Skill does not cover Automaton AI, that is given in the AI Skill. However, the Automaton can be set with some simple operations without using AI.

WHEN TO USE?

- ◆ When they are trying to work out if an Automaton has Ascended (Know).
- ◆ When their Automaton needs repair (Systems).

VEHICLE

This set of Skills covers all the things you need to know about Grav vehicles. Vehicles are anything that does not light jump.

VEHICLE KNOW

Wit Wit Wit.

This is the knowledge of what different vehicles there are and their Attributes. This is a bit like a 'train spotter' Skill. The character would also know the basics of vehicle design. This only contains the knowledge about the vehicles, not the ability to operate them.

VEHICLE SYSTEMS

This is the in depth knowledge of how different vehicles are made. Any repair or installation of new equipment is covered as is the use of any tool required for the job.

VEHICLE DESIGN

This is used for the design of additional systems or design of new vehicles. Design also allows an appreciation of other people's work.

WHEN TO USE?

- ◆ When the team need to guess the top speed of a car they are chasing. (Know)
- ◆ When the team to make alterations to a car to get the most out of it. (Systems)
- ◆ When the team want to smuggle illegal ammunition. (Systems)
- ◆ When the character has more money than sense and

wants a very fast Grav Bike indeed. (Design)

SPACE CRAFT

All vehicles that can Jump or venture into space. Any freighter, cruiser or hulk can be covered. Although many of the systems included on ships come under different subjects, their specific operation is known as a module on the ship.

SPACE CRAFT KNOW

Wit Wit Wit.

This is a knowledge Skill about how the craft works, it also includes what sort of craft there are and what their capabilities are likely to be.

SPACE CRAFT SYSTEMS

This Skill allow repair and upgrade of systems on board ship. The systems are everything from air conditioning to shield systems. The interaction between these systems is also important. This also includes all the tools required to fix craft. Due to the complexity of space craft, this Skill requires **twice as many RP** to increase than normal.

SPACE CRAFT DESIGN

This allows the character to redesign existing parts of the ship or to design a completely new craft. Designs of new craft tend to be very laborious and often take much more time that the construction. Design also gives an appreciation of new design techniques

WHEN TO USE?

- ◆ When the team are assessing the chance of victory in a battle. (Know)
- ◆ When the team ship is heavily damaged and requires repair. (Systems)
- ◆ When the team ship requires weapons fitting. (Systems)
- ◆ When the team want a new ship and are willing to wait for an optimal design. (Design)

ENERGY

Energy is the study of raw energy and its applications. This Skill covers generators, Grav engines, Grav plates, shields, Jump Engines, Beaming and some insight into energy weapons.

ENERGY KNOW

Wit Wit Wit.

This covers all the basic principles of energy systems and what each piece does. Basic ideas of what is good and bad and what systems work best. New technology is also covered but is Hard to understand.

ENERGY SYSTEMS

This covers the repair and the upgrade of all energy based systems. This also includes the tool required to do the job and knowledge of the analytical equipment required.

ENERGY DESIGN

This allows the character to design new energy systems using the basic principles above. To create completely new energy systems, the difficulty is Hard.

WHEN TO USE?

- ◆ When the team's ship requires some shields bought. (Know)
- ◆ When the team's ship needs the shields installed. (Systems)
- ◆ When the previous two have failed and they decide to design their own. (Design)

WEAPON

This Skill allows the players to recognise, repair and build weapons. Weapons range from hand held pistols to large vehicle mounted weapons as the principles are all essentially identical. Energy weapons and projectile weapons are covered but only ideas about ammo are given.

WEAPON KNOW

Wit Wit Wit.

This is weapon spotting. Knowing the damage capabilities and operating ranges of a weapon is important. This also includes what sort of ammo the weapon can fire and the ability to draw similarities between known and unknown weapons to provide analysis

WEAPON SYSTEMS

This is the ability to repair and upgrade weapons. Upgrades tend to come as easy to fit modifications. Detailed knowledge of the weapon is known and given plans, a copy can be constructed from scratch.

WEAPON DESIGN

This allows the players to design weapons. It should be noted that this is normally unnecessary as every weapon is catered for and the chance of making something more efficient than something on the market is very unlikely.

WHEN TO USE?

- ◆ When a weapon is found and some information is required. (Know)
- ◆ When a weapon is damaged and it requires repair. (Systems)
- ◆ When the team are stuck somewhere that they can not get to any powerful weapons and need to design their own. (Design)

MECHASYS

This covers all the Mechatronic systems that are not covered by any of the above subjects. This includes Exo-suits, Powered Armour, Environment suits and machinery. This also includes general mechanics, electronics and the interactions between them. It's sort of a catch-all for all the other Skills. No self-respecting tech will be without this set of Skills.

If the task required is a general eno-mechanical one, then this Skill will be sufficient, but if it is covered in the above sections then the cross-technology modifier must be added.

MECHASYS KNOW

Wit Wit Wit.

This covers all the basics of Mechatronic systems and how to construct them from scratch. This Skill also allows the analysis

of other systems.

MECHASYS SYSTEMS

This Skill allows the repair and upgrade of Mechatronic systems. A character with this Skill can attempt the repair of anything with a modifier of Hard or higher. This includes the knowledge and use of the tools required.

MECHASYS DESIGN

This allows a character to design any Mechatronic system which is not already specified in another subject. The character can attempt the repair of anything with a modifier of Hard or higher.

WHEN TO USE?

- ◆ When the character tries to guess the function of an unknown machine. (Know)
- ◆ When the character is repairing a automated machine. (Systems)

Task Skill List

PILOT

Wit Wit Shift. Self Taught.

Pilot Skills allow a character to drive, fly or ride any vehicles. Most everyday driving does not require a roll. If the pilot needs to deal with heavy weather or heavy traffic the this is considered HARD. Each vehicle is classed approximately below, however, to operate all the functions of some vehicles, it may be necessary to have more than one Skill.

Example: The Zyntek Eagle is a Grav car. So comes under the heading of GRAV. If the pilot wishes to take it into space, which is one of its capabilities, then the pilot must also have Cruiser Pilot.

Vehicle Classifications

Bike. A vehicle that the rider straddles

Grav. A small car or van.

Heavy Grav. Heavier grav vehicles such as Haulers and Grav Fighters.

Cruiser. Any space capable craft.

COMBAT PILOT

Pilot. Instructor.

The combat pilot Skills (shortened to Combat in the table) are for use when the vehicle performs any combat-style manoeuvres (beyond day to day flying). The use of this Skill is fully covered in the vehicle combat section.

POWERED ARMOUR (PA) USE

Soul Shift Shift. Instructor.

This Skill deals with the use of Powered Armour suits. A character in a powered armour suit gets a -40% modifier against any kind of physical Skill (such as Street Fighting or Acrobatics) while wearing the armour. As the user gets better at using the armour, this modifier is reduced or removed. Light and Heavy firing are not affected by wearing powered armour. When using the armour normally, the user must roll under this Skill. A success will lead to the action that the player desired and a

failure means that the action is not performed, with (normally humorous) consequences.

- 10.** Simple actions. Does not need to roll for walking, standing up and simple manual tasks.
- 20.** Intermediate Actions. Running, climbing jumping and so on are included.
- 30:** Can use Zero G Ops without modifier
- 40:** Can use Stealth without modifier
- 50:** Can use Sleight of Hand without modifier
- 60:** Can use Pick Pocket without modifier
- 70:** Can use Acrobatics without modifier
- 80:** Can use Scale Wall without modifier
- 90:** Can use Silent Shadow without modifier

POWERED ARMOUR (PA) COMBAT

PA Use and Street Fighting. Instructor.

This Skill covers various types of combat while in PA. Not just close combat but other Skills such as "gun fu". Light/Heavy firing does not get a modifier when the character is in Powered Armour.

- 30:** Can use Street Fighting without -40% modifier.
- 40:** Extension of form. The PA user now uses the Meat of the suit to give stun damage.
- 50:** Blunt. The PA is now used as a blunt. The user may do the same amount of damage as stun.
- 60:** Can use Gun Fu without -40% modifier.
- 70:** Can use Rail Fighting without -40% modifier.
- 80:** Can use Akarak Art without -40% modifier.
- 90:** Steady Hand. Using the innate ability for PA to remain still, Light and Heavy Firing get +10%.

LIGHT FIRING

Wit Shift Shift. Self Taught.

This Skill is the Skill of marksmanship with small arms such as pistols and sub machine guns. The value of this Skill is added to the accuracy of the weapon when firing. See COMBAT rules for more information.

GUN FU

Light Firing, Street Fighting (Life Skill Chat). Instructor.

Gun Fu is the name given to the art of fighting with pistols at close range. When fighting in close quarters, a well made pistol if used properly can be both firearm and blunt. This Skill straddles the boundary between close combat and fire fighting.

- 30.** Quick Draw. May draw and pistol and fire in same turn.
- 40.** New Close Combat Combo Move: Redirect Shot (Defence). If in close combat (point blank) with someone who is about to open fire, you can move the weapon so they shoot someone else. This should not be actually put into a combo, instead it automatically replaces a Block.
- 50.** New Close Combat Combo Move: Reversal (Defence. Cost: 2). Goes in a combo. Must follow a successful disarm. User of Reversal must not be holding a gun. Must end a combo. At the end of this combo the user is holding the weapon at the enemy at point blank.
- 60.** New Close Combat Combo Move: Fire Kick (Offence). May fire a held weapon instead of kick. Only once in a

turn. Resolve hitting in the same way you would resolve a kick.

70. Can fire 2 pistols at once. Must use this Skill for the firing.

75. Can reload and fire a pistol in the same turn.

New Close Combat Combo Move: Dodge Reload (Defence). While doing a dodge manoeuvre (in close combat), they may reload a single pistol.

80. New Close Combat Combo Move: Dismantle (Defence). If in close combat with someone who is holding a gun (when you're not). You can dismantle it. A Weapon Systems Roll is also required. Does not need to follow any move.

85. Can reload 2 pistols in a turn.

90. Perpetual Pistols: When using 2 pistols. While firing one, the other can be reloaded.

HEAVY FIRING

Wit Shift Shift. Self Taught.

This Skill is the Skill of marksmanship with power-arms such as missile launchers and chain weapons. The value of this Skill is added to the accuracy of the weapon when firing. See COMBAT rules for more information.

Psychotheatrics List

1. UNCONTROLLED PSYONICS

Fiery = 5

You have fiery outbursts and can not explain why supernatural things happen to them. You cannot buy this Psychotheatric off. See the section on Evolution.

2. PSYCHOPATH

Fiery = 5, Fearful = 5, Foolhardy = 5, Soul -2, Wit -2

You rejoice in killing. You fly off the handle often and with an extreme rage. Also, your personality is in flux: except for the three Deviant wheel assets (left), change the Deviant wheel by five points each time the character is played. When you are put under a stressful situation, make a Soul check. If you pass, you remain in control. If you fail then you become unstable and begin lashing out. You tend not to do so with friends (other PCs) but will certainly attack those not familiar with you (NPCs).

3. DRAINED

Choose three Attributes to become same value as lowest Attributes.

You spend your time with people more intelligence, attractive and more accepted than you. You're morose about it and make life difficult. You don't see the point in life and will always find the pessimistic side to everything. There are times when you feel good and bright but it's normally when other people are suffering and you are not. After all, there is nothing more delicious than other people's misery.

4. PATHETIC

Courageous = 1, Meat = 2, Battle = 2, Shift = 2

You're a genetic throwback to a time when people were small, skinny, weak, slow and pathetic. It's the hand you were dealt and it defines who you are. You're going to have

to work very hard to pull yourself out of the genetic hole you've landed in. You've been bullied all your life, or even worse, ignored.

5. BIPOLAR PERSONALITY DISORDER

Create 2 Deviant Wheels.

You have a split personality. Decide on what it is that makes you flip between the two forms of you. Ensure that the two Deviant wheels are very different. They can have some similar features but it should be obvious which personality is being played. Close friends will know you're Bipolar and will understand, others will find it more difficult to understand.

6. PARANOID WITH GOOD REASON

Soul -2, Wit -1.

You are convinced someone is out to get you. That's because they are. Not only are you paranoid about everyone you meet but you do actually have a past enemy. The GM decides what this enemy is from your past. You can only buy this off once you have dealt with the mystery enemy.

7. AMNESIAC

Wit -3

Every so often (at the end of the session), your short term memory resets and you forget what's just happened. Medium range memory (5 sessions ago) are quite easy to remember and long term memory is fine. The memories are there, you just can't get at them.

8. BIONICS REHAB REJECTION

All Attributes - 2, Poor Borg suit

You were borged by an amateur and you rejected the suit during insufficient Rehab. You are in a recovery suit - where you will remain for 6 months. During this time, all Attributes will be 2 less than your natural levels and you will develop a phobia (GM chooses).

9. UNKNOWN PAST

You have no memory before 2 days ago. You know who you are and you know what you can do but beyond that, it's a mystery. The GM gets to decide on your past, but it will not be beneficial to you.

10. SOCIOPATH

Soul - 3, Suspicious = 5

You do not like socialising and hate large groups of people (require Soul check or you will freak out!). You are fine with those in your trusted circle of friends (the characters in your team) but you are suspicious of anyone else you meet. Small talk is painful for you and you often find yourself bungling social situations that others would have no problem with.

11. HUNTED

Change Deviant Wheel to reflect the associated paranoia.

Someone is out to kill you. Flip a coin and call. If you call correctly, you can decide if you know you're being hunted. If you call incorrectly, the GM decides. The killer may strike at any time during the campaign.

12. COWARD

Soul - 3, Fearful = 5

You will not put yourself into danger and you prefer to run than fight. This is different from passivism, which is a choice. If you are cornered in a terrifying predicament, you are more likely to freeze to the spot than to act correctly.

13. SLOW TO REACT

Always lose the initiative. Shift -2.

Everyone else is always first to get the joke, respond to a fight or play any game that involves being first to do something. Your reactions are slow and you can't understand why.

14. FEEBLE MINDED

Wit = 2

You have real trouble understanding concepts and you know you're not the brightest person there. The world just washes around you. You do not notice detail very well and have real difficulty understanding things other people take for granted. This Psychotheatric may not be bought off.

15. VERY WEAK

Meat -4, Battle -2

You are physically underdeveloped and small in stature. It is going to take a lot of weights and fighting training to build you back up to normal.

16. CRIMINAL / ENFORCER PARENTS

You parents are either Criminals on the run or are Enforcers (whichever is worst for the setting). Either way, you are not allowed to turn to your family for any assistance. You cannot buy this Psychotheatric off as much as you cannot change who your parents are.

17. TECHNOPHOBE

You are terrified by machines and any kind of technology. When it comes to dealing with machinery (Cars, Bikes, Space Craft, etc), take a -30% to the Skill. You might be very Skilled at something, you just lack the natural aptitude for dealing with it. The only way of buying the Skill off is to have 6 Skills on the Tech tree above 60% before buying it off.

18. BAD REPUTATION

People know you and it isn't good. You've already lived a lot of life and most of it has been at the expense of others. You have D10 enemies, 2 of which are obsessive and will be actively looking for you. If you enter a bar in your local area then roll Soul to see if they recognise you. A pass and they do.

19. HALLUCINATIONS

Soul -2, Fearful = 4

You honestly believe the things you see. You also don't sleep well. You're not sure about the difference between dreams and reality. The character must have two hallucinations per session. The player may specify hallucinations but if the idea jar is empty then the GM will specify for them. Hallucinations may be pleasant things but they may worry the team.

20. LIAR*Honest = 1, Proud = 5*

Lies when discussing deeds or describing stories. Will embellish and then lie to support the embellishments. Far too proud to back down and will only give up when evidence is shown to prove the contrary - at which point the original lie will be blamed on someone else.

21. LOW PAIN THRESHOLD*Meat -1, Take twice as much stun.*

There's something about you that just hurts more. It might be your way of life, diet or upbringing that has made you so susceptible to being knocked out. This Psychotheatric may not be bought off.

22. SELFISH*Soul -1, Selfish = 5*

You won't share anything, even with close friends. You like to hoard anything you can carry and will hide useful things in places others cannot find. If a situation looks like it can work out well for the team and you then that's great but you won't seek out those situations. Be careful to not let the rest of the team see the results of these Selfish tendencies, else you might be cast from the group.

23. HEADCASE*Serious = 1, Firey = 4, Foolhardy = 5*

You are hooked on adrenaline and trouble. You love causing problems, getting into tight situations and being trouble to everything and everyone. If something looks simple, complicate it. If it looks safe, endanger everyone.

24. AVERAGE*2 lowest and 2 highest Attributes become 3.*

You are painfully normal and average. This has the small bonus of often going un-noticed. You are plain looking, have lived a standard and outright boring life. You will have to invent a reason why you have managed to mix with such interesting people.

25. SHORT CONCENTRATION SPAN*Wit - 2, Serious = 2*

You are scatter brained and have trouble concentrating on many tasks. Especially boring ones. A task anything longer than 15 seconds. Every 4 combat rounds, make a Soul check. If you fail, then you lose 3 seconds while your mind is elsewhere.

26. CLUMSY*Shift -2, Battle -2*

You don't have much spatial awareness, you knock things over a lot and have little co-ordination.

27. NARCOLEPTIC

You have no idea but you randomly fall asleep. Once asleep, you wake up after a short time and are wide awake instantly. It's not triggered by stress, tiredness or alcohol. It lasts for D10 minutes and occurs twice every session.

28. BULLIED*Humble = 4, Courageous =2, Battle=3*

You were always bullied and your characteris humbled by it. Without pride or self-confidence, you find it difficult to assert yourself.

29. BABBLING FOOL*Wit -1, Soul -2*

When in stressful situations, you sometimes start talking incessantly. You can't stop yourself. You might give away vital information. When under any stress, roll Soul and if you fail then you start babbling inanely.

30. SHORT FUSE*Firey = 5*

You are easily made angry, anyone in disagreement with you or mocking you will feel your wrath. You do calm down just as quickly but for a short time, you are impossible to deal with. When something annoys you, roll Soul with a Hard difficulty to lose your temper. When the situation around you mellows, roll Soul again to regain control.

31. KLEPTOMANIAC

You can not stop stealing things. They do not have to be of use, but if you think you can get away with lifting something, you will. You don't like to sell the things on, you just like collecting them.

32. MEGALOMANIAC*Wit -1, Soul -1*

You want to have power over people. you want to feel them beg at your knees. You want controlling influence over their lives. This is intoxicating. You will always want to push yourself into the lead and want to make decisions for th team as a whole. When they do not allow it, you will work to make it your goal to be in control.

33. VERTIGOIC AGORAPHOBIC

Also know as Groundhog disease, it is a fear of being outside Space Craft or Space Stations. Someone suffering from this will not like being on a planet's surface without being surrounded by a space craft and would not want to do any zero-g space walking. This is a modern condition that affects many people.

34. PIG UGLY*Soul -1*

You are unattractive in the extreme. There is no galactic subculture that would think you were attractive. Yours looks are never back in fashion. Your face is lopsided and head mishapen. You are just really very ugly. People might feel sorry for you, some might be outright disgusted. You get -20% modifier on any Skill that involves human relations. You can buy this Psychotheatric off with cosmetic surgery.

35. BAD HABITS*Soul -1*

You have two habits that other people might find annoying. When under stress, one of these habits should manifest itself.

36. ITCHY TRIGGER FINGER

Foolhardy = 4, Firey = 4, Wit -1

You like shooting things. You are likely to be the first to open fire, even when it is not appropriate. You're forever drawing and loading your gun and that often makes people edgy. Edgy people often make mistakes, which is why you need to open fire.

37. SUSCEPTIBLE TO IMMERSIVE COMA

Soul -1

Your mind does not differentiate between the real world and Gaia. Although you cannot be harmed in Gaia, there is a chance that when something truly incredible happens, your senses become overloaded and you pass out. Whenever the situation is looking intense, pass a Soul check to remain conscious. You are only unconscious for 5 minutes or until someone wakes you.

38. UNFORGIVING

Soul + 1, Merciless = 5, Vengeful=5

You enjoy applying pain to people and seeing people go through horrors. You are the archetypal sadist who will hunt people down to apply your own particular brand of cruelty to them.

39. CRIMINAL CONNECTIONS

You have friends in the underworld. This can be both advantageous and disadvantageous. Pick up two good contacts you can rely on and 2 enemies that are looking for you. You do know who these people are and can avoid them if needed. When you need a new criminal contact, roll Streetwise on Hard. If you buy this Psychotheatric off, you lose both the contacts and the enemies.

40. NIGHTMARES

Soul -1

You don't sleep well and get horrible nightmares. Often this might have repercussions on your behaviour when awake. Sometimes, you have nightmares that come true, they are only bad ones. The GM will tell you when a bad situation was a nightmare you had. Then roll Soul. On a pass, the GM can give you a hint to help you out. On a fail, you are frozen to the spot for as many turns as your Soul.

41. SLOW LEARNER

Wit - 1

You need 2 RP to raise a Skill by 3%, rather than 1 RP. You may not justify any tenuous raises. You buy this Psychotheatric off, you must get two Skills to 90% (maximum).

42. BORGED

Attributes (AR/HS): H: 5/100, LA: 5/100, RA: 5/100, T:5/200, LL:5/100, RL:5/100. Stun: 200.

You have been borged. The reason should not be a good one. You are clear of Rehab but your suit is not very good. People treat you badly because of your lack of humanity and

43. STRING OF FAILED RELATIONSHIPS

Soul +1, Virtuous=2, Loving=4

You love people just a little too much. So much, in fact, that you have had so many relationships in the past that you have a string of failed ones. Infidelity is the normal reason for the break ups. You keep stumbling on different social groups that have heard of you for all the wrong reasons. This Psychotheatric cannot be bought off.

44. CHAOS LUST

Wit +1, Soul -1

Normality scares you. Order and conformity set your teeth on edge. Whenever the pace of life slows or you're set into a situation where everyone is towing the party line, you'll seek to liven things up. This could be as little as breaking a glass 'accidentally' at a dinner party to blowing up someone's prized car. A failed Soul roll will start the lust for chaos.

45. NOTORIOUS

Although you are not directly wanted for something, people will know you for something you have done. It isn't a good thing and some people will automatically be suspicious of you. You can only buy this Psychotheatric off when you become famous for something else.

46. UNFORGIVING

Merciless =4, Vengeful = 5, Soul +1

You hold grudges easily. If someone wrongs you in some way, then you will go out of your way to repay it! You have an encyclopaedic knowledge of everyone that you owe some kind of repayment. Vengeance does not have to be physical, as long as the target's life is made worse.

47. PESSIMIST

Soul - 1

You believe that the worst will always happen in any given situation. On one hand, you are always pleasantly surprised when things do go well but you will often push the team towards the safe route, even though that probably will not work.

48. ADRENALINE JUNKIE

Soul +1, Wit -1, Foolhardy = 5

Excitement makes you feel like you're alive and nothing can replace it. You crave danger and although you can be paralysed by fear just like anyone else, you love the rush that it gives you.

49. FIDGETY

Shift +1, Soul -2

You can't sit still for long periods of time. If you are sitting in a single place for more than a few minutes, you will start rearranging things, walking about or repetitively fiddling with anything near you. Pass a Soul roll to stop.

50. ATTRACTIVE

Soul +1

Regardless of local fashions, people will find you classically attractive. The halo effect operates on anyone around you, regardless of their gender or sexual orientation. Receive +5%

whenever dealing with people face to face, such as Street Deal or Persuade. You can only buy this Psychotheatric off if you have reconstructive surgery.

51. HOPELESS ROMANTIC

World = 2, Wit -1, Soul +2

You are obsessed with a romanticised view of the galaxy. The Imperium are wise benefactors, corporations only work for the benefit of the human race and space travel is exciting and quick. You can only buy this Psychotheatric off after having experienced life for a while.

52. WITTY

Wit + 2, Serious = 2

You're quick witted and the things you say, people find funny or interesting. People will often listen to what you have to say, even if your point is rubbish - you just put it in such a fantastic way. +20% to Language Skill.

53. OPTIMIST

Soul + 2, Foolhardy must be 3 or more

You always see the good side of situations and try to make a positive move because of this. Sometimes this puts you and the team into danger

54. FIT

Shift +2, Meat +1

You have always managed to keep in shape - eating healthily and working in Gaia simulations that keep you trim. If you get bionics, you automatically forfeit this Psychotheatric and have to roll for another.

55. MARKSMAN

+10% to all Skills using firearms

Whenever you hold a weapon, it becomes an extension of you. This makes you an excellent marksman and you find that shooting is second nature.

56. PASSIONATE

Soul + 2, Wit + 1

You get excited about things and believe very strongly in what you do. People find you supportive and good to have around.

57. FAST HANDS

Shift +2, Any action involving your hands does not take a combat round

You have lightning manual dexterity. You can move your hands and fingers around you quickly and accurately without thinking. Any action that requires your hands (such as reloading a gun) during combat can be done instantly at the start or end of a round.

58. PATIENT

Soul + 2, Calm = 4

You don't mind waiting, you believe that if you wait then you will be rewarded. You have a calming affect on others. Once each game session, you can call for calm and all the other characters must make a Soul check. On a pass, they will calm down.

59. TECHNICALLY MINDED

+10% for starting tech Skills

You have a gift for technical things. Any Skill which is tech related (from the tech tree) will begin with extra points. You cannot buy this Psychotheatric off.

60. NATURAL PILOT

+10% for starting pilot Skills

You get behind the controls of any vehicle and you're there. Also, any negative bonuses for flying with default or someone else's controls are ignored! You cannot buy this Psychotheatric off.

61. FEROCIOUS FIGHTER

Firey = 4, Battle + 2, Any close combat related Skill starts with +10%

A combination of mind and body acting together, you have always had something of a talent for fighting. Battle may not go above 10.

62. HEAVILY BUILT

Meat = 10, Intimidate +10%, Height at human maximum

You have always been a large person. You are tall, strong and right at the limits of humanity. Set your height and weight to be human maximum. You can only buy this Psychotheatric off with bionics.

63. QUICK LEARNER

Wit +1

You have a talent for picking up new Skills without much problem. You do not need to work as hard to get as good as other people. Add 1% on top of any Skill raises, either from spending Roleplaying Points or by instantaneous GM raises.

64. HAWK EYE

Wit+1, Always pass Wit checks for noticing things.

You have an attention to detail and are really good at spotting anything that might be out of place or seeing an important detail.

65. IMMERSION JOCKEY

+10% on any roll in Gaia

You feel most at home when immersed in the virtual world of Gaia. Like everyone else, you feel the disconnect between the real world and Gaia but for you, it's a strength and you feed on it.

66. NATURAL LEADER

Soul + 3, Wit +1, Calm = 4

You find it easy to take responsibility and charge of events. People listen to you and you find that many will be happy that you have taken charge and are making decisions. You get the Language Skill at Soul *8.

67. ACADEMIC

+15% to all Academia Skills

You have a flair for learning academically. Raise all Academia Skills by 15% automatically. This includes new Academic Skills too.

68. DETERMINED*Soul +2, Wit +1*

You have a tenacious attitude that means you find it easy to get things done. You are not phased by difficulties and will be a driving force of any group.

69. GOOD REPUTATION*+D10 contacts*

You have grown a good reputation through your deeds and from that, you have farmed a lot of close contacts. These contacts can be called upon. To buy off this Psychotheatric, all the contacts must either be estranged or dead.

70. THICK SKINNED*Triple Stun*

Whatever your natural stun is, triple it. You are really difficult to knock out.

71. JACK OF ALL TRADES*Pick 6 Epoch 1 Skills, starting at 30 + 3D10*

You've managed to squeeze a lot of life into a very short time and it shows. You know about a lot of things. You will have to justify how you got to know all of these things and why you are so very Skillful. You cannot buy this Psychotheatric off.

72. ENERGETIC*Shift +2, Soul +2, Battle +1*

You have always been incredibly energetic about everything. You seem to have an endless supply of energy. You spring out of bed in the morning and from that point on, you are awake and unstoppable until you lie down to sleep.

73. TRUSTWORTHY FACE*Persuade = 80%, Soul check for lying.*

The shape of your face, the timbre of your voice, the gleam of your smile gives you the appearance of a trustworthy individual. So trustworthy, that you have the ability to weave utter lies in the face of insurmountable evidence. Not only does this make you excellent at Persuasion but whenever you are trying to get someone to believe an utter lie, perform a Soul check and on a pass, the lie is believed. It may not be believed for long, so make good use of it!

74. MULTI-TALENTED*Wit = +2*

You have managed to pick up much more in life than others have. Take the Skills from two Skeletons. Each session, you may swap one existing Skill for another new Skill (at starting level) for free.

75. IMPORTANT PARENTS

Your parents hold important positions within the Imperium. Choose a Star Industry (Star Fleet, Star Scientifica, Star Enforcers or Star Civilisation) and the GM will select an important position for them to hold. You will have access to information, money and power through your family - as long as you keep them happy and do not abuse it.

76. BRICK SHIT HOUSE*Meat = 10, Battle +2, Soul +1*

You are a huge human! Above what most would think was the limit of human size. Your encumbrance is now twice your Meat (20).

77. STRESS SINK*Soul +2, Loving +1*

You have a knack of dealing with stressful situations. Whenever things look bad, you manage to say the right things to calm people down. If you remain calm (by passing a Soul roll), everyone around you gains a Soul +2 for that round. Gain Empathy at Soul * 10.

78. RAPID HEALING*Heal three times as fast*

Since you were a child bruises and scrapes would fade far quicker than for your friends. You are an example of a fast regenerator, a rare gift that one in a million modern humans possess. You heal at 3 times the rate of everyone else - even when being healed with a Medic's help. This Psychotheatric becomes less useful with bionics.

79. LUCKY

You are a lucky person. If some ill is about to befall the character, flip a coin and call. If you are correct then the bad event will not happen. Can be used only once per session.

80. WEALTHY

You have a fund that will pay out 500 credits a day for the next 50 years. The player must build this wage into their background.

81. ENTREPRENEUR*+10% to any Skill roll involving bartering or dealing actions.*

You have a knack for making money from out of nowhere and as such find any negotiations involving money or resources easy.

82. QUICK REACTIONS*Shift = 10*

You are very quick to react, as if you can feel the situation before it actually occurs. Also, you never lose an initiative in Close Combat or in Space Combat.

83. PHOTOGRAPHIC MEMORY

Your gift is one of precise and detailed recall from memory. The tiny details that others might miss all get stored in your memory and you have the ability to read them out. If you find that there was a piece of information you wish you had collected from a previous scene then you can retrieve this information with a successful Wit roll.

Unlike others, you can enquire about things that the GM was not questioned about. Details such as weapons carried, clothes worn, an accent, distinguishing mark, damage taken to a vehicle, number of space craft docked on a city are good examples.

84. MULTITASKER

The character can do more than one task at the same time. The tasks must be different and no modifier is required for the actions. For example, the Character can drive while using Gaia, or Drive while shooting but cannot shoot two different weapons at different people.

85. FOCUSED

2 points in pool

You have the ability to focus your abilities at any points. During the game, you main pump up any Attribute or deviant by two. This lasts until the end of the session, the start of the next session, a new set of two points is available.

86. FEARLESS

Soul = 10

Whatever biological facet that makes people afraid, you simply do not possess it. Only roll for Soul checks that do not include fear.

87. MR. FIXIT

Character may roll more than once to fix something.

You have a talent for fixing things. Just about anything that is broken, you can fix. Whereas most technical characters get one roll to try and fix something, this character can roll once per turn until it is complete. The character must own the relevant skill (for example, Space Craft System for fixing Space Craft).

88. HALO EFFECT

Soul +1, +10% to any Skill roll involving human interaction. +20 to Seduce Skill and free if not yet owned.

You are beautiful. Your genes are very much the product of millions of years of fine tuning to what is now considered beautiful. As such, people react differently around you, you find that you are normally better off when dealing with humans than ever before.

89. SPATIALLY AWARE

Does not take detrimental firing modifiers

Your character can judge distances so well that you no longer have trouble shooting moving targets. It is only those modifiers that make hitting more difficult that are ignored. Those modifiers that are beneficial are still counted.

90. PARENT IS IMPERIAL PEER

Soul + 2

One of your parents is an Imperial Lord / Lady. They have a great amount of resources and contacts to call upon if required. You may very well want to keep this fact secret as it might be used against you.

91. GENIUS

Wit = 10

Who can say what being a genius is? You can see things much quicker than anyone else and can pick up just about anything much quicker than anyone else. Add 2% on top of any addition to a Skill advance either by Roleplaying Points or by instantaneous GM increase.

92. LIGHTENING SPEED

Shift = 10, Battle + 2, always wins the initiative

You have incredible natural speed, almost bionic! You always win the initiative and also can not be caught by surprise by anyone in a fight.

93. EXPERT LISTENER

You are exceptional at hearing what people say and then understanding the hidden undertones. When talking to NPCs, if you feel that the Gamesmaster is not giving the full story, do a Soul check and on a pass, the Gamesmaster must give the subtext or state if there is a subtext or not. Sometimes NPCs do tell the truth! Can be used once a Session.

94. BORN WARRIOR

Shift = 10, Battle = 10

You are the best at hand to hand combat there is. You can have combos up to 7, improvise up to 4 and are not restrained by any problems such as no 2-combos in a row. Have Rail Fighting at 30%.

95. XXXXXXXXXXXX**96. OVERLORD**

You have someone watching that will not allow you to come to any harm. You're not sure they exist but will help you at times of need. The Gamesmaster will create an NPC they can use in times of need. It's not something you can control.

97. XXXXXXXXXX**98. I'VE DONE THIS ON GAIA**

Your character has spent a lot of time in very accurate Gaia simulations and a lot of it has rubbed off. Not only have you picked up lots of parts of skills but you are able to recall them on a whim when in tight situations. When you are faced with an action and do not have a skill for it, make Soul and Wit checks, if both pass then you can perform the action just once. If presented with the same problem again, you have to roll again.

99. THAT BASTARD EVERYONE HATES TO LOVE

Battle = 10, Shift = 10, Meat = 10, Wit = 10, Soul = 3

You're exceptionally talented. Intelligent, attractive, strong, fast and good in a fight. You are the pinnacle of human evolution. You are that which everyone aspires to be. The only caveat is that you may not raise your Attributes through RP, only with bionics.

100. GENUS 3

Psysonics

You have psysonics and you can control them on a simple level. By practising you can improve your psysonics. See the psysonics Chapter XXXXXXXXX.

EXAMPLE BIONIC SYSTEMS

Endobioreorganiser

Name	Manufacturer	Cost	Rarity (%)	Type	Timings (hours)			Install	Aug Points	Body T
					Install	Rehab	Interval			
Aero Digestion EX1	Morgan	8 000	22	Both	20	80	160	CRC/NBG	-1	20
Features		Poison resistance. Aug can survive 3 days without food or water (normal human)								

Organ engine

Name	Manufacturer	Cost	Rarity (%)	Type	Timings (hours)			Install	Aug Pts	Power	Body	
					Install	Rehab	Interval				T	Stun
Surebeat EX1	Morgan	12 000	25	Both	26	90	280	CRC/NBG	-1	0	10	10
Features		Resistant to disease										

Frame

Name	Manuf.	Cost	Rarity (%)	Type	Timings (hours)			Install	Aug Pts
					Install	Rehab	Interval		
Powerline EX1	Morgan	40 000	20	Both	80	60	160	CRC	6
Statistics		Meat	-1	Shift	-3	Soul	-1		

Body							
AR	H	LA	T	RA	LL	RL	Stun
5	50	50	50	150	70	70	100

Generators

Name	Manuf.	Cost	Rarity (%)	Type	Timings (hours)			Install	Aug Points	Power	Stats Shift
					Install	Rehab	Interval				
Poraq EX1	Poraq	7 000	10	Both	20	60	200	CRC	-3	10	-1

Rink

Name	Manufacturer	Cost	Rarity (%)	Type	Timings (hours)			Install
					Install	Rehab	Interval	
Standard Rink	Kryotek	8 000	15	Both	5	20	200	CRC/NBG

Motor

Name	Manuf.	Cost	Rarity (%)	Type	Timings (hours)			Install	Aug Pts	Power	Statistics			Body Stun
					Install	Rehab	Interval				Meat	Shift	Soul	
Torquedrive EX4	Morgan	8 000	20	Both	60	240	240	CRC/NBG	-2	-8	7	9	-1	0

Heavy Armour

Name	Manuf.	Cost	Rarity (%)	Type	Timings (hours)			Install	Aug Pts
					Install	Rehab	Interval		
Forceguard EX22	Morgan	22 000	30	Both	40	40	200	CRC/NBG	-5
Statistics			Meat	-3	Shift	-4			

Body							
AR	H	LA	T	RA	LL	RL	Stun
25	1500	1000	2500	1000	1100	1100	100

Sensorium

Name	Manuf.	Cost	Rarity (%)	Type	Timings (hours)			Install	Additional Senses
					Install	Rehab	Interval		
Senseboost EX20	Morgan	10 000	20	Both	8	70	100	CRC/NBG	EM

This character sheet template features a central circular trait wheel with 24 segments, each containing a personality trait. The traits are arranged in four quadrants: top (serious, prudent, calm, humble, worldy, cold), right (generous, honest, forgiving, courageous, merciful, loving, virtuous, proud), bottom (suspicious, feisty, foehardy, loyal, selfish, dishonest, vengeful, fearful), and left (merciless, cold, worldy, humble, calm, prudent, serious, generous). The wheel is surrounded by an outer ring with 8 segments for stats: name, height, weight, age, birthplace, skeleton, setting, and close combat fighting combos. Below the wheel are six gear-like sections labeled BATTLE, MEAT, SHIFT, SOUL, WIT, and RP, each with a vertical line for notes. The entire sheet is framed by a large circular border with 16 white dots.

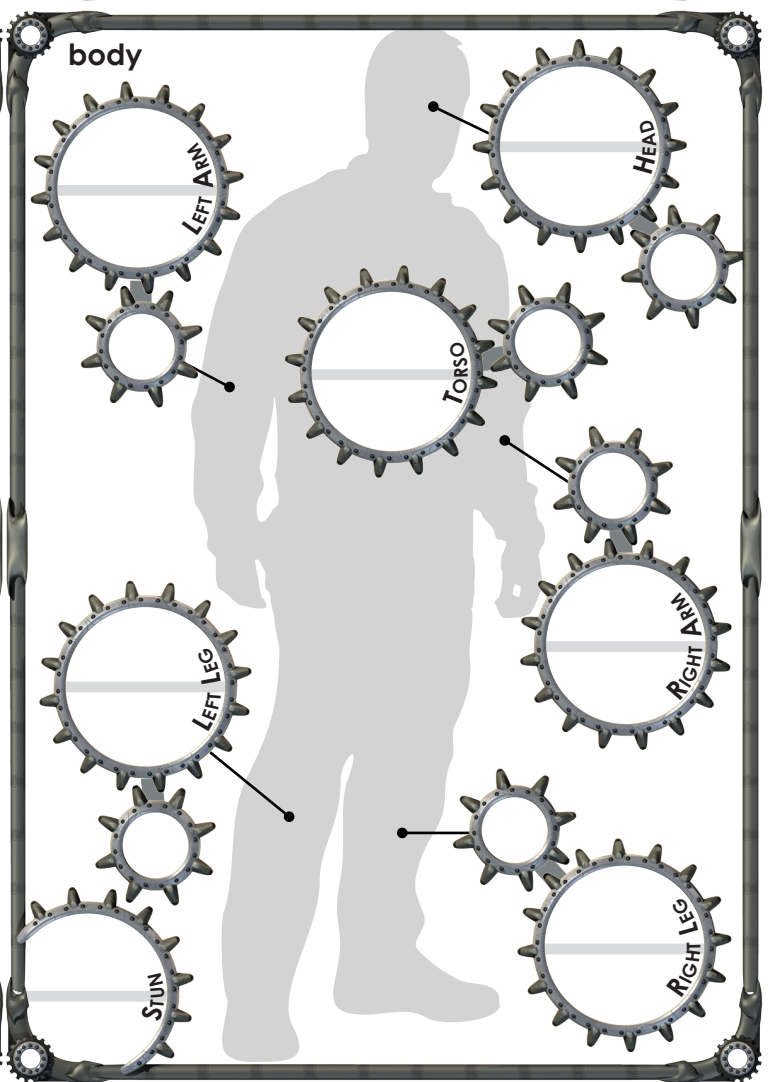
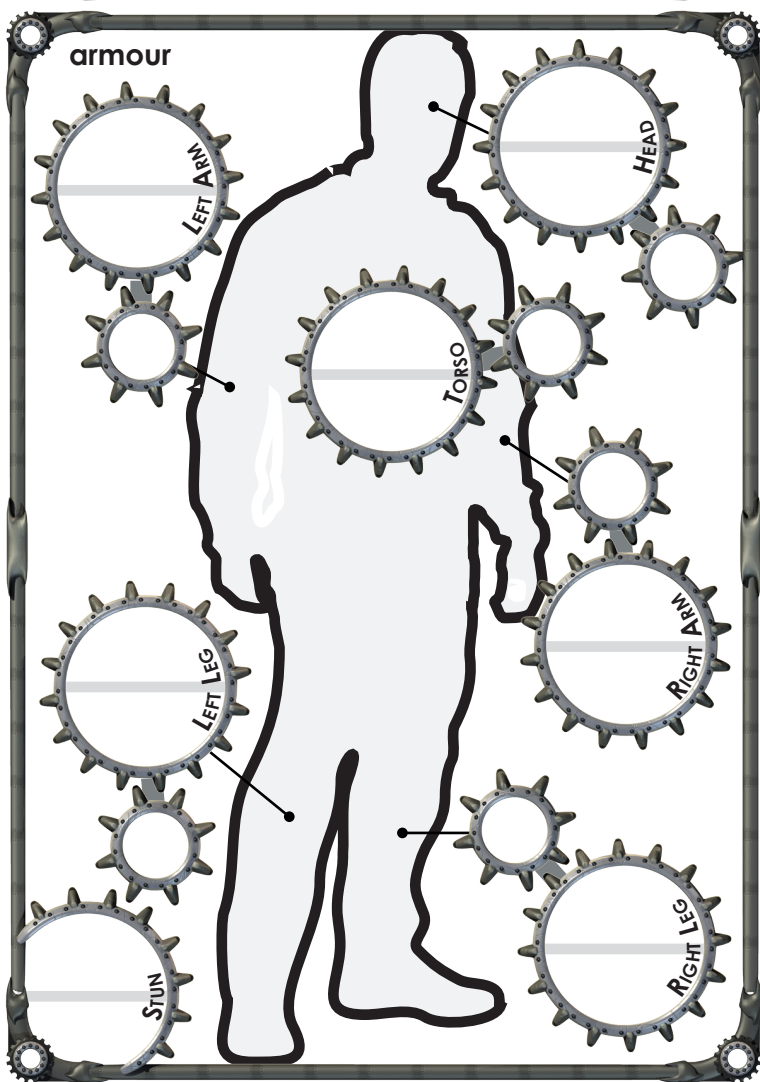
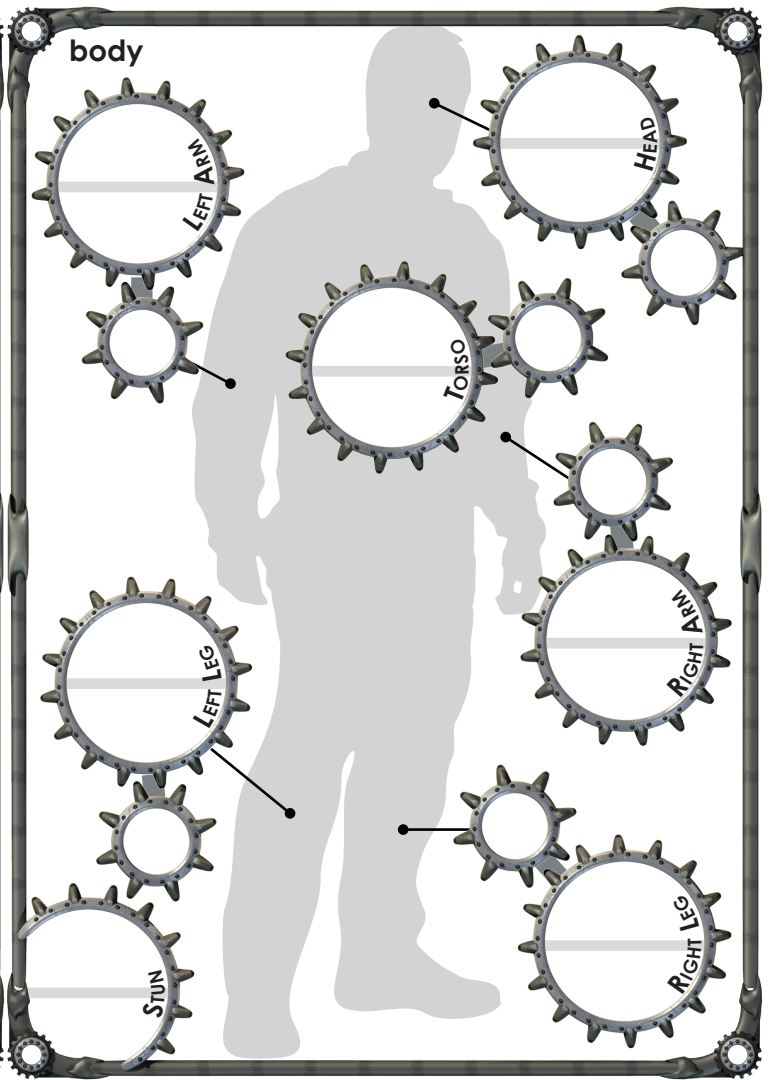
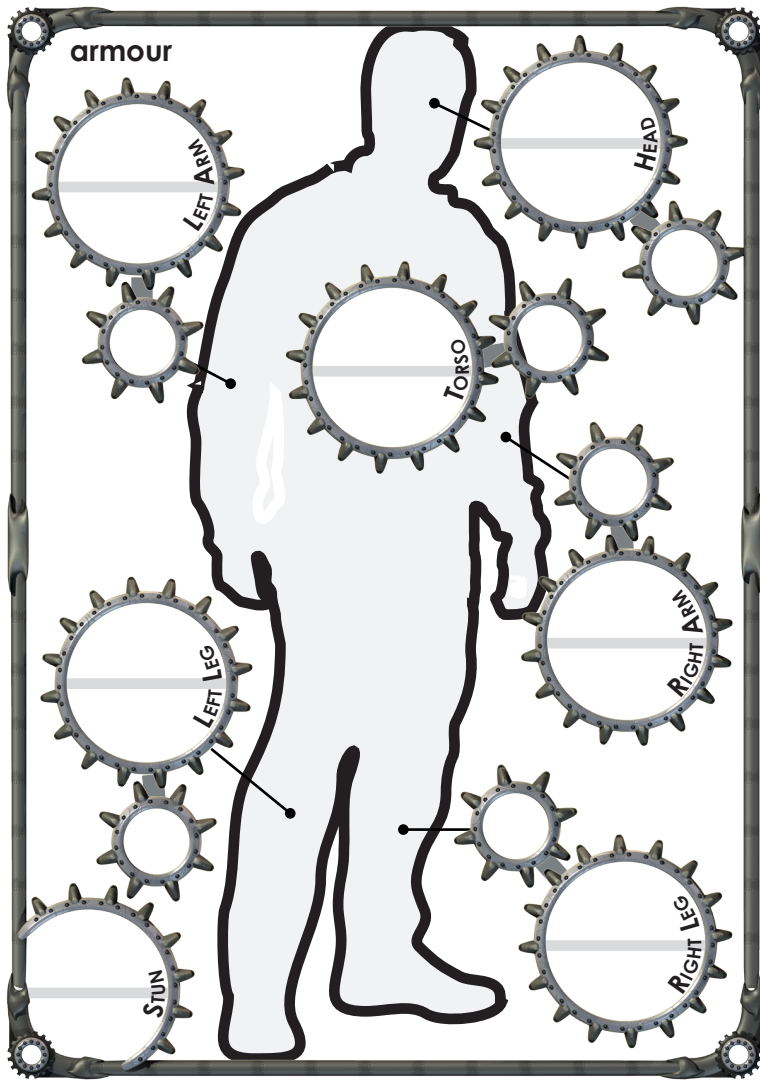
equipment

skills

psychotheatrics

ENCUMBRANCE
(MEAT)

version iv
ICAR

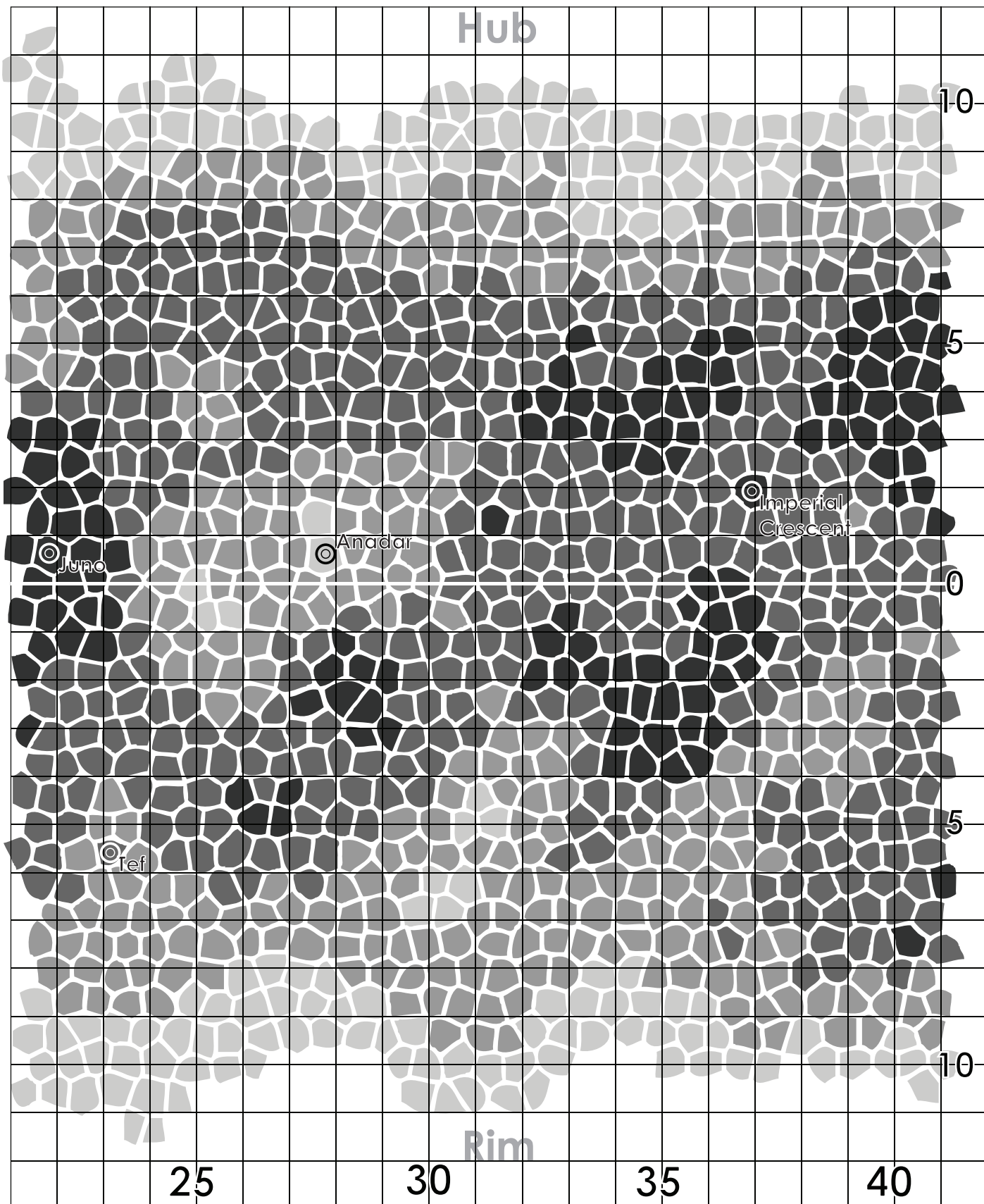


REMMAR MAP

This map shows the clusters of Remmar Sector. To quickly calculate distance between two clusters, assume each cluster is 20 Light Jump units wide.

Density Key

- 100+ Colonies in Cluster
- 50+ Colonies in Cluster
- 20-50 Colonies in Cluster
- Less than 20 Colonies in Cluster
- 1 or 2 Colonies (Fringe and Lone Systems)



SAYSHELL SECTOR MAP

This map shows the clusters of Sayshell Sector. To quickly calculate distance between two clusters, assume each cluster is 20 Light Jump units wide.

Density Key

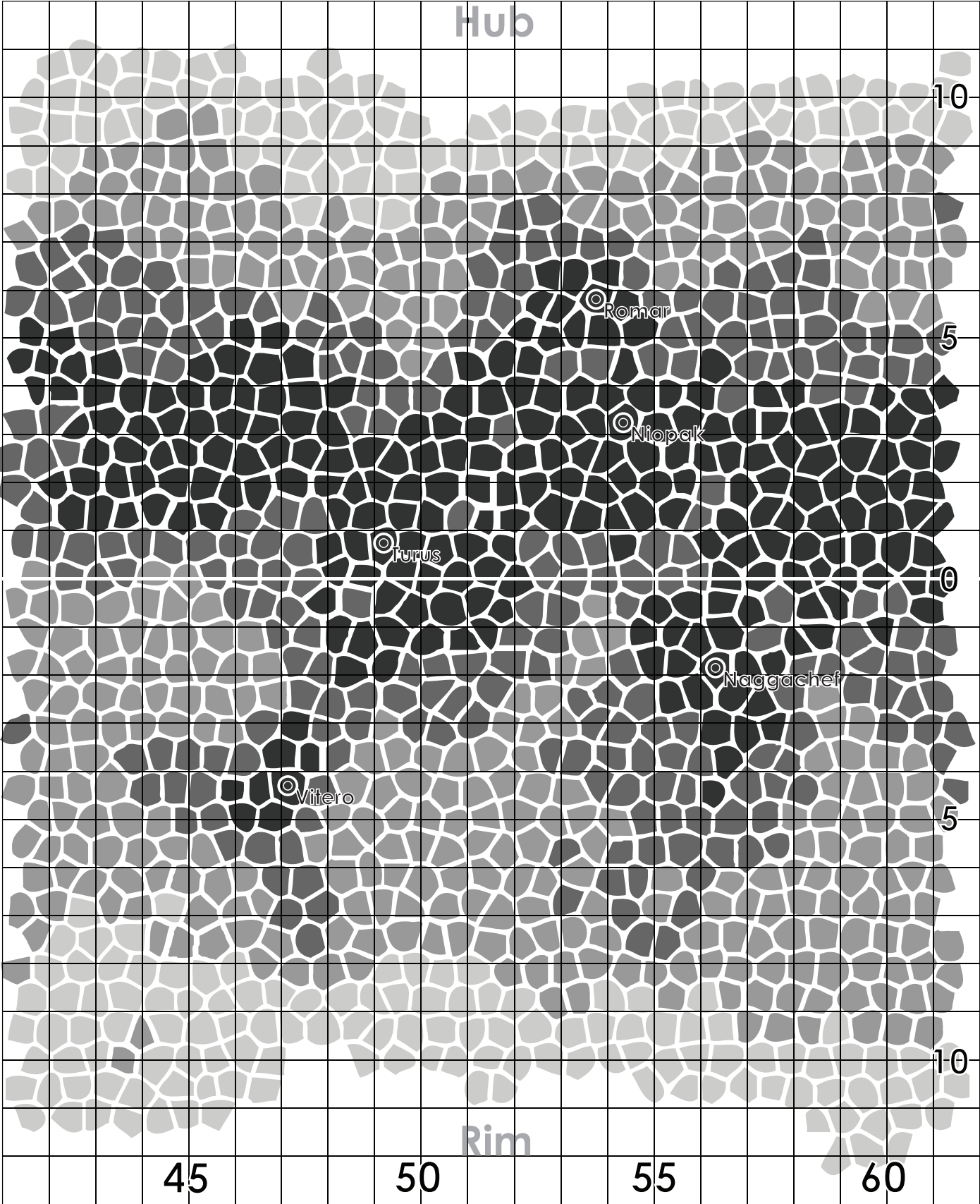
100+ Colonies in Cluster

50+ Colonies in Cluster

20-50 Colonies in Cluster

Less than 20 Colonies in Cluster

1 or 2 Colonies (Fringe and Lone Systems)

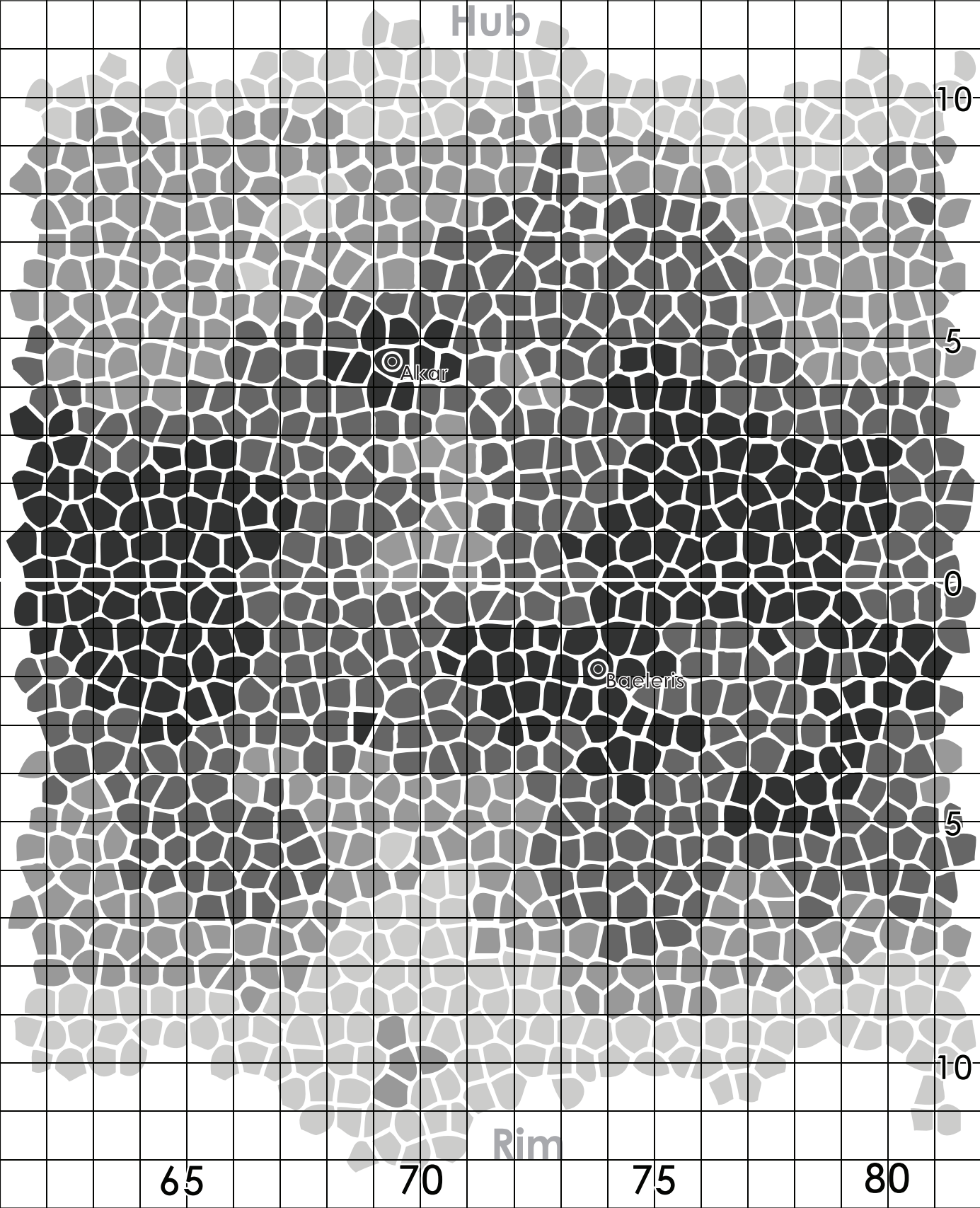


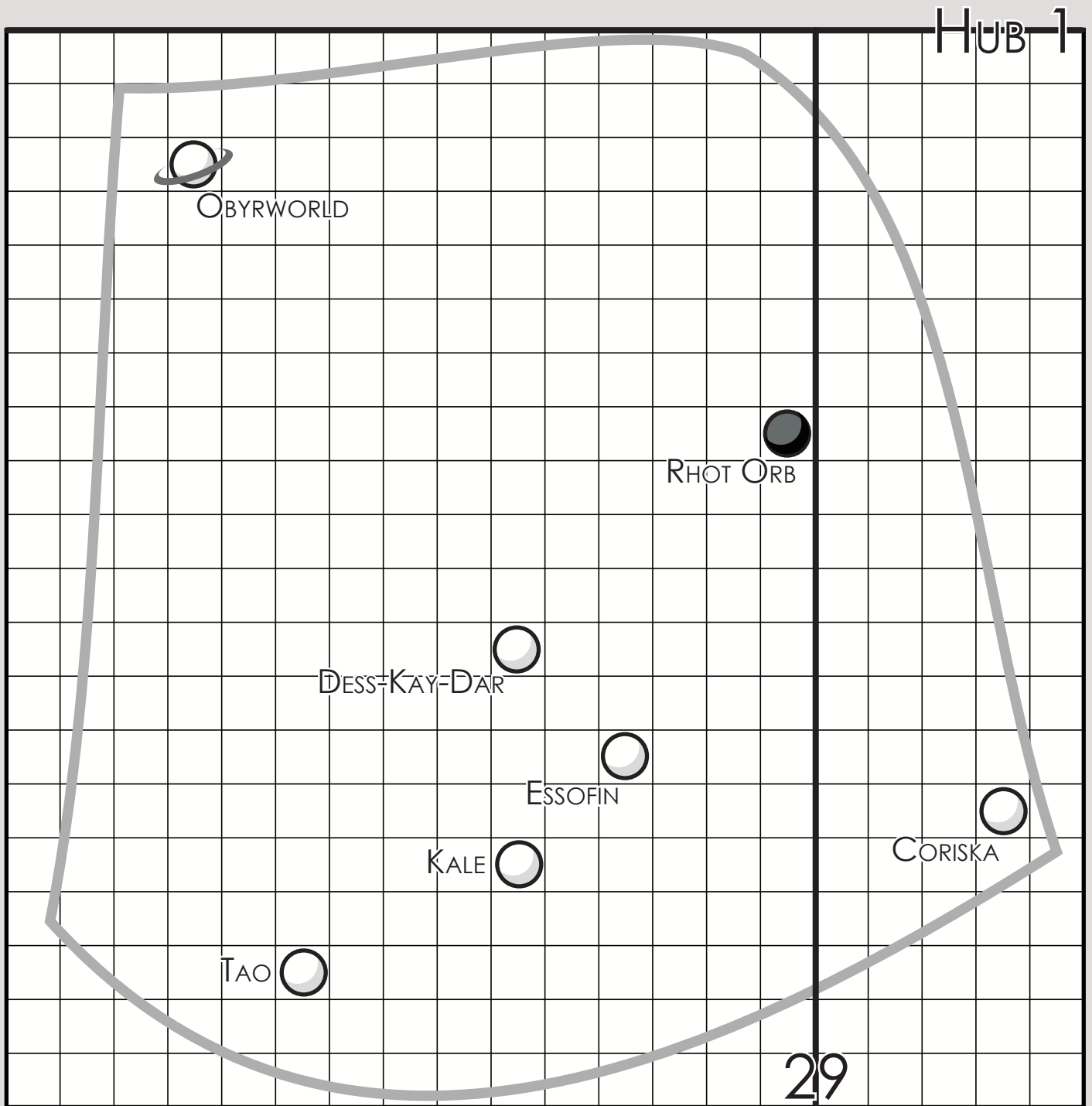
DORIAN SECTOR MAP

This map shows the clusters of Dorian Sector. To quickly calculate distance between two clusters, assume each cluster is 20 Light Jump units wide.

Density Key

- 100+ Colonies in Cluster
- 50+ Colonies in Cluster
- 20-50 Colonies in Cluster
- Less than 20 Colonies in Cluster
- 1 or 2 Colonies (Fringe and Lone Systems)





NOTES

