

INFERNO

-

RAPIER & LASPISTOL

PLAYER'S GUIDE

PETER BRUNTON

WITH SPECIAL THANKS TO THE LANCASTER UNIVERSITY ROLE-PLAYING SOCIETY AND THE GOOD PEOPLE AT RPOL.NET

ACKNOWLEDGEMENTS

FIRST OF ALL, A BIG SHOUT OUT TO ALL MY PLAY-TESTERS, FOR HELPING ME GET THIS DAMN THING TOGETHER;

JONO, OWEN, LAURA, WEASEL, NICK, TRISTAN, SHIV MONKEY, CALLUM, FRANKIE, KATIE, CHRIS, JACK, MICHAEL, DAN, BASIL, MIKEY, GUILLAM, TROTSKY, ANDY (AGAIN, BOTH OF YOU), PUPPY, ALEX, ED, DAVE, BEARDY STEVE, RANDY STEVE, LEO, HOLLY, ANDREW, SEC CHRIS, BIG TOM, CHRIS, PAUL, AND KATIE, AS WELL AS MANY OTHERS WHO I ONLY EVER HAD THE CHANCE TO MEET FROM THE OTHER END OF AN INTERNET CONNECTION.

THESE PEOPLE SUFFERED THROUGH BLAZING FIRE-FIGHTS, GOT BEAT UP ON BY THE AUTHORITIES, SHOT AT BY LUNATIC CULTS, HUNTED BY THE MAFIA, STARTED ONE OR TWO WARS, PISSED OFF A FEW EMPIRES, SURVIVED AN ORBITAL BOMBARDMENT, AND VERY NEARLY CAUSED THE COMPLETE ANNIHILATION OF THE ENTIRE UNIVERSE, ALL JUST TO GET THIS THING FINISHED.

NOW THAT THERE IS DEDICATION

THESE SAME PEOPLE PROVIDED ME WITH CONSTANT SUPPORT, ADVICE, IDEAS, FIXES FOR BROKEN RULES, POSSIBILITIES FOR NEW RULES AND, MOST OF ALL, THE MOTIVATION TO GET IT ALL TOGETHER INTO A COMPLETE GAME.

I'D ALSO LIKE TO THANK THE PEOPLE RUNNING PLAYBYWEB.COM AND RPOL.NET FOR THEIR EXCELLENT SITES, OVER WHICH I HAVE RUN SEVERAL INFERNO CAMPAIGNS AS WELL AS NUMEROUS OTHER GAMES. THEY HAVE PROVIDED AN INVALUABLE TESTING GROUND FOR MY IDEAS.

FINALLY, A BIG THANK YOU TO THE LANCASTER UNIVERSITY ROLEPLAYING SOCIETY, WHO ARE ABOUT THE MOST WONDERFULLY WELCOMING, FRIENDLY, AND ENTERTAINING BUNCH OF PEOPLE I COULD EVER HOPE TO MEET. PARTICULAR PROPS GO TO DAVE AND ALEX FOR RUNNING GAMES OF INFERNO, THUS ALLOWING ME TO SEE THE GAME THROUGH A PLAYERS EYES, AND ALSO A BIG THANK YOU TO NICK FOR LETTING ME BOUNCE SO MANY IDEAS OFF HIM (AND FOR TRYING HIS DAMNDEST TO BREAK THE SYSTEM AT EVERY OPPORTUNITY). FINALLY THANKS TO EVERYONE WHO HAS CONTRIBUTED IDEAS, OR JUST THEIR ENTHUSIASM.

OH, YEAH, AND A SPECIAL THANK-YOU TO MY LITTLE BROTHER, CHRIS, FOR CONTINUALLY KICKING MY ASS UNTIL I STOPPED RANTING AND ACTUALLY GOT THE DAMNED RULEBOOK WRITTEN.

THE JUDGE OF WORLDS

Chapter 1 The Suicide Bomber

It was always quiet in The Suicide Bomber. Tucked away on 81st level of the Western Docklands, it's only advertisement was a small neon sign that hung out front. Inside there was a single room with two corner booths and a long hardwood bar, the varnish chipped and cracked. A single wooden ceiling fan hacked away lazily at the hot, syrupy night time air of Port Traxis, the smoke rolling in from the industrial districts to the south, hanging dark and heavy in the air of the Docklands. Up on the 81st it wasn't so bad, almost breathable, most of the heaviest toxins drifting down to street level, where you couldn't even see through the smog.

Looking around the table at her six companions, Freya wondered ruefully what would happen if anyone ever learned about these meetings. Probably surprisingly little. It was never wise to interfere when these sort of people wanted a quiet drink. Not when at least three of the people round this table could kill you without even moving from their seat, or drawing a weapon. For Warren it would simply be a matter of triangulating your position, down to the last few microns, and then deciding which of his many weapon systems to fire at you from his position high in orbit. Never straying from Charles Beaumont's ship, which shared his name, never even showing his real face, Warren was instead joining them in the form of a holographic projection. Tonight he had chosen to appear as a brightly plumed parrot, sitting perched on the shoulder of the captain's immaculately tailored uniform. Captain Charles Beaumont himself, one of the most infamous privateers in all the known worlds, was the kind of man who everyone always said would look good wearing an eye-patch, and it was a great pity that he never had the decency to actually lose an eye. Still, even in his late fifties he not lost any of his devilish charm either, and if anything his looks had improved as the last vestiges of gawky youthfulness were erased by the weathering of time. Presently he was in the midst of one of his madcap anecdotes, with the odd correction being interjected from Warren in a high pitched screech. Swilling a glass of brandy in one hand, he was looking pretty far gone, although Freya knew well that Charles always looked drunker than he really was. He played it up, just like he played up everything.

"Well, as you can imagine they were pretty pissed off about us taking their idols, so thinking fast I decided that a bit of 'shock and awe' was in order. Running into the centre of the village, I leapt onto the first platform like thing I could find, and in my best 'deep and booming' voice I bellowed "Behold, I am no mere mortal. I am a messenger sent from the gods. You may scoff and scorn, but I assure you all that the blood of the divine flows within my veins. I need but speak a word, and I shall call forth fire from the very heavens." Unfortunately, they didn't seem to believe me, and one of the savages even hurled a rock at me. It bounced off my armour of course, and turning on the poor fellow with the wrath of god blazing in my eyes I cried "Fool, you seek to test me? Feel the fires of heaven!"

For a moment the whole table sat in silence, watching Charles, who was glaring at Tarsis, sitting across from him, one finger pointed at the man's chest, shaking slightly with feigned rage. Tarsis simply took a sip of his beer and raised an eyebrow, causing one of his scars to twist unpleasantly, and said "So?"

"So nothing happened. There I stood, hand outstretched, waiting for a bolt of holy cleansing fire to fall from the heavens and incinerate this infidel who had dared to question my authority, and nothing happened. Of course what I didn't realise was that one of the suits of power armour that we had purloined from their little shrine had lost reaction containment, and the radiation was scrambling our comms, so Warren hadn't heard a word I'd said. I only realised something was wrong when I noticed that the holofield around his puppet battlesuit had failed, and that they weren't staring at me at all. Instead they were all looking at this shapeless black bodied humanoid, who was just standing there, rock still. Of course being a morphoplast suit, well it's pretty lightweight really, so when this kid finally walks up and gives him a push, he just topples right over".

The table burst into laughter as Warren's parrot avatar preened itself and attempted to look dignified. Marie Fletcher leant over and with a wide grin offered it a peanut. Dressed in long, loose, flowing robes, she was ageing almost as gracefully as Charles, her long wavy brown hair starting to fade only a little. The parrot gave the peanut a disdainful glare, and then hopped across to Charles' other shoulder, drawing even more laughter. Draining the last of his pint, Tarsis leant back in his seat and yelled "Hey Tex, can I get a refill?"

Behind the bar, the towering form of Tex slowly shifted into motion. None of them had ever quite figured out what Tex was. He certainly wasn't any kind of alien that any of them could recognise, and Arnold, the bar's aged proprietor seemed to take great pleasure in not telling them.

Standing around 10 foot tall, Tex's body was humanoid, but all made of sharp angles, his skin a hard, smooth material of a cloudy green colour. Perhaps most unsettling was that the swirling patterns in his surface could be seen slowly shifting if you stared at them for long enough.

Whilst the conversation broke for a moment, Freya stole a glance at Hatori, sat next to her. Like her, he was a Fenrir, his body small, thin and wiry, his skin a dark brown, covered in soft downy fur. His eyes were tiny jet black beads, which flitted about constantly, taking in every detail. He was getting on for 30, what Fenrir would think of as middle age, although his carefully groomed vat grown physique showed no sign of it. He had once been the proud owner of an impressive collection of scars, but then his skin had been removed by Clan Lictor to allow the replacement of over half his musculature. His new skin practically gleamed, taut and and smooth, tailored to his body like an expensive suit. Although they had all agreed that he just didn't look the same without his 'momentoes', Freya was secretly pleased. He was, she felt, much better looking without them. She would have been jealous of his unnatural youth, but despite being only a year older than Hatori she looked, if anything, a few years younger. Freya had always been blessed with youthful looks, and for all her years her feathers had lost none of their vibrancy. Her eyes framed a slender face, spiral patterns of dark brown freckles winding across sand coloured skin, with a line of flame orange plumage tracing the gentle arc of her neck, stopping just short of her broad shoulder blades. Her wings were fine arcs curling up from her shoulders, the skin soft and smooth. They were also quite large by the standards of her species, though they were utterly dwarfed by Hatori's, another result of the incessant changes that he had wrought upon his body. Describing two sweeping arcs above his head, and trailing on the floor, they were, fully spread, almost twice the size of Freya's, just one more of Clan Lictor's creations.

There was a sound of heavy footfalls as Tex approached the table and set down a brimming pint mug, which Tarsis gratefully accepted. In spite of his huge size, Tex could carry 10 full pints and not spill a drop.

"I swear man, one of these days we're going to find that all this 'God business has gone to your head, and you've gone and settled down on one of these worlds to 'be with your people'". Tarsis said, taking a sip and grinning at Charles.

"You know I just might. I mean who needs to spend all day worrying about finances and fuel supplies and repairs. I think I could be quite happy with a few nubile young serving girls, offerings of food and wine, some High Priests doing my bidding..."

"It's over-rated".

The statement was followed by a soft belch and the sound of the seat creaking as Popo shifted his bulk.

"The whole 'Tribal God' thing. It's over-rated. All they do is bicker and squabble, and misinterpret every commandment you give them. If they're not stabbing each other in the back, or trying to somehow turn a simple request for dinner into an order to massacre the neighbouring tribes in your holy name, then they'll just be at your feet day in and day out begging for miracles because somebody's crops weren't quite up to scratch, or some girl got the sniffles."

Freya struggled to repress a snigger. It wasn't too hard to picture Popo as a tribal god. His body had become so massively bloated that he had to be carried around on a palanquin by a small army of slaves that he had gathered from various backworlds. In fact, his minions practically treated him like a god already. Popo had never chosen to explain just what caused his naturally slender Shan'mis physique to become so hideously distorted, and to her knowledge none of them had ever chosen to ask. It wasn't exactly a pleasant subject. Some vestiges of his smooth-skinned, fine-limbed amphibian form did remain, but they were largely buried under rolls and folds of pocked and wart covered flesh. His broad, flat head lay nestled in the bulk of his overgrown neck, itself merely an extension of the vast expanse of his belly. His movements possessed all the slow and ponderous grace of a continent drifting. Of all her friends, Freya found Popo the hardest to figure out. She knew that he was a member of the priesthood, yet he had never breathed a word about Hatori's illicit use of magic. She knew he had a bad reputation on many worlds, and even amongst the other priests, but she had never been able to figure out what his reputation was for. Certainly they all had skeletons in their closets, even her, but something told Freya that if you looked too closely at the ones in Popo's closet, they might just get up and dance.

A flicker on the horizon, glimpsed through the large bay window, drew her eye. At first she thought it might be the opening volleys of a thunderstorm, but it was just laser fire arcing between two catwalks. Presumably one of Port Traxis' overly populous gangs trying to thin out the competition. As she half listened to the conversation at the table, watching the skyline flicker in any out of view, she had the awkward sensation that something about Charles' story felt familiar. Then, in an

instant as swift as those little flares of light, she knew what it was.

"Charles... you've told this story before. This whole conversation, we've had it before. I think it was two, maybe three years back. Here in this pub."

For a moment an embarrassed silence fell over the whole table. Charles broke it at last, looking almost ashamed as he admitted "Well, yes, I suppose I did tell this one before. I mean it was about 5 years back that this all happened".

"I know. Five years. Why don't you tell us a new story. Something that happened recently, like since we met last year."

Again the silence stretched out painfully, everyone focussing on their drinks whilst Charles looked increasingly embarrassed.

"Um, I, uh, I don't really have any recent stories. Nothing that I can think of out of hand".

"You know, I was kind of expecting that. I mean it's not like any of us even noticed. Have we really gotten so deep into our ruts that this is how we live? Replaying old conversations as if they were new again."

"Be fair, Freya, it was a small slip, that's all" Marie interjected, adopting a soothing tone.

"I know that", she replied, feeling frustrated, "but it just... I don't know. Don't you sometimes get the feeling that there's nothing left? Nothing to do, nothing to see. It just scares me, the thought that we're just going to end up growing old in this bar, meeting here every year to reminisce about how much better things used to be".

"But it won't be like that, you'll see. There's still lots left to do, lot's to explore and discover. It's a huge universe out there and..."

"No, she's right", Tarsis snarled, cutting straight across Marie's words, "I can't remember the last time I was scared. I mean really scared. I can't remember the last time I faced a challenge that got me thinking I'd finally met my end. I can't remember the last I did anything that wasn't just more of the same."

"God" Freya muttered to herself, almost sick with the horror of the realisation, the half whispered word like a gunshot in the now oppressive silence that had enfolded them all once more. The sound of a door swinging open almost made her jump. Looking up she realised that she wasn't the only one staring at the doorway behind the bar, where Arnold, the bar's owner, had just appeared. He looked up at them, a few bottles tucked under one arm, and a cigar stub hanging between his cracked lips, and mumbled in his gruff tones "Damn, who died?"

"No-one Arns", Marie replied gently, "We're all just... well, you know how it is. Sometimes it's just hard to keep smiling in the face of it all".

"Yeah, I know" Arnold said, and began to hobble over to the table, the slow and steady 'clump' 'clmup' of his bad leg against the hardwood floor sounding almost comfortingly familiar.

Arriving with a huff and a wheeze, like a steam train pulling into a station, he took the chair that Tarsis had pulled out for him, and sat down heavily. Pulling the bottles out from under his arm, he popped the lids and set them down on the table.

"So what's bothering you kids so much?"

"I guess you could say that it's the horrible realisation that we aren't kids any more", Charles replied dryly, his drunken air now vanished, a stern

and sober look fixing itself on his face.

"Well, I guess it comes to us all", Arnold said, with a wry grin, as he topped up Charles' glass, "and the way I see it, you got two choices when it comes. You can fight it, or you can get the hell out of the game while you still have the chance".

"And which did you choose?" Hatori asked, sounding almost a little sullen.

"How do you think I ended up running this bar?" Arnold shot back at him.

"Well fuck that", Tarsis growled, "All respect Arnold, but I'm not ready to throw in the towel yet. The day I stop fighting is the day they pick out the pieces of my body from a crater".

"So fight. If it's a challenge you want, there's plenty of them to be had. Run the Kether Ring, open the Stone Arch of Ethralin, steal something big from one of the Clans or take a flight into Drake space. Spend a night on Thanos. Go looking for the Judge of Worlds".

The last words dropped into the air like a rock into a still pond. Freya would have sworn she could almost hear the splash as they hit home.

"Every one of those is just another name for suicide" Charles muttered.

"The Judge isn't", Marie replied, her voice quiet, but with no trace of hesitation.

"No, it's just a dumb myth. Because a wild goose chase is so much better than a quick death" Warren interjected.

"No, it's not a myth. A lot of reliable Slithzerikai documents point to it's existence. Even some of the old Kavir and Drake records mention it," Marie replied calmly.

"The most powerful weapon in the universe? As if anyone would actually believe in something like that. It's a story for old gunhands to tell their kids".

"Just because nobody has ever found it, doesn't mean it isn't real."

"If it was, somebody would have found it by now".

"Not necessarily," Charles said in an almost chiding tone, "from what I understand no serious effort has ever been made to look for it. Mostly because those in power dismiss any suggestion of its existence as fantasy".

"The question is", Tarsis said, "whether there's any chance of us finding it?"

"I think we could", Marie replied, "it's true that it hasn't been found yet, but then nobody with our kind of resources ever went looking for it. I think there's a good chance we might succeed, if we really try."

"In fact, um, I think I could probably help you a little there" said Arnold quietly. "I do know of one other person who has been looking for the Judge. She's an entropic cultist by the name of Tola Githras, and apparently she's spent pretty much her whole life looking for the damn thing. Of course she hasn't come anywhere near to finding it, from what I hear, but she's probably turned up a few leads in all that time. If anyone would know where to get you started it'd be her. Just one of those little titbits you pick up working behind a bar".

"So where do we find her?" Hatori asked, a determined look in his eyes.

"Apparently she's based somewhere in the Valerion system, although nobody really seems to know where."

"Warren", Charles said, with a devilish grin, "plot a course for Valerion and send a shuttle down to pick us up. I feel like going for a ride".

CONTENTS

ACKNOWLEDGEMENTS

THE JUDGE OF WORLDS

Chapter 1 – The Suicide Bomber

CONTENTS

THE JUDGE OF WORLDS

Chapter 2 – Valse Bizarre

INTRODUCTION

- Welcome to The Inferno
- What is Roleplaying?
- What You Need to Play
- How to Use This Book
- Recommended Reading

THE BOOK OF WORLDS

THE JUDGE OF WORLDS

Chapter 3 – Don't Leave Home

CHAPTER 1 – THE HISTORY OF INFERNO

- The Dawning Days
- The Enslavement
- The Great War
- The Aftermath
- The Rise of The Free Slave Republic
- The Decline of the Republic

CHAPTER 2 – THE PRESENT DAY

-

CHAPTER 3 – CLAN DARKSTAR

-

CHAPTER 4 – CLAN PHOENIX

-

CHAPTER 5 – CLAN LICTOR

-

CHAPTER 6 – CLAN ROS GRAIVAIRN

-

CHAPTER 7 – CLAN SIN

-

CHAPTER 8 – THE PRIESTHOOD

- The First Church Reunification
- Hierarchy and Organisation
- The Cults
- Local Temples
- The Missionaries
- The Knights of the Church

CHAPTER 9 – THE FREEWORLDS

- Freeworlds
- Pirates
- Mercenaries
- Heretic Cults
- Others

CHAPTER 10 – INDEPENDANT FACTIONS

- Freeworlds
- Pirates
- Mercenaries
- Heretic Cults
- Others

THE BOOK OF LIFE

THE JUDGE OF WORLDS

Chapter 4 – The Lost

CHAPTER 11 – CREATING A CHARACTER

- Developing a Concept
- Spending Points
- Assigning Attributes
- Species
- Secondary Attributes
- Skills
- Languages
- Magic
- Edges and Flaws
- Money and Equipment
- Summary

CHAPTER 12 – SPECIES

- Aphenor
- Acquilans
- Archanans
- Fenrir
- Fenyari
- Humans
- Oraxyd
- Shan'Mis
- Teyphalans
- Zair
- Zatchians
- Xirkani

CHAPTER 13 – TRAITS

- General Talents
- Combat Talents
- Magical Talents
- General Flaws
- Magical Flaws
- Species Traits

CHAPTER 14 – SKILLS

- Skill Groups
- Language Skills
- Magic
- Mundane Skills
- Magical Skills

CHAPTER 15 – BACKGROUNDS

- Reputation
- Background Talents
- Background Flaws
- Starting Wealth & Equipment
- Cost of Living
- Standard Items
- Exotic Items

THE BOOK OF DEATH

THE JUDGE OF WORLDS

Chapter 5 – Firewalking

CHAPTER 17 – PLAYING THE GAME

- How Roleplaying Works
- Task Rolls
- Fortune

CHAPTER 18 – COMBAT

- The Combat Round
- Acting in Combat
- Attacking and Defending
- Ranged Combat
- Melee Combat

CHAPTER 20 – DAMAGE

- Taking Damage
- Wound Level
- Armour
- Special Damage Effects
- Environmental Damage

- Poison
- Disease

CHAPTER 21 – VEHICLES

- Vehicle Attributes
- Controlling a Vehicle
- Vehicle Combat
- Power Management
- Drones

THE BOOK OF MAGIC

THE JUDGE OF WORLDS

Chapter 6 – Bullet Ride

CHAPTER 13 – PLAYING WITH MAGIC

- Forms of Magical Power
- The Magic Roll
- Corruption
- Backlash
- Rituals
- Varieties of Magic
- Mixing magical abilities

CHAPTER 14 – SORCERY

- The Skills of Sorcery
- The Fields of Sorcery
- Life
- Warp
- Matter
- Energy
- Time

CHAPTER 15 – SPELLMARKING

- The Marks
- Unique Marks
- Philosophy
- Safety
- Seeking
- Power
- Passage
- Chaos

CHAPTER 16 – SPIRIT FOCUS

- The Five Spirit Arts
- Berserkers
- Wardancers
- Shifters
- Meditatives
- Spiritshapers

CHAPTER 17 – TECHNOMANCY

- The Principals of Technomancy
- Artificing
- Alchemy
- Necromancy
- Psychometry
- Fleshcraft

THE BOOK OF TECHNOLOGY

THE JUDGE OF WORLDS

Chapter 7 – Square Nothing

CHAPTER 18 – WEAPONS AND ARMOUR

- Melee Weapons
- Melee Weapon Options
- Ranged Weapons
- Ranged Weapon Options
- Armour
- Armour Options
- Customising Weapons & Armour
- Building Weapons & Armour

CHAPTER 19 – EQUIPMENT

- General Equipment
- Survival Gear
- Weapon Accessories
- Weapon Modifications
- Ammunition
- Computer Equipment
- Demolitions
- Chemicals
- Magical Equipment

CHAPTER 20 – IMPLANTS

- Using Implants
- Implant Surgery
- Healing Implant Damage
- Implants

CHAPTER 21 – VEHICLES

- Vehicle Stats
- Vehicle Mounted Equipment
- Vehicle Mounted Weapons
- Customising Vehicles

APPENDICES

THE JUDGE OF WORLDS

Chapter 8 – When The Revolution Comes

APPENDIX 1 – CHARACTER DESIGN

- Skill Packages
- Sample Characters

APPENDIX 2 – PRICE LIST

- Buying Equipment
- Weapons
- Armour
- Equipment
- Explosives
- Drugs and Toxins
- Magical Items
- Implants
- Exotic Items

APPENDIX 3 – PLAY AIDS

- Character Sheet
- Vehicle Sheet
- Player's Quick Reference Sheet

THE JUDGE OF WORLDS

Epilogue – Before The Dawn

THE JUDGE OF WORLDS

Chapter 2 Valse Bizarre

Freya was shocked to realise that in all the years she had known Charles and Warren, she had never actually been aboard the Warren T Void. As the shuttle approached, the ship seemed to drift lazily across her sight. It made her think of two of the great wooden galleons from her home world put together like a clamshell, only many times larger. Across the front was the vast form of a great golden man, or perhaps a woman, the figure too androgynous to be clearly defined, it's wings outstretched along the sides of the ship, it's mouth gaping wide around the barrel of a cannon. The whole thing was almost repulsive in it's resplendence, a figure of menace and beauty, a devil in an angel's form.

The shuttle touched down in the landing bay, where a detail of Charles marines were standing smartly to attention, awaiting their captain's arrival. The first officer stepped forward neatly as one of the men started up a drum beat. As the shuttle sank into it's cradle with a soft hiss, the men moved up to form a line either side of the doorway. Charles dusted his cap and grinned at them all, before opening the door and stepping out into hanger. It was remarkable the change that came over him. Right up to the moment that he stepped through the door, he was just Charles, foppish, charming, and devil-may-care. Freya watched it all vanish in an instant. Here, he was a commander, a leader. Somebody these people could respect. He looked taller, older, stronger. He looked like he belonged here. Climbing out of the shuttle, Freya felt like she was a planetary leader or a Clan dignitary of some sort. As she stared around the massive hanger, with the shuttles arranged on their long launching racks, ready for departure, and four huge battle suits standing in bays where what she took to be members of the ships engineering team worked away on them, a cough by her shoulder made her jump in alarm. An apologetic looking young Zair officer was standing by her side.

"I'm very sorry to have startled you ma'am. I just wished to inform you that quarters have been made ready for you, as per the captain's orders. If you'll just follow me?"

Sorry to have worried him, she gave the young man a reassuring smile, and followed him as requested. He was, she thought, kind of cute, for a Zair.

"Damn, would you look at these rooms?"

Standing in the doorway to her 'quarters', Freya found herself surveying a room of palatial proportions, the centre of which was largely consumed by a grand double bed bedecked with fresh silk sheets. The carpet was a deep, rich, royal red, with all the fittings picked out in polished brass. Like everything in the ship it reflected Charles' love of the grandiose archaic, but here that reflection had been several times magnified.

Leaning against the opposite wall of the corridor, just behind her, Hatori was watching as she looked around the room. He had apparently wasted little time looking round his own quarters, and instead made his way straight down to hers. *Typical* she thought to herself wryly, *isn't interested in any bed that doesn't have a woman in it.*

"So, um, you coming to dinner soon?"

"In a moment. Just give me a chance to freshen up first".

"Oh, yeah. I'll see you in the dining hall then?"

"Yeah, you go on ahead".

Smiling politely, she tapped the door panel, and watched as Hatori was narrowed down to just a thin slice of himself, before vanishing altogether on the other side of the brass plated door. Her shoulders sagged as she turned from the door and threw herself down on the bed. It was, to her delight, immensely comfortable, and she was tempted to just skip dinner, curl up, and go to sleep. However her stomach had some very definite objections to this plan, so instead she pulled herself up, and headed through into the bathroom to groom her face, and neaten up her wings. As she ran her claws through the thin mane of feathers running down her neck, she thought about what was to come. She had known her friends for very many years now, but had never really spent much time with them. They all had busy lives, and normally they met just once a year, for a night's drinking at The Suicide Bomber. To be going off on this mad quest with them would involve spending a lot more time around them. She was becoming unpleasantly aware that she didn't really know any of them all that well. Enough to be friends, but not, perhaps, enough to be sure of how the next few days, or even weeks, would go. Hatori, in particular, was going to be trouble. He had been flirting with her, badly, since she first met him. OK, so he was cute, in his slightly awkward way, and he was certainly good looking, but then Freya had never really found much time for men, and certainly not for arrogant brats like him. A night here and there, a chance to unwind and relax, maybe, but something told her that

Hatori wouldn't be the kind to quit after that kind of encouragement. One night with him, and she'd never hear the end of it. Better, she thought to herself, as she checked over her appearance one more time, to just keep him at arms length. God, but he was fun to tease though.

Arriving in the dining hall, Freya couldn't help but be impressed. In the cramped confines of a battleship, Charles had somehow managed to carve out a space for his love of supreme elegance to run wild. A great golden chandelier hung from the ceiling, it's chain clearly stiffened to keep it from swaying wildly with the lack of gravity. The wallpaper (wallpaper! On a spaceship) was a rich cream colour, with interweaving flower patterns picked out in gold leaf. The chairs were all of a dark wood, with red velvet seats, and in the table at the centre was finely worked, of the same dark wood. She couldn't decide if the whole thing was beautiful, or ghastly, but she was pretty sure that it largely depended on whether you agreed with Charles' very particular tastes in design.

"Freya, come and take a seat" she heard him cry, and turned to see the man himself striding across the hall to where she stood, a manic grin plastered across his face. Just to one side of him Hatori was following, making a very poor attempt not to stare. She had chosen the pastel blue scoop necked dress because it left her wings feeling free, barely even considering just how much of her top and legs it revealed.

See, one of the more vindictive parts of her brain interjected, Charles isn't staring at your chest, and human or not, you know full well he'd like to.

Ignoring the argument in her head, she smiled at Charles, who raised a glass in greeting, and Hatori, who smiled back sheepishly, managing to at least meet her eyes. The two of them escorted her to the table, where Charles pulled out a seat for her, and Hatori slid into the next seat along. Popo was already seated across from them, alongside Marie, the two deep in conversation about some piece of obscure history. It was, as far as Freya was concerned, largely incomprehensible, and utterly boring. Much of the rest of the table was taken up by the ship's officers, a gang of men and women mostly in their sunset years, all smartly groomed in their dress uniforms, and chatting jovially with each other. Several of the men sitting nearby smiled and made introductions, which she accepted generously, returning their smiles in kind whilst watching Hatori scowl out of the corner of her eye.

"So", she remarked casually, with only the slightest flutter of her eyelashes, "who wants to tell me an absolutely thrilling war story".

"Well," an older Acquirable remarked, folding back his wings a little, and preparing himself to begin, when Hatori cut right across him, setting his glass down hard enough to be clearly audible.

"I've got one. Tricky contract from a couple of years back, on Dreshen..."
"Uh, Hatori, I do so hate to interrupt", Freya said chidingly, though with every possible sign of politeness, "but I do believe the good gentleman here was already speaking".

"Oh it's quite alright ma'am, if the gentleman wishes to speak then he is, after all, a guest"

"No, I insist, you began first, so it's only right that you continue".

She smiled, and settled back to listen, whilst sipping a little of the wine, whilst the officer continued with his tale, and Hatori quietly fumed over his empty glass. The wine, she noted with pleasure, had not only been sufficiently watered down as to be safe for a Fenrir, but appeared to be strong in flavour that much of it survived in the dilute mix. Charles' wine waiter was apparently as good at his job as everyone else on the ship. It wasn't long before the starters arrived, and she was still enjoying the officer's story, which had just gotten to a really good part where he and his platoon were forced to take cover when an entire ammo dump was blown to pieces right on top of them. Marie and Popo were still deep in conversation, whilst Tarsis was looking decidedly uninterested in any of the conversation. Freya wasn't surprised, having always suspected that dinner parties wouldn't really be his thing. She'd always had a feeling for people like that. Just like she knew it was taking all of Hatori's patience to listen quietly without interrupting, and that Charles, despite currently leering at one of his female officers, and cracking loud jokes in a slightly slurred voice, was in fact stone cold sober. She could tell just from looking at them that Marie was telling Popo something quite important to her, whilst he was clearly holding back. Though there was no way of telling what it was, she knew there was something very important that he wasn't telling her. As her thoughts rested on their conversation she realised with a start that they were discussing the priesthood, and Marie's parents. So what could it possibly be that Popo knew? She let the question gnaw at her for a while before putting it to one side and returning her attention to the Acquilan's tale, which was just drawing to a close. Clapping just a little more enthusiastically than politeness alone dictated, she smiled enthusiastically and congratulated the man on a fine anecdote. True to form, Hatori jumped in almost immediately with his own tale, and

while the other's present politely allowed him to speak, she quietly zoned him out of her mind, giving every appearance of listening intently, whilst allowing her attention to wander once more. *In all fairness*, she thought wryly, *I've almost certainly heard it before*.

Dinner slowly wound down, with some strange confection of cream, fruit, and spun sugar full-stopping the event. More drinks were served, and several cigars, cigarettes, and pipes were lit, the different shades of smoke hanging momentarily in the air, before commencing the slow drift towards the vents. People began to stand and mill about the room, and when everyone was standing the chairs were cleared away, whilst the table, still covered in dirty dishes, was allowed to gently recede into the floor. The drifting conversations were cut short by the sound of Warren's voice booming out over the intercom. It had been modulated down from his shrill parrot shriek of earlier, and Freya was pretty sure he'd deliberately added a little reverberation as well.

"Ladies and gentlemen", the announcement began, and glancing towards the doorway she noticed that it was more than just Warren's voice. He had entered through the great doors to the dining hall, in the form of a slick and featureless black humanoid shape, wearing nothing more than a crimson silk cape, pinned at the shoulders by a small silver brooch. This was yet another of his favoured avatars, a morphoplast battle suit which he could remotely control. The morphoplast could be shaped into anything the user desired, so long as they had the knack of controlling it.

"just one moment of your attention please. We will now be engaging the particle sails, and entering into hyperspace on a course for Vesperis. Expected journey time is approximately 11 hours, accounting for possible distortions in the hyperspatial membrane."

As he finished speaking Warren slowly raised his hands, one of them now holding a small conductor's baton, and the lights slowly dimmed. Freya knew that this would be happening all across the ship, everything that wasn't absolutely necessary to the crew's survival being powered down to feed the monstrous hunger of the hyperspace drive, which would shunt them out of this... reality... and into the unreality of hyperspace. She'd never pretended to know very much about how any of it worked, beyond the little that she had picked up from working on a freighter for all those years. As she understood it, hyperspace was simply a kind of short-cut, a fast way round. It was, she had gathered, something of a gross over-simplification, but it was good enough for her. Already she could feel the faint hum building around her, as Warren continued his theatrics. It wasn't a sound exactly, not even a vibration. It was a just a feeling, an indefinable sense of something cosmic building, some vast source of energy welling up, ready to burst. Then, with a start, she realised that she really could hear something. At the back of the hall a small orchestra had quietly set-up, and now, following Warren's direction, the strings section had begun an almost indiscernible overture. As that sense of power continued to build, so the strings began to swell, backed by an organ. A steady beat began on the drums, increasing in pace, and all the while that

cosmic expectation continued to build, until she felt that she could stand the suspense no more. She had to give Warren credit for his timing. He let the whole thing go on for just one moment longer. Then, with a sudden gesture he flung his arms wide, the horn section exploded into life and, with that sickening lurching sensation of total dislocation that she had always come to associate with long distance space travel, they were torn, ship and all, out of real space into into that strange other world of hyperspace.

She stood for a moment, dazed, unable to get her thoughts straight. Nothing, from her point of view, had changed, of course. She often thought that the most disorienting thing about entering hyperspace, the total lack of any kind of change. Not unless you really felt for it. It was only at the very back of your mind that you could still feel that cosmic vibration. The music was still playing, the orchestra now in full swing, and many of the crew were already partnering up to dance. She could see Charles carving a path across the dance floor with a matronly looking security officer, both of them smiling and laughing spectacularly.

"So, uh, you wanna dance?"

Turning, she saw Hatori by her side, his features formed into that odd combination of smugness and nervousness that he so often seemed to wear around her. For a moment she said nothing, and already she could see him getting ready to act like he didn't mind either way. *Does he ever let his defences down?* She wondered coldly. *Still, I guess a party is a party.*

"Alright then", she replied smiling.

"Cool. Uh. Hey, you wanna really get with the party?" As he spoke produced a couple of oddly shaped lumps of something transparent and green. Looking again she guessed them to be dodecahedrons, and each of them gave off a sharply acidic smell.

"It's called Twenty. It's a real kick" he said, grabbing two glasses and dropping one of the pills into each of them, where they fizzed violently. Grinning, he offered one of the frothing glasses to her. *What the hell*, she thought, *it'll be interesting*. Taking the glass, she smiled, chinked it against Hatori's, and necked the whole thing in one go. Soon the orchestra struck up a new song, a slow waltz, and taking Hatori's hand, she put her other to his side, and they began to sway gently. Then, with a sudden movement, she felt herself lifted off the floor, as Hatori kicked upwards. Free from the restraint of the piezo-static field, they began to drift into the air above the room. With a gentle flap of his wings he slowed their drift, and high above the crowd they began to dance. Already she could feel the drug burning it's way into her system, making the colours of the room seem brighter, the music louder, the sensations somehow more overwhelming. She felt, the only thing she could it would be... more alive. She felt, with a delightful sense of vertigo, a wave of euphoric energy rushing up to overwhelm her. Her mind a-buzz, her body tingling, every nerve awake to the moment, high above the crowd, they danced, as the music kicked up a pace, and the whole swirling world of flashing colours and sounds began to spiral in on her.

INTRODUCTION

Welcome To The Inferno

Inferno is a roleplaying game set in the far future, where magic and technology, religion and science, exist in uneasy union, whilst warring clans vie for dominance over a fractured and ruined galaxy. Aliens walk the streets between hovercars and soldiers dressed in medieval plate armour. Steam powered space-craft do battle with shielded space stations armed with laser cannons and plasma accelerators, and adventurous magi descend into the depths of millennia old ruins left by some long dead alien race. A space opera of epic scale, Inferno draws together many disparate elements to create a diverse and vibrant world, with a thousand different stories to be told. Inspired by almost every science fiction and fantasy novel, film, or TV-series, almost any player will find something that will catch their interest.

Roleplaying in the world of Inferno can take many forms, be it high fantasy sword and sorcery adventures through dark forests where unknown monstrosities lurk, steampunk inspired zeppelin duels, fast paced car chases through dirty city streets blazing machine fire, high tech cyberware-enhanced capers on vast automated space stations, or magnificent space battles where lines of laser fire glitter in the void. But what really makes Inferno special is that all these events take place in a single coherent universe, allowing for strange and entertaining overlaps. Re-enact "Aliens" with a group of medieval knights instead of the marines. Play out your own version of "Lord Of The Rings" with a fellowship that comes armed with bolt-action rifles instead of swords, and ride zeppelins instead of horses. Take a Napoleonic soldier and throw him into the middle of "Blade Runner". Set a "Neuromancer" style cyber-theft on an alien battlecruiser. All of these adventures, disparate as they may be, could easily be part of a single Inferno campaign, run using the same characters from start to finish, and without any fudging required on the part of the games master. Not only are these adventures possible, in

Inferno, they make sense.

As well as diversity, Inferno offers depth. Great tracts of information are offered on every single aspect of the world of Inferno, from detailed cultural and physiological information on every alien race, to notes on religion, society, politics and lifestyle throughout the known galaxy.

Finally Inferno is built around a custom built game system, designed to make all these disparate elements flow together seamlessly. With several different magic systems, detailed vehicle design rules, long lists of weaponry, and a highly flexible character creation system, Inferno's rules cover everything the players and games master need. Yet at its heart there lies an incredibly simple dice pool system that makes playing the game fast and easy.

What You Need To Play

This is the easy part. Just grab yourself a pen, a pencil, some paper, and as many six sided dice as you can find. At least five, preferably ten or fifteen. Of course your group can always pool dice until you have enough., or you can just walk down to your local gaming store and buy some.

Got all that? Good, now find yourself some friends to play with. Inferno is a group activity, not a solitaire game. About four to eight people should do nicely. At least one of you should have access to the Gamesmaster's Guide, which contain additional information for the person responsible for running the game.

And that's it. Read the rules. Make some characters. Print off character sheets to write everything out on. Sort out a scenario, and play the game. Enjoy!

INFERNO

-

RAPIER & LASPISTOL

CHAPTER 1

the book of worlds

the history of inferno

The Dawning Days

We know little of the time before we were slaves. What we do know is taken from decoded Slithzerikai databases, small scraps of information carefully teased out of decaying computer systems, painstakingly translated by those few among us who can understand the language of the Slithzerikai.

The Enslavement

We know little of how the enslavement itself came about. Our own recovered histories have nothing to say on the matter. It all happened too fast. However the Slithzerikai kept records of their own, scientific accounts, detailed orders. Most of it is hard to understand, hard to make sense of, but some things we do know about what happened. The Slithzerikai were fighting a war, had been for a very long time, against a species known as the Kavir. The war was not going well, even with allies, another species known as the Drake. The Slithzerikai needed a tactical advantage, and they found one in the form of a newly developed cloning technology. This technology would allow them to mass produce troops, faster than anyone else could even imagine. However the Slithzerikai were uneasy with the idea of using this technology to reproduce themselves, so instead they decided to capture the various primitive species that were scattered throughout their space, and use us as expendable mass produced cannon fodder. It is not entirely clear how they captured us, but it can't have been hard. The humans were the most advanced at that point, and even they, with their lasers, their rail guns, and their nuclear fire, had nothing that could even begin to trouble the Slithzerikai. Most likely they simply turned up and teleported us off of our worlds on mass. It's not exactly clear to us how their machinery worked, but it basically combined DNA sequences to make new and unique pairings, just as natural reproduction does, only thousands of times faster, and on a vast scale. Whole worlds were turned over to the machinery that would mass produce us. Many more worlds began construction of cheap, expendable armour, weapons, and combat vehicles.

At this point our own history begins, passed on from one soldier to the next in the brief moments of our lives. We were not born in the normal sense. We simply stepped out of the machines, full grown. The formative years of our lives were simulated, through neural uplinks, devices that could run us through 10 years of development in a week. Two weeks of this, and we had the minds of 20 year olds, but minds that had been trained to kill from the first moments of consciousness. Then they handed us our guns and our armour, and flew us out to the battlefields, where we were sent against the Kavir. They were terror incarnate. They scorned technology, relying entirely upon their awesome magic, their ability to command demons which tore through our ranks faster and better than any war machine ever could. We died in droves, in billions, trillions, and still the Slithzerikai just kept making more of us. The Kavir eventually fell, crushed by weight of numbers, and by the superior Slithzerikai and Drake space fleets. They were overwhelmed at the last.

After that the Slithzerikai turned their attention on their old allies, the Drake. Severely battered by the war, the Drake were in no state to resist the Slithzerikai onslaught, and could only fall back. World after world fell, and soon it looked like there would be nothing left for the Slithzerikai to conquer. We're not entirely certain what happened next. The Slithzerikai's own records are unclear, and it would seem that it was all too sudden. From we can gather, there was a civil war amongst the Slithzerikai. With the might of their military technology turned upon themselves, the Slithzerikai could not last long. We were largely left out of it. This was a matter of honour, a matter to be settled man to man by the Slithzerikai's reckoning. We, their slaves, had no part in it, which suited us fine. So we sat and watched, and tried not to get killed, whilst they destroyed themselves. It didn't take long. Soon there were only a few of them left, whilst our numbers were countless. We overwhelmed them, killed the last of them, and claimed their empire for ourselves. We were free, at last.

The Aftermath

There were now about 200 worlds, divided from each other by the vastness of space, each populated by a small group of slaves. We had guns, armour, some rudimentary tools, some vehicles. We had facilities, or at least a temporary camp of some sort. The trouble was, none of it did us any good. The Slithzerikai didn't give us weapons or armour designed to last and longer than we would. Pretty soon ammunition ran out, power cells failed, and equipment malfunctioned. All of it became useless within the first two or three decades. So we started again from scratch. We started with fire, the wheel, the bow and the spear, tools that we invented from the materials around us. Simple things. It wasn't until much later, when we started to decode the ancient histories, learn of our real pasts, that we realised this was all how it had first begun for us, back on our homeworlds. We never meant to repeat history. We just went with what worked.

For the most part society stagnated there. It settled down. We got on with living, and staying alive. Past glories became little more than legends, which is all they ever really had been. Even the might of the Slithzerikai became little more than a vague memory. After all, their technology had only ever been used for destruction. Those who survived the war had known nothing but death, and know they had a chance to live. Technology was not revered. For many it was hated. Weapons and armour were cast into ravines and volcanoes, or buried in the middle of nowhere to be forgotten forever.

The Rise of The Republic

However there was one world where events turned out differently, thanks to the intervention of a previously unknown ally, who called themselves the Wraiths. Lacking physical bodies the Wraiths could only communicate with us by possessing the bodies of our recently dead. I can only imagine the terror and confusion that must have arisen when the dead first started walking. Regardless, they succeeded at last in making their peaceful intentions clear, and so they established a friendship with the people of Syris. What they wanted was for the free slaves to become reunited, a single strong and united force. Their reasons for helping us were never truly clear, but few are bold enough to question a gift freely given, especially a gift that could mean so much. The Wraith shared with the people of Syris their knowledge and understanding. They helped them to develop their own technology, and to understand the technologies of the Slith. Soon the people developed workable means of space-flight, and learned how to travel through hyperspace using the remnants of the old Drake wormhole network. The Wraiths went ahead of them, telling of their coming, and preparing the way to establish alliances, to unite the divided people of the old Slithzerikai worlds. As this network of alliances grew, it formed into a larger political entity, which came to be known as the Free Slave Republic.

This was the start of a golden age for the republic. Clan Darkstar fleets began to explore all the worlds around, finding vast new pastures for us to settle, resource rich worlds to fuel our fast growing factories. The scientists of Clan Lictor discovered new technologies, and re-invented old ones, allowing us to live ever more comfortably. It seemed like nothing could stop us. Slowly we began to encounter worlds that had developed serious technological advances since the end of the Great War. These worlds traded their resources, and their allegiance, for our technology, becoming allies of the republic, freely ruled, but part of our growing confederacy. They became known as the Freeworlds.

The Fall of The Republic

Unrest began to grow amongst the working classes. Riots and violent incidents became more and more frequent. Law enforcement had to be stepped up, and Clan Darkstar found it's force being stretched thin.

the present day

Technology

Across the many known worlds, and unknown worlds, levels of technological advancement vary wildly. Of the known worlds, the most advanced are the core worlds of the clans, where the use of old Slithzerikai technologies, salvaged from the war, has become almost commonplace. The lowest technology is found on the fringe worlds, many of which survive on little more than medieval technology. The most primitive of the fringe worlds have nothing more than stone spears and axes, with nomadic tribal groups living in hide tents. These differences in technology are most often caused by a lack of resources and infrastructure. On worlds with a small population and little urbanisation it is difficult to create the means of mass production needed for more advanced technological accouterments to become commonplace. Similarly without sufficient infrastructure to create large scale power stations, electric power becomes little more than a plaything of the very rich.

To differentiate the different levels of available technology across the different worlds of Inferno, a system of Tech Levels is used. Tech Level is measured as a numerical scale, starting at 0 and working upwards. The standard Tech Levels are as follows:

0 – Primitive. At this level, the society has almost no technology whatsoever, save for stone spears and axes, and simple forms of shelter like animal hide tents. In more established settlements buildings would be made of wood, or mud bricks. Whilst it is not uncommon for farming settlements exist at this level, most Tech Level 0 societies are nomadic hunters, following the herd animals, with only a few groups putting the time into domestication and animal husbandry. Typically these societies exist on poorly populated worlds whose natural resources are more than sufficient to support them.

1 – Medieval. Societies at this level have the resources for most forms of craftsmanship, such as masonry, metallurgy, and large scale carpentry. Most people live in established settlements ranging from villages formed from a few houses and an inn, to larger towns and even a few cities with populations of maybe a hundred thousand. Weapons and tools are worked from iron and primitive forms of steel by blacksmiths, and houses are built from cut stone. Whilst settlements do not have any form of plumbing or other amenities, they will always have a decent well, and probably a stockade wall. Domesticated animals are used for both riding and agriculture, and settled farms are commonplace. Bows and crossbows are used in warfare, along with metal blades and armour.

2 – Mechanical.

3 – Electrical. At this level the society has access to most modern technologies. Automatic weapons, combustion engine vehicles, electricity in every home, and

4 – Advanced.

5 – Salvaged. This is the technology of the elder races of the galaxy, salvaged

6 – Exotic.

Computers

Cybernetics

Body modifications exist across the worlds of Inferno, in both primitive and advanced forms. However the deliberate alteration of the body is a practice that is widely frowned upon. On many fringe worlds such alterations are associated with the evil of technology.

Magic

Magic is completely outlawed, throughout the known worlds. This ruling is an old republic law that is still enforced by the Clans.

The Priesthood is actively seeking the legalisation of magic, largely because many of its member's personal rites of worship are magical in nature. They see the forbidding of magic as denying many people the freedom to explore their faith as they see fit.

Whilst the practice of magic is forbidden, as is the use of any magical artefact, the act of simply owning an artefact is not against the rules. Since "use" becomes a very hazy concept regarding Golems and other constructs, their existence has fallen into a legal grey area. The Clans have chosen not to press the point, and as a result it is acceptable

(though deeply frowned upon and considered highly suspicious) to own a Golem, so long as the Golem does not demonstrate any magical abilities beyond those required for it to operate in the manner of any sentient being. Obviously the act of actually creating a Golem requires the use of a great deal of magic, and therefore quite clearly forbidden. As a result owners of Golems will often be asked to identify the providence of the construct. The Golems currently in circulation are those that remain from the early days of the Free Slave Republic, when the use of magic was much more widespread (or at least, that is what the current owners will invariably claim).

Very many Golems, and an even greater number of Revenants, are currently in the hands of the Priesthood, which actively collects all such constructs, and puts them to good use.

There are two other exceptions to the ban on magic. The first is another grey area, much like that of Golems, whereby it is not actually against the rules to have knowledge of the theory and practice of magic. It is only the use of magic that directly contravenes the ancient law. This is because at the time that the law was first passed the Senate desired to end the practice of magic, but allowed that those who knew magic should be allowed to live free so long as they ceased to use it. By the same token, the study of magic is not actually illegal, and the owning of instructional texts on the use of magic is acceptable, although it will place the owner under a great deal of scrutiny and suspicion. Unfortunately, although the study of magic from texts, or from a tutor, is enough to gain a good understanding of the theory, to actually use magic requires a great deal of practice, just to produce the smallest of magical effects. Any mage who has studied enough to be able to actually produce magical effects with any confidence will have engaged in a great deal of practice, almost certainly with instruction at the hands of a more experienced mage.

The other exception, which has been formally agreed by the Clans, regards the use of the old Kavir warp gates. These incredibly powerful and ancient artifacts are scattered throughout the known worlds, and can transport entire fleets safely through hyperspace. Whilst magical in nature, they are essential to trade and commerce, and as such their use has been allowed for. The operation of a warp gate falls under the jurisdiction of whichever faction lays claim to that system. Arguments over the control of warp gates have spawned some of the bloodiest wars in recent history.

Space Travel

The few salvaged and working Slithzerikai hyperdrives are a valuable commodity.

The best kind of travel tech generally available is skimdrives (partially submerges the vessel into hyperspace, allowing it to move much faster).

Most interstellar travel makes use of the Kavir Warp Gates.

Scientists have discovered the remnants of an old Drake Wormhole Network, but are at a loss as to how to make it work again.

Since getting hold of a hyperdrive is both difficult and expensive, not everyone has one. Therefore a number of other solutions exist for traveling across large distances. The first is a network of a warp gates, created by the Kavir during the war, which can transport a vessel to almost anywhere in the known worlds for a reasonable fee. However the priesthood maintains a strict control over these gates and their use, meaning that they aren't always the best option. The other possibility is the use of a jump ship, a huge vessel consisting of nothing more than a hyperdrive, a small cockpit, a generator, and many large docking bays. Smaller vessels dock with the jump ship, and for a fee they are transported to another region or cluster. These ships are mostly run by the merchant and transport guilds, groups like Stella Strada. There are also many jump ships running from hidden ports, maintained by smugglers, slave traders, and black marketeers. For those with the right connections passage is not hard to obtain, and the captains of these vessels are much more amenable to altering their route plan, or overlooking small problems for a the right amount of monetary compensation.

Hyperspace travel within the gravity well of a planet is dangerous to both the ship and the inhabitants of the planet, if there are any. Strong sources of gravity can interfere with the shift from reality to hyperspace, tearing a ship apart in a potentially catastrophic explosion. By the same token the backwash from such explosions can cause immense ecological damage.

For this reason it is always considered wise to travel a safe distance off world before initiating a hyperspace jump.

Fast travel in realspace is carried out by means of a skimdrive, a device that partially submerges the vessel in hyperspace, or more precisely into the membrane that separates hyperspace from realspace. This vastly reduces the physical presence, and therefore the mass of the vessel,

allowing for incredible acceleration, and travel at speeds very close to the speed of light. Skimdrives are considerably easier to get ahold of than hyperdrives, and by consequence they are in much more common usage.

Time and distance are different in hyperspace, and the distances between worlds in reality is rarely analogous to the distance in hyperspace.

clan darkstar

Renkusa's Story

Politics

Clan Darkstar is ruled by ruthless and autocratic tyrant by the name of Illustra Voltaire. Technically succession of the throne is by bloodline inheritance, but as yet this has never been tested since all the previous successions have been by bloody coup. As for Lord Voltaire, he has many heirs, but none of them stand to inherit the throne any time soon, as Illustra is over a century old, and still in apparently excellent health, at least physically. Speculations about the state of his mental health have been growing increasingly dire for the past three decades. It is widely known that Illustra keeps a harem consisting entirely of his own bloodline, male and female. His favourite concubine, Seraphina Voltaire, is Illustra's own child, born of his daughter. Darkstar law forbids such acts, but Lord Voltaire, as the High Lord of the clan, is considered to be entirely above the law, and as such he can choose to ignore it at his pleasure.

Beyond the confines of the Grand Palace on Dalkur, the clan is ruled by a feudal structure of Earls, Dukes, Barons and Knights, each ruling a successively smaller region, under the direct command of their superiors in the chain. In many ways the clan is organised less like a nation and more like an army. Law enforcement is carried out in the streets by the Judges, a special core of high ranked law officers granted the power to assign punishments based on the available evidence and their own judgement. It is very rare that a case ever actually ends up in court. A great deal of crimes are simply defined as "Treason" and are punishable by summary execution.

Politically the Clan is divided into four sectors, each ruled over by an Earl. Each world within a sector is ruled by a Duke. These worlds are then divided up into several nations, each ruled by a Baron. Finally individual cities and their surrounding lands are ruled by Knights.

Culture

The Fringe

Living under the iron heel of Darkstar is not easy. Troops walk the streets at all hours, summary executions are carried out in public for the most seemingly trivial of crimes, and the sheer weight of the Clan's military might hangs heavy in the air.

The Core Worlds

There is a stark difference between those who live on Clan Darkstar's core worlds, and those on the fringes. In the core worlds, the oppressive reign of Lord Voltaire and his predecessors has become so much a fact of life that it no longer bothers people. The people accept the troops, the judges, the curfews, the ID checks, and the surveillance as all simply being a part of ensuring their security. The people of Darkstar are born and raised to be ferociously loyal to their Clan, to their High Lord, and to each other. Perhaps more like it's namesake than any other Clan, Darkstar see themselves as one vast family, all brothers and sisters under the father figures of the ruling classes.

Entertainment on the core worlds is all provided by the state, and is generally raucous, lively, and free. Extravagant holo-films, theatre, sports events and competitions form the bulk of popular entertainment. All news is run through government controlled channels, and is of course heavily censored. On the other hand laws on proscribed chemicals and sound pollution are remarkably lax, and the youth of the Clan easily occupy themselves in the many state sponsored night clubs and bars.

Most of the population of the clan either work in heavy industry, agriculture, or the military. Darkstar keeps a large standing army, and needs many factories and farms to keep it's troops supplied. All forms of entertainment are government work, and most establishments run with as few staff as possible. There is also relatively little in the way of research and development positions. Darkstar has little use for science, except insofar as it provides immediate and worthwhile improvements to their military capabilities, or to their general comfort of living. Both areas have stagnated of late, and it grows increasingly difficult to find a job in research. The clan also has fewer office workers since there are no companies, and therefore no redundancy in terms of office work and administration.

clan SiN

Shoman's Story

Shoman Teyral woke early, his implants quietly stimulating brain activity and drawing out of sleep at the time he had set the night before. He had a long day of work ahead of him. Climbing out of bed and into a simple grey and blue jumpsuit, he picked up his compad and headed out the door. His first stop was a public wash-house, where he stepped into a cubicle, flashing his wrist across the lock to let it read his Ident chip. Inside he pulled off the jumpsuit and stepped into the shower, allowing the gentle soapy spray to wash him clean. The cubicle, reading his personal preferences from his compad, which he had dropped into the small locker along with his jump-suit, filled the chamber with an invigorating stimulant mist, which he always found cleared his sinuses and made him feel really alert. The rinse cycle ended, and the shower dried him off with a burst of warm air. Dispensing some gel from the tap, he styled his hair in the mirror, dropped the comb into the cleaning chute, dressed, and left. On his way to the breakfast bar he checked his messages, the data from his compad scrolling across his eyes as he walked. There were a couple of public agenda items to review, both new pieces of legislation being put forward by different senate members. One proposed heavier penalties for littering, and the other suggested an increase of funding for advanced weapons research. Shoman voted yes to the first item, and no to the second, since he was sure the money would just end up coming out of the public hospital funds. Even with a war on, he felt it was important to think of the public's welfare. Arriving at the sector 4 Northwest quarter cafeteria, he joined the massive throng of people making their way inside the colossal building. Diving into an elevator just before it departed, he squeezed himself in amongst the fifty or so other men on board, and waited until it reached the 23rd floor. By then there were only a dozen people left on board, and he could breathe more easily. Stepping out into the cavernous space, he made his way across to Eizgel's Breakfast Bar, one of the quieter places, even at this time in the morning. He always liked it up here, were fewer people went, and he had room to think. Ordering a full breakfast spread, he went back to looking over his inbox items. The next message was from his wife, suggesting they meet up that weekend. With work being so busy of late, Shoman hadn't seen his wife Aliara in over two weeks, and he thought it might be nice to spend a little time with her. She must have been pretty sure he would say yes, since she had already applied for permission from the Liaisons Bureau, and not using a permit after it had been granted was a good way to earn a black mark.

Politics

Clan SiN is ruled by a public senate, on which any Named member of the clan may sit (More on Named and Nameless later). To become a senator, a Named clan member presents themselves before the senate and state their case. Their election to the senate is then voted upon by all the Named members of the Clan. However by general consensus the senate is normally kept to a maximum of 60 members. Although the only way to become a member of the senate is by public vote, it is not unusual for ageing or retiring senators to name successors, in the hope that their favour will increase the chances of their chosen successor being voted in. Membership is officially for life, or until voluntary retirement, although any member of the senate can propose a public vote of no confidence

against another member.

Culture

SiN and Honour

The social structure of Clan SiN is divided into three castes. The first and highest caste are the Named. These are the people who run the clan, be it from the lowest of jobs, such as overseeing a factory, to the highest places in the Senate. Anyone in the clan with any sort of responsibility will always be one of the Named. As a privilege of their status, the Named receive many freedoms that the Nameless do not. The first of these is that they make an actual income, as opposed to merely being granted a weekly stipend along with essential supplies. The second is that they can change jobs, with the permission of their superiors, as well as choosing their own housing, and moving freely about Clan space.

The largest caste sits just below the Named. Referred to as the Nameless, these are the ordinary people of the clan. They work all forms of job, ranged from unskilled labour to skilled trades such as being a doctor or scientist. However they can never hold a position that grants them responsibility over others. They are considered competent to care for themselves and perform their job, but nothing more. The Nameless live in assigned housing, and collect a weekly stipend of living essentials, as well as tokens that can be traded for luxury items. The number of tokens recieved depends on how skilled their craft is, and how well they work. However these tokens are not currency, and they have no value outside of the clan trade centres. The Nameless can travel about the clan space, but must always receive written permission for each journey, and provide good reason.

Finally there are the Unspeakables, the persons who have fallen so far down the social ladder, that they can never rise up again. The Unspeakables are essentially criminals. They have no rights, they are forced to work hard labour, performing useful services for the clan, and in some cases they are simply used as disposable troops, or for laboratory testing. They are considered to be entirely expendable, not people, just a resource to be used up.

The actual quality of Name, as it is known to the people of SiN, basically equates to honour. Movement through the castes is determined by the gaining or losing of honour. If one of the Nameless performs well, and brings honour to the Clan, they can eventually become one of the Named, usually receiving a low ranked position that grants them a small amount of responsibility. Without the Clan supplying their basic needs becoming one of the Named will at first make them worse off than they likely were before. However if they continue to perform well they will soon be able to enjoy the luxuries of their position. Conversely, if one of the Named dishonours themselves, such as by committing a crime, or through some terrible failure, they may find themselves stripped of their rank, to become one of the Nameless.

The Unspeakables are those of the clan who have so gravely dishonoured themselves that there is no hope of them ever returning. Normally one must already have become one of the Nameless before one can be declared Unspeakable, although in a few very rare situations the crimes or failure of one of the Named can be so great that they are immediately declared Unspeakable. This is considered by the people of the Clan to be the worst punishment possible.

clan phoenix

Alexei's Story

Alexei Dornall looked out over the cityscape from the full length windows that ringed the Sheringdon Tower's highest floor. The view revolved slowly beneath him, as impellers mounted in the tower's core slowly rotated the entire building around a central pillar. The view was really one of the few things he actually liked about his job, but he honestly couldn't remember the last time he had actually stopped to enjoy it. On the table behind him the screen set into the desk still showed the notice of dismissal that had been waiting for him as he came in that morning.

[Traders and merchants. Capitalist society, ruled by the rich. The entire clan is essentially run as a corporation, with each citizen a shareholder. Of course the wealthy hold more shares than the poor, and so they are more politically influential.

Schools are sponsored by the companies within the Clan, and students gradually end up being trained for a position in one of the sponsor corporations, according to their aptitudes.

Politics

Technically a republic, Clan Phoenix organises itself along the same lines

as a corporation. Each citizen over the age of 16 is considered eligible to be a share holder, and receives a single newly created share upon first registering to vote.

At the Annual General Meeting any shareholder, or group of shareholders, with at least a 2.4% interest can table a motion. The motions are then voted on by all shareholders, with each share counting as one vote. Political parties usually form as associations of like-minded voters, tabling and voting on motions using their combined interests.

The day to day running of the Clan is handled by the Prime Minister, who's role is often seen as being like that of a Chief Executive Officer. There is a monthly meeting of the Board of Directors, a group 12 people who each handle specific aspects of the running of the Clan. The board is chaired by the President, who holds a casting vote, and is responsible for overseeing the actions of the Prime Minister.

The removal of any member of the board requires a two thirds majority vote, amongst the board, followed by a 51% majority approval vote at an Extraordinary General Meeting, during which all shareholder's vote on the motion. Alternatively any shareholder or group of shareholders with a 2.4% interest can table a vote of no confidence, which will then be voted upon at an Extraordinary General Meeting, requiring a 75% majority to pass.

Culture

clan lictor

clan ros gravain

the priesthood

the freeworlds

Independent Worlds

Presented below are descriptions of a number of Freeworlds and fringe worlds, intended to sketch out a framework of the known worlds. This is not an exhaustive list, and GMs should continue to add to it as the needs of their story, or their character's backgrounds dictate. If a player wants their character to come from a world not listed here, they should give the GM a description of the world perhaps explain why it is important to their character's background. As standard the list below represents about half of the known worlds, not counting Clan worlds, although once again GMs are encouraged to play with these figures as their campaign dictates.

The notes on these worlds are intentionally sparse, designed to give you a good idea of the feel of the world, and its importance in the grand political landscape of the known worlds. Future supplements will expand upon many of these worlds in more detail, but GMs should feel free to simply take the concepts and work with them however they see fit.

Freeworlds

Dreshen (Asheron System) – Tech 3 / Low

Sparta – Tech 4 / Average

Arsakur (Hygunflek System) – Tech 3 / High

Arsakur is surrounded by ancient Drake terraforming platforms, a few of which have been returned to create Slith-standard atmosphere, Arsakur is largely uninhabitable, most of its surface covered by bizarre Drake lifeforms, or blasted wastelands. The study of these Drake lifeforms attracts scholars from all across the known worlds, and even from the Clans, and much of the world's economy and industry is bent to the exporting of biological samples. This is dangerous working, requiring long stints in environment suits, surrounded by deadly fauna and flora. Worse still, the Drake lifeforms are showing themselves able to adapt to the Slithzerikai atmosphere, and continue to encroach upon the livable areas of the world. The only settlements on Arsakur are large walled cities, designed to keep out the increasingly lethal biosphere.

Haven (Serenity System) – Tech 4 / Low

Ironhide (Serenity System) – Tech 3 / Low

All of Ironhide lives under the rule of the

Usdona – Tech 4 / High

Probably the wealthiest of all the Freeworlds, Usdona has a population close to 10 billion, spread across many vast cities. Usdona has little farmable land left, and most of its forests were cut down centuries past. Food is grown in massive hydroponics facilities. The huge sprawling cities are connected by a network of highways and maglevs. Air travel fills the sky, and massive computer centres work over-time to coordinate the vast quantity of aerial traffic. Usdona is ruled over by a single democratic government, one which tends to be strongly left wing.

Dunsmir – Tech 4 / Average

However in addition to its legitimate trade, Dunsmir has also become known as the best source of resonant materials in all the known worlds. For some reason the random occurrences of resonant matter crop up more often on Dunsmir, and the world is known to have an elevated level of ambient magical energy. This in turn has led to Dunsmir becoming a favoured site for technomancers, and it has numerous smuggling rings which run a heavy trade in magical items.

Nordec Primus (Nordec System) – Tech 3 / High

Nordec Secundus (Nordec System) – Tech 3 / Average

A heavily industrialised world, almost all of Nordec Secundus' economy is focused on mining ore, refining metals, and producing tools and machinery which in turn are used to produce electronic goods, vehicles, and building materials, all of which are shipped to Nordec Primus. The vast data and luxury goods trade of Nordec Primus rests solely on the industry of Nordec Secundus. With a population that is

almost all working class, Nordec Secundus has become a hellhole, a festering pit of a forgotten world. The only public service to receive any kind of funding is the police, who travel everywhere in riot gear, armed with shotguns and submachine guns, acting as both police force and militia. Most people either work in the factories or the farms.

Traxis IV (Traxis System) – Tech 3 / Average

Primarily a mining world, Traxis is run by the Traxis Mining Corporation (TMC) and produces most of the raw metals used throughout the known worlds. Divided into two landmasses, the smaller of the two is completely covered by a single massive conurbation, called Port Traxis, which consists primarily of refineries, docks, housing, and spaceports. The actual mining takes place throughout the mountain ranges of the larger continent, in numerous scattered mining towns, connected by a network of railways. The open plains and forests of Traxis are home to many primitive tribes, who live a rural existence, farming and hunting. They trade their excess food to the TMC in return for basic tools and other material goods.

Fringe Worlds

Maelstrom – Tech 2 / High

Maelstrom is a world divided into three major empires, which are presently locked in a cold war.

Kri'Tan – Tech 2 / High

Much of Kri-Tan is covered in huge craters, from a massive orbital bombardment by the Kavir. These craters radiate magical energy, and further in this magical resonance begins to very unpleasant things to the laws of physics and to anyone who dares venture that far. However by carefully tilling the safer areas surrounding the craters (safe being a relative term here) trace quantities of Firestone are occasionally uncovered. These tiny fragments have become the basis of Kri-Tan's economy, and most of the world's industry and agriculture exists primarily to support the ever growing search for the precious substance. Of course the crater tillers themselves suffer greatly from their exposure to so much ambient magic, and mutation and mental derangement are both accepted dangers of the work.

Ydrassyl – Tech 2 / Low

Largely a rural world, with a great many small farming communities scattered across its surface, Ydrassyl is covered in forests and lakes, but has no actual seas or oceans. Around the equator the forests become jungles, and the lakes swamps, filled with many dangerous creatures. The soil quality is quite poor, and does not support open farming, but the jungles and forests produce a great many interesting plants that are of value as delicacies, or as the basis for medicinal and recreational drugs. A large swathe of the northern hemisphere is a vast plain of glass, presumed to be the remnant of a bombardment during the war. Scattered throughout the forests a number of old Slithzerikai bunkers have been located, and more are believed to exist.

Endarion – Tech 2 / Average

In the past Endarion was in a state of constant political turmoil, with battles raging between several opposing empires. However the arrival of a charismatic leader from off-world somehow united many of the smaller nations, forming a new threat to the more established empires. These empires in turn united to defeat the invader, and in the wake of a long and bloody war they formed an alliance that, to the surprise of many, has still remained strong. The fragmentary nations of the uprising now exist under an iron heel, and their people have become second class citizens, forced to pay tribute to the Grand Alliance, which officially rules all of the world.

Grameth – Tech 2 / Low

Grameth is controlled by a patchwork of independent city states and barbarian territories. Most of the wilderness is in the hands of roving bands of raiders and mercenaries, or dotted with scattered agrarian communities. The city states themselves jealously control what land they can, but none of them can truly be considered nations. The outlying communities around each city state offer taxes in return for protection, but owe no true allegiance. Occasional warlords unite several of the city states under alliance or conquest, but these makeshift empires quickly fragment, and no warlord has ever lasted long. The world has several major spaceports, each located in one of the largest and most well established

cities.

Lassat – Tech 1 / Low

Largely a farming world, Lassat has 5 settled nations, who are occasionally at war with one another. For the most part, however, it is a peaceful world. Most of the planet is largely temperate, with little in the way of deserts or jungles. The northern and southern regions are very cold, and the world has massive ice-caps. It has three distinct continents, of which only one is inhabited. It largely keeps to itself, and only trades a little other worlds, although it does have a surprisingly good tourist trade.

Sxxtsan – Tech 1 / Low

Uryas – Tech 1 / Average

Irshall (Traxis System) – Tech 1 / Average

Irshall is a very poorly populated world. It has about two dozen major settlements, each little more than a large town. About a third of these settlements own small ships, with which they trade with two nearby worlds, Endarion and Grameth, selling food in exchange for machine worked goods.

Machan – Tech 1 / Low

A mess of fractured geography, Machan is a young moon, still settling. Active volcanoes and steam vents fuel it's biosphere, complementing the brief bursts of sunlight that it receives when not in the shadow of the gas giant it orbits.

Rika – Tech 1 / High

Other Locations

Asheron Primus Habitat (Asheron System) – Tech 5 / Average

Artanis – Tech 0

Entirely abandoned, Artanis has a breathable atmosphere and many old Slithzerikai ruins, but no signs that any free slaves ever lived there. The Slithzerikai ruins are noted as being unusual, in that there are no signs that they ever had power, light, or machinery. The structures are all made from hand cut stone, vast in size, but apparently assembled using primitive techniques.

Dialan – Tech 3 / High

A Drake world, with an atmosphere poisonous to most life, Dialan hosts a few small bubble encampments set up by scientific research teams to explore the old Drake ruins left there.

minor factions

Pirates

Pirates are a common threat amongst the stars. Mostly they are just lone ships picking on anything weaker than themselves, making a living by parasiting off others. However there a few more organised factions of pirates who have made a name for themselves.

Privateers

A rarer variety of pirate, Privateers are independent captains who have been supplied with a ship and equipment by one of the Clans, in return for a share of their profits. Almost all the Clans presently fund some form of Privateer activity, although none will ever admit to it, or to knowing that their rivals do the same. The equipment and vessels provided will almost always be decommissioned military cast offs, which the captain has purportedly purchased at a discount. If caught a Privateer can expect no help from their patron clan, but so long as they are successful they will find themselves to be well supplied and well equipped. The cost in lost profit is high, but for many the security of a solid supplier and purchaser of goods is worth the price.

The Corsairs

A collection of slave workers who have broken away from the Slithzerikai fleets, choosing freedom over slavery. As a result the Slithzerikai of the Siskara fleets will hunt them down at any opportunity. They tend to move in small groups, usually lead by a single cruiser. They make raids when the opportunity arises, but will run from any direct confrontation. Theirs is a difficult lot, as they are hated by just about everybody, on both sides of Clan law, and their only friends are fellow Corsairs. They are fearful of forming into larger groups because it could easily attract even more unwanted attention.

The Banshees

The newest pirate faction, the Banshees are a loose affiliation of Bandit ships who have agreed to work together and not attack one another. They occasionally trade resources and crew. Banshees tend to favour smaller lighter ships with fewer crew than what most pirates use, but they almost always work in groups of two or three, making up for in numbers what they lack in strength. The advantage of their smaller vessels is that they can more easily hide from retribution, and have fewer mouths to feed. The Clans are particularly worried by the potential threat that the Banshees could pose if they continue to grow in numbers.

Siskara Isko Sritz (The Siskara Fleets)

The remnants of the Slithzerikai military, the Siskara keep themselves fed by raiding passing vessels, using their superior hyperspace technology to hit and run with devastating efficiency. Typically consisting of two or three cruisers and a number of support vessels, a Siskara fleet is a serious force to contend with, and even the Clans do not dare take them on without organising a serious strike force first.

Mercenaries

With so many tangled webs of political struggle throughout the known worlds, there are plenty of opportunities for a mercenary to make a good living. Whilst the risks are considerably greater than those experienced by most soldiers, and you have to pay for your own training, you do have the freedom of choosing which side of the fight to be on, and the pay is better. Not surprising then, with such proliferation of mercenaries, that many organisations have sprung up to organise the hiring out of mercenary teams, regiments, and even whole armies as needed.

Red Claw

A mercenary affiliation scattered across all the known worlds, Red Claw takes on contracts for mercenary units, and arrange for the appropriate forces to be put at the disposal of the contractor. Mostly composed of ex-soldiers, largely defectors, around 90% of The Red Claws are wanted criminals under the laws of at least one clan or freeworld government. They enjoy diplomatic immunity because their services, in particular their dedication to their client's anonymity, are becoming increasingly useful to employers in many places of political power.

The Freelancer Guild

A very exclusive mercenary company, the Guild only accepts members who have previously worked one of the clans in some capacity, and can bring with them an official letter of recommendation. This arrangement is

not entirely satisfactory for the Clans, who do not like to train people only to see their talents benefiting their rivals in these darker times, but since the guild was first formed in the days of the Free Slave Republic, and has the weight of tradition behind it, no Clan is willing to be the first to violate the relationship. What is more, the Guild provides each of the Clans with access to a wide pool of skills, and like any good mercenary faction offers complete anonymity, and for this reason alone it is of great value.

However the Freelancer Guild recently caused a great deal of political scandal by officially recognising Vapenar as a Clan once more, and now Vapenar mercenaries number greatly in the Guild.

Our Organisation

Reputedly the second most expensive and most selective mercenary company in existence, the organisation does not even have a clearly defined name, or membership. It's members will only refer to it as "Our organisation", refusing to give any kind of actual title. Joining the organisation is by invitation only. They approach prospective members quietly, after observing their activities for some time. They advertise their services through discreet classified ads placed in periodicals and on networks throughout the known worlds, simply stating that "If you have problems that need dealing with, contact our organisation and ask for a quote". This is always followed by some form of contact, such as a phone number, website, or address. These lines of communication are managed through a network of front companies. The whole of the organisations structure is built upon secrecy and subterfuge, and even their best employees do not know any information that could compromise them.

Shadowraith

By far the most exclusive, expensive, and exotic of all the mercenary groups in the known worlds, Shadowraith is secretive to the point of being known to most people by the little more than name, if that. Records of the groups activities are sketchy, and it is rarely, if ever, that any kind of action can be definitively attributed to them. Their agents are drawn from almost every slave race, and can be found brokering deals and arranging transactions across all of the known worlds, including Clan worlds. Such is the groups reputation that their representative are known to move amongst the highest levels of society. However almost nothing is known of their operatives, where they recruit from, or how they train. From a few unconfirmed sightings of their agents in actions, it is believed that the group has access to advanced technology of an unknown variety. Their agents apparently wear form fitting suits of a pearlescent hue, which can project an incredibly effective stealth field. Their weapons are of unusual design, all completely silent, and apparently based on projectiles, although no trace of these projectiles have ever been found in the wounds.

Unfortunately, beyond speculation, nothing more is really known of the group. Whilst wild theories can be heard in every mercenary bar, and theorizing about their nature, technology, and tactics has become something of a hobby amongst members of various intelligence groups, they remain a mystery to all. This has not hurt their business however, at least amongst those who can afford their rates. Shadowraith charge between 100,000 and 500,000 a job, taking a variety of contracts, including thefts, kidnappings, espionage, observation, and assassination. Their costs are only outdone by their success rate, which is almost legendary.

Merchants

Stella Strada

A guild of transporters, Stella Strada operate Behemoths, huge hyperspace transport vessels designed to carry many smaller ships, throughout all of known space. Their customers are free traders and mercenaries, people who need to cover large distances quickly, but cannot afford a fast enough ship of their own. A typical behemoth can carry anything up to a Cruiser in size, and all vessels aboard it are sealed into their own separate holds. With the exception of the crew quarters Behemoths have no life support, and passengers must stay aboard their own ships.

Political Groups

Ghosts

A collection of spies and information gatherers.

The Beaumonts

Edgerunner

The “true lords of cyberspace”, or so they claim, they are only people that can challenge Dreamweaver for control of the digital realm..

Dreamweaver

An affiliation of scientists and engineers, many of them worshippers of the Machine God, the Dreamweavers are obsessed with rebuilding the ancient Slith Starnet, a massive data network distributed across all of the Slithzerikai worlds.

Sun Divers

Thrill riders, pushing life to the limit. Also a collection of talented scavengers who collect space junk and put it to good uses (for a certain definition of “good”)

Criminal Organisations

Edgerunner – Computer software

Dreamweaver – Computer technology in general

The Black Hands – Slavery, drugs

The Guild – General criminal operations

Farrin's Leap – Smuggling and transportation

The Friends of Arroh – Black market magical items, magical equipment, artifacts, and literature

The Fellowship – Black market magical items (only those that they produce themselves)

The Cursed Star – Magical literature and equipment

Mara Trang – Black market magical items, literature, and equipment

The Merchants – General black market goods and Clan tech

Winterpact – Traffic exclusively in information

Gladius – Clan technology

Faiths and Cults

Entropics

Redeemers

Machinists

Death's Children

Transhumanists

INFERNO

-

RAPIER & LASPISTOL

CHAPTER 2

the BOOK OF Life

CHARACTER CREATION

The Basics

Developing a Concept

The process of creating any character should always begin with a concept. If you don't know what kind of character you want to play then numbers are worthless.

Consider how your character acts, what their desires are, what they hate, fear, and hope for. Think about their life so far; has it been calm or turbulent? Is this a hardened individual or someone who has yet to experience the darker shades of life. Think about what your character is good at, and also what they would like to be good at. Think about their flaws, what they struggle with. Think about what brings out the best and the worst in them. Once you have an idea formed you can move on to modelling your character in terms of numbers on a character sheet.

Next start to ground your character in the world of Inferno. What level of technology is normal for them? Are they accustomed to the ritualised and cloistered life of the great clans, or did they first learn to hunt with a wooden spear at the age of 5 on some far flung fringe world? Does religion shape their life, either as a devout follower of a favoured sect, or as a believer in some renegade faith? Are they accustomed to violence and disorder, or do they come from an orderly place?

Spending Points

Character creation in Inferno is based on a system of character points (CP for short). By spending these points you may acquire skills and abilities for your character. All characters start with some basic abilities, and some general skills which you may choose. Everything else is bought with CP. Normal starting characters are built with 200 CP, although you should always check with your GM as they may decide to change the amount of starting CP.

Attributes

These are a set of values that every character shares, defining their raw, untrained, physical, mental, and emotional potential. Each attribute has a base rank, and a total rank. Whenever any situation calls upon you to look at your character's attributes, always use the final rank. The only time the base rank of an attribute is used is when you are spending experience points to improve your character. The total rank of an attribute is equal to the base rank plus any modifiers.

The six basic attributes are as follows:

Strength (STR) – This defines a character's raw physical power and endurance. It is important in determining how much damage the character can deal in close combat, and how much punishment they can take before collapsing.

Agility (AGL) – This is a measure of a character's speed of motion, and how light on their feet they are. It is important in determining how difficult the character is to hit in combat situations.

Perception (PER) – This determines the character's coordination, reflexes, and awareness of their surroundings. It is equal to Agility in defining how difficult the character is to hit in combat.

Intelligence (INT) – This attribute measures the character's quickness of thought and breadth of knowledge. It forms the basis of many skills.

Willpower (WIL) – This is a measure of the character's strength of will, courage, and self control. It is particularly important in resisting attempts at manipulation and domination.

Empathy (EMP) – This defines the character's social awareness and their ability to understand and influence others. It is vitally important in all social situations.

Characters in Inferno start with a base rank of 2 in each attribute, which is considered an average value for a starting character. However you may choose to raise any of these base ratings by up to 2 points. Any number of attributes may be raised in this manner, or none at all if you prefer. If you are raising an attribute by 2 ranks you only need to pay the 45 CP for the full two ranks.

- Increasing an attribute by 1 rank costs 20 CP.
- Increasing an attribute by 2 ranks costs 45 CP.

Alternatively you may choose to lower some of your base attributes in

order to get some more points to spend elsewhere. Similar to raising attributes, when you lower an attribute by 2 ranks you only get the 25 CP, not 40.

- Lowering an attribute by 1 rank gives 15 CP.
- Lowering an attribute by 2 ranks gives 25 CP.

Having decided on the modified attributes that you want your character to have, write them in the "Base Attributes" section of the character sheet.

Species

The world of Inferno is filled with many strange alien life-forms, and whilst not all of them are playable, that is to say, available to someone creating a typical character, there are still quite a few that should be available to you, depending on how your GM wishes to run their campaign. Assuming a typical campaign, you should be able to choose from any of the species listed. If in doubt just ask your GM.

Once you have chosen what species to play as, you must pay a set CP cost for the abilities and attribute modifiers that come with that species (These are explained below). Notice that this applies to human characters too. Once you have paid the CP cost for your chosen species, write down the attribute modifiers under the "Modifiers" column next to each attribute on your character sheet, and then write the modified total for each attribute in the "Total" column. Finally write down the species traits under the "Traits" section of your character sheet (listing the cost as "S" to indicate that they are species traits)

Secondary Attributes

With the basic character design done, you now need to calculate your character's six secondary attributes. Secondary attributes define certain natural abilities that every character possesses. Unlike normal attributes, secondary attributes are not purchased. Instead they are worked out based on the character's modified primary attributes. Any change to a primary attribute will alter any related secondary attributes. In addition each of these attributes can be further modified by certain talents and flaws.

In all cases, when calculating a secondary attribute (or any other math in Inferno for that matter), you should round down.

The secondary attributes are as follows:

Evade is a character's ability to spot, react to, and avoid incoming attacks, be they long ranged fire, or a punch to the face. Evade acts as a straight modifier to the difficulty rating of the attack roll being made against the character. The higher it is, the better. The average evade value is 2 for a starting character. Pretty much anyone who doesn't like getting hit will benefit from having a high Evade.

To calculate Evade add together the character's Agility and Perception, then divide the total by 2.

The average Evade for a starting character is 3.

Resist is a measure of the character's overall endurance and resistance to damage. It represents how well they can take a blow, and improves the effectiveness of any armour the character may be wearing. Again, higher values are better. This trait is of particular importance to warrior characters who will be taking a lot of hits, as it allows them to keep going longer than most.

Resist is equal to the character's Strength attribute.

The average Resist for a starting Character is 3.

Barehand represents the character's raw physical hitting power, and their ability to apply it effectively. Barehand adds to the shock damage dealt by the character's melee attacks, and to their success total when making grapple checks. Any character aiming to mix it up in melee would do well to get this value as high as possible.

Barehand is equal to the character's Strength, divided by 2.

The average Barehand for a starting character is 1.

Aura is the character's resistance to magical and spiritual effects. It can be best thought of as a kind of astral Evade. Aura represents the character's strength of spirit, their surety of purpose, and their deeper understanding of their true self. The stronger a person's emotional grounding, the better their understanding of their own self, the harder it becomes to change that self through magical means.

To calculate Aura add together the character's Willpower and Charisma, and divide the total by 2, and subtract 3.

The average Aura for a starting character is 0.

Threshold is the character's tolerance for pain, and their capacity to push on through injuries and act effectively in spite of their wounds. In play, Threshold is the amount of shock damage that the character can ignore when applying their Action Penalty.

To calculate Threshold add together the character's Strength and Willpower, then divide the total by 2.

The average Threshold for a starting character is 3.

Initiative is the character's ability to react quickly in a combat situations, based on both their ability to perceive the sudden changes, and to decisively act upon them. It is used to determine the order in which character's act in combat, or in any other situation where being first off the mark is important.

Initiative is equal to the total of the character's Agility, Perception, and Intelligence.

The average Initiative for a starting character is 9.

Traits

Perhaps the most interesting and diverse part of character creation in Inferno, traits allow you to really add the finishing touches to your characters by tweaking their abilities to suit your precise vision. Covering a wealth of options, traits are divided into two basic groups; Talents and Flaws. Talents either improve your character's existing abilities, or provide them with new abilities, at the cost of CP. Flaws impede your character, but provide you with extra CP to spend elsewhere.

Every talent has a CP cost listed next to its description. Some list several costs, depending on which variation of the talent is chosen. The description should tell you all you need to know. The same logic applies to flaws, except that instead of paying the CP cost of a flaw you get given back that amount of CP, which you may then spend on any aspect of the character.

Skills

Skills represent the bulk of your character's knowledge and learning. Each skill is further subdivided into Specialisations, representing individual aspects of the skill into which the character can focus their learning. Since perfecting every aspect of a skill requires a great deal of time and effort, it is normal for characters to have a just a few ranks in each skill, along with ranks in a couple of particular specialisations that are most relevant to their needs.

As an example specialisations of *Melee Combat* would be *Pole-Arms*, *Unarmed Combat*, *Hand Weapons*, and *Two Handed Weapons*, which cover more tightly focused areas of the skill.

Both skills and specialisations can have a Skill Rank, a number which determines how well trained the character is in that particular skill. The Effective Skill Rank of a specialisation is equal to it's skill rank added to the rank of its parent general skill. So, for example, a character with 1 rank in the *Melee Combat* skill and 2 ranks in *Unarmed Combat* would have an effective skill rank of 3 when using *Unarmed Combat*.

The average total skill rank for any specialisation is 3 (Usually 1 in the general skill, plus 2 in the specialisation).

Backgrounds

Similar to Traits, Backgrounds are a set of options that allow you to customise your character's social standing, their friends, allies, contacts, enemies, legal status, reputation, rank, membership, and worldly wealth. Essentially whereas Species, Traits, and Skills all refer to things that are in some way a part of a character's body or mind, Backgrounds are everything that the character possesses, be it physical possessions or more insubstantial things like being held in high esteem. If the character were to wake up, naked, in a different universe completely unknown to them, their Backgrounds are everything that they would leave behind.

To learn more about buying Species, Traits, Skills, and Backgrounds, see the following chapters, each of which is devoted to one of these aspects of character creation in turn.

Summary

To create a character use the following 10 steps:

1. Base Attributes
 - Every attribute starts with a base of 4.
 - Each attribute may be raised or lowered by up to 2 ranks.
2. Choose Species
 - Pay the set CP cost for the species and add the attribute modifiers and species traits to your character.
3. Choose Talents, Flaws, and Backgrounds
 - Each talent, flaw, and background lists its value in its description. Talents cost point, flaws give points. For backgrounds
4. Calculate Secondary Attributes
 - Resist is equal to half the character's Strength (rounding down), plus 1.
 - Evade is equal to the character's Agility plus their Perception, divided by 2 (rounding down), minus 1.
 - Barehand is equal to the character's Strength divided by 2 (rounding down), minus 2.
 - Aura is equal to the character's Willpower plus their Empathy, divided by 2 (rounding down).
 - Threshold is equal to the character's Willpower divided by 2 (rounding down), plus 1.
 - Initiative is the total of their Intelligence and Perception.
5. Choose Favoured Skill Groups
 - Every character has 5 favoured skill blocks.
 - Magical skills use up two favoured skill slots.
6. Assign Skills
 - Divide up 15 skill ranks between any Skills you choose.
 - Additional skill ranks cost 20 CP each.
 - No skill may start with more than 2 ranks.
 - Buy up to 3 ranks in each Specialisation.
 - See the chart below for the cost of Specialisations.
7. Choose Starting Language
 - All characters start with one variety of Slithzeen at rank 6.
8. Purchase Starting Wealth
 - Up to 40 CP may be spent on starting wealth.
 - Ask the GM for the Wealth Level and Tech Level of the campaign, then check the chart to see how much currency each CP buys.
9. Buy Starting Equipment
 - See Chapter 4 for price lists.
 - All exotic items must be checked with the GM before buying.
10. Check the total CP cost is not more than the starting maximum.
 - Starting characters are built with 200 CP.

Attribute Costs

<i>Adjustment</i>	-2	-1	-	+1	+2
<i>Cost</i>	25	15	-	20	45

Specialisation Costs

The cost of a specialisation is given for the rank being purchased. Only pay for the character's current rank in the specialisation, not the preceding ranks.

<i>Rank</i>	1	2	3	4	5
<i>Cost</i>	2	6	12	20	30

<i>Tech Level</i>	<i>Poor</i>	<i>Average</i>	<i>Wealthy</i>
0	x 1	x 4	x 10
1	x 10	x 20	x 60
2	x 60	x 120	x 300
3	x 300	x 600	x 1,500
4	x 1,500	x 3,000	x 7,500
5	x 7,500	x 15,000	x 30,000

SPECIES

Aphenor

Physique

Aphenor stand 6-7 feet tall, have four legs arranged evenly around their slender bodies, and both hands and feet have eight fingers/toes, splayed out in a circular fashion. Their skin is various shades of mottled brown. Their bodies are hairless and two small antennae extend from their rippled scalps. Their spindly hands are quite dexterous and their skill in fine craft and art is phenomenal, as is their intelligence. They are also quite nimble and excellent at climbing, however they are very weak physically.

Psychology

The Aphenor are a tribal people, used to living in small close-knit communities. They are both wise and intelligent but often hopelessly naive. As a people they are nomadic, ravelling the galaxy in huge merchant fleets. They have strong traditions of magic and medicine, and will always offer help to strangers. They tend to be reclusive and try to keep to themselves, avoiding political or military disputes wherever possible.

Aphenor tend to be quite thoughtful. They are not inclined to leap into action without thinking things through.

COST: 41 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-1	-	+1	+1	-1	+1

Traits:

Acute Vision (+1 to relevant rolls)
Ambidextrous
Night Vision
Limp Wrist (-1 Barehand)

Name:

Aphenor have long, complicated names, with soft flowing sounds.

Example: Lowana Lehphimorr

Aquilans

Physique

Aquilans are vaguely Human in appearance, however their skin is tough and leathery, covered in soft, very fine fur, like the skin of a peach. Their fingernails are elongated and sharp, and their bodies have a thin, slightly withered appearance. Most prominent of all is the pair of large leathery wings that sprout from their back. These wings are not strong enough to provide true flight, especially considering the weight of an Aquilan, but they do allow the Aquilans to glide quite comfortably over long distances.

Psychology

The Aquilans are a mystery. Unlike the other species left in the wake of the Slithzerikai civil war, Aquilans have absolutely no culture or history from before the enslavement. Whereas the other species kept at least fragments of their past, passing them on by word of mouth, the Aquilans seem to have

Aquilans have no culture, no legends, and no real sense of belonging. As a result they tend to cling to whatever gives them a sense of purpose.

COST: 40 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-1	+1	+1	-	-1	-

Traits:

Flight (Rank 2: Descent)
Lightning Reflexes (+2 Initiative)

Name:

Aquilans tend to be given either Human or Fenrir names, sometimes a mixture of the two.

Archanans

Physique

Standing about 7 and a half feet tall, broad across the shoulders with wiry but powerful bodies, most of an Archanan's features are concealed under a layer of thick and bristly fur. They have a wide mouth, flat nose, and one eye set in the centre of their brow.

Psychology

Archanans are endlessly patient. They have little understanding of history, progress, or the advancement of technology. There is a culture that has never had a need for any of these things. They live entirely in the moment, but never in the impulse. Every action is carefully thought out, and where they see no reason for action, they always prefer inaction. They relate to others in a transient manner, each relationship merely a moment that may or may not last. They feel both physical attraction and love, but they never expect the future of such things to be anything but mutable, taking things one step at a time. If anything, this actually serves to create more stable relationships, as they are never surprised when things go wrong, and are generally happy to pick of the pieces of each mistake and start again. This affects many other aspects of their life. Plans, to an Archanan, are just "prayers to the wind", a phrase they use to refer to any act of seeking solidity from something that is obviously unstable.

History

The Archanans originally inhabited an ice planet on the farthest edge of their small star system. Their sun was vast and old, close to becoming a red giant, and it provided only a little light and heat to their world. The Archanans evolved as a species of cunning and patient predators, able to lie in wait for their prey, buried under snow, for days at a time. They moved in small tribes, more akin to packs. Their mindset was largely solitary, and they only indulged in the need for social contact during feeding times, as the rest of the time they would need to maintain the silence of the hunt. Their deep voices allowed them to communicate through the packed snow if needed, transmitting at frequencies too low for most creatures to hear.

COST: 36 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+2	+2	+2	-	-2	-1

Traits:

- Night Vision
- No Depth Perception
- Additional Sense (Tremor Sense)
- Natural weapon (Claws, Small)
- Resilient (+1 Resist)
- Resistance to Poison (+2 dice)
- Resistance to Disease (+2 dice)
- Resistance to Cold (-1 damage grade)
- Fearless (Ignore first failed morale check)

Name:

Fenrir

Physique

The Fenrir are an avian species, with broad, leathery wings protruding from their backs. They are approximately humanoid in appearance, about 5 feet tall, with long, almost beak like snouts. Their voice is high and thin, and their skin soft, sand coloured, and slightly furry. Physically, they are fast and agile, but lack resilience. Their metabolism is borderline hyperactive, and they have an extremely low tolerance for any kind of toxin, even substances as common as alcohol or caffeine. They tend to avoid hard spirits, and usually drink beer with a mixer.

Psychology

Playful and easily excited, the Fenrir are a primitive, but surprisingly intelligent species, with little interest in high art and great constructions. To the Fenrir the immediate has always held more importance than the long term. Sometimes their playfulness can irritate others, and many see them as being pathetically shallow, but in truth the Fenrir are a thoughtful people, who understand all too well the troubles of life. The difference is, they don't let it spoil their fun.

History

The Fenrir actually shared their homeworld of Fenrax with another of the slave races, the Fenyari. The history of these two species is a bloody and violent one. The Fenrir were by far the largest herbivores on their homeworld, making them the prime target of the predatory Fenyari. This hunter – prey relationship has characterised all of the details between the two species, and it was only fighting together in the Dawn War that gave them any kind of common ground. Unfortunately such ties bind only lightly, and the knowledge of their shared past holds strong, the vendetta between the two species still staining their current relationship. Though it is now largely unheard of for Fenyari to hunt the Fenrir, save in anger, the Fenrir still bitterly resent the Fenyari for treating them, as they saw, it much like cattle.

COST: 40 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-1	+2	+1	-1	-1	+1

Traits:

- Flight (Rank 3: Glide)
- Resistance to Cold (Scale cold damage down 1 ranks)
- Weakness to Poison (-1 die to resistance rolls)
- Weakness to Fire (Scale Fire damage up 1 rank)
- Fast Metabolism

Name:

Fenrir have simple one word names, using a variety of sounds, usually with a flow to them, something like birdsong, tuneful, but occasionally somewhat stuttering, or a little shrill.

Examples: Damoth, Flaknel, Quidiana, Teyva

Fenyari

Physique

Their tall lanky frames reach 7 feet and are decidedly human in appearance, aside from the broad, flat shark like heads. However this similarity is only skin deep. They are in fact a plant life form, consuming food and then using photosynthesis to generate energy. Their skin is chameleogenic, allowing them to change colour and pattern at will, often to match their surroundings, making extremely hard to spot. Their movements are lithe and graceful, yet slow, with a hidden strength.

Psychology

The Fenyari are a tribal people of hunters, used to a feral, predatory, existence, using their skills and natural abilities to hunt and forage. They live in small tribal units, supporting each other, lead by one member who will establish their dominance. The Fenyari are cunning hunters. They do not chase their prey, they wait for it. Able to move silently and disguise themselves with their chameleon abilities, they are fearsome hunters. The tribe is an important part of their lives. Fenyari feel vulnerable on their own, and will always try to find a group to be part of, maybe even to lead.

History

COST: 27 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+2	-	-1	-1	-	-

Traits:

- Chameleonic Camouflage (+3 DR)
- Photosynthesis
- Weak Hearing (+1 DR to all relevant rolls)
- Slow Metabolism
- Glass Jaw (-1 Resist)

Name:

Fenyari have simple names with deeper meanings. The name describes something about them, and is taken when they come of age, leaving childhood. Until then they are referred to by stating their fathers name, and which order they come in the succession of children. Names sound like a mixture of Tolkien and Oriental.

Example: Ikawe (born as; 3rd of Teretoc).

Human

Physique

Standing an average 5 to 6 feet tall, humans have varying skin tones, from almost pure black to creamy white, with most either having a darker or lighter shade of brown complexion, or a slightly pinker tone. Their bodies are partially covered in sparse amounts of hair, typically of a brown, black, blonde, or red colour, with a lot more hair across the tops of their heads. Palms and the soles of the feet are the only areas guaranteed to be hairless.

Psychology

History

COST: 24 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-	-	-	+1	-	+1

Traits:

- Vulnerable to Heat (Scale damage up 1 rank)
- Vulnerable to Cold (Scale damage up 1 rank)
- Weak Olfactory (+1 DR to relevant rolls)

Name:

Example:

Oraxyds

Physique

The Oraxyds are slow and ponderous, not at all quick witted, but very strong and resilient. They are insectoid creatures, roughly 7 foot tall with thick, black, chitinous exoskeletons. They have broad hands, bulbous segmented bodies, and six thin framed vestigial wings that unfold from slots in their back. These wings move in a blur, serving almost no purpose on land, but allowing them to move slowly in zero gravity, so long as there is air. Their internal body temperature is a little over 67 degrees centigrade, but their chitin exoskeleton is a very good insulator, which helps to keep their surface temperature down. Even so, they will feel more than warm to the touch.

Psychology

Oraxyds tend to keep to themselves, and they are fiercely independent. Their culture is entirely anarchist in it's approach to life. They live separate lives, helping others and looking after their own in equal measure. They are masters of farming, and use their talent for growing as both a means of survival, and an art form. They can produce huge and fascinatingly beautiful gardens, full of strange and wonderfully shaped plant life.

History

The Oraxyds are a frustrated people. Throughout their history there has been little in the way of wars or suffering. You could say they got things right at the start. Yet since leaving the boundaries of their shattered world they have seen nothing but pain and misery. Of course their lack of a warlike past says little of their virtue, so much as the fact that they never associate with one another long enough to form an army or get into a fight. They are solitary creatures, slowly adapting to a life that requires them work amongst others.

COST: 29 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+3	-1	-2	-	+1	-1

Traits:

- Resilient (+1 Resist)
- Hard Puncher (+1 Barehand)
- Flight (Rank 1: Zero G Only)
- Slow To Heal (Double all natural healing times)
- Weakness to Disease (-2 Resist against disease)

Name:

Oraxyds speak in a language of Buzzes and clicks, and their names do not translate into anything pronounceable. Generally they will be dubbed with a terran nickname.

Most of the name choosers are not above poking fun at the slow-witted nature of Oraxyds.

Example: Brutus

Shan'Mis

Physique

Psychology

COST: 24 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-1	+1	-	+1	-1	-

Traits:

- Fast Swimmer (Double Swimming Speed)
- Bounding Leap (Double distance)

Name:

Teyphalhan

Physique

Cat like creatures with six limbs, covered in porcupine like spines. Beneath the spines their skin is leathery and hard, layered with toughened plates of bone. Their faces have a slightly serpentine quality, flattened and thick skinned, with no visible nose, and a thin mouth. Their eyes are large black ovals, and a fine layer of spines covers the whole of their face.

Psychology

COST: 29 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-1	+1	-	-1	-1	-

Traits:

Ambidextrous
Two Extra Limbs
Hard to Grapple
Small Natural Weapon

Name:

Zair

Physique

The Zair share a lot of their physique with the Zatchians, with thin, shrivelled, purple bodies, long skeletal heads, and tissue paper skin. However unlike the Zatchians they are a foot shorter and have only the one pair of arms. They also have a pair of large purple skinned wings sprouting from their backs. They are incredibly light, and with their strong Zatchian musculature, they are the most accomplished flyers ever to exist.

Psychology

Like the Aquilans, the Zair are a young race, with no culture and mythology to inherit. Unlike the Aquilans the Zair find themselves quite readily accepted amongst the Zatchians, who see them as special, powerful, their wings a mark of grace and skill. Most Zair make their home alongside Zatchians, who appreciate their talents and can look past their hybrid origins. The only current theory as to how they came into being is that they are an evolutionary offshoot of the Zatchians.

Roleplaying

Despite the lack of a culture of their own, the Zair live comfortably as a subclass of Zatchian society. Without a culture of their own, most Zair mould themselves into the Zatchian culture, adopting Zatchian traditions and mannerisms. However they are often all too aware of their differences and although revered by Zatchians, many still feel like outcasts, knowing that they are different from those around them.

COST: 63 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-2	+3	+1	-	-1	-

Traits:

Flight (Rank 5: Full Flight)
Weakness to Poison (-1 Resist versus toxins)
Vulnerable to Cold (-1 Resist versus cold damage)
Fast Metabolism (toxins act twice as fast)

Name:

Most Zair take Zatchian names, although some choose instead to create a new name for themselves, emphasising their uniqueness.

Zatchian

Physique

Zatchians are so thin as to be almost skeletal in appearance. Muscles and bones are clearly visible through dry, tissue paper, skin. Their skin and muscles are various shades of purples. They have a large, horned head, akin to that of a dragon. They are also blessed with a second pair of arms, which end in large scything claws. They are unbelievable fast and agile, and their strength too, is disproportionate to their size, and although they cannot match even humans for brute force, there is certainly more strength in their muscles than size alone might suggest.

Psychology

Zatchians are primal creatures, none to smart, but surprisingly cunning and make vicious predators. In combat they are a force to be reckoned with, especially due to their great love of fighting. They are also fond of dancing, athletics and any other forms of movement. Despite their ferocious nature they are a loyal and caring people, with a simplicity that can be dazzling in it's subtle complexity.

Roleplaying

The Zatchians are a warrior people who greatly value respect. This means that their society actually has very little in the way crime. Upon meeting two Zatchian's will always exchange blows, to determine who is the faster, and more worthy of respect. Usually both will parry the others blow, and an even footing is established. However if one of them loses the encounter they will lose respect. Similarly, having killed a foe they will always shed a few drops of their blood on the corpse as a mark of respect, and to remind them that killing causes suffering to all.

It is these many little rituals that show the deeper mindset of the Zatchians. Although they embrace violence, it is never to the exclusion of reason.

COST: 7 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-	+2	-	-2	-	-

Traits:

2 Natural Weapons (Large, Independent)
Evasion (+1 Evade)
Glass Jaw (-1 Resist)
Fast Metabolism (toxins act twice as fast)
Weak Olfactory (+1 DR to relevant rolls)

Name:

Zatchians have a name with five parts, each one syllable, all quite important.

However they usually merge the second and third parts into a first name.

The five parts are True Name, Birth Name, Adult Name, Family Name, Tribe Name.

The birth name is given at birth, the adult name is earned on their maturing to adulthood. Until then they use their father's adult name. Their true name they choose for themselves, and only someone dear to them may refer to them by just their true name. Their family name is the same as a human family name, and their tribe name denotes what dynasty their family is currently a part of.

Example: Kar Zho Ten Mo Shen, also known as Zhoten.

Xirkani

Physique

Spindly bodies with four limbs, formed from the fusing of their original eight.

Psychology

COST: 29 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+1	+2	-1	-	-1	-

Traits:

Glass Jaw (-1 Resist)
Hard Puncher (+1 Barehand)
Weak Sense: Smell (+2 DR)
Implant Rejection: Partial
Vulnerability: Frost (+1 Damage Grade)
Venomous Attack (2 Ranks)
Resistance to Toxins (+2 Resist vs Toxin)
Weakness to Disease (-1 Resist vs Disease)
Slow To Heal
Bounding Leap (Double jump distance)

Name:

TRAITS

Talents and Flaws

This list gives a full description of each of the available edges and flaws, including their in game effect and the number of points they are worth. Remember, with edges the points are the cost, with flaws they are the amount given.

At the end of the list is backgrounds, a special category of edges of flaws that relate to the character's history and social standing, rather than their personal abilities and impairments. Backgrounds are sorted into a single list and each individual description will indicate whether to treat the background as an edge or a flaw. Also, since Backgrounds tend to be highly flexible in form, their cost will likely be listed as Variable. This means that the cost is worked out through some small amount of decision making on the part of the player.

Unless it specifically states otherwise in its description, each edge, flaw, or background may only be bought once. However the bonuses from species edges and flaws can be added to the bonuses from their regular equivalents.

Training Edges & Flaws

Any edge with the Trained descriptor in brackets can potentially be learnt by the character after play has begun, by spending experience points. The player needs to come up with a good explanation for either how the character is going about learning the edge, or else how recent events may have bestowed it upon them. Either way, so long as the GM agrees (and players should always be made to work hard for something as special as an edge) the player can spend XP equal to the cost of the edge and add it to their character.

By the same token Flaws with the Trained descriptor can be bought off during play. The player has to come with a good explanation, and then pay the appropriate cost in XP, after which they are free of the flaw.

The "Ranked" descriptor refers to whether or not a character can continue to improve the edge by spending more points. Any Ranked edge can be bought up to higher levels, using the same stacking costs that are used for buying skills (described in more detail in the following chapter). Essentially the cost of buying a higher rank in the edge is equal to the base cost of the edge multiplied by the rank being bought. Ranks must be bought sequentially, one at a time, with no skipping. For example, the first rank of Fast Runner has a listed cost of 4 CP. The second rank therefore costs 8 CP (2x4 = 8) and the third costs 12 CP (3x4 = 12). The total cost for buying rank 3 in Fast Runner is therefore 24 CP (4+8+12 = 24)

Campaign Dependent Traits

Some traits have the "Campaign Dependant" descriptor, indicating that their cost is linked to the Wealth and Tech Levels of the campaign that the character is being built for. To determine the final cost of these traits, multiply their given CP cost by the Campaign Cost Multiplier, which is found on the table below:

Tech Level	Poor	Average	Wealthy
0	x 13	x 12	x 11
1	x 11	x 10	x 9
2	x 9	x 8	x 7
3	x 7	x 6	x 5
4	x 5	x 4	x 3
5	x 3	x 2	x 1

Any fractional costs are rounded down. However The final cost of any Campaign Dependent trait can never be less than 1 CP.

Requirements

Some of the edges, and even some of the flaws in this chapter have certain requirements that must be met before the character can have the trait. These requirements will almost always be another prerequisite edge or flaw, although in theory requirements could be anything, from the character's species, to ranks in certain skills, or even not having certain traits. Regardless, unless the character meets the requirements, they cannot have the trait.

When creating a new character it is possible to take traits with requirements, so long as the finished character meets all the requirements

for their traits. This means that it is possible to create starting characters with whole trees of combat techniques and the like, so long as the player is willing to spend the points on creating such a specialised character.

Species Edge and Flaw Descriptions

At the very end of this section is a description of species only edges and flaws and their specific effects. These edges and flaws may not be bought, the descriptions are only for the use of those edges and flaws included with the character's species.

It is important to note that many regular edges and flaws, when converted to species edges and flaws, may be taken in multiple ranks. This only applies to edges and flaws bought as part of a species package, not to those bought separately. The number of ranks taken in each edge and flaw will be included in the species description.

General Edges

Acute Sense – 2 / 4 CP (Trained, Ranked)

One of your character's senses is particularly effective. This edge must be bought separately for each sense, with the cost depending on which sense is chosen. The character may roll 1 extra die on all awareness and investigation rolls where the affected sense would be applicable. The cost of this edge varies depending on the sense chosen. Taste and Smell may be chosen as a single sense for 3 CP, and touch costs 3 CP. Any other sense, such as vision, hearing, or any additional sense specific to the character's species, costs 5 CP. Acute senses may be applied to other skill rolls at the GM's discretion.

Ambidexterity – 12 CP (Trained)

This character is naturally ambidextrous and so may ignore the off-hand penalty on any action. This does not negate the penalty for duel wielding, only the penalty to the off hand.

Aptitude – 5 CP

This character has a natural aptitude for a very particular skill; for example they might be especially skilled with Handguns, or be particularly adept at Public Speaking. When this edge is purchased the player chooses one specialisation; all limits for that specialisation are increased by 1.

This means that the specialisation may start 1 rank higher than the normal starting limit, so in a regular campaign, the chosen specialisation could be bought up to 4, or up to 5 if the character has received training in that skill through their group memberships. It also means that the upper limit for the specialisation is raised to 6, rather than the normal limit of 5. The player must still pay the full normal cost for ranks bought in the specialisation.

This talent can be taken multiple times, applying to a different specialisation each time.

Attractive – 4 CP (Ranked)

This character is representative of their species ideal of beauty. In all social interactions with the opposite sex of their species they get +1 modifier, and members of the opposite sex will be likely to treat them favourably. However an attractive character cannot be Bland.

Bland – 4 CP

This character's appearance is entirely average for their species, making it difficult for anyone, even a member of their own species, to accurately describe them.

Danger Sense – 25 CP

This character has a "sixth sense" for danger, an intuitive, perhaps supernatural, awareness of when something bad is going to happen. This ability allows the character to make awareness checks to spot something coming even in situations where it would normally not be possible, such as surprise attacks. The GM should determine when this ability applies, and how much forewarning the character will receive. Regardless of the situation, any time that danger sense kicks in, the player will never be given concrete details, just a vague awareness of something unpleasant about to happen.

Daredevil – 32 CP

The crazy idiot that they are, this character just loves the thrill of being in the wrong place at the wrong time. Or maybe they just find that they perform at their best when they're being pushed the hardest. Maybe they're afraid to use their full abilities unless they really know it's

needed. Maybe they can't find the motivation until the shit has completely hit the fan. How and why doesn't matter, when this character is doing something insanely, stupidly dangerous they get to roll extra dice on any task rolls that will help them resolve that situation. So for example, if your character is flying full pelt through a narrow canyon to outrun pursuit they would get extra dice on their piloting rolls.

The requirements are as follows:

1) The character must put themselves in the situation. Being thrown out of an aircraft is different from leaping out.

2) The bonus only applies to rolls that occur because of them being in that situation.

3) There must be a serious amount of risk involved, and that risk must be above and beyond what is normal for that situation. Just being on a battlefield doesn't count, you have to run screaming at the enemy waving a banner to get the bonus.

So long as the GM allows the use of the Daredevil edge, the player may add two dice to any appropriate dice rolls.

Direction Sense – 6 CP (Trained)

This character possesses an innate sense of direction, allowing them remain orientated in confusing situations. Unlike the species edge, this version does not direct the character to any form of North, but it does allow them realign themselves with a known course and know if they have strayed from it.

Double Jointed – 8 CP (Trained)

This character's joints are surprisingly flexible allowing them to contort themselves into all manner of unhealthy positions. The DR of any task rolls that involve the character squeezing into odd positions or through tight spaces is reduced by 1.

Evasion – 20 CP (Trained)

This character seems to almost intuitively respond to any immediate threats, ducking aside from incoming blows and avoiding enemy fire with practised ease. Add 1 point to their Evade.

Excellent Memory – 20 CP (Trained)

This character is particularly good at recalling facts and information that they have previously learnt. As a result they may re-roll one roll against a Knowledge skill per session of play. They must re-roll all the dice rolled, but they may choose which result to take. This ability may not be used in conjunction with Fortune Points.

Fast Healer – 5 CP

This character's natural regenerative process is particularly efficient, and as a result they heal up from injuries faster than might be expected for their physique and general state of health. When rolling for natural healing, this character may add 1 to their effective Resist for the purposes of the roll.

Fast Runner – 4 CP (Trained, Ranked)

This character is capable of particularly impressive turns of speed. When working out their movement distance they may add 1 to their effective Agility.

Fearless – 20 CP (Trained)

This character simply doesn't scare easily. No matter what, it takes a lot to cause their morale to falter. Of course, when things are going bad enough, they still get scared, but it's still a pretty good bet they won't be the first to turn and run. A character with this edge can ignore their first failed panic check. When they fail the roll it is simply assumed that they passed instead. This ability "resets" when morale effects clear. This will usually be at the end of a fight, or once the character gets clear of the frightening situation. Often the character will have to rest for a while and clear their head. Ultimately the decision is up to the GM, based on the circumstances. Regardless, whenever the character's morale returns to full they regain the use of this ability.

Gifted – 24 / 36 CP

This character has a particular gift in some area of their skills. As a result they may add 1 rank to one of their Skills during character creation. This costs 24 CP if applied to a Favoured Skill or 36 CP if applied to a Secondary Skill.

Hard Puncher – 10 CP (Trained)

Maybe it's through practice, maybe it's because of those big honking fists, or maybe people just really shouldn't make you angry: For whatever reason your character deals more damage than usual when wailing on something with their fists or with a melee weapon. This character's Barehand attribute is increased by 1.

High Pain Resistance – 20 CP (Trained, Ranked)

A character with high pain resistance just doesn't much bothered by their injuries, even when they start getting holes put into them. The cause could be anything from zen meditation techniques to nerves deadened by chemical abuse, or even sheer bloody mindedness. Either way, this talent adds 1 to their Threshold secondary attribute.

Item of Significance – 5 / 20 CP

This character carries with them some item that, though they are unlikely to be in any way aware of it, will become significant to the events of the story. The player chooses what the item in question will be, but the GM decides how to work it into the story. The only requirements of this talent are that at some point a situation occurs where the item proves immensely useful to the players. The GM should obviously feel free to veto items that they don't feel that they can work with, or to simply veto this talent entirely if they don't feel that they can work with it. This talent costs 5 CP if the item is one use only, and 20 CP it will prove useful on more than one occasion.

Lightning Reflexes – 20 CP (Trained)

This character reacts to danger instinctively, and with lightning swiftness. Add 2 to their Initiative secondary attribute.

Light Sleeper – 6 CP (Trained)

This character sleeps lightly (sometimes referred to as sleeping with one eye open) and is easily woken by any disturbance. The DR of any awareness roll made whilst the character is sleeping is reduced by 1. However this advantage can present problems of its own, with light sleepers in the party often struggling to sleep in strange environments (such as a forest with a lot of nocturnal lifeforms).

Lucky – 30 CP (Trained)

This talent can represent years of experience, tightly honed instincts, or just plain dumb luck. For whatever reason, the character either is, or appears to be, incredibly lucky. As a result, the cost of purchasing Fortune Points for this character is reduced 20 CP.

Multilingual – 40 CP

This talent may be taken multiple times during character creation. Each time this talent is purchased the character may have one extra native language at start-up.

Multi-Talented – 30 CP

This character is adept in many different areas. As a result they may pick one extra Favoured Skill Group during character creation. This extra favoured skill group may not be a magical skill group, nor may it be discarded as the cost of taking a magical skill group.

Natural Linguist – 15 CP

This character has a natural gift for learning languages. They may buy any language skill as if it was a Favoured Skill. This does give the character the extra General Skill Ranks during character creation, nor does it use up any of their Favoured Skill Group choices. However if they take a Language Group as a Favoured Skill Group during character creation they will get two General Skill Ranks in that group as normal.

Night Vision – 8 CP (Trained)

This character's night vision is exceptionally good. Halve all penalties for fighting in darkness. This does not affect the penalty for smoke, fog, and other obscurment, just low light. If there is absolutely no light this character is still blinded, just like anyone else.

Omnidexterity – 24 CP (Trained)

This edge allows a character with more than just two manipulator limbs to use all of them with an equal degree of skill and finesse. A character with this edge ignores the off-hand penalty, regardless of which limb they are using. Only species with at least one "Extra Limb" may take this edge.

Requires: Ambidexterity, and at least 1 x Extra Limb

Relentless – 10 CP (Trained, Ranked)

Somehow, this character can take a seemingly inordinate amount of punishment without collapsing. Add the character's level in this talent to their Resist when working out how much shock damage they need to take before suffering a critical or fatal wound, or being killed outright.

Resilient – 20 CP (Trained)

Your character is extremely resilient, able to withstand more damage than most normal people. This edge adds 1 to your character's

Resist secondary attribute.

Resistant to Poison – 6 CP (Trained, Ranked)

This character is particularly resistant to toxins. Perhaps they have encountered them already, so often that they have built up a resistance, or perhaps it's just genetic. Either way, increase their effective Resist by 1 versus toxin based effects.

Resistant to Disease – 6 CP (Trained, Ranked)

This character has a very strong immune system and is largely untroubled by diseases and contagions. They almost never seem to suffer from any form of common ailment, and have a greater chance of surviving more deadly contagions as well. Increase the character's effective Resist by 1 versus diseases.

Skill Mastery – 15 CP (Trained)

This character has become so assured of their ability in one area of their expertise that they can perform the tasks related to a chosen skill group confidently, even under pressure. This character may make an Average Attempt on any skill within the chosen group, even in high pressure, dramatic, or combat situations. Skill Mastery cannot be used by a character's who mental state is broken, nor can it ever be applied to the Ranged Weapons, Melee Combat, or Projectile Weapons skills groups, or any magical skill group. It may never be used on a roll made to directly attack another PC, NPC, or other target. These limitations apply on to the Skill Mastery edge, not the actual Average Attempt rule itself.

Combat Talents

Barefist Fighter – 8 CP (Trained, Improved)

This character may add their level in this talent to their Barehand attribute when making unarmed attacks (this includes doing damage whilst grappling, unless the damage is dealt with a weapon). Up to 3 levels may be bought in this talent.

Berserker Instinct – 6 CP (Trained)

As their primal instincts come to the fore, taking over from rational thought, this character's reflexes sharpen to animalistic levels. This talent increases their Evade by their level in this talent whilst they are Frenzied. Up to three levels may be bought in this talent.

Requires: Frenzy

Defensive Grapple – 8 CP (Trained, Improved)

When using Grapple as their Melee Defence skill, this character may increase their Melee Defence by 1 for each level in this talent. Up to three levels may be bought in this talent.

Disabling Strike – 10 CP (Trained)

Attack paralyzes the target.

Requires: Nerve Strike

Double Tap – 10 CP (Trained)

Make a normal ranged attack roll, with a penalty of +2 to the DR. The attack uses up two rounds of ammo, and if it hits then both rounds hit. The SF of each attack is treated as being half the total SF of the attack, rounding down.

Expert Disarm – 5 CP (Trained)

Reduce the DR of disarm attempts by 1 for each level in this talent. Up to three levels may be bought in this talent.

Expert Ranged Disarm – 10 CP (Trained)

The penalty on the malfunction roll is reduced to just half the total damage grade of the attacker's weapon.

Requires: Ranged Disarm

Expert Trip – 10 CP (Trained)

Allows the character to make trip attacks without the +2 DR penalty.

Feel No Pain – 6 CP (Trained)

Caught up in the throws of their rage, this character loses the awareness of their own body, and its physical sensations. Pain becomes something distant, and less immediate. The character's Threshold increases by 1 for every level in this talent whilst they are Frenzied. Up to three levels may be bought in this talent.

Requires: Frenzy

Flawless Quick Draw – 10 CP (Trained)

When attempting to quick draw a weapon this character may

choose to make an Average Attempt rather than rolling.

Flawless Rapid Reload – 10 CP (Trained)

When attempting to rapid reload a weapon this character may choose to make an Average Attempt rather than rolling.

Flurry of Blows – 15 CP (Trained)

Can make a flurry attack, consisting of 3 attacks, made at ½ the character's full unarmed combat dice pool (rounding down).

Requires: Unarmed Specialist

Flying Tackle – 8 CP (Trained, Improved)

Score 1 automatic success when charging and grappling offensively in the same turn for each level in this talent. Up to three levels may be bought in this talent.

Frenzied Resilience – 6 CP (Trained)

When this character falls into a frenzy they become more resistant to damage, not conscious of the wounds they have taken, fighting on through injuries that would normally kill them. This talent increases the character's Resist by their level in this talent whilst they are Frenzied. If they are already wounded, recalculate their wound level based on the new Resist. When their Frenzy ends, recalculate their wound level again, based on their old Resist. This may result in a character who was barely alive dying from their injuries as their adrenaline rush fades. Up to three levels may be bought in this talent.

Requires: Frenzy

Improved Feint – 3 CP (Trained, Improved)

Roll 1 extra die on all feint rolls for each level in this talent. Up to four levels may be bought in this talent.

Improved Parry – 4 CP (Trained, Improved)

This talent must be applied to a specific weapon. When defending with the chosen weapon, this character's effective skill rating is increased by the character's level in this talent for the purposes of working out their Melee Defence. Up to 3 levels may be bought in this talent.

Killing Hands – 10 CP (Trained, Ranked)

Gives the character's unarmed attacks a Critical Damage value of 1. This value increases by 1 for each additional rank in this talent, up to a maximum of 3.

Knockback – 10 CP (Trained)

This talent expands the character's unarmed combat abilities, allowing to strike their opponent in such a way as to send them flying. This can be useful for breaking out of a fight, getting some breathing space, throwing enemies into each other, or hurling your opponent into some kind of hazard (like a cliff edge).

Requires: Expert Trip

Marksmanship – 5 CP (Trained, Improved)

When making an aimed finesse attack, with a ranged weapon, this character can increase the total SF bonus by 1. However the character must have aimed for at least 1 round for every 2 dice of finesse they apply to the attack in order to receive this bonus. This may not reduce the difficulty of a finesse attack to zero. Each additional level in this talent adds 1 to the total SF bonus, up to a maximum of three levels, for +3 to the SF.

Mighty Rage – 3 CP (Trained)

When this character falls into a frenzy the strength of their physical attacks increases considerably. With all restraint gone, they fight with a savage power. This talent increases the character's Barehand by 1 for each level in this talent whilst they are Frenzied. Up to three levels may be bought in this talent.

Requires: Frenzy

Nerve Strike – 10 CP (Trained)

Attack temporarily paralyzes the target. To make a Nerve Strike declare the use of the talent before making the unarmed attack, then make the attack roll as normal. Instead of dealing damage, this attack causes a Paralysis effect (1 turn, Resist + CAV) with potency equal to the SF of the attack.

Requires: Killing Hands

Ranged Disarm – 10 CP (Trained)

This character may make ranged disarm attempts at the normal DR for a finesse attack to the weapon. Make a malfunction roll for the weapon that is being disarmed with a penalty equal to the total damage

grade of the weapon used by the attacker to make the disarm attempt. This talent may only be used with a weapon for which the character has the Weapon Specialisation talent.

Requires: Weapon Specialisation with any ranged weapon

Rapid Shot – 15 CP (Trained)

The character can treat any semi-automatic weapon as having

Rapid Fire (6/1).

Requires: Double Tap

Shattering Strike – 10 CP (Trained)

This character has taught themselves how to strike at the weak points of solid objects, how to break bricks with their bare hands and punch holes through wooden doors. This talent allows the character to double their Barehand when striking at a structure of any kind, and to ignore the penalty for attacking structures unarmed.

Slippery – 8 CP (Trained, Improved)

This character is hard to pin down. When rolling to defend against any grapple attempt they score one automatic success for each level in this talent. Up to three levels may be bought in this talent.

Stunning Blow – 10 CP (Trained)

Attack dazes the target, causing them to fight less effectively.

To make a Stunning Blow declare the use of the talent before making the unarmed attack, then make the attack roll as normal. Instead of dealing damage, this attack causes a Daze effect (1 turn, Resist + SAV) with potency equal to twice the SF of the attack.

Requires: Barefist Fighter

Throw Anything – 10 CP (Trained)

This character can ignore the accuracy penalty for using an improvised thrown weapon.

Requires: Weapon Specialisation with any thrown weapon

Unarmed Attack – 10 CP (Trained, Improved)

This character is remarkably skilled at unarmed combat, and can fight just as effectively as if they were wielding a weapon. Their unarmed attacks are treated as having a Speed equal to their level in this talent. Up to three levels may be bought in this talent.

Requires: Barefist Fighter

Unarmed Defence – 8 CP (Trained, Improved)

This character is particularly skilled at defending themselves when unarmed, able to parry or evade their opponent's attacks with incredible ease. When using Unarmed as their Melee Defence skill, this character's Melee Defence is increased by their level in this talent. Up to three levels may be bought in this talent.

Requires: Barefist Fighter

Unarmed Specialist – 8 CP (Trained)

When they are fighting unarmed this character receives a -1DR shift to any Unarmed Combat and Grapple rolls they make. However any attempt to fight with a melee weapon is at +1 to the DR.

Requires: Barefist Fighter

Weapon Mastery – 8 CP (Trained, Improved)

Increase the SF of attacks made with the chosen weapon by 1 for every level in this talent. Up to 3 levels may be bought in this talent.

Requires: Weapon Specialist with the chosen weapon

Weapon Specialist – 8 CP (Trained)

This character has trained themselves to perfect the use of a particular weapon. When using the chosen weapon (which must be named when this talent is purchased) the character rolls 1 extra die per rank in this talent. This talent may be bought separately for different weapons.

Magical Talents

Artistic Focus – 15 CP (Trained)

By spending a full round action to activate just one of their abilities, the character may roll both their focus magic skill and their relevant art skill, picking whichever of the two rolls they prefer. They only take the effects (including corruption and backlash) of the chosen roll. The other roll is discarded.

This talent costs twice as much to learn if the character already has either Elemental Focus or Emotional Focus.

Cleansing – 15 CP (Trained)

A character with this talent has learned to turn the corrupting

influence of spellcasting into physical fatigue. Using this talent the mage can choose take the corruption from their spell attempt as shock damage instead. However they must take all of the resulting corruption as damage, and they must declare that they will be using this talent before making the casting roll. This talent may not be used in conjunction with Rote Magic or Purification.

Elemental Focus – 10 CP (Trained)

Gain bonuses to focus magic when surroundings are elementally attuned: massive blaze / lots of plants / lots of water / strong winds (gale force) / lots of people (at least 50 or so in the immediate area). When the conditions for the appropriate skill are met, the mage adds 1 success to their total on all casting rolls.

This talent costs twice as much to learn if the character already has either Artistic Focus or Emotional Focus.

Emotional Focus – 30 CP (Trained)

Can only be using focus abilities from one path at a time. So long as this condition is met, the character may re-roll any number of dice from each casting roll they make, in the same way as if they had spent a fortune point. The same limitations apply, including the inability to re-roll a botch. However this does not count as actually having spent a fortune point, meaning that the player may still spend a fortune point to re-roll again. If a botch is rolled, the player may spend a fortune point to ignore the botch, but they may not apply this talent to that roll afterwards.

Once they have begun using this technique, the focus mage may not power up any abilities from a different path until all of their currently active abilities end.

This talent costs twice as much to learn if the character already has either Artistic Focus or Elemental Focus.

Magically Adept – 10 CP

This character has a natural leaning towards the creation of magical effects. For this reason they may add 1 success to all magical rolls.

Murky Aura – 10 CP

This character's astral trace is muted and difficult to discern. For this reason the power of all direct magical effects used on them is reduced by 1 point. Although normally an advantage, the inherent flaw in this ability is that it also impedes helpful magic.

Openness – 5 CP (Trained)

This talent allows the character to open themselves up fully to beneficial magical effects, lowering their own emotional and mental defences. When a spell is being cast upon the character, they may choose not to apply their aura, and any defensive magical bonuses from talents and other innate abilities, to their magical defence against that spell. This allows the character to benefit more from beneficial magical effects.

Overcasting – 5 CP (Trained)

A character with Full Burn has learned to push their magical energies to the limit, voluntarily suffering a backlash in return for re-rolling all the failed dice from their casting roll. The strength of the backlash equals the number of dice re-rolled.

Purification – 25 CP (Trained)

A character with Purification can temper their casting, reigning in magical effects to make them safer, even as they are being produced. After making a spellcasting roll the player can choose to discard a number of successes from the roll. They must then make a Willpower test against with a DR equal to the number of successes discarded. If they pass the Willpower test, they succeed in tempering the casting, and the discarded successes will not count towards the spells total for working out corruption. If they fail the Willpower test, the successes are discarded, but still count towards the corruption of the spell. This talent may not be used in conjunction with Rote Magic or Cleansing.

Requires: Cleansing

Quiet Magic – 5 CP (Trained, Ranked)

This character's magic leaves very little astral resonance, making it harder to detect. Subtract the character's rank in this edge from the success total of any spirit sense rolls to detect their magic.

Resist Corruption – 5 CP (Trained, Ranked)

This edge increases the amount of corruption points that a character must accrue before making a corruption roll by 5 for each rank. It also reduces the strength of the accompanying backlash by its rank.

Rote Crafting – 30 CP (Trained)

Allows the character to create and adapt Rote Spells.

Requires: Rote Magic

Rote Magic – 15 CP (Trained)

Gives the character the ability to learn and use Rote Spells.

Sacrifice of Flesh – 15 CP (Trained)

This magical talent allows the character to destroy their flesh in return for pushing a spell well past its normal limits. By taking shock damage when casting the spell, the character can add a number of successes to the total of the casting roll equal to the amount of shock damage taken. The final total, however, may not be more than double what it was before applying this talent. Although the player must declare the use of this technique before casting, if the success roll was not sufficient to use the full amount declared, they will only take damage for the successes added. This talent may not be used in conjunction with Sacrifice of Spirit.

Requires: Overcasting

Sacrifice of Spirit – 15 CP (Trained)

This talent allows a character to overpower their magic, horribly corrupting their spirit in the process. By taking extra corruption points, the player can roll a number of extra dice on the casting equal to the number of corruption points taken. The maximum number of extra dice the character can roll is equal to the relevant magic skill. The successes produced by these extra dice will still count towards the total corruption accrued from the casting roll, in addition to the corruption taken from using this talent. This talent may not be used in conjunction with Sacrifice of Flesh.

Requires: Sacrifice of Flesh

Spirit Sensitive – 8 CP

This character is closely tied to the spirit world and this finds it easy to perceive the movements of magic. All spirit sense rolls made by this character have their DR reduced by 1.

Strong Aura – 20 CP

This character has a singular assurance of self and an inner fire that makes them both more resilient to, and more effective at the use of magic. This edge increases the character's Aura secondary attribute by 1.

General Flaws

Addiction – 6 / 18 / 30 CP (Trained)

This character is addicted to some form of dangerous substance. Relatively harmless substances such as caffeine, nicotine, and marijuana do not count. To find the points value of an addiction first decide whether the substance is of moderate or serious strength. Moderate substances would include alcohol, and other such intoxicants of a similar strength. A serious substance is anything on the level of a class A or B drug such as heroine, cocaine, and speed. Secondly decide whether the addiction is mild or strong. A mild addiction is at a level where the character can largely restrict it to their free time, so it will not become a problem in their work. A strong addiction will have the character dosing up regularly, even if they've got a job on at the time. A basic addiction is worth 6 CP. Serious addictions are worth an extra 12 CP, and strong addictions are worth a further 12 CP.

Bloodthirsty – 10 CP

A bloodthirsty character struggles to control themselves in combat, and will rarely, if ever, go for anything less than a kill when fighting. This "red mist" effect forces them to make a Pure Willpower check against a DR of 5 any time they choose to break off a fight before either their enemy has been defeated, or they have been utterly incapacitated. If they manage to incapacitate an enemy without killing them, they must make a DR 4 Pure Willpower check not to finish the target off.

Combat Paralysis – 15 CP (Trained)

This character simply doesn't cope well with violence. When a fight breaks out they will be the first to either flee, break down, or just lose it. When this character is in any form of combat, they will automatically fail the first Panic Check they are called upon to make. This only applies to panic checks caused by something that took place within the fight.

Compulsive Behaviour – 8 / 12 CP (Trained)

This character suffers from some form of compulsive behaviour, either a phobia or a mania of some variety. This flaw is worth 8 CP if the player chooses the behaviour themselves, 12 if they let the GM choose.

Cursed – 25 CP

Some kind of terrible curse seems to bring down unrelenting misfortune upon this character's head. This generally takes the form of small misfortunes that occur regularly, but quite harmlessly. However fortune really turns against them, this character will suffer worst of all. This trait has two effects in play. The first is that on occasion, when this character fails at some task that they have attempted, the results will be that much worse than you might expect. For example, if the character missed a shot, the clip might suddenly fall out of their gun. This should not happen more than once or twice per session, of play, and it is entirely at the GM's discretion to determine when and how such misfortune strikes. Furthermore, whenever the character rolls a botch on any task attempt, they will always suffer a particularly unpleasant misfortune. This does not have to be any worse than the usual results of a botch, but it will often be more unpleasant, perhaps more humiliating or difficult to undo.

Distinctive – 4 CP

Something about this character's appearance is highly noticeable, such as an obvious scar or tattoo, an odd skin colour, or some other aberration. As a result they are easy to pick out in a crowd or to describe to someone else, even for those who aren't of their species.

Fated – 20 CP

This character has a particular doom, an end that awaits them, somewhere down the line.

Frenzy – 18 CP

When they get into a fight, this character goes absolutely berserk, losing all control, and fighting like a madman. This makes them a very dangerous, if unobvious opponent. When a fight breaks out, the character must make a Pure Willpower check against a DR of 1. If they fail the roll, they begin to Frenzy. If they pass, then they must roll again on each subsequent turn, with the DR increasing by one every round until the combat ends. As always, they may opt to fail the roll automatically at any point.

Once frenzied, the character automatically passes all Panic Checks they are forced to make, for the duration of the fight, and ignores the effect of any current Morale modifiers. When the fight ends the character must pass a DR 4 Pure Willpower check to calm down, or else they will continue to attack the next target (friendly or otherwise) that presents itself. They may make the check again on every subsequent turn until they calm down. If the character is in a situation where they find themselves attacking an ally, the DR is reduced by 1. If they find themselves attacking a friend (someone they actually care about, not just someone on their side) the DR is reduced by 2, and if they find themselves attacking a loved one (someone very close to them) the DR is reduced by 3. Only the greatest of these modifiers will apply.

Focused – 20 CP

This character has a much more limited range of interests than most, focussing their abilities in only a few areas, and as a result they pick one less Favoured Skill Group during character creation.

Glass Jaw – 20 CP (Trained)

This character is, for some reason, really easy to put out of the fight. Perhaps they have a frail metabolism, or maybe they just can't take the heat. Whatever the cause may be, reduce your character's Resist secondary attribute by 1.

Heavy Sleeper – 6 CP (Trained)

When this character sleeps, they're in for the long haul. It takes a lot to wake them. The DR of any awareness roll made whilst the character is sleeping is increased by 1. However the upside to this disadvantage is that the character will not be woken by unimportant distractions, and be sure of getting a good night's sleep when they need to.

Illiterate – 8 CP (Trained)

This character is functionally illiterate. Although they can speak their native language, and any other language they learn, they cannot read or write any of them. This flaw may be bought off during play by receiving instruction from some sort of teacher, and eventually spending 8 CP. The character's literacy will slowly improve over the course of at least several months of game time, depending on their intelligence.

Infirm – 40 CP (Trained)

This character's physique does not cope well with athletic tasks, and as a result they suffer a +1DR penalty on any roll made for a purely physical task. This includes running, jumping, climbing, swimming, lifting, as well as anything else the GM considers to be appropriate.

Limp Wrist – 10 CP (Trained)

Maybe you lack the right build, maybe you don't have the knack, or maybe your heart just isn't in it: For whatever reason your character deals less damage than one might expect when attacking something with their fists or with a melee weapon. Reduce the character's Barehand attribute by 1.

Low Pain Tolerance – 15 CP (Trained)

This character has a very weak will when it comes to resisting pain. This flaw reduces the character's Threshold secondary attribute by 1.

Major Insanity – 15 / 20 CP (Trained)

This character has some form of serious mental aberration, enough so that they are genuinely in need of therapy and counselling. Not that they're likely to get any, but hey, it's a hard life. This flaw is worth 12 CP if the player chooses the insanity themselves, 18 if they let the GM choose.

Missing Limb – Variable

One of this character's limbs is missing, having been either amputated, severed, or destroyed, some time previously. The value of this flaw is determined by the GM at character creation. If the characters will have easy access to cyberware during creation, or in the first session of play, this flaw is essentially worthless. If it will take a few sessions of play before they can get access to a cybernetic replacement then consider giving them a few (1-3) points for it, depending on whether they will have a prosthetic during that time or not. If cyberware is not likely to be easily available to the characters during the campaign, this flaw is worth around 24 CP. If the characters simply would not be able to afford cyberware, even if it was available, then give them about 40 CP. If the character will not even have access to a simple prosthesis (a false arm for example) then it is worth about 50 CP. Discuss the character's plans with them, and price the flaw according to how severely you feel it will limit their character. Bonus points can be given for choosing to have recently lost their main hand/arm, causing them to take off-hand penalties until their body adjusts. The value will also depend on how many limbs the character's species has naturally.

Missing Eye – Variable

This character is missing one of their visual organs, be it an eye, or something similar. The actual physical loss varies depending on the species, however the result will also be the loss of depth perception. If the species does not have depth perception this flaw is worthless. Otherwise the value of this flaw depends entirely on how soon the character will have access to a cybernetic replacement, and how they likely they are to be able to afford it. If they are able to start with a replacement then the flaw is worthless. If they will have to go for around half the campaign without then they get around 12 CP for the flaw. If they simply can't afford a replacement, or one is not possible, then this flaw is worth closer to 24 CP. For the penalties for lack of depth perception see the Alien Species chapter. Just as with Missing Limb discuss the situation with the player and take their ideas into account. If they want to play an eye-patch wearing character who refuses to have the missing eye replaced, go ahead and give them the full points.

Quirk – 5 CP (Trained)

This character has some kind of tic or nervous habit, or simply some oddity of their behaviour that potentially become a serious detriment to them. Simply talking in your sleep is not worth a quirk, for example. However if the character has a dark secret, which they might spill through their nightly ravings, then that is worth it. Essentially the quirk must be a danger to the character, in some small or slight way, for it to be worth the points. Within this restriction, however, it can be just about anything you can come up with, so long as the GM approves.

Sitting Duck – 20 CP (Trained)

Your character just doesn't quite seem to get the hang of not standing in the line of fire. When danger threatens they're likely to take a few more hits than they should. Reduce the character's Evade value by 1.

Slow To React – 20 CP (Trained)

When the shit hits the fan, your character never seems to quite react in time. Reduce their Initiative secondary attribute by 2.

Ugly – 4 CP

This character appearance can only be described by members of their species as being ugly. This flaw will cause others of the character's species, particularly those of the opposite sex, to generally treat them with some amount of distaste. The GM may choose to apply a penalty to social interaction rolls as a result.

Unlucky – 25 CP

Bad luck seems to follow this character wherever they go. Where some people seem to lead a blessed existence, this character takes all of the hard knocks in life. When buying Fortune Points this character must spend 30 CP.

Unpleasant – 10 CP (Trained)

This character's overall appearance and demeanour is just unmistakably unpleasant. This applies no matter what species they are interacting with. Over people generally just don't want to be near them. This flaw reduces all of the character's social interaction rolls by 1 success.

Weakness to Poison – 4 CP (Trained)

This character has a particular weakness to toxic chemicals, and attempts to poison them will prove much easier than expected. Against all toxin based effects their effective Resist is reduced by 1 point.

Weakness to Disease – 4 CP (Trained)

This character's immune system is in some way weakened or impaired, making them terribly vulnerable to all sorts of diseases and contagions. They are liable to suffer some sort of minor complaint (the equivalent of a cold) every few sessions, and against all diseases their effective Resist is reduced by 1 point.

Weak Sense – 3 / 6 CP (Trained)

One of this character's senses is weakened or impeded, and does not function as well as it should. The DR of all awareness and investigation rolls made using the chosen sense is increased by 1. The number of points given by this flaw depends on the sense chosen. Touch is worth 3 CP, taste and smell are considered one sense and are worth 3 CP, any other sense such as vision, hearing, and any sense particular to the character's species, is worth 6 CP. Weak senses may be applied to other skill rolls at the GM's discretion.

Magical Flaws

Bright Aura – 10 CP

For some reason this character has a strong spirit presence that makes them easier to make out amongst the hazy background of the spirit world. For this reason the power of all direct magical effects used on them is increased by 1. Although normally a flaw, the one advantage this provides is that it also makes the character easier to target with helpful magics.

Corruption – 8 CP

Either by using magic, or through coming in contact with the supernatural in some way, this character has become corrupted by the dark power of magic. Each this flaw is bought the character starts with 1 roll on the corruption table. Unlike most flaws this one may be taken multiple times, each time giving another roll. However once the rolls have been made, they are final, and the player may neither opt to forgo the flaw, nor may they choose to take subsequent instances of this flaw.

Earth Bound – 30 CP (Trained)

This character's magic is bound strongly to place and circumstance. They may only perform magic Geomantically.

Requires: At least one magical skill group taken as a Primary.

Mutation – 12 CP

This character has some form of mutation. The GM will roll on the mutation chart from Chapter 3 of the GM's Guide to determine just what this mutation will be. This flaw may be taken any number of times, however as with Corruption, once the rolls have been made the player may neither drop the flaw, nor choose to take it again.

Null Magic Aura – 8 CP

This character's aura is distorted in such a way that magic is less effective for them. Reduce the success total of any spellcasting rolls the character makes by 1.

Requires: At least one magical skill group taken as a Primary.

Rote Bound – 50 CP (Trained)

This character, whilst capable of magic, can only perform it within the strictly limited bounds of Rote Craft. The character may only cast magical Rotes, they may not apply their magical skills in any other fashion. If the character has more than one magical skill group as a Primary then this flaw only applies to one of them, chosen by the player. This flaw may be taken multiple times, applying to a different Primary magical skill group each time. A Rote Bound character may still use magical items, and any magical powers that they acquire. A Rote Bound

character automatically receives the Rote Magic Technique at no additional cost.

Requires: At least one magical skill group taken as a Primary.

Spirit Flare – 6 CP (Trained)

This character's magic leaves an excessively loud and messy astral trace. Any rolls made to sense magic worked by this character have their DR reduced by 1.

Requires: At least one magical skill group taken as a Primary.

Weak Aura – 15 CP

For all their physical and mental presence, this character's aura is tremulous and frail, easily shaped by others, and without the solidity to easily impose itself upon reality. This flaw reduces the character's Aura secondary attribute by 1.

Species Traits

Addiction

Members of this species are born with a natural addiction to some substance that is easily available on those worlds where they have settled. Of course this substance may not be so easy to get hold of outside of their communities. The value of this flaw depends on two factors, the first of which is the strength of the addiction. A weak addiction simply makes the species feel ill when they cannot get access to the substance, increasing the difficulty of any actions they take by at least 1, but without causing any real physical damage. A strong addiction will eventually kill them if they cannot get access to the substance. Each day they go without adds a permanent wound level that cannot be fully healed until they get some more of the required substance, although with either strength of addiction medical attention can suppress the effects temporarily. The second factor is the availability of the substance. A commonly available substance can be found in any city and most towns of reasonable size. A rare substance can only be found in a few cities, and many worlds simply will not have it.

Additional Sense

This species has an additional sense not common to most species. Some examples of additional senses would include tremor sense (the ability to detect nearby movement through tremors in the ground), sonar, mass sense (the ability to sense the density of mass around themselves), thermal vision, or magnetic sense (the ability to "see" the flow of magnetism). For the most part the range of these senses will be less than that provided by most technological solutions, however they have the advantage of being innate to the species.

Breathe Underwater

This species has the ability to breathe underwater. They do not suffer from suffocation when underwater, and can breathe water indefinitely.

Camouflage

This species has some form of natural camouflage, making them difficult to see when in the appropriate environment. Camouflage is only effective when the character is against the correct background, but increases the DR of all attempts to spot the character by the number of ranks in this edge. Chameleonic camouflage works just the same, except that it is effective in almost any environment where a creature could reasonably camouflage itself.

Cannot Wear Armour

For some reason this species physiology precludes them from wearing any form of armour that has not been hugely modified to fit their particular requirements. Any armour worn by this species costs 3 times as much, and has its maximum evade reduced by 1, assuming the GM allows the modifications at all. Whether a particular suit of armour can be modified for this species depends on the cause of this flaw and the nature of the armour in question. Generally high tech armour will be easier to modify than low tech, although depending on the nature of the species the opposite could as easily be true.

Cyberware Rejection

This species physiology is not amenable to cyberimplantation surgery, making such operations difficult, or even impossible. This flaw comes in two varieties, partial and full rejection. Partial rejection doubles the stress value of all implants used by the character. Full rejection prevents the character from ever undergoing cyberimplantation surgery. This flaw only applies to cyberimplants, not bioimplants.

Direction Sense

This species has an innate direction sense, allowing them to always know which direction is magnetic north on whatever world they are on.

Distinctive

Members of this species have highly distinctive appearances relative to one another, with many aspects of their appearance varying wildly from one member to the next. As a result individuals are easy to pick out in a crowd or to describe to someone else, even for those who aren't of their species.

Entangling Attack

This species natural attacks include the ability to effectively entangle their opponents. This allows the creature to double its Strength for all rolls to grapple an opponent, or to take control of a grapple, but not to escape a grapple.

Extra Limb

This species has more limbs than the average humanoid. This edge may be purchased multiple times, each time adding an additional limb. All extra limbs are considered to be "manipulators", meaning that they can be used for operation of tools and machinery. Extra manipulators by default are assumed to be "off-hands" and suffer the appropriate penalty for actions that require their exclusive use.

Fast Metabolism

This species has a particularly fast metabolic rate, and as a result they process toxins very fast. The main result of this flaw is that all poisons take effect twice as fast. However it does have the upside that the duration of lingering poisons, such as knock out drugs, is halved. Creatures with a high metabolism also need to eat and drink twice as often, and may require catnaps during the day.

Fewer Limbs

It is assumed that a typical species will have two limbs capable of manipulating tools and machinery, whereas this species has either one or none. Each rank in this flaw removes one manipulator limb.

Flight

This species is capable of some form of natural flight. Up to 5 ranks may be purchased in this edge, each providing a progressively better form of flight. All forms of natural flight require a close to standard atmosphere to work effectively. Rank 1 allows the species to fly when there is atmosphere but no gravity. At rank 2 the species is capable of slowed descents when in gravity. Rank 3 gives the ability either to hover, maintaining a stable altitude and moving slowly, or to glide long distances so long as favourable air conditions exist, such as rising thermals. Rank 4 allows the species the capacity to both glide and hover. Finally rank 5 gives full and unrestricted flight, such as any normal bird would be capable of.

Hard to Heal

This species has a bizarre physiology that confounds all attempts at external healing. This flaw halves the effect of any technological or magical healing. When two ranks are bought in this flaw attempts at magical and technological healing become impossible.

Insanity

This species typically exhibits a form of behaviour considered highly aberrant by most sentient species. The nature of this insanity should be determined when creating the species, and is the same for all members of that species. For details of insanities see the Corruptions section of Chapter 3, in the GM's Guide. Any insanity may be chosen, with the exception of minor insanities.

Limited Internal Organs

This species has only a few discernible internal organs, as a result of which they are difficult to seriously damage with precision based attacks. The maximum applicable SF of any attack against this species is 5, and anything over is simply wasted. Each extra rank in this edge reduces the maximum SF by 1, up to a maximum of five ranks (an SF limit of 1). However this effect is completely ignored by blast and area attacks. Scatter attacks use double the maximum SF.

Mutation

This species has a naturally dynamic genetic make-up, causing mutations to commonly appear amongst their kind. When creating a character of this species roll one random mutation from the table in the Corruptions section of Chapter 3, in the GM's Guide.

Naturally Adept

This species has a particular aptitude for a certain skill speciality. When using the stated specialisation, or, if a skill group is named, any specialisation from the stated skill group, they may roll 1 extra die.

Naturally Inept

This species is singularly lacking in the basic faculties required for the use of a particular skill specialisation. They cannot ever buy ranks in the stated specialisation, or, if a skill group is named, in any specialisation from the skill group, although they may still have ranks in the General Skill.

Natural Weapon

This species has some form of natural weaponry that it can use to gain an edge in combat. A natural weapon could be attached to a limb (such as claws on the hands or feet), or some other part of the body (such as a bite attack or a slashing tail). This weapon will either be small or large (for rules on damage for natural weapons, see the section on Damage in Chapter 2). If a natural weapon is "independent" then it can be used to make attacks in addition to the character's normal armed or unarmed attacks.

No Depth Perception

The arrangement or quantity of this species visual organs does not offer them any form of depth perception. This flaw increases the DR of agility and perception rolls by 2, whenever it is appropriate. The precise applications of this flaw are left up to the GM, but generally it should take effect during the execution of any task requiring the character to interact precisely with their environment. Thrown weapon attacks, the use of melee weapons, and jumping would all be appropriate situations.

Regeneration

This species has the remarkable ability to repair physical damage in a very short period of time. At rank 1 characters of this species heal 1 stun level every three rounds. At rank 2 they heal a stun level every two rounds, and at rank 3 they heal a stun level every round. If all of the character's stun levels have healed then the next time their regeneration kicks in they can convert one wound level into a stun level. That stun level will then be healed once their regeneration cycle comes round again.

Resistance

This species is particularly resistant to some form of naturally occurring harm. Any one of the forms of environmental damage listed in the Damage section of Chapter 2 may be chosen for this edge. Each rank

in this edge adds one to this species Resist against that form of environmental damage.

Shapeshifting

A species capable of shapeshifting can literally shift their shape. Their physical form is malleable and can be reformed at will, although to do so is tiring. This does not allow the creature to change their appearance (for example skin tone and colour, or hair colour), but does allow them to squeeze through gaps, shape arms into physical weapons and grow extra limbs (which automatically count as off hands). Shapeshifting deals in large scale physical rearrangements, not fine details which are covered by the transformation ability. What's more shapeshifters must retain the same total mass, no matter what. Naturally a creature with both shapeshifting and transformation would be capable of imitating almost anything of a similar mass.

Slow to Heal

This species natural healing is limited and takes a long time to be effective. This flaw halves all natural healing, even with the attention of a skilled doctor. At rank two this flaw completely negates all natural healing.

Transformation

Transformation is the ability to change physical appearance, as opposed to physical form. Whereas shapeshifters can rearrange the bulk matter of their bodies, they cannot perform finely detailed changes, such as those required to imitate another person. Species capable of transformation can rearrange small elements of their bodies, allowing them to change their appearance with a great degree of fine detail, so long as they do not change their overall shape to any significant degree.

Venomous Attack

When this species fights unarmed it is able to attack it's opponents with a natural poison. The potency of the poison is equal to the number of ranks bought in this edge. To make use of the poison a character must make an unarmed attack that either succeeds in dealing some damage, after armour, or that is aimed at a specific open area in their opponents defence (such as an exposed hand or the like).

Vulnerability

This species is particularly vulnerable to some form of naturally occurring harm. Against this character one type of environmental damage described in chapter 2 is scaled up by the number of ranks in this flaw.

SKILLS

Starting Skills

Favoured Skills

Before selecting your character's skills you must first assign their 'Favoured Skills'. Your character's favoured skills are a set of 5 skills that they have a particular aptitude for. During play your character will be able to improve their favoured skills faster than other skills, however this selection has no practical effect during character creation, with the exception of choosing magical skill groups, and for the purpose of buying some talents and flaws.

Assigning Skills Ranks

Starting characters have 15 ranks which the player may divide up between the character's skills as they wish. However no skill may begin play with more than 2 ranks.

Up to 5 additional skill ranks may be purchased, at a cost of 20 CP each. These ranks are divided up between the character's skills as described above, with the limit of no skill starting above 2 still applying.

Specialisations

Having assigned your character's basic skills, the next step is to buy ranks in their specialisations. The cost for a specialisation depends on the total rank being purchased. Using the chart below, check the rank you are buying to find the total cost to pay.

Rank	1	2	3	4	5
Cost	2	6	12	20	30

While it is not normally possible for any specialisation to start higher than rank 3, with the right combination of talents and backgrounds, it is feasible that a starting character could have some specialisations at 4 or 5. It not possible, regardless of what special traits and backgrounds the player combines, for any character to start with a specialisation higher than 5.

Skill Focus

Some players may wish to have their character become particularly skilled in one very narrow area of a skill specialisation, for example a character whose talents with ranged weapons are limited to just sniper rifles, not shotguns, assault rifles, submachine guns, or any other similar firearm. In these instances the player can buy a Skill Focus in the chosen area. A skill focus allows the character to roll 2 extra dice when using the chosen subset of the specialisation, and is bought just like a rank in the specialisation. This means that a character with two ranks in a specialisation, and a skill focus, counts as having 3 ranks in the specialisation for the purposes of starting skill caps and for buying additional ranks in the skill. In situations where the skill focus applies, they count as having 4 ranks in the specialisation. However where the skill focus does not apply, they only count as having 2 ranks in the specialisation.

Here are some possible examples of Skill Focuses:

Melee Combat – Hand Weapons

- Bladed Weapons
- Hafted Weapons

Ranged Combat – Firearms

- Automatic Weapons
- Rifles
- Shotguns

Science – Physics

- Astrophysics
- Quantum Physics
- Computational Physics

Knowledge – Tactics

- Small Unit Tactics
- Vehicle Command
- Battlefield Tactics

Technology – Ground Vehicles

- Hover Vehicles
- Wheeled and Tracked Vehicles
- Walkers

Languages

Unlike other skills, languages are handled a bit differently. Each language

is treated as a separate general skill, with no specialisations. Players can assign ranks to each of these general skills during character creation, and they may choose any number of languages as favoured skills. However there is no need to buy ranks in the character's native language, as they receive it for free.

As a rule language skills are not used in task rolls. Instead the rank of the skill alone determines a general level of competence. However if a roll is required, it is made using the skill plus the character's Intelligence.

- Rank 1 – Broken. You can speak a few words. At this level a roll is needed to communicate even basic concepts.
- Rank 2 – Patchy. You can come up with full sentences, but have difficulty conversing. Expressing anything more complicated than a basic idea (like "food please" or "danger over there") requires a roll.
- Rank 3 – Conversant. You can actually hold a conversation, more or less. Trying to explain something long and complicated (any sort of technical procedure for example) will require a roll.
- Rank 4 – Accented. You are mostly fluent in the language, although you still speak with a strong accent. With a successful roll you can understand most dialects.
- Rank 5 – Fluent. You are completely at ease with the language, although you still show signs of an accent. A roll is needed to understand an obscure or archaic dialect, or to suppress your accent and pass as a native.
- Rank 6 – Native. Either this is the language you have been speaking all your life, or it might as well be.
- Rank 7 – Eloquent. Your vocabulary is largely that of a typical native speaker, and you construct your sentences well, with proper attention to good grammar and pronunciation.
- Rank 8 – Expert. You are a master of the language, with perfect pronunciation and grammar, and an almost dictionary perfect vocabulary.

Unlike other skills, language skills do not have specialisations. However when they learn the first rank of any language the character must choose a dialect to be skilled in. When attempting to speak or understand a dialect they are not familiar with the character's effective skill rank in the language skill is treated as being one less.

Additional dialects may be learnt in each language skill, with each dialect costing the same as buying the first rank in a specialisation (essentially treat each dialect as a specialisation that you can only buy one rank in).

Every character starts with Language: Slithzeen at rank 6 (native). This is the common tongue of the known worlds, spoken everywhere that the slave races exist, even on the farthest flung fringe worlds. Even though this would normally violate the rules on not buying skills up past rank 2 at character creation, players may still assign another 2 skill ranks to Language: Slithzeen, if they wish.

Magic

Styles of Magic

Player characters in Inferno have access to four different varieties of magic. Essentially these are each expressions of the same arcane forces, but focused in different ways. As such each kind of magic has its own flavour and style of play.

Sorcery is a wild, untamed magic, changing according to the user's whims. The effects of sorcery are dynamic and instantaneous, but sorcerers are limited to certain fields (life, energy, matter, and warp), each of which they must study separately.

Spellmarking is slower, but more powerful, and more versatile. Spellmarkers create their magic through rituals, which take time, and are more visible than sorcery, but the longer and more complex the ritual, the more powerful the resultant spell, and they not limited to set fields like sorcerers.

Technomancy is the slowest magic of all, but its effects are the longest lasting. Technomancers do not work their magic directly, but instead they create enchanted items which anyone can then use. They even enchant living bodies.

Focus Magic is the magic of warriors, a fast and vicious magic, extremely limited in the range of effects that it can produce, but extremely deadly when combined with an aptitude for combat. Focus mages use their magic to directly improve their physical and mental abilities, rather

than manipulating the world around them.

Magical Skills

There are three important things that should be noted about magical skills. The first is that a character cannot buy ranks in any magical specialisation unless it is one of their favoured skill groups. This is because magic takes year of study at the hands of a dedicated tutor, and without that commitment of time and effort there is simply no way that the character could have learnt it.

Secondly a magical skill cannot be used unless you have at least one rank in the specialisation. Even if the character has several ranks in the skill group, they can only roll against those skill which they have the specialisation for.

Finally, and perhaps most importantly at this stage, each magical skill group you take as a favoured skill uses up 2 of your favoured skill choices, rather than just one. This means that a character with one magical skill group will only have 4 favoured skills in total.

The Skills List

Below you will find a complete listing of all the standard skills available to a starting character in Inferno. Listed below each skill are the specialisations for that skill.

Strength	(STR)	Intelligence	(INT)
Agility	(AGL)	Willpower	(WIL)
Perception	(PER)	Empathy	(EMP)

The following list briefly summarises the available skills, in the order that they are to be found in the full listing.

Athletics	Navigation
Command	Pilot
Computer	Observation
Concealment	Occult
Craft	Missile Weapons
Creative	Ranged Weapons
Drive	Ride
Engineering	Science
Etiquette	Subterfuge
Physical	Survival
Gymnastics	Technology
General Education	<i>Focus*</i>
Influence	<i>Sorcery*</i>
Management	<i>Spellmarking*</i>
Medicine	<i>Technomancy*</i>
Melee Combat	

* *Magical Skills*

Athletics (STR) – The Athletics skill covers the general athletic abilities that any physically active character would do well to be trained in.

Sprinting, swimming and jumping large distances could all be considered forms of athletics.

- **Running** – This specialisation determines the character skill in pacing themselves, controlling their breathing, managing their stride, and running with a fast and steady pace. It is used determine how much fatigue the character takes when sprinting, or running long distances.
- **Climbing** – This specialisation is used for any attempt to scale a large sheer surface, whether it be with climbing equipment or bare hands. Note that for simply leaping and scaling a wall or climbing a fence Athletics will suffice. Climbing is only necessary for large-scale ascents and descents.
- **Swimming** – This specialisation allows the character to move freely in water, or any other liquid for that matter, and determines how well they stay afloat, how fast they can swim, and how well they can hold their breath underwater.
- **Jumping** – This specialisation determines how far, or how high, the character can leap in a single bound. It is used for jumping long distances, or trying to leap great heights, but it does not ensure a safe landing should they tumble.

Command (WIL) – The command skill allows a character to control and coordinate a body of fighting men, and to react properly when under fire.

- **Leadership** – When the faeces collides with the spinning blades, those with a talent for leadership will know how to motivate and coordinate the people they command.
- **Morale** – The combat skill represents the ability to remain calm and focussed under fire. Those with combat experience and discipline are more likely to act appropriately in dangerous situations.
- **Public Speaking** – There are many who will find use for the skill of standing up front of a large group of people and being able to speak clearly and concisely.
- **Interrogation** – This is the knowledge of interrogation techniques, all the tricks that let you squeeze every last drop of information out of someone.
- **Intimidation** – It may often prove useful to make yourself seem more frightening than you really are. Intimidation is the skill of seeming scary, even if you aren't (of course, if you are, that really helps).

Computing (INT) – Computing is the knowledge of computer systems, computer intrusion, counter-intrusion, and software programming.

- **Systems** – This is the skill of operating the various onboard systems of any relatively advanced vehicle, such as closing and sealing bulkheads, activating auto-repair systems, and priming a self destruct mechanism.
- **Computer Operation** – This is the basic skill of operating any form of computer. Computers are still uncommon, even on the most advanced worlds in Inferno, and as such their usage remains something of a rare skill.
- **Computer Intrusion** – The highly specialised skill of bypassing the security measures placed on most computer systems to gain access to the data and control of the system, computer intrusion is something understood by very few.
- **Programming** – The skill of writing computer software is very rare, and those who have mastered it have attained an almost mystical status on many worlds. Programming allows you to write your own programs, and reverse engineer software already in your possession. It takes a lot of time and work, but grants you total control over the end results.

Concealment (AGL) – A skill for the sneaky types, concealment relates to just about anything that involves not being caught in the act, allowing characters to evade detection, confound pursuers, and conceal small weapons and equipment about their person.

- **Stealth** – Stealth is essentially the skill of moving without without being seen or creating any noise, and concealing yourself such that prying eyes will not find you.
- **Hold Out** – This is the skill of concealing small items about your person. Particularly skilled characters can bypass even the most thorough of searches, and find ways to conceal items from various forms of scanning.
- **Sleight of Hand** – This is the skill of moving and concealing small items using your hands and other body parts. It's most obvious use is for picking pockets, although the ability to palm an object from one place to another without people seeing you do it could have many uses.
- **Shadowing** – Shadowing is the ability to follow someone, usually through a street or a crowd, without them being aware that you are on their tail. It can even be applied to following someone in a car. Unlike stealth, shadowing does not require you not to be seen, but rather to seem like a normal part of the background.

Craftsmanship (PER) – Craftsmanship is a practical skill, allowing the character to construct, shape, build, and repair various materials.

- **Blacksmithing** – Those who work with metal to craft hard, durable things.
- **Carpentry** – Working with wood, often to create furniture or fittings.
- **Pottery** – The shaping of clays and ceramics, often to create useful containers, amongst other things.
- **Cookery** – Working with raw foodstuffs to create edible meals.
- **Masonry** – The construction of buildings and other structures from stone and brick.

- Gunsmithing – The construction and repair of complex weapons.

Creative (EMP) – The creative skill covers any form of artistic expression. From painting to music, to poetry, or any other form of art imaginable, this is the skill that allows a character to apply themselves to the creation of a work of artistic beauty.

- Musicianship – This is the skill of performing with a musical instrument. The emphasis here is on performance, and the ability to create music that is evocative and captivating.
- Choreography – This is the skill of designing a dance routine that will capture an audience's attention.
- Painting – This skill allows the character to create visually appealing and evocative pieces of art in their chosen medium.
- Sculpture – Another form of visual art, sculpting has a more physical approach, but the result should still be something visually appealing.
- Writing – Most characters in *Inferno* can read and write (if you wish for your character to be illiterate, it's available as a Flaw). This is the skill of writing stories, poetry, journalism, and other forms of professional and creative writing.

Drive (PER) – The drive skill is used to control any form of stable ground vehicle, that is to say, any vehicle that relies more on reactions than upon body movement and balance.

- Ground Vehicle – Typically riding on four wheels, this class covers the bulk of typical ground vehicles
- Tracked Vehicle – Using large caterpillar tracks instead of wheels, tracked vehicles require a very different form of control.
- Grav Vehicle – Using gravitics to hover above the ground, Grav vehicles are essentially frictionless, and can travel incredibly fast.
- Sea Vehicle – Motorboats use some form of propeller or paddle, powered by steam, combustion, electricity, or whatever else, to propel them through the water.

Engineering (INT) – Valued by those living on more advanced worlds, the engineering skill allows for the maintenance and construction of mechanical and electrical devices, as well as the operation of complex devices like explosives. Of course, with the understand of how to operate complex machines, comes a certain knowledge of just how to break them. If an engineer wishes to modify or repair any particularly advanced device, they will also need the related technology specialisation.

- Mechanic – This is the basic science of designing viable technological constructs, from drawbridges to spaceships. Engineering is most commonly applied to large scale constructs.
- Electronics – An understanding of the systems, components, and scientific laws that apply to the creation of electrical systems and circuits. Useful for repairing, designing, or constructing any electronic device.
- Demolitions – This is the science of blowing stuff up. As well as an understanding of explosives, being skilled in demolitions also requires a knowledge of how best to apply explosive effects for destructive or constructive purposes.
- Jury Rig – This is the art of making useful things from stuff you find lying around, such as building a raft from tree branches, or patching an engine with duct tape.
- Sabotage – The logical opposite to jury rig, this is the art of making stuff break, fall apart, or generally stop working in the way that it should.

Etiquette (INT) – Etiquette is the art of behaving in the appropriate manner for the society you are in. It comes in many forms, depending on the society in question, be it the low-life of criminals and street trash, the high life of the aristocracy, or something else entirely.

- Clan – The technological elite, clan society is where the most powerful politics in the galaxy take place.
- Tribal – The most primitive of all societies, the tribes live out on the very fringes of colonised space, developing their own customs and ideals.

- Criminal – The criminal underworld thrives everywhere, and has it's own brand of politics and ideology.
- Corporate – The real movers and shakers on the rim worlds, many corporations are rapidly becoming political powers in their own right. Understanding the world of business, be it small or large scale, is an invaluable skill.
- Priesthood –
- High Society – Those who live on top of it all, understanding how high society works is vital if you want to get access to where the real money and power lies.

General Education (INT) – The general education skill allows the character to recall facts and practices relating to a variety of general academic subjects.

- Law – Knowledge of the various legal systems and strictures that have grown up throughout the colonised worlds.
- Politics – Understanding the ebb and flow of the various political currents throughout the galaxy.
- Economics – Knowledge of the many varied and complex forms of finance and currency in the colonised worlds.
- Geography – The study of environments, societies and cultures in their many forms.
- History – Knowledge of how the colonised worlds and the inhabited galaxy came to be in their present state, as well as a more detailed understanding of the character's local history.
- Tactics – Knowledge of battle tactics can be vital in both devising effective stratagems, and in knowing what plans your enemies may use against you.
- Theology can be seen as the study of religious theory, and it provides the character with a basic understanding of all the popular faiths of the known worlds.

Gymnastics (AGL) – The gymnastics skill allows the character a greater degree of control over their own movements, increasing their precision, balance, coordination, and flexibility.

- Acrobatics – Acrobats are able to control their movements and balance precisely, contorting themselves into unusual positions and flinging their bodies through strange forms and motions. This skill aids a character in controlling their balance and performing stunts as mundane as leaping a chasm or as outlandish as kick-flipping off a wall and out an open window.
- Dodge – A skill with a combat focus, a successful dodge attempt will make a character much more difficult to hit in combat situations.
- Escape Artist – The skill of writhing your way out of any form of constricting bond, Escape Artist does not help you to pick locks, but it does help you to slide your hands free from a pair of handcuffs, shrug off a straight-jacket, or worm your way out of a crushing bear-hug grapple.
- Gliding – This skill may only be used by characters with wings, either as a natural feature of their physiology, or as an unnatural addition. It allows the character to fly using their wings, and to make use of air currents and thermals to improve their flight.
- Zero-G Movement – This is the skill of moving freely and effectively in zero gravity environments. It involves knowing your own centre of balance, as well as a certain awareness, if not understanding, of momentum and inertia. Moving effectively in zero-g requires the use of the whole body, and is a complex skill to master.

Influence (EMP) – Valued by those who prefer not to shoot their way through everything, using influence may not be bright and flashy, but it will save you a lot in bullets and hospital bills.

- Fast Talk – The simple knack using bluff and guile to convince someone that everything you are saying is the genuine article (or possibly to convince someone that it's all a lie). This skill can also be used to tell if someone is lying to you.
- Fellowship – The skill of sensing someone's emotions and responding to them, Fellowship covers all forms of normal social interaction, such as charming a receptionist, seducing someone, or noticing that your friend seems bothered about something.

- Negotiation – This is the skill of persuading someone to consider your point of view, possibly to accept an unfavourable idea or perform a task that they would otherwise shun.
- Storytelling – This is the art of holding an audience and spinning a tale. Talented storytellers can make the most mundane stories into exciting epics that capture the imagination.
- Teaching – Teachers are able to pass on their knowledge to others more effectively, allowing them to instruct other characters in the use of their various skills.

Language: Deltamori (INT) – The language of the Deltani, this language has no spoken component. Everything is communicated visually through body motions, like a form of sign language.

As a language skill, Sli'Ta'Zi has no specialisations. However the character will need to choose a dialect to be skilled in. Additional dialects may be learnt, with each dialect costing the same as buying the first rank in a specialisation (essentially treat each dialect as a specialisation that you can only buy one rank in). When attempting to speak or understand a dialect they are not familiar with the character's effective skill rank in Language: Sli'Ta'Zi is treated as being one less.

●

Language: Drakin (INT) – This is the tongue of the Drake, the mysterious empire that borders colonised space.

As a language skill, Drakin has no specialisations. However the character will need to choose a dialect to be skilled in. Additional dialects may be learnt, with each dialect costing the same as buying the first rank in a specialisation (essentially treat each dialect as a specialisation that you can only buy one rank in). When attempting to speak or understand a dialect they are not familiar with the character's effective skill rank in Language: Drakin is treated as being one less.

●

Language: Kavrat (INT) – An obscure and confusing language, Kavrat is the common language of the ancient Kavir, and can be found written all over their temples and other Kavir ruins. It is most commonly known by those that make it their work to study the Kavir.

As a language skill, Kavrat has no specialisations. However the character will need to choose a dialect to be skilled in. Additional dialects may be learnt, with each dialect costing the same as buying the first rank in a specialisation (essentially treat each dialect as a specialisation that you can only buy one rank in). When attempting to speak or understand a dialect they are not familiar with the character's effective skill rank in Language: Kavrat is treated as being one less.

●

Language: Kthunyall (INT) – The high tongue of the Kavir, used only in their religious rites, this language appears on their most important records, but few can ever master it.

As a language skill, Kthunyall has no specialisations. However the character will need to choose a dialect to be skilled in. Additional dialects may be learnt, with each dialect costing the same as buying the first rank in a specialisation (essentially treat each dialect as a specialisation that you can only buy one rank in). When attempting to speak or understand a dialect they are not familiar with the character's effective skill rank in Language: Kthunyall is treated as being one less.

●

Language: Sli'Ta'Zi (INT) – This is the true language of the Slithzerikai, difficult to learn and spoken by few. With the Slith all gone, it is very much a dead language, but it has its uses in interpreting their texts that remain.

As a language skill, Sli'Ta'Zi has no specialisations. However the character will need to choose a dialect to be skilled in. Additional dialects may be learnt, with each dialect costing the same as buying the first rank in a specialisation (essentially treat each dialect as a specialisation that you can only buy one rank in). When attempting to speak or understand a dialect they are not familiar with the character's effective skill rank in Language: Sli'Ta'Zi is treated as being one less.

●

Language: Slithzeen (INT) – The slave tongue, this is the standard

language of all the known galaxy. It was originally a simplified variant of the Slithzerikai tongue, taught to the slave species so that they could understand orders.

As a language skill, Slithzeen has no specialisations. However the character will need to choose a dialect to be skilled in. Additional dialects may be learnt, with each dialect costing the same as buying the first rank in a specialisation (essentially treat each dialect as a specialisation that you can only buy one rank in). When attempting to speak or understand a dialect they are not familiar with the character's effective skill rank in Language: Slithzeen is treated as being one less.

- Republic – This dialect developed during the days of the Free Slave Republic, and is still spoken exclusively within the Clans. It is also spoken widely amongst the Freeworlds, and is the single most common form of Slithzeen now in existence.
- Classical – This is the original Slithzeen, as first taught to the slave species. It is largely a dead variant of the language now, found mostly in ancient texts. However as the root of all other dialects, it remains a versatile form of the language, and is useful for translating between more widely divergent dialects.
- Edge – This is the dialect shared by the Outer Edge Freeworlds, and is also spoken on many of the surrounding Fringe worlds with which they trade.
- Hub – This is the dialect of the Hubward Freeworlds near the old Kavir territories. As with other Freeworld dialects, it is also shared with many of the neighbouring Fringe worlds.
- Cluster – This is the dialect of the small group of Freeworlds known as the Upper Cluster. A fairly insular collection of worlds, this is the most divergent of all the dialects, and the least widely spoken.

Management (INT) – This skill covers all the messy intricacies of academia and bureaucracy, the hard work of extracting, and using information within large organisations, and of managing time and resources.

- Research – This is the skill of taking a large body of knowledge like, say, a library, and getting useful information out of it quickly and efficiently.
- Accountancy – This is the understanding of systems of accountancy, how to balance books and keep all the numbers adding up properly, or, if desired, improperly, so that nobody notices where the missing cash is going.
- Bureaucracy – This is the skill of dealing with forms and requests, finding the right people to talk to, and ultimately knowing how to cut through red tape, or how to employ it against others.
- Organisation – This skill helps in dividing up of time, assigning of tasks, and utilisation of resources. It is the skill of knowing the strengths and weaknesses of a team of people, and how best to utilise them.

Medicine (PER) – An important skill for at least one member of the party to specialise in, medical skills help you patch up much the damage that you are likely to suffer in the course of your adventures.

- First Aid – The most immediately effective medical skill, first aid allows you to stabilise a critically injured person.
- Diagnosis – This is the skill of diagnosing an injured person's condition and prescribing an appropriate cure.
- Surgery – This is the skill of surgically repairing damage to a body, and allows you to stabilise fatally wounded characters.
- Herbalism – This is knowledge of primitive medicines, mixing various herbs, plant parts, and other naturally occurring resources to create curative effects.
- Pharmaceuticals – This is the knowledge of advanced medicines, that can only be made with the assistance of laboratory equipment.

Melee Combat (PER) – The Melee Combat skill covers any form of close combat, be it using fists, blades, clubs, or any other form of melee weapon.

- Unarmed Combat – This is the skill of kicking someone's ass without weapons, be it through martial arts, boxing, or just plain brawling.
- Hand Weapons – This skill covers the use of any typical close

combat weapon designed to be wielded in one hand. Swords, knives, clubs, and hand axes could all be considered valid melee weapons.

- Two Handed Weapons – This skill applies to the use of large, heavy, two handed weapons such as battle-axes and claymores.
- Pole-Arms – Pole arms are long hafted weapons such as spears, quarter-staves and pikes which can be used to keep the enemy at a long distance.
- Grappling – Grappling is the art of pinning and constricting your opponent, rather than attempting to simply lash out at them. Contrary to popular opinion, grappling is not merely used in unarmed combat, and in practice it forms a vital part of any sword-fight. A warrior who can pin their opponents blade and then remove from them is almost guaranteed victory.

Missile Weapons (PER) – This skill covers the use of any forms of primitive ranged weapon, including bows, crossbows, slings, and balanced throwing weapons. Of course many of these “primitive” weapons have seen a number of updates over the years, and even at the highest tech levels it is still possible to make good use of this skill.

- Thrown Weapons – The thrown weapons skill is used for any attack that involves hurling a weapon at an opponent, be it a finely balanced throwing knife, a grenade, or a table.
- Archery – Archery covers the use of any strung bow. Normally a skill associated with the inhabitants of the most feral fringe worlds, it should still be noted that there a number of technologically advanced varieties of the strung bow available in the world of Inferno, the most powerful of which can shoot through space ship hulls.
- Crossbows – A crossbows is a much easier weapon to use than a bow, designed to be fired from the shoulder, or even just one handed. Much like bows, they are available in many forms, from the primitive, to those capable of firing antimatter bolts into orbit.
- Slings – A simple but easily concealed weapon consisting of little more than string and a scrap of cloth, the sling takes some skill to use, and can be deadly in the right hands. At higher tech levels, if stones should prove insufficient, consider that a sling adds considerably to the range and accuracy of any grenade.

Navigation (INT) – This is the skill of plotting a fast safe route to a given destination. Depending on the mode of transport being used, any number of factors must be taken into account, hence the specialisations of Navigation focus on the different means of travel where it may required.

- Orienteering – This is the skill of simple map reading and navigation by foot. Orienteering tends to be used for small scale journeys on foot, where even a day's travel will only be a few miles, and the smallest change in terrain can be significant.
- Aerial Navigation – This is the skill of charting and maintaining a course using a map and whatever navigational tools are on hand, over large distances and on a far greater scale than Orienteering.
- Marine Navigation – This is the knowledge of currents, wind factors, and other aspects of charting a course across, or along, any body of water.
- Astronavigation – As well as providing an understanding of navigation in deep space, this specialisation also covers the plotting of courses through the transdimensional realms of hyperspace.

Observation (PER) – The observation skill is all about gathering information. Character's skilled in observation never miss a trick; they are difficult to surprise or deceive, and telling details rarely escape their notice.

- Awareness – This is a highly developed awareness of one's surroundings, giving the character a far greater chance of noticing important stuff, possibly before it turns into dangerous stuff.
- Investigation – The skill of noticing small details, things amiss, things of value, this skill can be used to search for hidden doors, discover the mechanism of a trap, or find one small item amongst many. Whereas awareness is used to notice things without thinking, investigation is used to specifically search for

details.

- Tracking – This skill will allow you to follow the trail left by the passing of a person or creature.
- Sensors – Sensor systems is skill of operating advanced sensors and interpreting their various readouts and data outputs.
- Evaluate – Skilled evaluators can examine an item and get a good idea of how well made it is, whether it's been damaged in any way, and whether it's a genuine, or a forgery. Generally this skill also requires an understanding of the item being evaluated. For example a character evaluating an artwork should have some skill in art. A character evaluating a weapon should either be skilled in it's use, or have an understanding of weapons design.

Occultism (INT) – The occultism skill largely relate to the study, understanding, and often the practise of magic. However not all occultists are mages. Many simply choose to study the history of magic, and it's use. Often this skill is learnt by those that hunt or fight mages, as the knowledge of their foe allows them to enter the fight well prepared.

- Meditation – Meditation allows a character to voluntarily enter a trance like state, during which their mind becomes a sea of calm and their body's functions are reduced to an absolute minimum. Meditation can allow a character to better survive harsh environments, including vacuum, and to rest off fatigue and stun damage quickly. It can protect against mind affecting magics, and can aid in the use of Spirit Sense and spellcasting.
- Spirit Sense – The use of magic subtle impressions that can be sensed by all living creatures. By learning to recognise and understand these impression, a character can begin to sense the presence and location of magical activity around them. For more information on the use of the Spirit Sense skill see *Playing With Magic* in Chapter 3.
- Magical Theory – This skill is used to recall knowledge of obscure magical practices, or to understand forms of magic that the character does not actually practice. Most mages are taught by a single tutor, and never understand anything of magic beyond their own limited ways. However those who understand the larger theories of magic can identify different magical practices, know their individual traits and properties, strengths and weaknesses.
- Magical Technique – To truly become a powerful mage a detailed knowledge of magical technique is vital. When a character tries to apply their magical abilities to something outside their normal scope the GM will often call for a magical technique roll to see if they can pull it off.

Pilot (PER) – the pilot skill is used to operate any vehicle capable of moving freely in all three physical dimensions. This includes space craft, aircraft, and even submarines.

- Aeroplane – An aeroplane is any vehicle that uses the uplift created by shaped wings to keep it in the air. Some spacecraft are designed to function as aeroplanes when in atmosphere.
- Helicopter – A helicopter uses a form of direct propulsion to keep it in the air. This may be rotor blades, or something more advanced such as angled jet thrust.
- Starship – Starships move in the void of space, where gravity, lift, and air-resistance all become meaningless. Mass, inertia and thrust are the tools of a starship pilot.
- Submarine – This refers to any vehicle designed to operate and manoeuvre underwater. This skill also applies when operating such vehicles on the surface of the water. It does not affect amphibious land vehicles, or any vehicle designed to operate bottom of an ocean or lake, only those that have the full range of three dimensional motion.

Ranged Combat (PER) – Typical of soldiers on more advanced worlds, the ranged combat skill is used to operate technologically advanced weaponry, from the most basic of black powder weapons through to laser rifles and plasma cannons.

- Handguns – The use of small handheld firearms such as revolvers, duelling pistols, machine pistols, and slide action handguns.
- Firearms – Most typical handheld firearms fall under this skill. Rifles, crossbows, shotguns, and pretty much anything else that

you can point and shoot. Whereas handguns are considered to be small weapons, Firearms covers most weapons that require two hands to aim.

- Heavy Weapons – Heavy weapons are typically large, bulky, special application weapons with very specific battlefield roles. Machine guns, rocket launchers, grenade launchers, flamethrowers and plasma cannons are all covered by this skill.
- Gunnery – This skill covers the operation of vehicle mounted weaponry and field artillery, large scale weapons with huge destructive potential, that require a very different philosophy in their use.

Ride (AGL) – The Ride skill is used to control any vehicle whose operation relies primarily upon the users physical movement and balance. This includes, in particular, animals, motorcycles, and walkers.

- Land Animal – This is the skill of controlling any sort of riding animal, and staying in the saddle when the creature gets frightened, or has to move suddenly.
- Flying Animal -
- Bike – Bikes are typically two wheeled vehicles, often very light and fast, be they powered by an engine, or simply by the driver.
- Walker – A walker is any vehicle that uses legs for locomotion. Often used in rough terrain for their ability to navigate rocky ground.
- Gravbike – The most advanced form of bike, a Gravbike, or Gravcycle is a motorcycle that uses gravitics to float off the ground. Essentially frictionless, they can move at incredible speeds.

Science (INT) – The science skill covers the knowledge and application of the natural sciences, through empirical study and experimentation.

- Physics – The study of the properties of our physical universe.
- Chemistry – The study of the properties of matter, and its interactions.
- Biology – The study of the structure of form of living beings.
- Psychology – The study of the mind, and its many secrets.
- Zoology – The cataloguing of animal species, knowing their forms, physiologies and behaviours.

Subterfuge (INT) – Subterfuge deals with the overcoming of various forms of detection and security, from the use of camouflage and disguises through to producing false IDs and bypassing locks.

- Camouflage – Camouflage entails the use of materials and colour schemes to meld into the environment. Someone skilled in camouflage, given time to prepare, will be able to vastly improve their chances of avoiding detection.
- Disguise – Characters skilled in the art of disguise are able to conceal their identity through a combination of costume, props, and some good character acting.
- Bypass – The bypass skill allows a character to deceive, override, or temporarily disable various systems, mostly security systems. It is primarily used to overcome all forms of high-tech security, such as mag-locks, motion sensors, and laser tripwires. Devices disabled using bypass will only be temporarily affected, and for a more lasting solution the character would do well to gain some knowledge of electronics.
- Lockpicking – The fine art of making locked things unlocked, this skill will unfortunately only work on standard mechanical locks, not electronic devices.
- Forgery – This is the skill of producing a convincing forgery. On it's own, it represents the knowledge of various techniques for forgery, and the understanding of what a good forgery should have. To actually produce a decent forgery the character may also need an appropriate craft skill, depending on the medium of the forgery.

Survival (INT) – Those skilled in survival know how to travel and subsist in the wilderness. They are able to forage, hunt, and find shelter, and know the dangers of the wild.

- Hunting – This skill covers the knowledge of trapping or hunting animals. It includes knowing how to make and place

snare, and where best to conceal oneself for a clean kill.

- Foraging – This specialisation helps the character in locating edible plants, discerning the dangerous ones, and knowing how best to prepare such food.
- Sheltering – Characters skilled in sheltering know where to find shelter, how construct simple tents, shacks, and other coverings, and how to best weather the onslaught of the elements.
- Animal Handling – Those with a talent for handling animals will be able to react properly to wild creatures that they encounter and coax a better performance out any domesticated creatures they have to work with.
- Beast Lore – This is the knowledge of animals, their behaviour, their habits, and the dangers that they may pose.

Technology (INT) – The technology skill deals with understanding how different forms of technology operate, their design principals, their workings, and the theories behind their design. Character's skilled in technology understand its workings, and know the theory behind various technological advances. This is a theoretical knowledge, and to actually build or repair any advanced machine, the character will also need to be skilled in engineering.

- Cyberware – The science of mechanical implants, their design, and their operation.
- Weaponry – An understanding of the design and construction of advanced weaponry.
- Armour – The art of making things safer by hiding them behind very tough materials.
- Starships – All the practical science of modern starship design.
- Ground Vehicles – Understanding the design of land based transportation.
- Aircraft – Knowledge of just about anything designed to carry you from one place to another inside a planet's atmosphere.
- Stealth Tech – An important but very complex field, stealth technology is simply the art of making things very hard to find.

Magical Skills

When choosing magical skills, remember that each magical skill block uses up two Favoured skill slots, instead of the usual one.

Focus (EMP) – Focus magic has many schools and disciplines, yet they all share the common practice of using the energy of the spirit to push the body far beyond it's limits, making its practitioners capable of extraordinary feats.

- Warrior – Warriors focus their passions and their rage, using them to fuel their bodies, making them capable of mighty feats of strength, and greatly increased resilience.
- Duellist – Duellist use dance, martial arts, and other forms of controlled movement, allowing them to completely control their bodies motions. In combat they are deadly accurate and almost impossible to hit.
- Fury – Furies use meditative techniques that allow them enhance their senses and accelerate their consciousness. As a result they can move and act with blinding speed.
- Warder – Warders are those who use their force of will to shatter and dispel magical energies, allowing them deflect harmful spells and break enchantments.
- Judgement – Judges learn how share their spiritual energies with another being, allowing them to give energy to another, or drain it from them.

Sorcery (INT) – Perhaps the most well known of all mages, sorcerers shape and channel pure magic to perceive and alter the various forms of their chosen element. There are four variants on the sorcery skill group, each relating to one of the four fields of sorcery, or elements as they are sometimes known. Each of these 'elements' is detailed below. Note that since each of the fields of sorcery is treated as a separate skill group, it is entirely possible for a mage to study in more than one element. However each version of Sorcery counts as a separate skill group (requiring the sacrifice of two primary skill groups, as with any magical skill group). By the same token the general skill and specialisations of Sorcery must be

purchased separately for each element, and the differences between the elements are sufficient that they may not be substituted or exchanged.

Energy is the most lively of the elements. Often associated, by more primitive sorcerers, with the ideal of Fire, all forms of movement and activity involve energy in some way. Essentially, mastery of energy gives you control over the forces that power the universe.

Matter is the building block from which our ordered worlds are constructed, and as such it is strongly associated with the element of Earth. It is the substance of all things, from the tiniest particles to whole planets. Whilst not so well versed in the more metaphysical aspects of sorcery, Matter sorcerers settle instead for complete control over the physical world that surrounds them.

Life is the spark at the heart of that which lives, the spirit that can be shaped, strangled, nurtured or crushed. Commonly associated with the classical element of Water, Life magic allows the sorcerer to command not only the substance of life, but also that strange spark, that some call the soul, which lies at it's very heart.

Warp is the very fabric of space and time. Associated with the invisible power and shapelessness of Air, Warp magic allows the sorcerer to control the most fundamental forces of the universe, and even allows them to affect that mysterious other world known as hyperspace, through which star ships travel to cross the great distances of space.

- Discernment – The first thing many sorcerers learn about an element is how to perceive it, down to the finest detail, to be utterly aware of it, be it the flow of time, the twistings of the warp, or every breath taken by those around you.
- Evocation – A powerful, but limited art, this allows the instantaneous creation of a small amount of the chosen element, in whatever form the sorcerer desires, be it a bolt of lightning arcing from their fingertips, or 5 seconds of extra time for them to use. Be warned that the results of a successful creation attempt are always short lived.
- Manipulation – Perhaps the most useful of the arts, this allows the sorcerer to control, shape, and alter their chosen element to their will, such as making a plant grow faster, or shaping a hole into a door.
- Destruction – The art of allows the sorcerer to cancel out, or negate their chosen element, snuffing out life, cutting short of a journey through the warp, or draining all the heat from an object.

Spellmarking (WIL) – The art of spellmarking involves the use of powerful symbols that can be imbued with magical energies. Every mark has a

particular purpose, but within that purpose the precise effects of the mark may be altered depending on how it is inscribed.

- Seeking – The mark of seeking can be used to search, to reveal, to confuse, and to conceal. It affects perception, insight, divination, even understanding.
- Safety – The mark of safety can be used to keep things from harm, or to inflict it. Wards, guards, blasts, curses and alarms can all be created with this mark.
- Passage – The mark of passage will remove any obstacles that lie in your path, or place obstacles in the paths of others. It makes clear your way, or obstructs the way of others. It can raise-up or crumble walls, it can provide powers of flight and teleportation, or create a prison from which there is no escape.
- Power – The mark of power can give power to a person or thing, or it can take it away. Strength and weakness, growth and decay, impairment or advantage are all within the domain of this mark.
- Chaos – The mark of chaos can sow disorder, separate, confuse, and overturn order. Inverted, it restores order, restrains, shapes, and controls.

Technomancy (INT) – An archaic form of magic based around the creation of enchanted items, potions, and even autonomous magical lifeforms known as golems. Technomancers deal in the world of the cold, dead, and inanimate.

- Transmutation – The art of transmutation allows a Technomancer to transform matter at the atomic level, recreating it into completely new forms.
- Transformation – In some ways the most spectacular of the Technomantic arts, transformation allows a Technomancer to break apart the very essence of matter, converting it into energy, and likewise to manifest raw molecular forms from pure energy.
- Empowerment – More mystical in its nature than some of the other Technomantic arts, empowerment allows the Technomancer to subtly alter the very essence of a thing, making it better, or worse, at what it does.
- Animation – Those skilled in animation can awaken psuedo-life in ordinarily inanimate things. The very pinnacle of this art is the creation of independent constructs known as Golems.
- Psychometry – Psychometry is the art of reading an object, seeing into it's past, and determining its true nature. Powerful psychometrists can speak to the spirits within inanimate things, and learn many things from them.

BACKGROUNDS

Reputation

Fame

A character with Fame is well known for certain deeds they may or may not have performed. Their fame could be just in one city, or could cover half of the known worlds. The value of this edge depends on just how far the character's renown stretches, relatively to the scale of the campaign being played.

Whenever the character meets a new person within the area affected by their Fame, the GM should make a DR 4 Pure Intelligence roll for the person in question, to see if they have heard of the famous character. Success indicates that they have indeed heard of the character's good reputation, and will react accordingly (although it should be noted that in certain circumstances fame can be a mixed blessing, and not everyone will respect the character for their deeds of renown. Some may even take objection, or react violently).

The practical benefits (or inconveniences) of fame should be determined by the GM as the situation warrants. This may include modifiers to dice rolls in many social situations, as well as other effects which are harder to define numerically.

It is possible for a character to have both Fame and Infamy, with different areas of effect. If a person falls within just one area, simply have them roll to recognise either the character's Fame or Infamy, as appropriate. If they are caught in both areas, have them roll for both. If they pass both tests, then they have heard mixed reports, and will have to decide, according to their own inclinations, and their first impression of the character, which to believe more. Most people will be cautious, waiting to see side of the story should prove true.

If the character's fame is false (in other words, if they never actually did all the things that they are renowned for), then the total cost is halved. This only applies if their reputation is a complete fabrication, as opposed to simply being blown out of proportion in the retelling. Naturally a character with false fame runs a serious risk of lose it all, and incurring the wrath of a great deal of people should this ever be discovered.

The actual cost of Fame is determined by two factors. The first is the Fame Rank, a value from 1 to 10 which determines how far reaching the character's fame is, as shown on the chart below.

The second factor is the Wealth and Tech Level of the campaign. Since wealthy character's tend to have better access to advanced transportation they therefore tend to travel more often, and further afield. This in turn means that small areas of Fame are worth a lot more in campaigns with limited resources. To represent this, the cost of the Fame edge is determined by choosing the rank, taking the cost multiplier for that rank (as shown on the first table), and then multiplying it by the base CP cost for the campaign, as shown on the second table.

For example: In a campaign with Average wealth, and a Tech Level of 3, having 5 Ranks of Fame would cost 60 CP (15 x 4 = 60).

Rank 1	Town or City	1 CP
Rank 2	Country	3 CP
Rank 3	Continent	6 CP
Rank 4	Whole world	10 CP
Rank 5	Neighbouring worlds	15 CP
Rank 6	A region of space / A Clan	21 CP
Rank 7	Several regions / Clans	28 CP
Rank 8	Most of the known worlds	36 CP
Rank 9	All of the known worlds	45 CP
Rank 10	Beyond the known worlds	55 CP

Tech Level	Poor	Average	Wealthy
0	11 CP	10 CP	9 CP
1	9 CP	8 CP	7 CP
2	7 CP	6 CP	5 CP
3	5 CP	4 CP	3 CP
4	3 CP	2 CP	1 CP

The final factor that can affect the value of Fame is just how well respected the character is because of it. By default character's with Fame are Respected. This means that people have heard good things about them, and will be liable to trust their words and deeds. People may well ask to shake their hand, and try to engage them in conversation.

For half the total cost of this edge, the character can simply be Known, which means that people have heard of them, and even heard good things, which will certainly aid their chances of getting a job or a loan, but it won't get them into a swanky party on the strength of their name alone.

By doubling the total amount paid for this edge, the character can be Loved, making them, essentially, a figure of great celebrity. People will ask for their autograph, and other famous people will invite them to dinner. For quadruple the normal cost, the character can be Adored, raising them to the very heights of superstardom. Shops will sell memorabilia embossed with their likeness, and their autograph will sell at auctions for considerable amounts of money.

Infamy

Infamy is the flip side of Fame. Rather than being respected, an infamous character is largely disliked. Infamy is bought in the same way as Fame, and in play it functions in the same way, with other character's making Intelligence rolls to have heard of the Infamous character.

It is possible for a character to have both Fame and Infamy, with different areas of effect. If a person falls within just one area, simply have them roll to recognise either the character's Fame or Infamy, as appropriate. If they are caught in both areas, have them roll for both. If they pass both tests, then they have heard mixed reports, and will have to decide, according to their own inclinations, and their first impression of the character, which to believe more. Most people will be cautious, waiting to see side of the story should prove true. Naturally this will also be affected by the relative strengths of the Infamy and Fame. A character who is both Distrusted and Loved will usually find people veering towards a more positive impression, with only slight reservations.

Just as with fame, the benefits and inconveniences of infamy should be determined by the GM as the situation warrants.

Infamy is priced in the same way as fame, however as infamy is generally more of a disadvantage, instead of costing points, it gives the player more points to spend, just like a Flaw. Like fame, infamy can be false, which in turn halves the number of points gained from Fame, since the character has the chance of clearing their name and thus removing the effects of their infamy.

The value of infamy, relative to the area it covers, advances at a slightly slower rate than that of fame. When working out the cost multiplier for infamy, use the area chart below. The base cost, according to the Tech and Wealth level of the campaign, remains the same.

Rank 1	Town or City	½ CP
Rank 2	Country	1 CP
Rank 3	Continent	3 CP
Rank 4	Whole world	6 CP
Rank 5	Neighbouring worlds	10 CP
Rank 6	A region of space / A Clan	15 CP
Rank 7	Several regions / Clans	21 CP
Rank 8	Most of the known worlds	28 CP
Rank 9	All of the known worlds	36 CP
Rank 10	Beyond the known worlds	45 CP

By default character's with Infamy are Disliked. This means that people have heard have heard many unpleasant things about them, and will be unwilling to associate with them for any longer than absolutely necessary.

For half the total value of this flaw, the character can simply be Distrusted, which means that people have heard bad things about them, not enough to dislike them on sight, but enough that they will be naturally wary, and unwilling to trust the character.

By doubling the total amount gained from this flaw, the character can be Feared, making them, essentially, a figure of terror throughout the area their infamy covers. They will get refused entry to shops, bars, and other establishments, people will shut doors in their face, and refuse them any kind of service. The only people they will be able to deal with are those willing to look past their brutal reputation, or those for whom it simply isn't a problem (usually people who are themselves feared).

For quadruple the normal CP gain, the character can be Hated, causing them to be refused entry to entire worlds, for fear of their presence. Police will attempt to arrest them without reason (or simply to "Preserve The Peace") and they will hounded out of town by angry mobs wielding torches and pitchforks.

Rank & Influence

Membership

Rank represents the character's membership in some kind of organisation, anything from a small gentlemen's club, to a Clan military. Rank is measured as a numerical value, like any other attribute. Rank 0 simply indicates membership at the lowest levels of the chosen group, whilst higher levels of Rank represent some actual amount of authority and respect in the chosen group.

The cost of Rank depends entirely on the group in question. Rank in a small Freeworld mafia would have a fairly low base cost, whilst Rank in a more powerful organisation would have a commensurately higher cost. This is the base cost for buying Rank in the given group. The total cost will depend on how much Rank is being purchased.

A starting character cannot be more than Rank 5 in any given organisation. To determine how much Rank costs for a starting character, use the table below to find the cost for the amount of Rank being purchased. Then multiply this by the base cost for the organisation in question (this is covered in more detail in Chapter XY of the GM's Guide).

Membership, at any Rank, even Rank 0, confers a number of benefits to a starting character.

The first is that each organisation can provide training in certain skills, allowing your character to exceed the normal starting caps for those skills. The GM will give you a list of the skill groups that the organisation offers training in. Your character may begin with one specialisation from each of those skill groups at rank 4. However you must still pay for the 4 ranks in the specialisation, as per usual.

The second benefit is that most organisations have access to sources of equipment, which will allow your character to purchase items above the normal Tech Level limits for the campaign. Once again, the GM will supply you with a list of types of equipment that the organisation can provide you with. Just as is normally the case for obtaining equipment above the campaign's Tech Level limits, you must still run each item past the GM before buying it. However your membership in an organisation can provide a legitimate reason for having the item. The one other limitation here is that the organisation will have a Tech Level of its own. If the item's Tech Level exceeds that of the organisation, they will not be able to acquire it.

Rank	0	1	2	3	4	5
Cost	x2	x4	x7	x11	x16	x22

Influence

Unlike Rank, which represents a level of actual membership in the given group, Influence merely represents the ability to affect the actions of that group, without actually being directly connected with. The cost of Influence is half that of the equivalent amount of Rank in the chosen group, rounding up. However a character with Rank in an organisation automatically has Influence in the organisation at the same level as their Rank. If you wish to purchase additional Influence within an organisation that your character already has Rank in, speak with your GM.

Background Talents

A Favour Owed – Variable (8 – 32 CP)

This character is owed a favour, which they may choose to call in at any time. This edge may be taken multiple times, at different levels, with each instance representing a single favour. The value of this edge depends on the size of the favour:

- A minor favour – 8 CP
- A moderate favour – 16 CP
- A considerable favour – 24 CP
- A large favour – 32 CP

Ally – Variable (20-70 CP)

The character has a friend who is generally willing to help them out in most situations. Allies will expect some help from the character in return, and if the character treats them badly, or asks too much of them, they may start to rebel, or just walk off altogether. An ally doesn't generally accompany the character everywhere, but they will respond to requests when they are available.

- Assistant: Someone who is useful, but not as skilled, well connected, or well resourced as the character – 20 CP
- Compatriot: Someone approximately equal to the character in terms of resources, connections, and abilities – 40 CP
- Mentor: Someone with superior knowledge, resources, skills, connections, or abilities than the character. Someone who could train and advise, as well as assist, but will expect to be treated with the respect they are due – 70 CP

Contacts – 2 CP (Ranked)

The character has connections in the right places, ways of getting information, or setting up meetings with the right people. When purchasing the Contacts edge you must choose a specialisation for your contacts, indicating the kind of knowledge and connections that they have. This edge may be taken multiple times, at different ranks, with a different specialisation being taken each time. The total rank of Contacts determines the odds of them producing something useful when asked. Contacts do not work for free, and they will expect to be treated well by the character. They may ask for payment, or favours in return for what they do.

Here are some examples of possible specialisations for Contacts:

- Criminal – Anyone with connections to the underworld, the black market, and the various criminal organisations.
- Political – Politicians, aides, personal assistants, people who work within political parties, civil servants and the like.
- Media – Journalists, editors, people with contacts in the world of news and entertainment, actors, producers, and artists.
- Scientific – People with connections to scientific research, study, and development.
- Military – Soldiers, strategists, weapons traders and the like.
- Business – Big businessmen and business analysts, traders and merchants.
- Magical – People with knowledge of magic, or where to find magical texts, items, and information.

This list is not definitive, and you should feel free to suggest any other ideas you have to your GM and see if they're OK with it.

When making use of your contacts, the GM determines which specialisation is needed and, assuming their character has the appropriate contacts, the player makes a task rolling using *twice* the Contacts Rating (as if they were making a Pure Attribute roll). If they equal or beat the DR set by the GM then the contacts have managed to pull through and obtained the required information. The better the success, the more they can provide.

Income – Variable (5-50 CP)

As opposed to starting wealth, which is a lump sum, the Income background indicates that the character has some form of continual and reliable income. Every 5 CP spent on this edge gives the character a monthly income of 1 CP's worth of cash, the exact amount being based on the starting wealth and tech level of the campaign. It is entirely possible that events during play will cut off the character's access to their income, in which case it should accumulate in their absence, although eventually they may lose it altogether if their business matters go unattended for too long.

No more than 50 CP may be spent on this edge.

Tech Level Acclimatisation – 16 CP (Trained)

This character has had sufficient experience to be comfortable living at a tech level other than that of the campaign. For example in a tech level 3 campaign all characters are assumed to be comfortable with level 3 technologies. However a character with Tech Level Acclimatisation can choose to also be comfortable with level 2 technology. This edge can be taken multiple times, each time for a different tech level. It does need to be taken for the tech level of the campaign.

Background Flaws

A Debt To Pay – Variable (6-24 CP)

This character owes somebody a favour, which may be called in at any time. This flaw may be taken multiple times, at different levels, with each instance representing a single favour. The value of this flaw depends on the size of the favour:

- A minor favour – 6 CP
- A moderate favour – 12 CP
- A considerable favour – 18 CP
- A large favour – 24 CP

Dark Secret – 24 CP

A dark secret is something from the character's past which they will go to any lengths to conceal. If the character's dark secret were to get out, it would utterly ruin their life. Be creative with dark secrets, and if you can't think of one ask the GM for help. The mostly likely form in which a dark secret should appear during play will be some form of action that threatens to reveal the character's secret. This will result in them working hard, perhaps even kicking off an entire adventure, just to keep the truth hidden. It is unlikely that a dark secret is something the character will want to share with their fellow party members, unless they trust them

completely, or they are desperate.

Dependant – Variable (8-32 CP)

A dependant is somebody who relies upon the character to support and look after them. This may just involve sending money home, or it may be a case of constantly protecting them. To find the value of this flaw see the chart below and decide just how much attention the dependant needs.

- The dependant lives mostly under their own means, but needs money, or occasional visits from the character 8 CP
- The dependant needs regular visits from the character as well as continual monetary support 16 CP
- The dependant, though capable of acting for themselves, must be in the character's care at all times 24 CP
- The dependant not only must remain in the character's care, but is in some way disabled so that they are largely incapable of caring for themselves 32 CP

Enemy – Variable (15 – 50 CP)

An enemy must always be a named individual, although they can be affiliated with an organisation, government or other faction, providing them with resources and contacts. The value of an Enemy depends on the threat they pose to the character. This threat could be direct physical violence, it might be through resources and henchmen that the Enemy has at their disposal, or it might even be through more roundabout means such as destroying the character's assets, taking over their businesses, or using the legal system against them. An Enemy does not necessarily have to be seeking the character's death, but they should be after something sufficiently important to be a genuine danger.

- Inferior Opponent: A nuisance, but not a genuine threat to the character – 15 CP
- Equal Opponent: Approximately equal to the character in terms of resources, connections, and abilities. Is a genuine threat, but not so dangerous that the character does not have a fair chance of beating them – 30 CP
- Superior Opponent: Is more than a match for the character, and has the resources to launch attacks that will be a danger to the entire player party – 50 CP

Life Debt – 40 CP

This character owes a life debt to someone else. This is essentially a debt that can never be paid off. No matter what the character will continue to remain bound to this person.

On The Run – Variable (1 – 330 CP, Campaign Dependant)

This character is being actively pursued by a particular government or other organisation, to the point where the group pursuing them is willing hire mercenaries, trample over local governments, break the law, and in general do just about whatever it takes to get at the character. The cost of this flaw is dependent on which organization or government is after the character, and on the Campaign. Do not forget to multiply the value given below by the Campaign Cost Multiplier.

- An organisation based on a single world – 1 CP
- A fringe world government – 2 CP
- A criminal cartel based on a single world – 3 CP
- A low tech Freeworld government – 4 CP
- An organisation spanning several worlds – 6 CP
- A high tech Freeworld government – 8 CP
- A criminal cartel spanning several worlds – 10 CP
- The Priesthood – 12 CP
- An organisation spanning most of the known worlds – 15 CP
- A pirate faction – 18 CP
- A freeworld alliance – 20 CP
- A criminal cartel spanning most of the known worlds – 25 CP
- One of the Five Clans – 30 CP

It is assumed that for the most part the character will be safe from the organisation so long as they take reasonable precautions, and do not trample on the organisation's turf. They will still likely find themselves being attacked every few sessions, depending on just how powerful the people after them are, but they have not sufficiently irritated the organisation for them to bring their entire weight to bear on them, just what they can spare.

Tech Level Alienation – 30 CP

The tech level of this campaign is alien to this character. They do not understand how to operate the devices that they find all around themselves. Even making a meal can prove difficult. Characters with this flaw can take Tech Level Acclimatisation for free (so long as it is for a

tech level other than that of the campaign).

Wanted – Variable (5 – 90 CP)

This character has committed a crime against the chosen government. The cost of this flaw is dependent on whether the crime carries a death penalty or not. Crimes that would only result in a spell of imprisonment, regardless of the length of the imprisonment, are worth a base of 10 CP. Crimes that carry a death sentence are worth 30 CP. However the value of this flaw depends largely on how easily the character can evade capture.

If the character is going to be constantly in contact with the government that desires their arrest (or any other government sufficiently friendly with the named authority to arrest and extradite the criminal on their behalf) then this flaw is worth double. This will only really apply if the campaign is largely set within the bounds of the stated authority.

If the character will be coming into regular contact with the government in question, but can generally live outside of their jurisdiction, for instance if they may be required to enter the government's territory on missions and the like, then this flaw is worth the normal amount.

If the character is only very rarely in contact with the stated authority, and can generally go about their life without any risk, this flaw is worth only half the stated amount.

Starting Wealth & Equipment

Up to 40 character points may be spent buying starting wealth. The actual amount of starting cash this translates into is determined by the Wealth Level and Tech Level of the campaign.

The wealth level and tech level are two values set by the GM, based on the quality of equipment that he wishes for the players to have access to. Typically campaigns set on high tech worlds will have higher wealth and tech levels than those set on primitive worlds. The actual starting currency that a character has to spend is found by comparing the wealth level and tech level on the chart below. The value given is then multiplied by the number of CP they spent on starting cash.

<i>Tech Level</i>	<i>Poor</i>	<i>Average</i>	<i>Wealthy</i>
0	x 1	x 4	x 10
1	x 10	x 20	x 60
2	x 60	x 120	x 300
3	x 300	x 600	x 1,500
4	x 1,500	x 3,000	x 7,500
5	x 7,500	x 15,000	x 30,000

Before starting play a character's starting cash may be spent on any item, so long as it's tech level does not exceed the tech level of the campaign by more than 1. So in a tech level 2 campaign starting characters could purchase items with a tech level of 3 or less.

Advanced Variants

More advanced versions of almost any item may be purchased. An advanced version is 1 tech level higher, and it's price is multiplied by 3. Advanced items are of higher quality, sturdier, and often have improved features, and in gameplay terms, better bonuses.

Starting Equipment

Starting characters can spend up to 40 CP on money. To find out how much each CP is worth you will need to know the Wealth Level and Tech Level of the campaign. Just ask your GM. Then compare these two values on the chart below. The resulting value is multiplied by the number of CP put into starting wealth.

Starting characters may not have any items more than one Tech Level higher than the level of the campaign.

Remember that starting wealth does not necessarily represent the character actually spending money. It can represent items stolen, found, looted, inherited, or any other explanation that the player sees fit to come up with. That the items are paid for in currency purchased with character points remains a constant so as to keep characters balanced.

Beg, Steal, or Borrow

Any CP earned from the 'enemies' or 'a favor owed' backgrounds may be spent on starting wealth even if it would result in the character exceeding the 40 CP limit. This is the only exception to the rule, and represents the fact that either of these flaws could well have resulted from the method by which the character obtained the currency, or it's equivalent value in goods. In the case of 'a favor owed' the items or wealth were likely a gift

in exchange for the favor, or else the items were borrowed and the nature of the favor would be their return. In the case of an enemy the items or wealth were most probably stolen, which works particularly well with the 'wanted' variation of the 'enemies' background.

This also makes an excellent excuse for buying exotic items at startup. They may not be on the open market, but for your character to steal one would certainly make sense.

Standard Items

Food, Drink, and Entertainment Price Tech Level
The prices listed here for basic food and drink assume that the PCs are subsisting on pub lunches, cafe meals, and other forms of prepared food (since your average PC is usually on the move a lot). If the character is buying raw ingredients and preparing their own meals, taking advantage of bulk purchases to buy enough food for a week or more, then they can live a lot cheaper. Allow them pay double the listed cost, for ever week of subsistence.

Bare minimum (per day)		
Tech 1	3	1
Tech 2	15	2
Tech 3	75	3
Tech 4	350	4
Standard fare (per day)		
Tech 1	15	1
Tech 2	75	2
Tech 3	350	3
Tech 4	1,500	4
Luxury (per day)		
Tech 1	100	1
Tech 2	500	2
Tech 3	2,500	3
Tech 4	12,000	4
Trail Rations (per day)		
Tech 1	10	1
Tech 2	50	2
Tech 3	250	3
Tech 4	1,200	4
Night on the town		
Tech 1	25	1
Tech 2	120	2
Tech 3	500	3
Tech 4	2,000	4
Fancy restaurant meal		
Tech 1	75	1
Tech 2	350	2
Tech 3	1,500	3
Tech 4	7,000	4
Theatre or Cinema (Cheap public entertainment)		
Tech 1	5	1
Tech 2	25	2
Tech 3	130	3
Tech 4	700	4
Tech 5	4,000	5
Major concert		
Tech 1	20	1
Tech 2	100	2
Tech 3	500	3
Tech 4	3,000	4
Tech 5	20,000	5

Food, Drink, and Entertainment Price Tech Level
It's generally safe to assume that if a character decides to hold a room at a hotel for several weeks, they'll receive some sort of discount. For simplicity's sake, charge them 5 nights stay for every full week.

Inn or Motel (per night)		
Tech 1	15	1
Tech 2	75	2
Tech 3	350	3
Tech 4	1,500	4
Tech 5	7,500	5
Standard Hotel (per night)		
Tech 1	40	1
Tech 2	200	2
Tech 3	1,000	3
Tech 4	5,000	4
Tech 5	25,000	5
Luxury Hotel (per night)		
Tech 1	150	1
Tech 2	750	2

Tech 3	3,500	3
Tech 4	15,000	4
Tech 5	75,000	5
Two Bedroom Apartment (per month)		
Tech 1	400	1
Tech 2	2,000	2
Tech 3	10,000	3
Tech 4	50,000	4
Tech 5	250,000	5
Rented House or Flat (per month)		
Tech 1	800	1
Tech 2	4,000	2
Tech 3	20,000	3
Tech 4	100,000	4
Tech 5	500,000	5

Clothing and Accessories Price Tech Level
The prices listed are for a full set of clothes. When buying individual items the GM should simply use their best discretion, based on the prices listed here.

Poor Quality		
Tech 1	5	1
Tech 2	20	2
Tech 3	80	3
Tech 4	300	4
Standard		
Tech 1	25	1
Tech 2	100	2
Tech 3	400	3
Tech 4	1,500	4
Fitted		
Tech 1	120	1
Tech 2	500	2
Tech 3	2,000	3
Tech 4	8,000	4
Finest Quality		
Tech 1	1,000	1
Tech 2	4,000	2
Tech 3	15,000	3
Tech 4	60,000	4
Water Resistant	+100	3
Glow Strips	+500	3
Camouflage Cloth	+1,200	4
<i>Can render a number of pre-set camouflage patterns</i>		
Pattern Shifting Cloth	+1,500	4
<i>Can display constantly shifting patterns and designs</i>		
Mood Fabrics	+2,000	4
<i>Change colour and tone depending on the wearers mood</i>		
Chameleon Fabric	+20,000	4
<i>Provides the same effect as a chameleon suit, when the hood is used.</i>		
Entoptics	+8,000	5
Limited Holo-Projection	+45,000	5
Stealth Field System	+60,000	5
<i>Provides the same functionality as a stealth suit</i>		
Advanced Stealth Field System	+120,000	5
<i>As above, but equivalent to an improved stealth suit</i>		

Transportation Price Tech Level
The first price listed is for public transport, such as buses, trains, cruise liners, and Stella Strada jump ships. The second price is for private transport, such as taxi rides and chartered jets. For illegal transportation, double the private cost.

The prices given are all for an average journey of that type (because working out the cost for each mile traveled is time consuming, and annoying). For comparatively shorter or longer journeys, the GM should feel free to adjust the price as appropriate.

Urban		
Tech 1 (Large cart)	1	1
Tech 2 (Carriage)	5	2
Tech 3 (Bus or Underground)	25	3
Tech 4 (Mag-Rail or Ornithopter)	120	4
Cross Country		
Tech 1 (Caravan)	20	1
Tech 2 (Steam Train)	100	2
Tech 3 (Train or Small plane)	500	3
Tech 4 (Maglev)	2,500	4
International		
Tech 1 (Sailing ship)	400	1
Tech 2 (Steam ship)	2,000	2
Tech 3 (Passenger jet)	10,000	3

Tech 4 (Suborbital flight)	50,000	4
Interstellar		
Tech 2	10,000	2
Tech 3	50,000	3
Tech 4	250,000	4
Tech 5	1,200,000	5
Warp Gate – Per Gate	30,000	-
Jump Ship – Per System	5,000	-

The maximum cost for Stella Strada is 30,000, regardless of the number of systems traveled.

<u>Melee Weapons</u>	<u>Price</u>	<u>Tech Level</u>
Stone Knife	2	0
Stone Axe	4	0
Stone Club	4	0
Knife/Dagger	20	1
Mace / Hammer	40	1
Handaxe	50	1
Shortsword	60	1
Broadsword	70	1
Longsword	90	1
Flail	50	1
Morning Star	60	1
Warhammer	70	1
Battleaxe	90	1
Glass Dagger	100	2
Glass Cutlass	200	2
Glass Sabre	250	2
Glass Hand Axe	150	2
Glass War Axe	200	2
Fireblade	400	2
Flameaxe	350	2
Heavy Fireblade	600	2
Heavy Flameaxe	550	2
Shock Gauntlet	750	3
Shock Mace	1,200	3
Chainblade	1,500	3
Chainmaul	1,800	3
Chainsword	2,300	3
Chainaxe	2,500	3
Powerfist	7,500	4
War Gauntlet	5,000	4
Hi Frequency Sword	10,000	4
Hi Frequency Axe	11,000	4
Hi Frequency Rapier	7,500	4
Vibroknife / Vibroclaw	4,000	4
Laserblade	5,000	4
Lasknife	4,000	4
Laser Longsword	10,000	4
Laser Axe	12,000	4
Monoknife (Tanto)	19,000	5
Monoblade (Wakizashi)	32,000	5
Monosword (Katana)	44,000	5
Stun Maul	30,000	5
Force Knife	19,000	5
Forceblade	31,000	5
Force Rapier	38,000	5
Force Sword	55,000	5
Force Axe	56,000	5

<u>Two Handed Melee Weapons</u>	<u>Price</u>	<u>Tech Level</u>
Large Stone Club	8	0
Large Stone Axe	10	0
Greatsword	120	1
Glass Greatsword	400	2
Heavy Chainsword	3,000	3
Heavy Chainaxe	3,500	3
Laser Greatsword	15,000	4
Hi Frequency Longsword	15,000	4
Hi Frequency Battleaxe	18,000	4
Force Poleaxe	85,000	5

<u>Polearms</u>	<u>Price</u>	<u>Tech Level</u>
Stone Spear	6	0
Spear	40	1
Glaive	60	1
Halberd	70	1
Quarterstaff	10	1
Glass Halberd	350	2
Glass Lance	350	2

Flame Lance	500	2
Shock Staff	2,500	3
Laser Halberd	18,000	4
Monospear (Naginata)	66,000	5
Force Spear	63,000	5
Force Glaive	75,000	5

<u>Handguns</u>	<u>Price</u>	<u>Tech Level</u>
Pistol Crossbow	50	1
Matchlock Pistol	80	2
Flintlock Pistol	140	2
Duelling Pistol	160	2
Zipgun	100	3
Slugger	200	3
Derringer	200	3
Revolver	300	3
Magnum Revolver	750	3
Sawn Off Shotgun	400	3
Light Pistol	1,250	3
Handgun	750	3
Heavy Pistol	1,000	3
Machine Pistol	1,000	3
Laspistol	3,500	4
Lasblaster	5,000	4
Turbo-Laspistol	5,000	4
Ice Pistol	1,250	4
Gyrojet Pistol	3,800	4
Wrist Rockets	5,000	4
Gauss Pistol	4,000	4
Sonic Projector	3,800	4
Dartgun	3,500	4
Needler	5,000	4
Pulse Pistol	20,000	5
Blazer Pulse Gun	28,000	5
Ion Blaster	25,000	5
Ion Stunner	25,000	5

<u>Firearms</u>	<u>Price</u>	<u>Tech Level</u>
Light Crossbow	40	1
Heavy Crossbow	50	1
Ballista	100	1
Primitive Musket	100	2
Repeater Crossbow	100	2
Double Crossbow	100	2
Repeater Ballista	250	2
Primitive Arquebus	140	2
Musket	200	2
Arquebus	280	2
Blunderbus	120	2
Pipe Rifle	200	3
Bolt/Lever Action Rifle	500	3
Compound Crossbow	500	3
Automatic Rifle	700	3
Submachine Gun	1,250	3
Assault Rifle	1,500	3
Break Barrel Shotgun	400	3
Pump Action Shotgun	800	3
Automatic Shotgun	1,500	3
Streetsweeper	2,000	3
Room sweeper	1,000	3
Gatling Rifle	1,250	3
Sniper Rifle	2,250	3
Anti Vehicular Rifle	3,250	3
Lasbeam	6,500	4
Laser Rifle	9,000	4
Pulse Laser	7,500	4
Turbocarbine	6,000	4
Turbolaser	7,500	4
Laser Strafer	10,000	4
Ice Carbine	3,500	4
Ice Shotgun	3,500	4
Gyrojet Rifle	6,500	4
Handcannon	5,000	4
Gauss Gun	5,000	4
Gauss Rifle	6,500	4
Electron Flux	7,500	4
Magpulse	7,500	4
Sonic Blaster	6,500	4
Portable Hydrocutter	7,500	4
Fletcher Gun	6,500	4

Gearskin Suit	92,500	5	Vacuum Suit	800	3
Energy Armour	113,750	5	Heavy Vacuum Suit	1,400	3
Adaptive Armour	147,500	5	Vacuum Globe	3,000	4
Reactive Armour	165,000	5	Vacuum Maneuver Unit	1,500	3
Power Armour	180,000	5	Jetpack	5,000	4
Assault Armour	240,000	5	Glider	750	3
<hr/>			<hr/>		
<i>Forcefields</i>	<i>Price</i>	<i>Tech Level</i>	<i>Survival Gear</i>	<i>Price</i>	<i>Tech Level</i>
Light Shield Web	120,000	5	Firework (Small)	50	2
Shield Web	150,000	5	Firework (Large)	100	2
Heavy Shield Web	180,000	5	Flaregun	250	3
Stealth Shield	100,000	5	1 Flare	50	3
Personal Protection Field	60,000	5	Emergency Beacon	1,000	4
Deflector Field	125,000	5	Rehydration Suit	6,000	4
<hr/>			<hr/>		
<i>General Equipment</i>	<i>Price</i>	<i>Tech Level</i>	Folding Pocket Knife	10	1
Artisan's Tools	50	1	Multiknife	60	2
Mechanical Toolkit	100	2	Pocket Tool	300	3
Electrical Toolkit	400	3	Lodestone	30	1
Lockpicks	100	1	Compass	50	2
Disposable Lockpick	50	2	Paper Map	40	1
Electronic Lockpick	5,000	4	Orbital Survey Map	200	3
Blowtorch	1,000	2	Iron Rations (1 week)	10	1
Thermal Lance	20	2	Tinned Rations (1 week)	50	1
Magnesium Rods (10)	150	2	Sealed Ration Packs (1 week)	250	3
Hull Sealant Injector	2,000	4	Hot Rations (1 week)	1,000	4
Hull Sealant	500	4	Food Cubes (1 week)	1,500	4
Grapnel Gun	850	3	Liquid Nutrients (1 week)	10,000	5
Magnetic Grapple	150	3	Food Processor	4,000	4
Gel Pad Grapple (10 heads)	400	4	Wooden Torch	2	1
Electrostatic Grapple	1,100	4	Oil Lamp	10	1
Winch	500	4	Glow Tube	50	2
Chameleon Suit	15,000	4	Light Orb	200	3
Stealth Suit	45,000	5	Flashlight	150	3
Improved Stealth Suit	90,000	5	Exterior Lamp	250	3
Parachute	500	2	Tinderbox	15	1
Stripchute	4,000	4	Matches (Box of 20)	30	2
Two Way Radio	100	3	Lighter	50	2
Comm System	1,750	4	Microlighter	150	3
Tech Scanner	2,200	4	Camping Stove	20	2
Multiscanner	16,000	5	Gas Canister	100	2
Aqua Breather	1,300	4	Electric Stove	120	3
Static Harness	2,850	4	Chemical Hotplate	20	3
Hazard Suit	1,200	3	Winter Blanket	20	1
First Aid Kit			Thermal Blanket	100	3
Tech 1	20	1	Backpack	25	1
Tech 2	100	2	1 Man Tent	100	1
Tech 3	500	3	2 Man Tent	200	1
Tech 4	2,500	4	4 Man Tent	500	1
Tech 5	12,500	5	Survival Bubble	1,000	3
Medical Equipment			Rope (50m)	50	1
Tech 1	50	1	Climbing Harness and Crampons	250	2
Tech 2	250	2	Polythene Climbing Line (100m)	200	3
Tech 3	1,250	3	Telescope	250	2
Tech 4	5,500	4	Optical Binoculars	200	2
Tech 5	25,000	5	Digital Binoculars	1,000	4
Surgical Tools			<hr/>		
Tech 1	100	1	<i>Weapon Accessories</i>	<i>Price</i>	<i>Tech Level</i>
Tech 2	500	2	Scope	500	2
Tech 3	2,500	3	Digital Scope	3,500	4
Tech 4	12,000	4	Low Light	+1,000	4
Tech 5	50,000	5	Thermal Imaging	+2,500	4
Autoinjector	2,150	4	Sonar Imaging	+5,000	4
Autodoc	30,000	5	X-Ray Imaging	+15,000	5
Optical Camera	400	3	Rangefinder	400	3
Film Reel	50	3	Silencer	500	3
Digital Camera	2,000	4	Laser Sight	200	3
Holocam	12,000	5	Folding Stock	50	2
Motion Tracker	3,000	4	Integrated Targeting System	4,000	4
Bioscanner	17,000	5	Grenade Ranger	3,000	4
X-Ray Scanner	11,000	5	<hr/>		
Thermal Imaging Goggles	2,750	4	<i>Personal Items</i>	<i>Price</i>	<i>Tech Level</i>
Night Vision Goggles	1,000	3	Grooming Kit	50	1
Sonar Imager	3,600	4	Writing Case	50	1
Combat Visor	1,000	4	Cigarette Case	10	1
Radio	+250	3	Watch	200	2
Digital Zoom	+1,000	4	Digital Watch	1,000	3
Thermal Imaging	+2,000	4	Playing Cards & Dice	1	1
Sonar Imaging	+4,000	4	<hr/>		
X-Ray Imaging	+12,000	5	<i>Computer Equipment</i>	<i>Price</i>	<i>Tech Level</i>
			Translator	12,000	4

Image Translation	+4,000	4
Realtime Translator	60,000	5
Visual Translation	+25,000	5
Computer System	1,000	4
Persocom	5,000	4
Wireless Interface	+4,000	4
Holo Display Unit	+10,000	5
Immersion Electrodes	+14,000	5
Digital Slate	1,250	4
Data Disk	50	3
Data Chip	250	4
Data Crystal	2,000	5

<u>Computer Software</u>	<u>Price</u>	<u>Tech Level</u>
Standard Map	400	4
Planet Map	5,000	5
Digital Book	250	3
Digital Library	15,000	5
Video Game	600	4
Immersion Sim	3,000	5
Translation Software	14,000	4
Realtime Translation Soft	75,000	5
"Scramble" Program	50,000	4
"Lock" Program	30,000	4
"Switch" Program	30,000	4
"Mask" Program	75,000	4
"Breacher" Program	60,000	4
"Nuke" Program	50,000	4

<u>Explosives</u>	<u>Price</u>	<u>Tech Level</u>
Roll of Fuse Wire	20	2
10 Magnesium Fuses	30	2
Timed Detonator	40	2
Remote Detonator	200	3
Proximity Detonator	1,150	4
Gunpowder (1 lb)	25	2
Dynamite (1 stick)	100	2
Nitroglycerin (½ Pint)	300	2
Thermite (1 packet)	250	2
Napalm (1 pint)	400	3
Plastic Explosive (1 lb)	500	3
Detpack	1,000	3
Blast Foam (1 can)	400	3
Pencil Charges (Pack of 10)	5,000	4
Blastene (1 lb)	3,000	4
Fusion Pack	100,000	4
Energised Neutronium (1 ounce)	18,000	5
Antimatter (1 miligram)	50,000	5

Drugs and Toxins Price Tech Level
All drugs have a base cost, which is then multiplied by the potency of the drug.

Tranquiliser	1	1
Toxin	2	1
Paralytic	1	1
Irritant	1	1
Mood Enhancer	½	1
Hallucinogenic	½	1
Anaesthetic	5	2
Restorative	10	2
Stimulant	5	2
Regenerative	250	4
Synapse Enhancer	1,000	5
<i>When purchasing drugs, there are a number of special options that may be applied. These options will affect both the price and the tech level of the final product.</i>		
Natural	-	1
Refined	x2	2
Synthesised	x5	3
Cultured	x10	4
Purified	x2	+1
Tailored	+100	+1

Magical Equipment Price
Magical items always have a Tech Level of 0. They cannot be Advanced. Some items have a variable power level, meaning that their price depends upon how powerful the player wants the item to be. The number in brackets is the maximum possible power.

Spelltrap (20)	30,000 x Power
True Luck Charm (5)	40,000 x Power

Talisman of Protection (7)	20,000 x Power
Mageheart (7)	30,000 x Power
Spirit Conduit (3)	200,000 x Power
Mageguard (7)	50,000 x Power
Resonant Focus	Component Cost x 10
<u>Resonant Components</u>	
Rating 0	10
Rating 1	50
Rating 2	300
Rating 3	1,000
Rating 4	5,000
Rating 5	20,000

<u>Voidtouched Materials</u>	
Rating 0	20
Rating 1	100
Rating 2	600
Rating 3	2,000
Rating 4	10,000
Rating 5	40,000

Implants Price Tech Level

Air Filter	1,000	4
Air Supply	1,000 x Rating	4
Aggressive Defense System	20,000 x Rating	4
Aquabreather	2,000	4
Autoinjector	4,000	4
Bioregulator	60,000 x Rating	4
Biorepair System	75,000 x Rating	4
Bone Plating	40,000	4
Boosterpack	120,000	4
Chemoscanner System	5,000	4
Cryostim Unit	100,000	5
Cyberarm	150,000	4
Cybears	10,000	4
Cybeyes	10,000	4
Cyberleg	150,000	4
Datacard Reader	1,000	5
Energy Shield	15,000 x Rating	4
Eye Scout	15,000	4
EMP Protection	35,000	4
Fingertools	5,000	4
Fireskin	5,000 x Rating	4
Flaming Body	15,000 x Rating	4
Frostflesh	20,000 x Rating	4
Head Computer	3,000	4
Hearing Amplification	1,000	4
Improved Bone Plating	140,000	4
Improved Stealthskin	235,000	4
Lightweaver Holorig	45,000 x Rating	4
Low Light Vision	1,000	4
Microfibril Muscle	150,000 x Rating	4
Nanite Factory	300,000 x Rating	4
Nasal Filter	1,000	4
Personal Secretary	500	4
Power Recirculator	30,000 x Rating	4
Razorhands	20,000	4
Retinal Display	500	4
Run Silent Augmentation	10,000 x Rating	4
Scythe	20,000	4
Shadow Skin	5,000	4
Shielded Senses	1,000	4
Shock Touch	1,000 x Rating	4
Simssoft Rig	4,000	4
Skillsoft Jack	2,000 x Rating	4
Sonar Imaging	4,000	4
Splinterskin	20,000	4
Stealthskin	70,000	5
Subdermal Armour	1,000 x Rating	4
Subdermal Sheath	4,000 x Rating	4
Synthetic Heart	100,000 x Rating	4
Thermal Regulator	7,500	4
Thermographic Vision	2,000	4
Vacuum Shielding	4,000	4
Vision Magnification	1,000	4
Wired Reflexes	150,000 x Rating	4
X-Ray Vision	12,000	5
Animal Imprinting	5,000	4
Bone Hardening	60,000	4
Boosted Reflexes	250,000 x Rating	5
Chameleon Skin	20,000	4

Claws	40,000	4	Shard Sword	460,000	Ilvane
Enhanced Olfactory	10,000 x Rating	5	Shard Lance	700,000	Ilvane
Gills	7,500	4	Spinefist		Reginaran
Improved Vision	20,000 x Rating	5	Lashwhip		Reginaran
Improved Hearing	20,000 x Rating	5	Tip Blades		Reginaran
Increased Nerve Density	10,000 x Rating	5	Talons		Reginaran
Moodskin	5,000	4	Fieldblade	650,000	Drake
Muscle Augmentation	250,000 x Rating	5	Plasma Blade	550,000	Drake
Organ Replacement	50,000 x Rating	5	Plasma Lance	800,000	Drake
Pain Dampers	50,000 x Rating	5	Plasma Fist	400,000	Drake
Prehensile Tail	225,000	4	Plasma Knife	400,000	Drake
Synapse Weaving	250,000 x Rating	5	Rift Sword	1,000,000	Slithzerikai
Scales	150 x Rating	3	Distortion Blade	500,000	Slithzerikai
Tail	125,000	4	Distortion Lance	750,000	Slithzerikai
Wings	100,000 x Rating	4	Distortion Dagger	350,000	Slithzerikai
			Flare Sword	400,000	Slithzerikai
			Flare Knife	250,000	Slithzerikai
			Flare Mace	400,000	Slithzerikai
			Flare Staff	650,000	Slithzerikai
			Racke Sword		Zatchian
			Kerran Blade		Zatchian
			Choarmimn Battleaxe		Zatchian
			Branich Lash		Zatchian
			Koral Shardweb		Zatchian
			Vortra Hunting Lance		Zatchian
			Bralta Hydraknife		Zatchian
			Firestone Knife	490,000	Kavir
			Firestone Broadsword	660,000	Kavir
			Firestone Mace	620,000	Kavir
			Firestone Longsword	690,000	Kavir
			Firestone Warhammer	1,200,000	Kavir
			Firestone Greatsword	1,400,000	Kavir
			Firestone Spear	900,000	Kavir
			Firestone Halberd	1,300,000	Kavir

Exotic Items

Starting characters may only purchase exotic items with their GM's express permission. Each item purchased must be separately approved, and the player should be able to provide some reasonable explanation as to how their character had the opportunity to acquire the item in question.

<u>Exotic Ranged Weapons</u>	<u>Price</u>	<u>Origin</u>
Monoflail	150,000	Deltani
Nanite Spray	120,000	Deltani
Nanite Bomb	30,000	Deltani
Microfibre Web	20,000	Deltani
Cluster Charge	15,000	Deltani
Splinter Spray	210,000	Deltani
Shraptor	240,000	Deltani
Monowire Discus	80,000	Deltani
Razordisk	140,000	Reginaran
Speargun	180,000	Reginaran
Screamer	275,000	Reginaran
Toxicator	250,000	Reginaran
Acid Spray	280,000	Reginaran
Tangleweb	200,000	Reginaran
Cone Gun	310,000	Slithzerikai
Cone Rifle	425,000	Slithzerikai
Heavy Cone Rifle	550,000	Slithzerikai
Subspace Beamer	400,000	Slithzerikai
Subspace Flare	650,000	Slithzerikai
Displacer Pistol	350,000	Slithzerikai
Displacer Gun	550,000	Slithzerikai
Distortion Grenade	100,000	Slithzerikai
Plasma Gun	320,000	Drake
Plasma Beam	480,000	Drake
Stungun	350,000	Drake
Forceweb	400,000	Drake
Pulsar	600,000	Drake
Graviton Beam	800,000	Drake
Fusion Cannon	750,000	Drake
Meson Shotgun	450,000	Drake
AG Pistol	360,000	Drake
AG Rifle	475,000	Drake
AGAT Heavy Cannon	700,000	Drake
Stun Sphere	80,000	Drake
Plasma Sphere	100,000	Drake
Firestone Duelling Pistol	420,000	Kavir
Firestone Musket	480,000	Kavir
Firestone Arquebus	570,000	Kavir
Firestone Jezail	660,000	Kavir
Firestone Scattergun	825,000	Kavir
Firestone Repeater	950,000	Kavir
<u>Exotic Melee Weapons</u>	<u>Price</u>	<u>Origin</u>
Crys Sword	100,000	Deltani
Crysknife	60,000	Deltani
Shardknife	200,000	Ilvane

<u>Exotic Armour</u>	<u>Price</u>	<u>Origin</u>
Crystal Armour	100,000	Deltani
Phyrac Razorsuit		Zatchian
O'Tarax Splinter Armour		Zatchian
Karesh Battle Harness		Zatchian
Reginaran Battlesuit	200,000	Reginaran
Pyzallion Sheilding	3,000,000	Ilvane
Scout Suit	750,000	Drake
Skirmish Suit	1,000,000	Drake
Battlesuit	1,500,000	Drake
Warp Armour	3,250,000	Slithzerikai
Light Battle Armour	800,000	Slithzerikai
Medium Battle Armour	1,400,000	Slithzerikai
High Battle Armour	2,000,000	Slithzerikai
Ceremonial Armour	2,500,000	Slithzerikai
Mage Armour	2,000,000	Kavir
Spirit Armour	3,000,000	Kavir
Deamon Armour	4,000,000	Kavir

<u>Exotic Forcefields</u>	<u>Price</u>	<u>Origin</u>
Distortion Field	400,000	Slithzerikai
Warp Field	1,000,000	Slithzerikai
Warp Armour	2,000,000	Slithzerikai
Storm Shield	500,000	Kavir
Proteus Shield	3,000,000	Kavir
Particle Forcefield	2,250,000	Drake
Gravitic Forcefield	3,500,000	Drake

<u>Exotic Equipment</u>	<u>Price</u>	<u>Origin</u>
Shimmer Suit	250,000	Deltani
Battlefield Medikit		Slithzerikai
Medical Supply Kit		Slithzerikai
Field Surgery Pack		Slithzerikai
Bio-Stasis Pod		Drake
Autoregenerator		Drake

GENERAL ADVICE

Some Useful Advice

This chapter contains various bits of advice to players, regarding how to both create an effective character, and how to survive in the world of Inferno. Consider this a kind of primer for the game. Naturally it will be of most use to new players, but veterans may still wish to refer back to the suggestions presented here, which have been gathered from the experiences of many playtesters.

It is worth noting that is intended to be advise specific to the system and world of Inferno. Even if you have played many other RPGs, if you are new to Inferno then it is likely that some of the points listed below may still be of use to you. In particular the sections on both gameplay and character creation make note of the specifics of Inferno's system and setting, and how these can be relevant to your playing style.

Advice On Character Creation

Below is some general advice on how Inferno character creation works, followed by notes on particular kinds of character builds, helping you to get the most out of the Inferno character creation rules. There is also some advise on how to best balance a party within the setting, and which skills will likely prove useful, depending on the campaign type.

General Principles

Character Creation Checklist

Building your character in ten easy steps.

1. An idea – What kind of character are we going for here? Sometimes you'll already have a pretty good idea of what you want to play. Maybe it's something that came to you during the last game you were in, or while you were watching TV last night, or a character idea that you've been wanting to play for a while now. If you're drawing a blank here, the easiest thing is usually to start with something very general like "Mercenary" or "Inventor" and then expand out from there.
2. A name and some history -
3. A rough build -
4. Attributes -
5. Talents -
6. Flaws -
7. Skills -
8. Language -
9. Backgrounds -
10. Equipment -

INFERNO

-

RAPIER & LASPISTOL

CHAPTER 3

THE BOOK OF DEATH

PLAYING THE GAME

Task Rolls

The task roll forms the core of the Inferno rules system. A task roll is made in any situation where a test of ability occurs, that is to say where the outcome is dependant on the ability of the active participant(s). Picking a lock, bluffing a guard, throwing a punch, jumping a chasm, these are all examples of situations that would probably require task rolls. Ultimately the final decision as to whether a task is required lies with the GM, but more often than not it should be obvious when such rolls are needed.

To make the task roll the player collects a number of dice equal to the value called upon by the GM. To this pool of dice they add any 'bonus dice' that apply, and then all of the dice are rolled. The next part is to count the number of successes shown by the dice. Every die that rolled 3 or less is discarded. It has scored nothing. Every die that rolled a 4, 5 or a 6 is kept, and counts as 1 success. So a sample dice roll of 1, 3, 3, 4, 5, 6 would score three successes in total.

However, in addition to this, any die that rolls a 6 is counted as one success, and then put to one side. After counting up successes, all the sixes are rolled a second time. If the second roll comes up as a 4, 5 or a 6 they count as another success, which is added to the total. Dice can only be re-rolled once however, so if the second roll comes up as a six then it is simply kept as a success, and not re-rolled a second time. In the above sample roll the die that rolled a six would be rolled again, and if the result was a 4 or more it would bring the total number of successes up to 4.

Count the successes and apply any modifiers to find the Success Total (ST). Modifiers are applied for circumstantial effects or abilities which may help or hamper the character. For example, shooting a running target is more difficult, and therefore incurs a -1 modifier, reducing the character's Success Total by 1. After applying any and all relevant modifiers, compare the final Success Total against the Difficulty Rating. This is a number, chosen by the GM, which determines the base difficulty of completing the task successfully. Whereas as modifiers represent the particular circumstances, the DR simply represents the characters default chance, under normal conditions, of completing the stated task successfully.

If the Success Total is equal to the DR then the character has succeeded in their attempt, but only just. If the Success Total is greater than the DR then the character has achieved a proportionally greater degree of success. The amount by which the Success Total exceeds the Difficulty Rating is called the Success Factor (SF). This value determines exactly how well the character achieved their goal, and can provide various positive effects. For example, as will be shown later in the chapter on Damage, a higher SF on an attack roll can result in a better chance of seriously damaging the target.

Botches

A botch occurs when the character attempting the task somehow manages to screw it up completely. This might be a result spectacular incompetence, a cruel twisting of fate, or simple bad luck.

A botch occurs when the dice rolled for a task all come up with a result of 3 or less, generating no successes. A roll like this is always a failure, even if the DR was 0, or if there were enough positive modifiers to push the total up above the DR. Unless at the least one of the dice rolled generates a success, the roll is always a failure.

What is more, botches do not simply represent failure, but a particularly unfortunate failure. As a result the GM should imagine some kind of unpleasant result of the failure, something which will hinder the character as a result of how badly they messed up.

For example, if a character rolls a botch whilst attacking with a short sword, their weapon might go flying from their grasp, or they might become seriously unbalanced, opening them up for a counter-attack. If they botch whilst firing a pistol, the weapon could jam, they could wing a friend in the line of fire, they could hit something explosive by mistake, or they accidentally hit the ejection lever, causing the clip to fall out of their gun. If they botch whilst trying to bypass an electronic device they might get an electric shock, short out the device, or trip a tamper alarm. A botch whilst attempting stealth means that the character has inadvertently drawn attention to themselves. GM's should always look at the situation and use their imaginations to come up with interesting possibilities.

No matter what, a botch should never kill a character outright, unless they are messing with something really dangerous, like trying to jury-rig a plasma cannon. A botch can, however, very like cause the character to be at risk of dying if they do not do something to salvage the situation.

A botch may not be re-rolled using a fortune point. The failure is so bad that it cannot be so easily redeemed. However a fortune point

can be spent to turn it into a simple failure, avoiding the additional adverse effects.

A botch made whilst attempting to cast a spell causes a backlash, a particularly unpleasant form of magical accident. For more details see Chapter 13 – Playing With Magic.

Reduced Effort

Once the dice for a task roll have been rolled the player must take the full result. They may not choose to drop some successes, for example to deal less damage. Every die rolled counts, unless they can force a re-roll through the expenditure of Fortune points or the use of some other ability.

The only way to get fewer successes is to choose, before rolling, to deliberately reduce the dice pool. This is known as reduced effort. Any number of dice may be discarded from the dice pool before the roll is made. If so the discarded dice are lost, and cannot be rolled later to increase the result. After the dice hit the table it's all over.

Skill Checks

The single most common variety of task roll in Inferno is the Skill Check. Since there is a skill that applies to just about any normal action that a character can make, when the GM calls for a Task Roll it will usually be based on a particular skill specialisation.

When making a skill check, the value to be rolled is the character's total skill rank in the specialisation chosen by the GM, added to the linked attribute. The total skill rank in a specialisation is always equal to the rank in the specialisation plus the general skill rank for that skill group. The linked attribute for each specialisation is listed in the skill description.

Example: Micah is asked to make an Investigation skill check. His character, Norano, has a rank of 2 in the Investigation specialisation, as well as General Skill rank of 2 in the Observation skill. This gives him a total skill rank of 4 for Investigation. The linked attribute for Investigation is Perception, and Norano has a Perception of 4. This gives Micah a total of 8 dice to roll.

Defaulting

If a character is called upon to make a skill check for which they do not have the appropriate training, they are considered to be "defaulting" to their general skill, or to their attribute, getting by on general knowledge, or just aptitude. This incurs a penalty to their success total, to represent their lack of familiarity.

If the character has the appropriate specialisation for the task being attempted, they do not take a defaulting penalty, even if they have no ranks in the general skill.

If the character has ranks in the general skill, but not in the appropriate specialisation, they take a -1 success penalty, since they at least understand the general principles.

If the character has no ranks in either the general skill, or the specialisation, they take a -2 success penalty, due to their total lack of familiarity.

Open Rolls

An open task roll is made in exactly the same manner as a normal task roll. However there is no Difficulty Rating. Instead simply count up the number of successes. Open rolls are used in situations where there is no success or failure, merely a degree of success.

Opposed Rolls

An opposed roll is made when two people are attempting mutually exclusive actions. That is to say, for one to succeed the other must fail. Examples include diving for a gun, arm wrestling, or a contest of will.

To handle an opposed roll, everyone involved makes an open roll against the relevant value, and applies any modifiers. Whoever has the highest Success Total wins. If any Success Totals are equal then the result is a draw, at which point the GM determines what happens next. Often the roll will be repeated until one side wins.

In some instances the GM may decide that one side must win by a significant amount to actually achieve victory. A useful example here would be an arm-wrestling contest, where one participant must not just gain the upper hand, but force their opponent's hand all the way to the table. In this case the winner must beat the next highest roll by whatever amount the GM deems to be significant.

Extended Actions

An extended action is any situation where the completion of a task will

cover a period of time, be it combat rounds, minutes, or hours. Before setting an extended action the GM determines the interval for the roll. This will be the period of game time between each roll being made. The GM also determines the DR for the roll. The difference is that the rolls made are Open Rolls, as described above. The result of each open roll is deducted from the DR. Once the DR reaches 0 the task is complete. So for example climbing a fence might be an extended Agility action with an interval of one round, and a DR of 10. Every round the character climbing the fence rolls their Agility, deducting the number of successes from the DR of 10. Assuming their first four rolls come up with 4 successes, 2 successes, 3 successes, and then 3 successes again, they will be over the fence on the fourth round (giving whoever was in pursuit four rounds to catch up). The same could be applied to building a space ship, with an interval of a day, and a DR in the hundreds. Extended actions are best used in any situation where the time it takes to complete the action is an important factor.

Some extended actions may be shared. In the examples above, the fence climbing attempt could only be made by the character doing the climbing. However the task of building a space ship could be shared between several characters. The DR remains unchanged, but at each interval every character participating makes the roll, and the total of the rolls is deducted from the remaining DR.

If two characters are engaged in an opposed extended action, such as a race, just have them both work out the extended action separately, and see which character completes the task first. If they both succeed in the same round, award the victory to whichever character exceeded the Difficulty Rating by the most.

Average Attempts

An average attempt is a way of cutting down on unnecessary dice rolling, or even, in some instances, for a player to reduce the risk of failing a simple task. If the GM allows the option of making an average attempt, then instead of rolling just work out the total dice pool for the action, including any bonus dice, and divide it by 2, rounding down, then apply any modifiers. This is the number of successes produced.

It is important to understand that Average Attempts should only be allowed for simple activities where the character is not under any sort of pressure. A good example would be a character with a craft skill who decides to spend the down time between missions producing items for sale in their shop. Rather than having the player make a tonne of dice rolls for something fairly inconsequential, the GM just tells him to work out his average attempt.

Obviously since the main criteria for being allowed to make an average attempt is that the character is not under pressure, no player should ever be allowed to make an average attempt during combat or any other similarly tense or dramatic scene. The only exception is if the character has the "Skill Mastery" Edge, which allows them to make average attempts for a chosen skill group even when under pressure. However it should be pointed out that Skill Mastery can never be applied to any combat skill, and the GM should be careful about enforcing this.

Average Attempts are particularly useful in working out menial extended actions, such as a character manufacturing weapons or furniture using a craft skill. Using the average attempt rules it is easy to work out the time needed to complete the task.

Splitting Actions

If a character wishes they may attempt to perform two or more activities simultaneously (or very rapidly). An example of this would be attacking with a gun held in each hand at the same time. To make the simultaneous actions the player works out the total number of dice they would use for the roll, and then halves that amount, rounding down. The player then rolls for each action separately, using the same dice pool for each.

Of course simultaneous actions won't always be made using the same skill. For example a character riding motorbike very fast through crowded city streets might decide that, whilst dodging traffic, they are also going to use their head computer to access the city grid and pull up a street map. Riding the bike at that speed without hitting anything would normally require a Ride – Motorbike skill roll. To get the street map quickly requires a Computing skill roll. In this instance the player starts by working out which skill has the smaller dice total. In this instance Ride – Motorbike is an Agility based skill, and Computing is an Intelligence skill. The character in this example rolls a total of 7 dice for riding the bike (Agility of 3 plus a skill of 4), and 9 dice for computer operations (Intelligence of 4 plus a skill of 5). When making a simultaneous action roll the player always uses the lowest dice total. This is to represent the fact that their lack of ability in one area hampers their success in the others. In the example, because the character is having to focus on the driving they can't operate the computer as confidently as they normally would.

Typically it is not possible to perform more than two

simultaneous actions. However if the GM does consider more than two simultaneous actions to be appropriate to a situation, the same principle still applies. The player uses their lowest applicable dice pool, and then divides it by the number of actions being made, rounding down.

Finesse

A player may sometimes decide that their character doesn't just want to succeed at the task they are attempting, they want to do it really well. In these instances the player may decide to risk reducing their chances of completing the task successfully in return for an increased payoff if they do manage to succeed. This is known as Finessing the task roll.

To finesse a roll, the player declares that they are doing so before making the roll, and then proceeds to remove up to half the dice (rounding down, the amount removed being the lesser amount, not the amount remaining) from their dice pool for the task. These dice are not rolled, just as if the player had removed them for reduced effort. However dice removed for finesse, and dice removed for reduced effort are distinct, must be declared separately, and are not in any way interchangeable.

Should the player make the roll successfully, using the reduced dice pool, their Success Factor will be increased by the number of dice they initially set aside for Finesse.

If the player is setting aside dice for both Finesse and reduced effort, they remove Finesse dice first, then they remove dice for reduced effort.

It is possible to finesse a split action, however the dice must be removed from each of the split dice pools separately, and the same number of dice must be removed from each pool. The bonus to the success factor is equal to the number of dice removed, *per pool*, not the total number of dice removed. For example a character making two actions could choose to finesse the actions, a +2 to the SF if successful. However they would have to remove two dice from each pool, for a total of four dice removed.

Finesse may not be applied to any open task roll (since the player would effectively be trading in dice for automatic successes).

The Combat Round

Combat, or any other high-tension situation where the GM deems it to be appropriate, is divided into 'Rounds', as a way of maintaining a coherent passage of time. A single round nominally lasts for about 5 seconds, although the GM should feel free to alter this to suit the situation.

Initiative

The first thing that happens upon entering combat or any similar situation is that everyone rolls 'Initiative'. The GM will determine exactly when this should be, but once they have made the call for initiative rolls everyone intending to participate in the events should do so.

Initiative is treated as an open task roll, using the character's Initiative secondary attribute, equal to the total of their AGL, PER, and INT. The number of successes is their initiative total. The initiative total is a measure of just how quickly your character or any other participant reacts to the events unfolding around them, and higher initiative totals allow you to get more actions in than those who react slower.

Once everyone has rolled initiative, the GM will start to count down from the highest value. As each character's initiative value is called (whether they are a player character, or NPC) they get to declare and resolve an action.

Actions in Inferno are divided into three basic categories, depending on how much time they would take. The categories are Simple, Standard, and Complex, with simple actions being the fastest, and complex actions the slowest.

Once the player has declared their action, the GM determines what the effects are, if necessary asking the player to make one or more task rolls to determine the outcome of their action. Having resolved their action, the player reduces their current initiative total by the cost of the action, which will be either 1, 3, or 5 points of initiative, depending on whether they took a simple, standard, or complex action, respectively. Then the GM continues counting down from the last initiative value that they called. At this point it is likely that other characters will get actions of their own, which will be resolved in the same manner, but once each player's new initiative total is called, they get to act again, declaring their action, resolving it, and reducing their initiative total once more by the cost of the action.

Once the GM's initiative count reaches zero, the turn ends, and everyone rolls a new initiative value for the next turn. If a player's last action takes them into negative initiative, they deduct the remainder from their new initiative value for the next turn.

Listed below are all the standard actions that can be taken during combat, divided up according to whether they require a simple, standard, or complex action to complete. For actions not listed the GM should simply assign them to one of the three categories using their own

judgement.

Simple (costs 1 initiative):

- Use simple function (eject clip, turn off safety) / change device mode (switch firing mode)
- Block
- Make a Cursory Inspection – A cursory inspection allows the character to either glance at their surroundings, trying to spot something, or to focus their attention on something specific, looking for some small but fairly obvious detail. It does not allow more than about a seconds worth of inspection.
- Quick Draw
- Rapid Reload
- Drop to a Crouched or Prone Position
- Activate a Focus Ability or a Spellmark
- Sprint

Standard (costs 3 initiative):

- Fire a Snap Shot or Make a Swift Attack – Snap shots and swift attacks both require minimal focus. The attacker does not take time to aim, or to think about how they are attacking, they just go ahead and do it.
- Make a special attack (trip, disarm, burst fire, break off)
- Load a Clip or 2 Rounds
- Draw a Weapon or Item – This action allows the character to retrieve a readily available weapon or item. Readily available means that it is close to hand, such as a holstered weapon, a sheafed sword, an item in a belt pouch, or something slung across the character's back.
- Stand Up –
- Operate a simple device – This action covers the use of anything that requires only the smallest amount of input. Examples would be priming a bomb, activating a previously encoded program on a computer, or opening a door.
- Take aim
- Dodge or Parry
- Run or Fast Crawl

Complex (costs 5 initiative):

- Make An Aimed Shot
- Make an all out attack
- Make a dual wielding attack
- Make a rapid fire attack
- Make a two stage attack (feint or grapple)
- Cast a Spell or Prepare a Spellmark
- Operate a complex device – A complex device is anything that requires the characters full attention to operate. Examples would include typing in a password, unlocking a door, or changing the parameters of a multiscanner. Importantly, this action is also used to operate any weapon that requires the gunnery skill, and to keep a vehicle under control for that turn.
- Walk, Sneak, or Climb

Multiple Complex Actions:

- Pick a lock
- Escape a pair of handcuffs
- Hack a computer

Reacting

Some actions may be taken as a reaction to other events, such as dodging, parrying, or other forms of defense. When making a reaction, the character in question is allowed to take the action out of sequence, even if it is not their turn yet, but they must still deduct the initiative spent on making the reaction.

Held Actions

A character may choose to hold their action, waiting for other events to unfold before acting. The held action may be anything up to a complex action, although longer actions will have slightly less chance of success. To hold an action the player must declare what they intend to do, and under what conditions, such as shooting the next enemy to come into view. However they do not spend the initiative for the action yet. The GM continues to count down the initiative, and actions are declared and resolved as normal, until the situation comes up where the character wishes to use their held action.

To do so they must interrupt the next person in the action queue, or the person who's action was taking place at the time. This requires an opposed Initiative Specialisation test (off the Awareness skill). If the interrupting character is successful, then their action takes place first, if not, it takes place on the same initiative value, but after resolving the

current action.

Once the interrupting character has resolved their action, they must work out their new initiative value. This is done by taking the last initiative value that the GM called, and taking off the cost of the held action. Their actions then continue to take place as normal, based off their new initiative.

Losing Initiative

During combat it is always important to keep a cool head, and stay focussed. Unfortunately there are a lot of things that can cause a character to falter or get distracted, such as getting shot, or just being shot at. To represent this faltering and loss of focus, certain effects can cause characters to lose initiative points for that turn.

Damage: Any time a character takes shock damage which gets through their armour, they lose that many points of initiative. In addition, if a character takes a critical wound they lose 3 points of initiative. If they take a fatal wound they lose all of their remaining initiative for that round, and act on half their normal initiative total from then on. [For more on damage see Chapter 20 – Health and Harm].

Morale Checks: Failing a morale check loses the character 3 points of initiative. [More on morale checks can be found later on in this chapter].

This all sounds pretty complicated at first, but it's actually stunningly easy. An example of play should hopefully make things a little clearer.

A fight breaks out between the heroes and group of bandits, out on a low tech fringe world. The GM calls for initiative, and proceeds to roll for the 3 bandits. The players, Nick and Laura, each roll for their characters.

GM: Anyone roll higher than 10?

Laura: Yeah, I got 12.

GM: Bloody hell. OK, starting at 12, Laura?

Laura: Well first I'm going to quick draw my pistol first.

GM: Roll for it.

Laura: [Rolls] Yep, no trouble.

GM: Well that costs you 1 initiative for a simple action, so I'm guessing that'll be you going again on 11.

Laura: OK, next I'm going to take a snap shot at the first bandit.

GM: Roll to hit. You're at -1 for range, and -2 for the snap shot.

Laura: [Rolls to hit] I got 4, after the penalties, doing 3 critical and 2 shock damage if it hits.

GM: It does. The bullet slams into his leg, not quite enough to make him fall over, but it certainly staggers him. [The GM deducts reduces the bandit's initiative for the shock damage that got through his armour.] That costs you another 3 initiative for the snap shot.

Laura: So me again?

Nick: Actually I got 10, so I believe I'm up next.

GM: Yep, we were on 11, so counting down 1 gets us to Nick. What you gonna do?

Nick: Well, I already had an arrow nocked, so I'll shoot the bandit that Laura winged. Aimed shot, [Rolls to hit] at -1 for range, right?

GM: Yep.

Nick: Rolled 6 to hit. 3 and 1 damage, and 2 points of finesse.

GM: Yeah, uh, that gets him in the side of the neck, and he staggers back, clutching at the wound, and spurting blood everywhere. [GM knocks another 5 initiative off the bandit's total for taking a critical wound, and makes a morale check. The bandit fails the check and loses another 3 initiative. The bandit now has no initiative left, and will not get to act this turn. In fact, he's into negative numbers, which will cost him initiative next turn as well, assuming he actually lives that long.]

GM: OK, going on 9, the bandit leader. He charges at Valen [Laura's character] drawing his shortsword and screaming like a maniac. Running and drawing a weapon can be treated as simultaneous actions, so he can do both at once, and it only costs him 3 initiative for a simple action. Now, that moves us on to 8...

Movement

Each turn a character may walk a number of metres equal to their agility. By taking a free action to run, they can move up to double their walking distance. By spending a standard action to sprint they can move up to four times their walking distance. However sprinting requires the character to make an Athletics roll each turn, with a difficulty equal to the number of turns they have been sprinting for. Failure means that the character takes a point of shock damage from fatigue.

Terrain can affect a character's movement rate. Moving over difficult terrain reduces your movement rate by one category, so running becomes a full action, and walking a standard action. Sprinting is not possible in difficult terrain. Very difficult terrain reduces your movement

rate by two categories, so walking becomes a full round action, and moving faster becomes impossible. Even if a character's movement for that round only briefly passes through difficult or very difficult terrain, the effect is still applied.

Character's can choose to ignore the effects of difficult or very difficult terrain and move at their full rate, however doing so requires a successful athletics skill roll not to stumble. Failing the roll will result in the character falling prone, requiring a standard action in their next round to get up, and taking stun hit with a base damage grade of None, scaled up by the number of ranks they failed the roll by. The DR of the roll depends on how fast the character is trying to move. The DR for running is 3, and sprinting is 5, over difficult terrain. In very difficult terrain double both values.

Crawling allows the character to move up to half their Agility in metres (rounding up), and takes a free action. Moving at a fast crawl takes a standard action and allows the character to move up to their full Agility in metres. Just like normal movement, the cost of crawling is increased by difficult terrain.

Drawing Weapons

Normally drawing a weapon takes a standard action. This means that characters that did not have a weapon readied before the fight started will typically spend the first round preparing one. However characters may choose to quick draw, reducing the time needed. Quick drawing a weapon is a simple action, but the player must roll their character's Agility, plus the weapon skill appropriate to the weapon being drawn. Failure means that the character was not successful in drawing their weapon, and the simple action was wasted.

A pair of one handed weapons may be drawn together as a standard action, or quick drawn together as a simple action. However quick drawing a pair of weapons increases the DR by 2, and the player must roll to draw each weapon separately.

The DR of a quick draw attempt is 2 plus twice the reach of the weapon, if it is a melee weapon. For ranged weapons, see the table below.

Weapon	DR	Weapon	DR
Pistol	3	Bow / Sniper Rifle	8
Submachine Gun	5	Heavy Weapon	10
Rifle	6		

Attacking and Defending

Making An Attack Roll

Any time that a character makes an attack, be it ranged, or melee, they will normally be called upon to make a Roll To Hit. This roll is to determine whether or not the attack actually connects with the enemy and, if it connects, how much damage the attack does.

The base DR of an attack roll is the target's Evade. This will then be modified by a number of factors including distance between the target and the attacker, cover, low light, the kind of weapon used, burst fire, and so on. To find out what modifiers will apply see the sections below dealing with ranged and melee combat respectively.

If the attack hits the target will take damage based on the kind of weapon. The damage will be increased by one grade for every two extra successes the attacker gets, over what they needed to actually hit. Alternatively, if the attacker wishes, they can decrease the damage (pulling the blow, aiming for a non-vital area, etc).

Dual Wielding

Any character wielding two weapons can choose to attack with both weapons at once. To make a "double strike" use the splitting actions rules presented earlier in this chapter. To briefly summarise; work out the normal dice pool for the weapon (weapon skill + attribute + bonus dice) and then halve it, rounding down. If the weapons being used are based on different skills then use whichever skill has the lowest total dice pool. The character may then make two attacks, using the reduced dice pool. In addition to the splitting actions rule, there are some additional rules and modifiers that may apply to dual wielding, as described below.

If applying finesse to a dual wielding attack, all the attacks must be made at the same finesse penalty, unless the characters spends a free action per attack to declare a finesse attack for each attack separately. This represents the increased difficulty of trying to focus on two or more very specific targets at the same time.

Splitting the attacks between different targets incurs a +1DR penalty to all of the attacks.

Any character can make two unarmed attacks if they wish, or add an unarmed attack to their normal attack instead. The same rules still apply, so, for example, an unarmed human with AGL 4, Unarmed 4 could make one attack rolling 8 dice, or two attacks rolling 4 dice each (8 / 2). Alternatively, if he was wielding a knife, with a skill of 3, he could make

one attack with the knife at 7 dice, one attack with his fist, foot, elbow, knee, head, or other bodypart, at 8 dice, or make an attack with the knife and an unarmed attack, rolling 3 dice for each (7 / 2, rounded down, since this is the lower of the two dice pools).

Any species with extra limbs may make additional attacks, beyond the first two, by deducting one dice from the pool for each additional attack. For these purposes any "Independent" natural weapon counts as an extra limb, although obviously one that can only be used for unarmed attacks. For example a Zatchian wielding two short swords, with an AGL of 6, Melee Weapons of 4 and Unarmed of 4 could make one attack with either a short sword or it's blade arm at 10 dice. They could make two attacks with the short swords rolling 5 dice each (10 / 2), or attack with a short sword and a blade arm, at the same difficulty. If the Zatchian chose to make three attacks, his dice pool would be reduced by 1, meaning he would be rolling 4 dice for each for each attack, and if he made four attacks then he would lose another die from each of the pools, bringing him down to just 3 dice for each attack.

Making an extra attack with a two handed weapon obviously requires the use of two hands, and so reduces the number of extra attacks the multi-limbed character can make by 1. A Zatchian wielding a two handed sword could make two attacks at half of either it's Hand Weapons or Unarmed dice pool, whichever was lower.

Defensive Fighting

During your turn you choose to Evade as a standard action. Although there is no immediate result of Evading, until the start of your next turn you may add half of your Dodge skill to both your Ranged Defence and your Melee Defence.

As a reaction during someone else's turn you can roll dodge to have your character "hit the deck", throwing themselves clear of an attack. Make a dodge skill roll, and if the result beats the attackers roll to hit the attack misses you. However your character will be left prone, requiring a full round action to get up, or a standard action to move into a comfortable position to act whilst prone (ie, firing a weapon).

The other use of dodge is against area attacks, such as those with a blast effect. Add the result of an open Dodge roll to the distance between the character and the blast origin. Dodge rolls are also used in working out suppressing fire.

As a free action a player may declare that their character is fighting defensively. Until that character's next turn they may add half their Tactics skill (rounded down) to their Evade. The maximum bonus that a character can receive from defensive fighting is equal to their base Evade, and the bonus will be modified by armour.

The downside to defensive fighting is that it severely hampers the characters ability to act effectively, since they are so focussed on avoiding enemy attacks. For this reason the same penalty is applied to the DR of any action they attempt whilst fighting defensively.

Fortune

Fortune Points represent the awful truth about all adventurers in the world of Inferno; that by and large they survive on account of dumb luck, or else because the universe has something worse waiting for them. Fortune points can be used to sway the dice rolls at opportune moments, allowing a character to succeed at an important task, or avoiding death from a stray shot, or else causing them to fail miserably and end up in even deeper trouble.

Each character has a number of fortune points given to them at the start of the campaign. These points are spent by the player on that character's behalf, and can only be used to effect events directly related to the character. Once spent they are forever gone, although more can be earned through exceptionally good roleplaying, or purchased by spending character points that the character has earned. The cost of buying a fortune point is 25 CP, and they may be bought at any time during a session of play, even at the very moment when they are needed. However only one fortune point may be purchased per session.

Fortune points do not expire, however, and once purchased, or acquired in any form, they stick around until the player decides to use them.

The uses of Fortune points are as follows:

- To re-roll any number of dice from a single task roll being made for that character, so long as the roll was not a botch.
- To turn a botch into a straight failure.
- To prevent the character from taking a critical wound (must done as the wound is taken, not afterwards. They will still take the normal shock damage for the attack).
- To reduce a fatal wound to a critical wound (must done as the wound is taken, not afterwards).
- To stabilise the character if they are dying. They will still

count as being fatally wounded, however the duration of the fatal wound will freeze.

- To have the character return to consciousness, if they were unconscious.
- To have the character shake off a special damage effect, reducing its remaining duration to zero (see Chapter 11 – Damage)
- To re-roll a single roll on the corruption table. This must be done just after the roll is made, not later.
- To resist one spell. The effect value of the spell is halved for that character, but not for any other target of the spell. The spell still causes full corruption to the caster.
- To receive a “Fortunate Occurrence”: Basically something happens that is lucky for the character. For example, if they look behind a bar hoping to find a weapon they could spend a fortune point and discover a shotgun. The three important points here are that firstly they must make some sort of effort, make some attempt at finding what they are after, rather than just hoping for good things to fall from the sky. Secondly, it must be something reasonable. Finding a shotgun behind a bar is plausible. Finding a portable rocket launcher is not. Finally, the GM gets the final say as to what happens. Whatever it is it should be favourable to the character, however just how favourable is up to the GM.

Morale

Combat is scary, and it's confusing, and the most important skill that any soldier can learn is the ability to keep a cool head and remain focussed when in a difficult situation. There will often be situations where a character will get distracted, or find it hard to react properly, or else where they will simply freeze up and be unable to act. The ability to deal with such situations without faltering is represented by the Morale specialisation of the Command skill.

Whenever a situation comes up that tests a character's focus and resolve, they will have to make a morale check. Morale checks have base DR of 3. This is increased by 1 for every panic check that the character has already taken during that round of combat (ie, since the end of their last turn). Failing a morale check causes the character to lose 3 points of their current combat initiative.

In addition, each time the character fails a morale check, the player should make a note of it. Once the character has failed a number of morale checks equal to their willpower, they must make another roll with their Morale (Command) specialisation, against a DR equal to the number of failed morale checks. If they fail the roll, their character panics. A panicked character will cease behaving in any kind of rational manner, and will simply do the first thing that comes into their head at that moment, however ridiculous. They may attempt to flee from the danger, they might launch a frenzied assault, they might curl up in a ball and try to hide, or they might simply act totally erratically, firing their gun in their, screaming hysterically, or doing something equally pointless. The player is still in control of their character's actions at this point, but they must roleplay the characters current state of mind, and have them behave in a manner befitting somebody who has gone well past the end of their emotional and mental tether.

If the Morale (Command) roll is passed, the character does not panic. However the player must roll again each time the character fails another morale check, so long as their number of failed morale checks equals or exceeds their Willpower.

The good news is that every time a full turn passes without the character being forced to take any morale checks, they get to remove one failed check from their total, as the brief reprieve allows the character a chance to breathe and think and little more clearly.

The following is a list of situations in which Morale Checks should be made:

- Suppressing Fire – Any character who is the target of a rapid fire attack, or who is targeted by sustained fire of any kind, such as someone simply unloading a pistol in their direction, must make a Morale Check.
- Sniper Fire – Sniper fire is treated as any attack being made by an unseen enemy. However the attack must be clearly targeted, not simply blind fire. If it is obvious that the sniper cannot see you any better than you can see them, then no Morale Check is needed.
- Surprise Attack – If the enemy manages to completely blindside you, to the point where you were not aware of the attack until it became clear that it was already underway, then a Morale Check is required.
- Ally Down – If someone who is currently fighting on your side

of the battle, regardless of your feelings towards them, is taken out of the fight, either by fleeing, taking enough damage to drop them (not necessarily kill, just drop), surrendering, or switching sides, then everyone who considers them an ally must take a Morale Check.

- Massive Damage – Whenever a character takes a critical wound, they must make a Morale Check.
- Fearsome Attacker – If you are attacked by an enemy that causes Fear you must take a Morale Check at the start of each round that you are in combat with them. Add the attacker's Fear rating to the DR of the check.
- GM's Discretion.

Scale

Miniscale	0.1m	1/20	Destroyer	160m	80
Tiny	0.25m	1/10	Cruiser	320m	160
Diminutive	½m	¼	Battleship	640m	320
Small	1m	½	Dreadnought	1,250m	640
Medium	2m	1	Carrier	2,500m	1,200
Large (Shuttle)	5m	2	Command	5,000m	2,500
Huge (Fighter)	10m	4	Outpost	10km	5,000
Colossal (Gunship)	20m	10	Station	20km	10,000
Corvette	40m	20	Habitat	40km	20,000
Frigate	80m	40	Worldship	100km	50,000

All standard species in Inferno are Personal scale, and all characters are assumed to be Personal scale unless otherwise stated.

Scale Category (typically referred to simply as Scale) is the actual scale of the vehicle, character, or creature.

Scale Value is used for determining the in game effects of scale, such as adjustments to damage and accuracy.

Scale Difference is the difference between the Scale Values of the two entities.

Accuracy

If the target of an attack is of a smaller scale than the attacker then the DR of the attack roll is increased by the Scale Difference. If the target is larger then decrease the DR by the Scale Difference.

Example: A Fighter scale tank fires its main gun at a Personal scale foot soldier. The soldier, at two scales smaller, has a Scale Value of 3. The tank has a Scale Value of 5. The Scale Difference is therefore (5-3 = 2) 2. Because the tank is larger it has +2DR penalty to it's roll to hit the foot soldier, whilst the foot soldier is at a -2DR advantage when rolling to hit the tank.

Damage

Against a target that is 1 scale larger, attacks deal half their normal damage. If the target is two scales larger, they deal 1 quarter their normal damage. If the target is three scales larger, divide the damage by 10. For greater scale differences, the attack is ignored altogether. In all instances fractions are rounded down.

If the target is one scale smaller, double both damage values. If the target is two scales smaller, multiply the damage by 4, and if they are three scales smaller multiply by 10.

Example: A Fighter scale main tank gun, being fired at a Personal scale foot soldier would have it's base damage grade of Fatal increased to D+1. If the foot soldier returns fire with an assault rifle his damage of Moderate is decreased to Trivial.

If the Tank attacked the soldier with a sponson mounted Personal scale machine gun instead then the damage of the machine gun would not be adjusted, since the weapon (not the vehicle) is the same scale as the target.

Range and Blast Radius

When working out distances for effects related to larger or smaller scale creatures and vehicles, simply change the hex size. For all medium size creatures and vehicles, the default hex is 1 metre. For other scales, use the hex size given on the chart above, and work out range and blast radius accordingly.

Magic

Applying scale difference to magical effects is covered in more detail in Chapter 4.

Miscellaneous Modifiers

All stealth / perception rolls should be modified by twice the Scale Difference.

RANGED COMBAT

Ranged Combat

Given the preponderance of ranged weaponry in the world of Inferno, everything from slings and crossbows to machine guns and plasma cannons, ranged combat is a remarkably common occurrence.

The basic system for ranged combat in Inferno is actually quite simple. The attacker declares their ranged attack, and rolls to hit the target, using their Perception and the appropriate skill for the weapon they are using. The player should also make a note of the ammo expended.

The base DR for any ranged attack is equal to the number of range bands away from the target the attacker is, as shown on the table below. The target's Evade is added to the base DR, along with any additional modifiers assigned by the GM. If the roll is a success then the attacker has hit the target. Every 2 additional successes on the roll to hit will increase the damage by 1 grade.

When declaring a ranged attack the player is required to state the following:

1. The weapon(s) being used.
2. The target(s) of the attack.
3. Any special ammunition they are using.
4. Whether they are making a Finesse Attack.
5. Whether they are making a Snap Shot, Aimed Shot or a Rapid Fire attack.
6. Whether they are applying any talents to the attack.

If any of these details are not declared before the dice are rolled, the GM must make a judgement call based on the details available to them.

<u>Range Band</u>	<u>Metres</u>	<u>DR</u>	<u>Range Band</u>	<u>Metres</u>	<u>DR</u>
Point Blank	5	0	Very Long	200	5
Close Quarters	10	1	Extreme	500	6
Short	20	2	Incredible	1,000	7
Medium	50	3	Distant	2,000	8
Long	100	4	Boundless	5,000	9

Range

The base difficulty ratings given on the table above assume that the target is within the effective Range of the weapon being used. This is represented by the weapon's Range value. If the range to the target is greater than the weapon's range, this base DR is doubled. If the distance exceeds the weapon's range by more than 2 range bands, the base DR is tripled, and if it is more than 3 range bands over then the DR is quadrupled. However only the highest modifier is applied.

Scoped Weapons

Using a scoped weapon reduces the Base DR of the attack by the Rating of the scope. This does not reduce the effective range, just the base DR, meaning that if the target is out of the weapon's range then the modified base DR will still be multiplied by the appropriate value. This bonus only applies if the weapon has been readied, not if the character is making a hip shot (see below).

By default the Rating of a scope is equal to its Tech Level.

Regardless of its rating, a scope cannot reduce the base DR of an attack to less than 3.

Thrown Weapons

The base DR for thrown weapon attacks is equal to the distance to the target, in metres, divided by the attacker's STR attribute. If the distance to the target is more than 2 times the attacker's STR, this base DR is doubled. If the distance is more than 4 times the attacker's STR, the base DR is tripled. The maximum range of any thrown weapon attack is 6 times the attacker's STR.

Aimed Shots

As a standard action you may declare that your character is "taking aim" on a target. The target must be declared, and must be a valid target, at the time of taking aim, and you must state what weapon you are taking aim with. The weapon must have been "Readied" first, as described above. For each standard action that you spend aiming, the DR of the attack roll is reduced by 1, with the maximum possible reduction being equal to your character's skill rank in the weapon being used. If, at any point during the time that your character is lining up their shot, the target ceases to be valid then the accumulated bonus is lost, and the character can only take aim on the target again once they have a line of sight.

Evade

You may Evade as a standard action. Until the start of your next round you may add half of your Dodge skill to both your Ranged Defence and your Melee Defence.

Reloading

Normally reloading a weapon takes a standard action. However weapons listed as "Manual Load" require a complex action to reload, and weapons listed as "Long Load" need a full two complex actions to reload.

A character may, if they wish, attempt to "rapid reload". To rapid reload a normal weapon, spend a simple action, and make a roll using the appropriate firearms specialisation against a DR of 4. If successful, the weapon is reloaded. If the roll is failed, the action is wasted, and the weapon is not reloaded.

For manual load weapons, the same rules are used, but rapid reloading uses a standard action. For long load weapons, rapid reloading uses a complex action, and has a DR of 6.

Rate of Fire

Firing a single shot with a ranged weapon is always a standard action. Unless stated otherwise in their stats, all weapons are assumed to be semi-automatic and can therefore fire once every round.

Any weapon listed in its special rules as "Single Shot" can only be fired once every other round, but still counts as a standard action to fire. Weapons listed as "Recharge" in their special rules can only be fired once every two rounds.

Weapons with a Charge Up time must be allowed to ready for the number of rounds listed in brackets before they can be fired. The charge up time only occurs the first time in the fight that the weapon is used, and it may be possible to deliberately charge up a weapon before a fight starts.

Rapid Fire

Rapid fire involves pumping out as many rounds from a weapon as possible so as to either shred the target, or suppress an area.

Making any kind of rapid fire attack is a standard action.

The Rapid Fire effect is defined by two values, which will be listed in brackets, divided by a forward slash (/). These values are Recoil and Rate of Fire.

To make a Rapid Fire attack, the player must first decide how many shots to fire. This is the amount of ammunition that will be expended in making the attack. Divide this amount by the weapon's Recoil, rounding down to find the Burst Value of the attack. The Burst Value (or BV for short) may not be less than the Rate of Fire of the weapon, nor may it be more than double the Rate of Fire (RoF for short). Regardless of how many shots are fired, a Rapid Fire attack is always a standard action.

Next, designate targets. A Rapid Fire attack may be spread between a number of target's equal to the Burst Value. However no target may be more than 2 metres from any other target of the attack.

Finally, the attacker rolls to hit. Make the roll using the appropriate weapon skill, and then compare it to each target's Defence separately. Add the BV to success total of the attack roll, and reduce the success total by 2 for each additional target. If the attack hits, work out damage as normal.

Suppressing Fire

Suppressing fire involves opening up with a rapid fire weapon and firing as many rounds as possible. Essentially, pulling the trigger, and not letting go. Suppressing fire is terribly inaccurate, but the sheer volume of fire can still make it quite effective. Unfortunately it is very wasteful in terms of ammunition. Making a suppressing fire attack is a full round action.

Suppressing fire increases the effective recoil of the weapon being used by 1 for that attack, because the sheer volume of fire makes it very difficult for the shooter to control their weapon.

The maximum BV of a suppressing fire attack is up to triple the RoF of the weapon. What is more, the attacker must fire enough rounds to meet this maximum. If the number of rounds left in the magazine is not enough to meet this requirement then they simply have to fire as many rounds as they have remaining. The ammunition remaining is not even enough for the BV to be at least double the RoF, the attack does not count as suppressing fire, although they still suffer the increased recoil.

Suppressing fire attacks are valuable more for keeping the enemies heads down than actually dealing damage. Because of the wildly inaccurate nature of the attack, halve the SF of any hits made with the attack, rounding down.

Suppressing fire has the advantage of being a very good way of keeping your enemies heads down. Although it is ineffective at dealing direct damage, the sheer volume of fire produced can force your targets to seek cover, and can be very psychologically damaging. As a result, any target of suppressing fire must make a Morale Check.

Blast Radius

Blast attacks spread out from a point of impact, damaging everything within their effective radius. The further from the point of impact you are, the less damage you will take, as the shockwave / shrapnel / fireball / etc. loses energy and ceases to be as effective. To model this effect any valid target close to the point of impact for any weapon noted as having some form of 'Blast' will take a hit. However every metre of distance between them and the point of impact reduces the damage of the attack by 2/2. For a 'Small Blast' damage is reduced by 4/4, whereas for a 'Large Blast' the damage is only reduced by 1/1.

Bonus damage from accuracy is only applied to the direct target of the attack, and only if the projectile, beam, etc, actually hits them full on. In the case of weapons that time detonate, such as hand grenades, this does not apply, and therefore hand grenades never receive accuracy bonuses to damage, unless the GM feels that particular circumstances apply. However the SF of the attack roll does count as a penalty to the Dodge roll of those attempting to avoid it.

If a character rolls to hit with a blast weapon and misses, the point of impact is shifted a number of metres away from the target equal to the amount by which they failed the roll. So, for example, if a character is rolling to hit against a DR of 5, and rolls 3 successes, the projectile will detonate two metres from the target.

Example: Three soldiers are standing next to a tank. Two of them are standing half a metre away, the third is 1 and a half metres distant. None of them are wearing armour. The tank is hit by a rocket launcher (Devastating damage, Small Blast). The two soldiers within half a metre each take a Fatal hit, dealing 21 points of Stun damage and another 21 points of Lethal damage). The soldier one and a half metres away only takes a Severe hit, dealing 10 points of Stun damage and 10 points of Lethal damage. The tank itself takes 60 points of Lethal damage, reduced by it's armour. The soldiers, had they been wearing armour, would also have been able to reduce the damage taken, and since the Lethal and Stun damage are compared to their armour separately, they would likely come off a lot better.

Situational Modifiers

As with any task roll, a roll to hit may be altered considerably by circumstance. To simplify matters for both the Games Master and the players, this list summarises the situational modifiers that most commonly apply to ranged attacks.

Movement: If the shooter or the target are running, then apply a +1 modifier to the DR for the shot. If both are running then apply a +2 to the DR. If the target of an attack is completely stationary then apply a -1 to the DR. A degree of common sense must be applied here. A lot of this is dependant on relative movement. Shooting someone moving across your line of sight is harder than shooting someone who is running straight at you.

Visibility: If visibility is poor then apply a +1 DR to the shot. Poor visibility can be caused by low light, by smoke or fog, or by many other means. If the light is poor and it's smoky or foggy apply a +2 to the DR. If it is pitch black (to the point where visibility is nil) apply a +4 to the DR.

Cover: If the target of an attack is in Soft Cover then the DR is increased by 1. Soft cover is some form of concealment such as bushes, scrub, cardboard boxes... anything that obscures the target without directly protecting it. If the target is in Hard Cover apply a +2 to the DR, or +3 if it covers them almost completely. Hard Cover is effectively anything that will stop whatever incoming fire is being thrown at them at the time. This may well depend on the weapon being used.

Low Target: If the target of a ranged attack is crouching, the DR is increased by 1. If the target is lying down, the DR is increased by 2, unless the attacker has a significant height advantage.

Off-Hand: If the attacker is using their off hand (that is, the one they are not adept with) to wield a weapon they receive a +2 DR penalty on attacks made using that weapon. If the character is ambidextrous they may ignore this penalty.

Weapon Size: Any character attempting to fire a two handed weapon (any weapon covered by the firearms skill) with one hand suffers a +2 to the DR of their attack. Attempting to fire a heavy weapon one handed is +4 to the DR. Finally rapid fire attacks made with any weapon (even a pistol) held in one hand are at +2 DR.

For every 3 points of strength that a character has they may ignore one point of weapon size penalty, however this modifier only applies to the total penalty, so a character with strength 6 firing an assault rifle in full auto one handed would take a penalty of +2 to the DR (+2 for firing one handed, +2 for firing an automatic one handed, -2 for six points of strength). Weapon size penalties can never be reduced to less than 0, no matter how strong a character is.

MELEE COMBAT

Melee Combat

Melee combat is the term for fights that take place at close quarters, within physical striking distance. In these situations the potential for the use of ranged weaponry becomes quite limited, and smart combatants fall back on more practical weapons, such as the multitude of swords, axes, clubs, and other melee weapons that are available in a variety of high and low tech forms.

The system for working out melee attacks is very simple. The attacker simply declares which weapon they are attacking with, and the target of the attack.

The DR of a melee attack roll is equal to the target's Defence. Defence is worked out as follows:

$$\frac{1}{2} \text{ Weapon Skill} + \text{Weapon's Reach} + \text{Evade}$$

The weapon skill used will be whichever is appropriate to the weapon providing the Reach. Defence cannot be less than 0, for any reason.

A character may declare that they are attempting to dodge rather than defend, in which case they may substitute Dodge for their weapon skill. However they may not add their weapon's reach, even if they are armed, nor may they add any reach bonus from talents and abilities.

When making your attack roll, add your weapon's speed to your success total.

Before rolling to hit the attacking player must declare the following:

1. The weapon they are using.
2. The target of the attack.
3. If they are making a special manoeuvre.
4. Whether they are making a Finesse Attack.
5. Any talents they will be applying to the attack.

Weight

When using melee weapons, you need to consider the weight and balance of the weapon, which is indicated by the weapon's Weight value. This determines the minimum amount of Strength required to wield the weapon properly. So long as the character's Strength equals or exceeds the weight of the weapon, they suffer no penalties. If their Strength is lower, then the Speed and Reach of the weapon are both reduced by 1.

Attempting to wield a two handed weapon in one hand doubles the weapon's Weight.

Unarmed Attacks

By default unarmed attacks have an Attack and Defence bonus of 0. For small natural weapons the Attack bonus is increased to 1. For large natural weapons the defence bonus also goes up to 1.

Shields

A shield is a form of mobile cover. It is a large flat object that the character can use to protect themselves from attacks. A character using a small shield counts as being in Hard cover. A large shield counts as Total cover. This bonus only applies to attacks made from the other side of the shield. Flanking attacks, and attacks made from behind can ignore the shield.

A shield also has a Resistance value, which measures how sturdy the shield is. If the Critical Damage of the attack is greater than the Resistance, the shield's cover is reduced by one grade.

Special Manoeuvres

Disarming

Attempting to disarm another opponent increases the difficulty of your attack roll by 1 for a melee attack, or 3 for a ranged attack. If the attack is successful then the target must make an Agility + Weapon Skill test, using the skill appropriate to the weapon being disarmed. The DR is equal to the attacker's Strength if it is a melee attack, or the total damage grade if it is a ranged attack. If they succeed they hold onto the weapon, but take a +2 DR penalty to their next attack. If they fail then the weapon is sent flying in a random direction. The distance the weapon flies is equal to twice the amount they failed the roll by, in metres.

Tripping

You may attempt to trip another character using a melee attack. The difficulty of the attack is increased by 1, and if the attack hits then the

attacker and the defender must make an opposed Unarmed skill roll, adding their Barehand secondary attribute to the total number of successes rolled. If the attacker wins then their opponent is knocked to the floor. In the case of a tie, the character with the highest Strength is assumed to win. If it is still a tie, the defender wins.

Feints

Making a feint is a full round action, and involves making some sort of attempt to throw your opponent off-guard, distract them from your attack, or simply confuse them about your intentions. It can be as complex shouting "Look, an enemy battlefleet right behind you, dancing the macarena!" or as simple (and reliable) as attacking in such a way that your opponent misjudges your target.

To make a feint, roll your Fast Talk skill against your opponent's Awareness skill, and then roll to hit. If your Fast Talk roll beats their Awareness roll, they may not count their weapon skill towards their Melee Defence against that attack. If their Awareness equals or exceeds your Fast Talk roll, they may use their full Melee Defence as normal. In addition, if their Awareness roll exceeds your Fast Talk roll, and if they make a melee attack against you in their next turn, you may not count your weapon skill towards your Melee Defence against that attack, as if they had succeeded in a feint against you (this does not require a full round action for a feint, although it does require a standard action to make the melee attack, as per usual).

Full Defence

Declaring full defence is a standard action. Until the start of your next turn your Melee Defence is equal to your Weapon's Reach, plus your Evade, plus your full Weapon Skill or Dodge (rather than half).

Full Attack

Declaring a Full Attack is a free action. Until your next round, you may not count your weapon skill towards your Melee Defence. However until the start of your next turn, you may make any melee attack using double your normal skill rank in whichever skill is appropriate.

Grappling

The grapple skill is an important part of melee combat. It has many applications, even in a bloody sword fight. A successful grapple attack allows a character to prevent their opponent from attacking and defending freely, opening them up to further attacks.

To make a grapple attack you must first roll to hit, using the character's grapple skill. Then make an opposed grapple check, with the target using their own grapple skill. For all opposed grapple checks both the attacker and the defender may add their Barehand to the success total.

The target of a grapple attack may choose to substitute escape artist for grapple when defending in opposed grapple checks, however if they do so they will not benefit from the Barehand bonus.

A grappled character may attempt to break the grapple, forcing further rolls, with each attempt counting as an action. If they succeed they can choose to either break free from the grapple, or take control of the grapple.

When resisting any grapple attack, players have the choice of using either their character's grapple or dodge skill. However only grapple may be used to initiate or take control of a grapple, or to pin an opponent.

Once a character has control of a grapple there are a number of options that open up to them.

Pin – The grappling character may take a further action to pin their opponent, completely immobilising them. This requires a further opposed roll. If this roll fails, their opponent simply remains grappled as normal.

Bone Break – Once a character has a control of a grapple there are a number of ways in which they can choose to injure their opponent, the most notable being the ability to dislocate joints and break bones.

To damage a grappled opponent, make an opposed grapple test. If you are successful, you deal shock damage equal to half your success factor (rounding down). This damage ignores all armour.

Submission Hold – There are a variety of ways in which a grappling character can cause their victim excruciating pain whilst causing very little physical damage. Just by bending various joints in the wrong ways, things can get very painful indeed for their opponent. To cause pain make an opposed grapple check, and if the attacker wins add

half their success factor to the victim's Action Penalty (rounding down). As with a normal Pain effect the extra penalty wears off at a rate of one point per turn, however it will not begin to wear off until the submission hold is broken.

Sleeper Hold – Rather than causing physical injuries, the grappling character can choose to simply suffocate their victim, either until they pass out, or until they are dead. Make an opposed grapple check to force the sleeper hold onto your opponent. If successful you will begin to suffocate them. Each turn they may attempt to break the hold. However you may add half the SF of your roll to put the hold on (rounding down) to your success total for every opposed roll the target makes to break free.

Throw – The grappling character may choose to throw their opponent. Make another opposed grapple check, and if the attacker wins, their opponent is hurled a number of metres equal to the SF in the direction of the attacker's choice. Damage dealt is determined by the GM, but is generally minimal unless the target is thrown a considerable distance.

Ranged Weapons in Melee Combat

It is not uncommon for a character to find themselves in a position where they are forced to use their rifle or pistol as an impromptu club, for lack of a better melee weapon. When such a situation arises, simply treat the weapon as a standard melee weapon, using the stats presented below. It may be helpful to note these stats down in advance for any ranged weapons that your character has.

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Pistol	1	0	0/1	2
Rifle / SMG / Crossbow 2 Handed	0	1	1/2	3
Heavy Weapon 2 Handed	0	0	1/3	6
Bow 2 Handed	0	1	0/1	2

A bayonet increases all of the weapons melee stats by 1, but also gives the weapon a -1 success penalty on ranged attacks.

A simple blade attachment (not a bayonet, just a bladed edge attached to some part of the weapon) adds 1 to the weapon's Critical Damage. It does not apply a penalty to ranged attacks (as it is not weighing down the front of the weapon).

There is one final point to note when using ranged weapons as clubs and bludgeons, which is that in doing so there is always a reasonable chance that the character will in some way damage the weapon. Therefore every time a character makes a successful melee attack using a ranged weapon (meaning that they hit their target, not necessarily that they do damage) roll a single d6. If the result is equal to or greater than the Malfunction Chance for that weapon type then the weapon has been damaged in some way by the attack, and is no longer usable as a ranged weapon, although it still serves as a club. Continue to roll for each attack that hits, even if the weapon has already malfunctioned, as a second malfunction will mean that it is now damaged beyond what a quick field repair (such as stripping and reassembling the weapon, or replacing a small part) would be able to fix, and must be taken to a workshop of some kind.

Malfunction Chance:

Primitive	6+
Simple	5+
Basic	4+
Complex	3+
Precision	2+

The Malfunction Chance is based on the complexity (and thus the vulnerability to misuse) of the weapon. Bows and crossbows count as Primitive weapons. Pistols, shotguns, and rapid fire heavy weapons count as Simple weapons. Assault rifles, carbines, SMGs, and normal heavy weapons count as Basic weapons. Single shot heavy weapons count as Complex weapons, and any weapon designed for sniping counts as a Precision weapon.

Sturdy construction (a modification that can be purchased for most weapons) reduces the malfunction chance by 1. This will not reduce the malfunction chance to less than 6+, but instead it will allow the weapon to ignore the first malfunction rolled in any fight.

Shooting in Melee

Instead making an attack with a melee weapon, a character in melee combat can choose to fire a ranged weapon. The range counts as Point Blank, and the character may use the relevant weapon skill for the attack roll, however the target uses their Melee Defence rather than their Ranged Defence against the attack (as it's not so hard to knock a weapon aside when in melee combat). In addition a character firing whilst in melee may not count their reach, weapon skill, or dodge towards their Melee Defence until the start of their next turn. This same limitation applies to a character being attacked in melee who has already made a ranged attack that round.

Shooting into Melee

Situational Modifiers

Just as with ranged combat there are a number of common modifiers to the roll to hit that apply to melee combat. This list summarises the situational modifiers that most commonly apply to melee combat.

Visibility: If visibility is very poor, for example light is poor and it's smoky or foggy, apply a -1 penalty to all attack rolls. If it is pitch black (to the point where visibility is nil) the penalty increases to -2.

Cover: If the target of an attack able to hide behind Soft Cover then the attacker takes a -1 penalty. Soft cover is some form of concealment such as bushes, scrub, cardboard boxes... anything that obscures the target without directly protecting it. If the target is hiding behind Hard Cover apply a -2 penalty, or -3 if it covers them almost completely. Hard Cover is effectively anything that will stop whatever incoming fire is being thrown at them at the time. This may well depend on the weapon being used.

Low Target: If your target is crouching, the attacker receives a bonus of +1 to their attack. If the target is lying down, or has been knocked to the ground, then the bonus increases to +2.

Scale: If the attacker is of a smaller scale than their target, the DR is reduced by the number of ranks of scale difference. So if the target is two scales larger then the DR is reduced by 2. By the same token, if the attacker is of a larger scale then the DR is increased by the number of ranks of scale difference.

Position: If the attacker has a significant height advantage over their target they get a +1 to hit. Conversely if their opponent holds the height advantage then they take a -1 penalty on their attack rolls.

Off-Hand: If the attacker is using their off hand (that is, the one they are not adept with) to wield a weapon they take a -2 penalty on attacks made using that weapon. If the character is ambidextrous they may ignore this penalty. If the character is using a small weapon such as a knife, or a natural attack, they may reduce the penalty to -1.

Weapon Size: Any character attempting to wield a two handed melee weapon in one hand should double the weight of the weapon, before modifying for their own Strength. If the weapon is a polearm then triple the weight.

Assistance: If the target of a melee attack is outnumbered by their attackers, each attacker gets +1 to hit. If the target is outnumbered by three to one or more, the bonus increases to +2.

HEALTH + HARM

Taking Damage

It's not uncommon for characters in Inferno to get beat up, blown up, shot, stabbed, poisoned, crushed, dropped, and generally killed in a variety of interesting ways. Every weapon or other form of attack in Inferno has a set of two damage values to represent these unpleasant effects. These are, respectively, Critical Damage and Shock Damage. These two damage effects represent the two different ways in which attacks tend to cause damage to the target, and are handled in slightly different ways.

Before resolving damage, you must first work out the effects of the attack roll. The higher the Success Factor of the roll to hit, the more effective the character's attack was, usually by a combination of luck and skill. Either they succeeded in hitting a weaker area of the target's armour, or their blow landed in a vital area, causing significantly more damage. As a result, before working out the damage from an attack, add the SF of the attack roll to both damage values.

Critical Damage

The first value to be addressed is critical damage. This represents damage dealt through serious injury to a vital location. Precision weapons like sniper rifles and lasers typically have higher critical damage values.

To determine the effect of critical damage compare the damage value to the target's Resist. If it is equal or higher, then the target has suffered a Critical Wound. Critical wounds represent life threatening injuries which will, if untreated, soon cause the wounded character to first collapse, and then die. A critically wounded character has a number of rounds equal to their Resist plus their Willpower before the critical wound turns into a fatal wound. This is referred to as the "duration" of the wound.

If an attack, after modifying for critical armour, deals critical damage equal to or higher than twice the target's Resist, they take a fatal wound instead of a critical wound. If the critical damage is equal to or more than 3 times the target's Resist, they are killed instantly by the attack.

Upon taking a fatal wound the character collapses, immobile and incapable of action beyond crawling very slowly, and mumbling. A fatally wounded character has a number of turns equal to their Resist before they die.

If a wounded character suffers another critical wound, halve the remaining duration of their current wound, rounding down. If they suffer a fatal wound then they are now considered to be fatally wounded instead of critically wounded. If they were already fatally wounded, and they take another fatal wound, they are killed instantly.

Shock Damage

The effect of shock damage is worked out next. The player simply takes a note of the shock damage, and adds it to their Shock Total. Until the shock damage is healed, the success total of any task rolls made by the character is reduced by half of their current shock total, rounded down. This is referred to as their Action Penalty. However the character may ignore a number of points of Action Penalty equal to their Threshold secondary attribute.

If the character's shock total ever equals or exceeds twice their Resist, they will take a critical wound. If the total equals or exceeds three times their Resist, they take a fatal wound. If their shock total becomes equal to or more than four times their Resist, they die. Resolve the effects of critical and fatal wounds as described in the section on Critical Damage above.

Single Effect Damage

If an attack has a zero for either damage value, then it has no base damage of that type, but the value can still potentially be modified by other factors, such as different ammunition types or the character's roll to hit. If the damage value has a dash (-) listed then the attack simply does not have that damage effect, and the value may not be modified by any external effect. Attacks without a critical value deal only shock damage. Attacks without a shock value can cause critical wounds, but do not actually deal shock damage.

Stun Attacks

Any attack with the Stun special rule is treated slightly differently to the above. Instead of causing a critical wound, should a Stun attack deal sufficient critical damage it will knock the target out instead. The target remains unconscious for a number of hours equal to the difference between the critical damage and their Resist. Stun attacks are affected by armour as normal.

If a stun attack deals shock damage then treat this as normal. This includes the target collapsing dying should the shock damage be sufficient to put their shock total over twice their Resist. This is because Stun attacks which still deal shock damage are designed not to be outright lethal, but can potentially cause enough blunt trauma to be of a danger to the target all the same. When using such weapons to ensure the target is safely incapacitated, it would be wise not to use them on a heavily injured target, and to have someone trained in first aid check them immediately afterwards.

Melee Attacks

When making melee attacks, increase the shock damage dealt by the attacker's Barehand secondary attribute. Unarmed attacks deal a base damage of 0/0, and are treated as a Stun attack.

Small natural weapons have a base damage of 1/1 and do not count as a Stun attack. Large natural weapons have a base damage of 2/2, and likewise do not count as a Stun attack.

Armour

Obviously with the inherent lethality of most combat situations, it is generally advisable that just about anyone who might be going anywhere near a fight should invest in some armour. Armour comes in many different varieties, from low technology chainmail, leathers, and plate steel, to high tech carbon lattice power suits and monomolecular fibre weave. No matter what technology produced it, armour can be found in both light varieties, designed to be worn easily, often under clothing, or heavier varieties that restrict the user's movement in return for offering excellent protection.

The effects of armour are handled quite easily. First of all, armour has two armour values, which are tied to the two damage values. They are Critical Armour (CAV) and Shock Armour (SAV). To determine the effects of armour just reduce the critical damage and shock damage of any attack the character takes by the relevant armour value.

If a character wears more than one layer of armour, they may use the highest value from each layer for SAV and CAV. Natural armour, however, is simply added to the character's final armour value. If a character with a natural armour is not wearing any other armour, just add their natural armour values to a base of 0/0.

Example: If a character was wearing Full Plate armour (2/4) over Monomesh (5/1) then they could use the critical armour of the monomesh, and the shock armour of the full plate, giving them a final armour value of 5/4. If the character had 1 point of natural critical armour and 2 points of natural shock armour, this would increase their total armour value to 6/6. If the same character was not wearing any armour, they would have an armour value of 1/2.

Encumbrance

The disadvantage to armour is that it is often bulky and difficult to move in. Any suit of armour will have an Encumbrance value (generally shortened to Enc), which determines just how much it impedes the wearers movements. The four possible values are None, Light, Medium, and Heavy.

Light encumbrance reduces the character's Evade by 1, and increases the DR of any athletics or acrobatics based task rolls by 1. This applies to any major physical activity like running, climbing, jumping, or swimming. For Medium encumbrance these penalties are doubled, and for Heavy encumbrance they are doubled again (two and four respectively).

Armour with an encumbrance of None has no effect on the wearers movements, and so it applies no penalties. A character's Evade can never be reduced to less than 0, no matter how much armour they are wearing.

Exceptionally strong characters will of course have less difficulty wearing heavier armour. For every full 6 points of Strength that a character has they may reduce the encumbrance penalties from their armour by 1, and increase the maximum Evade by 1.

On the other hand for particularly agile characters the encumbering effects of armour become an ever greater hindrance. For each level of Encumbrance there is an Evade Limit. For every full 2 points by which the wearer's Evade exceeds this limit, the penalties are increased by 1. The Evade Limit for each level of Encumbrance is given below:

None	-	No Limit	6	-
Light	-	6	4	-1
Medium	-	4	3	-2

Layering Armour

When layering armour, take the worst encumbrance value, and then increase it by 1 rank for each additional layer. If a character was wearing one layer of Light armour and one layer of Medium then they would count the Medium encumbrance, which would then increase to Heavy for the extra layer.

However one layer of armour with an encumbrance of None may be worn in addition to any Light, Medium, or Heavy armour without incurring an additional penalty. However if more than one layer of armour with encumbrance of None are worn, then all the layers count towards the total encumbrance.

A character cannot ever wear more than one layer of Medium or Heavy armour, nor can they layer Medium and Heavy armour together, as there simply wouldn't be space to fit one over the other.

Any combination of armour which would have a total encumbrance of worse than Heavy is simply too bulky to be worn. Such a combination cannot be attempted, since there is simply no way to make the armour fit.

A character cannot wear more than 2 layers of armour at once, in any combination. Again, this would simply be too bulky to be wearable. Armour with an encumbrance of None still counts as one layer for this purpose.

Finally two sets of armour with the Bulky property can never be layered together. Bulky armour simply takes up more space than one might expect judging from its encumbrance.

Partial Armour

Sometimes a character will find themselves in a situation where they are only able to armour some parts of their body. For example if some parts of their armour have been damaged or destroyed. This is referred to as Partial Protection. If a character is wearing armour that only provides partial protection, roll a single d6 each time they take a hit. On a roll of 4+ the attack has hit an armoured location, and the armour provides its protection as normal, with the usual modifications for AP. On a roll of 3 or less the attack has hit an exposed location, and the armour provides no protection whatsoever.

If the character is hit by a blast attack, any partial armour provides protection equal to half of its normal AV, before modifying for AP.

If they are hit by a scatter attack then roll a d6 for the armour, but with the following possible results: On a 5 or 6 the armour provides full protection, on a 3 or 4 the armour adds only half its AV (as against Blast attacks), and on a 1 or 2 the armour provides no protection.

The advantage of partial armour is of course that it's lighter and easier to wear. For this reason partial armour has its Encumbrance reduced by 1 grade.

The definition of partial armour is that it covers around 50-75% of the character's body. This can usually be worked out by counting the six basic locations, head, chest, both legs, and both arms. Of course armour that only protected the front of each of these locations would also count as partial protection, since it only covers 50% of the body. This definition is meant to be pretty loose, and the GM should always use their judgement.

Armour that only covers one or two locations is defined as Sparse armour. Sparse armour is even lighter, and so its encumbrance counts as two grades less. However sparse armour provides even less protection. Against Blast attacks it counts half its AV against the Stun portion of the damage, but has no effect on the lethal damage.

Against directed attacks it only protects on a roll of 5 or 6 if it covers two locations, and only on a roll of 6 if it covers one location.

Against scatter attacks it provides half its AV on a 4+, and no protection on a 3 or less.

Forcefields

A forcefield is any form of energy field projected around the wearer to protect them from harm. All forcefields have a Field Strength, which represents the degree of protection they offer. The field strength acts as a kind of buffer against damage. Only once the Field Strength is completely depleted can the wearer be attacked directly. In addition to their Field Strength all force fields have a Down time, which is the number of turns for which they are inactive after being taken down, and a Recharge rate, which is the number of points of Field Strength they regain every turn. A force field that has been taken down will remain inactive for a number of turns equal to its Down time and then begin to recharge at its normal rate. A shot that hits a force field with any Field Strength remaining will do no damage to the wearer, even if that attack is more than sufficient to disable the field.

When an attack hits a force fielded target, add together the

critical and shock damage of the attack. This is the amount of damage dealt to the forcefield. The SF of the attack is ignored, as accuracy is of no value when attacking a forcefield.

Example: A force field with 7 field strength remaining gets hit by a 4/4 attack. This deals a total of 8 (4+4) damage to the field, reducing its field strength to zero, and causing it to burn out. However the remaining point of damage is ignored.

Special Damage Effects

In addition to the normal effects of an attack, there are a number of special effects that may also be applied, depending on the attack in question. These effects are usually used to represent unusual weaponry like glue guns and neural disruptors, or the effects of chemical or magical attacks.

When an attack has a special damage effect it will be listed in the special rules for the weapon, or in the description of the attack. The format for listing such effects is to have the name of the effect, followed by the potency, duration, and the resisting attribute.

To work out the effects of special damage, the target of the effect makes an open task roll using the resisting attribute (applying any modifiers as well, such as the Toxin Resistance trait). The success total of the task roll is then deducted from the potency, to find the modified potency.

From the point where the special effect is applied, count down the duration. When it ends, reduce the modified potency by 1, and reset the duration. The exact point where the effect is first applied is always immediately at the start of the affected character's next turn, immediately after they were hit by the attack that caused the special effect.

Daze

Weapons and attacks with the daze effect are able to disorient and confuse their target's, making them vulnerable to other attacks, and unable to fight effectively. A dazed character adds the modified potency of the effect to their current action penalty.

Paralysis

The Paralysis effect causes the target to become completely immobilised, unable to move, or act in any way. Even speech is usually impossible. Paralysis effects will either cause the target's muscles to lock up, in which case they will usually become very rigid, locked in their current pose, or to relax entirely, in which case they will simply collapse in a heap.

At the start of each turn, paralysis reduces the character's initiative total for that turn by its modified potency.

Knockback

Weapons and attacks with a knockback effect hit with such force that they will send the target flying. The modified potency of the effect is the distance that the target is thrown, in metres, directly away from the source of the attack. Knockback effects do not have a duration.

Knockdown

A less powerful form of Knockback, Knockdown simply drops the target to the floor, forcing them stand up again if they want to act effectively, so long as the modified potency of the effect was greater than 0. Just like Knockback effects, Knockdown does not have a duration.

Nausea

Any attack with the Nausea effect causes the target's system to become unsettled so that they are forced to throw up violently. The modified potency is the number of turns that the character spends vomiting, dry heaving, or simply unable to act due to feelings of nausea.

By making a Willpower roll against the modified potency, a character can still act normally whilst they are suffering from Nausea. However the roll must be made at the start of each turn that the character wishes to act (after reducing the potency of the effect, if the duration runs out that turn).

Entangle

An entangling weapon has a chance of snaring its target in such a way that they cannot move effectively. As a game effect, Entangle works in the same way as paralysis. However as a standard action an entangled character may attempt to break free, either by force or by slipping free. If they choose to slip free they must make another pure Agility roll against the dodge value, with success indicating that they are no longer entangled. If they choose to force their way free they must make a pure Strength roll

against the Resilience of the entangling weapon, which is the second value listed along with the effect. Success means they are no longer entangled.

In addition, unless the entangling weapon is firing a shot that is separate from the weapon itself, the effort of forcing a way free destroys the entangling weapon. If the weapon fires a shot, but has reusable ammunition then the round of ammo will have been destroyed.

Armour Eater

A weapon with the armour eater effect is able to damage or even destroy the target's armour when it impacts, making follow up shots far more effective. Usually these weapons are chemical based, although many variations exist.

Each time the duration of an armour attack runs out, reduce both the CAV and SAV of the target's top layer of armour by 1. If either armour value is reduced to less than zero then the armour has been damaged to the point of being useless. The few tattered shreds that remain fall off. It should be noted, however, that any remaining points of armour eater effect do not carry over.

If an armour eater effect is applied to a rapid fire attack, multiply the effect by the number of hits scored.

Impact Damage

Impact damage is incurred any time a character comes to a sudden stop from a fast movement such as a car crash, falling off a cliff, or being thrown off a fast moving spaceship and slamming into an asteroid.

Alternatively impact damage can be incurred when something large slams into the character, such as being hit by a car.

Remember that damage for falling is based on the distance fallen rather than the total distance. A six foot tall character hanging off the edge of a ten foot drop and letting go will only fall a total distance of four feet before they land.

For every metre fallen, the character takes 1 point of shock damage, ignoring armour. However player can make an Acrobatics (Physical) roll against a DR of 4. If they succeed, reduce the damage by the SF of the roll.

Suffocation

Holding Your Breath

A character can hold their breath for a number of rounds equal to 10 times their Resist. Since Resist is based on both physical resilience and on strength of will, this represents both the characters physical and mental endurance. After this time has expired they will begin to suffocate. Suffocation causes 1 point of Wound damage every turn. Because this damage is being caused by oxygen starvation, not only does it ignore armour, but it cannot be regenerated or repaired by any other means until the character is able to breathe again. This is because oxygen starvation directly attacks the brain, which is difficult to repair, be it through mechanical or magical means.

Characters fitted with some form of air supply simply ignore the effects of being without air for as long as their supply lasts. Once it runs out, they will begin to suffer from suffocation. A character whose air supply has run out does not get to hold their breath, because there will not be enough air left in the supply to take a deep breath.

Damage from suffocation cannot be recovered until after the character

Performing CPR

Naturally the first reaction the players will have to an oxygen starved party member will be to perform CPR. The good news is that due to the proliferation of certain types of information during the Great War, even characters from Fringe worlds actually have some knowledge of CPR techniques (it was, of course, a viable medical technique during the war, and one that requires no advanced technology).

Environmental Damage

Environmental damage is a system for representing the detrimental effects of hazardous environments. When in a hazardous environment, characters steadily accrue shock damage, at a rate that depends on the severity of the hazard.

The GM assigns the hazard a severity rating, from the table below, which determines the amount of time that must be spent in the hazardous environment before taking damage. Each time the interval runs out the characters takes 1 point of shock damage, ignoring all armour.

However any effect that grants "Resistance to X" will reduce the effective severity of the stated environmental condition by its rating, against that character.

Treat fatigue, such as from over-exertion, forced marches, or prolonged combat as a kind of environmental damage. Any day of regular exercise, such as gentle walking, will cause Trivial fatigue. A days march causes Light fatigue. A day's forced march causes Moderate fatigue. Large scale battles cause Severe or Devastating fatigue.

<u>Severity</u>	<u>Interval</u>
Trivial	Every 8 hours
Light	Every 3 hours
Moderate	Every hour
Severe	Every 10 minutes
Devastating	Every minute
Fatal	Every turn

Healing

Natural Healing

Natural healing represents the living bodies regenerative abilities, the slow healing of cuts and bruises and other battle damage. Every week, players should make an open task roll, using their character's Strength. The result, after applying any modifiers, is how much shock damage they heal.

It is important to note that this healing rate is quite unrealistic, designed to suit the style of a fairly high action campaign, where characters will often be taking damage. For grittier campaigns the GM should consider at least doubling all healing times, and possibly even increasing the base interval from weeks to months. For more cinematic campaigns, reduce the standard healing time to 1 or 2 days.

Healing critical and fatal wounds takes a lot longer. First the wounds have to have been "Patched" using the first aid or surgery skills, as described below. Then the character must have a week of actual bed rest, performing no strenuous activities, just convalescing. For fatal wounds, they will need 2 weeks of bed rest. After this time has passed, the player should make a Strength roll for each wound (only rolling for fatal wounds every other week of course). The base DR of the roll is 4. However it is reduced by 1 for each roll that has already been made against that wound previously. If the roll is successful, the wound has fully healed.

First Aid

The First Aid (Medical) specialisation can be used to patch up critically wounded characters, preventing critical wounds from turning into fatal wounds. A successful First Aid roll will essentially 'halt' a critical wound. The wound is still there, but the player no longer needs to count off its duration, and it will not turn into a fatal wound. The wound is considered to be "Patched". The wound has not been fully healed however, and the character will still need long term bed-rest before they are fully healthy again.

Performing first aid requires a full 3 complex actions, during which time the subject must remain still, and allow the other character to work on them. At the end of this time, the player makes a First Aid (Medical) roll against a DR of 5.

It is possible, of course, that performing first aid could take several turns. However so long as the character performing first aid does not attempt any other actions for the duration of the attempt, the critical wound being tended will not progress into a fatal wound, though its duration will continue to count down. If the duration hits zero, the wound will remain a critical wound until the character performing first aid either breaks concentration, or fails their First Aid (Medical) roll. It is not possible to deliberately prolong the first aid attempt just so as to avoid potentially failing the roll, and if the character attempts to do so, this should be treated as having broken concentration.

It is possible to perform first aid on yourself, and there are no penalties, aside from the usual penalties for shock damage.

Surgery

The Surgery (Medical) specialisation can be used to bring a character back from the brink of death, preventing fatal wounds from continuing to deteriorate. Surgery is performed in much the same way as First Aid, and has a similar effect. If successful, the fatal wound is considered to "Patched", as described above. The character is still treated as being fatally wounded, and suffers all the relevant penalties, however they are no longer in danger of dying from the fatal wound.

Surgery takes 6 complex actions to perform. However just as with first aid, the wound being treated will not progress until the surgeon either breaks concentration by attempting any other action, or fails the Surgery (Medical) roll. As with first aid, it is not possible to deliberately prolong surgery, and the same results apply. At the end of the 6 actions,

the surgeon makes a Surgery (Medical) roll against a DR of 5.

It is not possible to perform Surgery on yourself.

Medical Care

So long as a character with the Medicine skill is attending the injured character for at least 1 hour a day, they may make an open Medicine roll each time the character makes a healing check, and add half the successes rolled to the injured character's success total.

Example: Ryan, with a total dice pool of 7 for Medicine, is tending Aleyana, who has a resist of 5. Aleyana's player rolls 5 dice for her Resist, scoring 3 successes, healing 3 points of wound damage. Ryan's player then rolls his Medicine skill, scoring another 4 successes. This means that Aleyana heals another 2 points of wound damage ($4 / 2 = 2$).

Technology

More advanced medical tools and supplies means better healthcare. The rules given here assume that the doctor in question is working with tech level 0 tools and supplies. Performing any medical task without any tools and supplies increases the DR by 2.

However if the doctor has access to more advanced medical equipment, they may roll a number of extra dice on all medical skill rolls equal to twice the tech level of the equipment they are using. All of the equipment must be of the same tech level however, or else only the lowest tech level will count.

Drugs and Toxins

Drugs and toxins in Inferno are treated just like any other special damage effect, and use all of the same rules.

The resisting attribute for drugs and toxins is always Strength, modified by the Resistance to Toxins or Weakness to Toxins traits.

The duration of any drug varies, and is usually decided upon when the drug is purchased.

If the character has the Slow Metabolism trait, the delay is doubled. If they have the Fast Metabolism trait, the delay is halved. If this would reduce the delay to half a combat round then reduce the modified potency by 2 at the end of each round.

If a character has more than one dose of the same drug in their system, use the total modified potency, after making the initial resistance roll for each dose.

- **Tranquiliser** – A tranquiliser slows you down, or even knocks you out. Tranquilisers deal Stun Damage equal to the modified potency. The damage is dealt each time the duration runs out, before reducing the modified potency.
- **Toxin** – Toxins are the most basic form of poison. They cause physical damage to the body, dealing shock damage equal to the modified potency. As with tranquilizers, this damage is dealt each time the duration runs out, but before applying reductions.
- **Paralytic** – Known for being the primary effect of neurotoxins, Paralytic drugs can completely incapacitate the user, in the same manner as the paralysis effect. To work out the basic effect, just use the rules for paralysis. However if the modified potency of the paralytic effect is more than five times the user's Strength, their heart will stop and they will begin to suffer the effects of suffocation, as if they had run out of breath. To save the character, the modified potency of the paralytic must be reduced below this threshold, and they must be given CPR.
- **Analgesics** – Commonly used in medicine, analgesics effectively deaden the nerves, increasing the user's Threshold by the modified potency. As a side effect it is possible to seriously overwork your muscles whilst under the effects of heavy analgesics, allowing the user to add half the modified potency to their Barehand. Each attack made whilst overexerting in this manner causes 1 point of shock damage.
- **Irritant** – Irritants cause inflammation and direct stimulation of the pain centers in the nerves, acting like a Daze effect.
- **Detoxicants** – Often containing some form of living bacterial culture, restorative drugs clear other drugs out of the users system, adding their modified potency to the user's Strength when rolling to reduce the potency of any other drugs in the users system.
- **Antidotes** – Antidotes work against a specific drug/toxin, or a category of drugs and toxins. Once in the user's system, they directly reduce the modified potency of the target drug or toxin by their own modified potency. This reduction is applied each time the duration of the antidote runs out, before reducing the potency of the antidote.
- **Stimulant** – Stimulants put the body into overdrive, heightening

the metabolic rate and increasing awareness. As a result the user can add the modified potency to all Agility and Perception rolls they make. However when the modified potency reaches 0, the user must immediately resist stun damage equal to the original potency of the Stimulant.

- **Nauseator** – These drugs work in exactly the same way as the Nausea special damage effect.
- **Antibiotic** – Against bacterial infections, add the modified potency of an antibiotic to the user's Strength rolls to resist the disease.
- **Regenerative** – These highly drugs aid clotting, and quicken the healing process. When the user of a regenerative makes a healing check, they may roll a number of extra dice equal to the modified potency of the regenerative.
- **Synapse Enhancer** – These highly advanced drugs quicken the thought processes and aid recall, giving a bonus to the user's Intelligence equal to their modified potency.
- **Reaction Enhancer** – Generally used as combat drugs, reaction enhancers are highly tailored chemicals that improve the speed at which the user's nervous system operates, giving a bonus to Initiative rolls equal their modified potency.

Nausea

One of the well known effects of ingesting too many toxins is that the body rebels, and expels the chemicals from the system. If a character has any drug in their system with a Potency that is more than twice their Resist, and their Toxin Resistance roll generates no successes then they will throw up, unless they pass a DR5 Willpower roll. If the character wishes to let themselves throw up then the roll is automatically failed.

Vomiting reduces the Potency of any orally ingested drug in the characters system by half it's current Potency, rounding down. An orally ingested drug is one that is taken in the form of food, drink, or something swallowed like a pill. If the drug is taken straight into the bloodstream (as an injection most likely) then it can still cause vomiting, but the vomiting does nothing to reduce the effects of the drug.

Emotional Effects

In addition to their physical effects, most drugs will also alter the user's mood and mentality. These emotional effects do not provide any set bonuses or penalties, but they should be roleplayed all the same. Just like physical effects, they will be listed as Major and Minor, indicating whether the effect is overwhelming, or something that can be controlled to a degree.

The following emotional effects may be listed for any drug:

- **Euphoric** – These drugs make you feel really up, boosting confidence and releasing endorphins into the brain to give a warm and happy feeling.
- **Depressant** – Known as 'downers', these drugs can tend to cause excesses of violent, aggressive, and depressive emotions.
- **Mood Enhancer** – These drugs simply intensify everything, making whatever emotional state the user is in stronger.
- **Hallucinogenic** – This is the most dramatic of all emotional effects, and the one that will have the most impact on the character. Unlike the other effects it is not generally up to the player to roleplay the hallucinations, but rather to respond to them. The GM will typically determine just what the hallucinatory effects are. Of course, if the GM trusts their players to roleplay it well, they should certainly consider allowing them player to just come up with some interesting possibilities and respond to them in character. Either way, keeping the nature of the hallucinations secret from the other players is recommended, as it will add to the confusion of having your friend freak out at something you can't see. Consider using private notes.

These emotional effects will kick in around the same time as the physical effects, sometimes earlier, sometimes later. The GM should make a call, depending on the drug in question. They will usually fade once the physical effects of the drug fade, although it is not uncommon for them to last a lot longer.

Armour

Poisons can be delivered in the form of a dart or slug, or smeared on a blade. However if a poisoned weapon is used against an armoured character there is a good chance that it won't actually be able to get into their bloodstream. To deliver the poison the critical damage of the attack (modified by ammunition type, accuracy, rapid fire, and any other effects) must exceed the target's total critical armour.

Overdosing and Addiction

Rather than provide detailed rules for overdosing and addiction, it is best for the GM to determine where the limits are. Some guidelines, however, are provided below.

Disease

Just like toxins and drugs, diseases are also handled using a variation on the special damage effect rules. Just like toxins, all diseases use Strength as their resistance attribute, modified by any appropriate traits. However in addition to duration and potency, a disease also has an attribute called Resilience.

Instead of reducing the modified potency of the disease by 1 when the duration ends, the victim of the disease makes another resistance roll, and reduces the potency by the amount rolled. However the disease then makes an open roll using it's resilience, and adds the result of the roll to it's potency. Thus it is possible for diseases to actually get stronger in the character's system over time.

If the modified potency of a disease is reduced to zero, the victim's body has succeeded in fighting the infection off. The disease does not get to make another resilience roll, and the victim is now considered to be immunised against that disease, at least for the next few years, allowing them to double their normal resistance roll against any future infections.

Just like toxins and drugs, diseases can be weaponised, sometimes intentionally, as in the form of Contagion rounds, sometimes accidentally, in an animal's bite, for example. In these situations the same

rules for delivering toxins through armour also apply to diseases.

Diseases have some particular effects of their own, listed below. Although the symptoms of disease are often diverse and varied, their physical effects will almost always fall into one or more of these five categories. Diseases do not list emotional effects as standard, although the GM can choose to use the emotional effects from the Drugs and Toxins section if they wish.

- Degeneration – This symptom refers to the cell damage caused by the disease as it attacks the body, adding a number of Wound Levels equal to the strength of the effect.
- Inflammation – This refers to the swelling and irritation that disease can cause (often taking the form of headaches, which are a result of inflammation in the brain material), which adds Action Penalty equal to the strength of the effect.
- Fatigue – This refers to the tiring effects that diseases commonly have on the system, as the body is forced to expend its resources fighting them off, adding a number of Stun Levels equal to the strength of the effect.
- Nausea – This refers to diseases which cause vomiting. Whenever a character under the effect of a nauseating disease suffers a sudden shock (including any kind of attack), or attempts to eat or drink anything, they must make a Willpower roll against the strength of the nausea effect not to throw up.
- Delirium – This refers to the dizziness, confusion, and “fever dreams” that can often result from sickness, adding a penalty equal to the strength of the effect to the DR of any Intelligence based rolls the character has to make.

VEHICLES

In order to accurately portray the differences between a vehicle and a living being, the rules for vehicle combat and maneuvering are quite different from basic combat rules. The core system remains the same, but there are many subtle differences, which will be explained below.

Vehicle Attributes

The first thing that you need to learn about vehicles is just what their attributes mean. Like character's all vehicles have a set of attributes, however these attributes are very different from those used for characters. Described below is each of the vehicle attributes, with some brief discussion of its effects in play. More will be made clear in the actual rules.

Scale

The most important attribute a vehicle has is scale. Scale is a general measure of the overall size of the vehicle, varying from motorbikes up to worldships large enough to engulf whole continents.

Micro	½m	1	Cruiser	320m	12
Probe	1m	2	Battleship	640m	14
Personal	2m	3	Dreadnought	1,250m	17
Shuttle	5m	4	Carrier	2,500m	20
Fighter	10m	5	Command	5,000m	24
Gunship	20m	6	Outpost	10km	28
Corvette	40m	7	Station	20km	33
Frigate	80m	8	Habitat	40km	38
Destroyer	160m	10	Worldship	100km	45

Speed

A vehicle's speed is always given as two numbers, divided by a forward slash. The first value is the vehicle's base acceleration, per turn, and the second is its top speed. How speed is measured will be explained in more detail below.

Handling

Handling is the number of maneuvers that the vehicle can make per turn without penalty. This represents the manoeuvrability of the vehicle, and the ease of piloting it. Maneuvers will be explained in more detail below.

Armour

Armour for vehicles works just like armour for characters, with only two exceptions. The first is that multiple layers of armour cannot be stacked on vehicles, and the second is that vehicle armour does not have an encumbrance.

Structure

Structure (or STC) determines how resistant to damage a vehicle is. Whenever an attack gets through the vehicle's armour, it's structure is used to determine whether the attack causes serious damage, or simply glances off. Attacks that seriously damage a vehicle can reduce it's structure, making successive attacks more effective. A vehicle's current Structure value should be kept track of separately, and can never be less than 1.

Crew

Any vehicle with a large crew is assigned a Crew Rating. This is the number of dice used for any task roll required of the crew, assuming that the right crewman for the job is at the controls. So, for example, a vehicle with a crew rating of 8 would roll 8 dice to hit for all ranged attacks, 8 dice for maneuvering rolls, 8 dice for repair attempts, and so forth.

If a situation arises where a crewman has to attempt a job they are not trained for, they can roll 2 thirds of their usual dice pool, rounding down. All crewmen are considered to be carrying small arms and equipment appropriate to the Tech Level of the vehicle, and to their role onboard.

Vehicle Movement

Vehicle movement is measured using an arbitrary value known as a 'Hex'. This value is used because it can be represented by a single cell on any hex map. However maps are not actually necessary to working out vehicle movement. Rather, the concept of the 'Hex' is simply a useful way of defining range and distance. If applied to personal combat, a hex would be 1 metre across. For vehicles, each hex is 5 metres across. In space each hex is 100 kilometres across. This unit of measure can be applied to movement, weapon range, blast radius, and just about anything else. The

important thing about the 'Hex' is that it is a flexible measure, and so can be scale appropriately to the situation.

Speed

A vehicle's current speed is the number of hexes it can move in a turn. A vehicle can increase it's current speed by any amount, up to its maximum acceleration, by making an 'Accelerate' maneuver. By making a 'Brake' maneuver the vehicle can decrease its current speed by up to twice its maximum acceleration. The 'Hard Burn' and 'Emergency Brake' maneuvers further modify this value.

Control

Any time the pilot of a vehicle makes an action that could potentially go wrong they will be asked to make a 'Control Check'. A control check is simply a roll against whichever skill is appropriate for controlling the vehicle in question. The difficulty of the roll will depend on the action being taken.

Some actions, or outside factors, will cause the vehicle to be 'Off Balance'. The particulars of this state depend on the type of vehicle, however the effect is the same. Whilst a vehicle is off balance all controls checks have their difficulty increased by 2. To regain full control of the vehicle the pilot must make a 'Recover' maneuver, explained in full detail below.

Maneuvering

Maneuvers are actions that a vehicle can make. These actions refer to the movement of the vehicle as a whole, rather than the operation of subsystems, rotation of turrets, opening of doors, or the like. Each turn a vehicle can make a number of maneuvers equal to its handling without suffering any penalty.

Below you will find a full list of all the different possible maneuvers. Each maneuver will include a difficulty rating, which refers to the difficulty of the control check to make the maneuver. If the difficulty is listed as "None" then no control check is required. So long as the pilot passes the control check the maneuver will be carried out as planned. If they fail the control check then something goes wrong. The results are for the GM to determine, although it will often be the case that the maneuver simply won't be completed. With some maneuvers, such as turning, it may be the case that the pilot oversteers, or does not steer fast enough.

The number of maneuvers that a vehicle can make is not entirely limited to its Handling value. The pilot of a vehicle may choose to make any number of additional maneuvers in the same turn. However, doing so will make every maneuver they make that turn more difficult. The total number of extra maneuvers taken, above the amount allowed by the vehicle's Handling, is added to the control check difficulty of every maneuver made that turn.

Turning

Standard Maneuvers

Accelerate

Using this maneuver the pilot can increase the vehicle's current speed by it's Acceleration value.

This maneuver can only be made once per turn.

Control Check: None

Brake

This maneuver is used to slow a vehicle down, allowing the pilot to reduce their current speed by twice the vehicle's Acceleration value.

This maneuver can only be made once per turn.

Control Check: None

Emergency Brake

This maneuver is used when a pilot needs to bring a vehicle to a complete stop as quickly as possible.

This maneuver can only be made once per turn.

Control Check: Average (4)

Evade

This maneuver is generally used to avoid any form of incoming danger. Evade can be used to dodge attacks, flinch away from an oncoming vehicle, or try to duck past an obstacle. The difficulty can vary, depending on how challenging the GM feels the stated evasive maneuver is, but the

value given will generally be the default.

Any time a vehicle performs the evade maneuver it will always be left off-balance, requiring a recover maneuver to regain full control.

Control Check: Challenging (5)

Hard Burn

By pushing their vehicle to its absolute limits, a pilot can use this maneuver to double their vehicle's Acceleration for the duration of this turn.

This maneuver can only be made once per turn.

Control Check: Moderate (3)

Line Up

This maneuver must be made to line up a vehicle's gun sights on a target in its front 60 degree arc. This maneuver must be made each turn that the vehicle will be using any fixed mount weapons it has. The line up maneuver must also be made just before impact in any ramming attempt, to line up the vehicle onto its target properly. Finally this maneuver is used to successfully dock with another vehicle.

Control Check: Moderate (3)

Recover

When a vehicle is off-balance, either as a result of another maneuver or because of some other effect, the pilot must succeed in a recover maneuver before attempting any other maneuvers.

Control Check: Average (4)

Stunt

This maneuver is used when the pilot wishes to perform any kind of difficult or dangerous stunt. A stunt can be made simply for the purpose of showing off, or for very practical reasons, such as flipping a plane on its side to squeeze between two buildings. The GM should feel free to modify the difficulty of this maneuver based on just how insane the stunt in question is. The value given is simply the default. Unlike the Evade maneuver, which can often be used to achieve similar results, the stunt maneuver does not leave the vehicle off-balance.

Control Check: Incredible (7)

Turn

This maneuver will turn the vehicle by up to 60 degrees, or one face of a hex. Two turn maneuvers is enough to perform a ninety degree turn. Making three turn maneuvers will allow the vehicle to execute a 180 degree turn (a full about-face).

Control Check: Easy (2)

Vehicle Combat

Accuracy

The evade value of a vehicle is equal to its handling, when moving, or 0 when stationary.

Hard mounted weapons use the scale of the vehicle they are on, turret mounted weapons use their own scale.

Ammunition

All vehicle mounted weapons have sufficient ammunition for 20 turns of firing at their maximum rate of fire, or 5 turns if they have the "Rapid Fire" special ability. For example a normal semi-automatic weapon would have 20 rounds of ammo, allowing it to fire once each turn for 20 turns. A single shot weapon can only fire once every other turn, so it will have only 10 rounds of ammo. A 'Rapid Fire (3/3)' weapon uses 18 rounds each turn it fires at its full rate of fire, and needs enough ammo to fire each turn for 5 turns, so it would have 90 rounds of ammo. Adding extra ammo doubles this value, but the weapon will now require a mounting point one scale larger than normal. There is no limit to how much extra ammo a weapon can be given, so long as a big enough slot can be found to mount it.

Range

Guided Weapons

Guided weapons do not have a range. Instead they have a speed, and a number of rounds worth of fuel. After this fuel is expended they will typically detonate automatically, although they can be programmed to simply shut down, or to remain active, detonating on eventual impact or proximity. In space guided weapons will continue to fly on their last heading almost indefinitely, although with the minute adjustments in heading needed to ensure an impact their chance of hitting anything smaller than a planet is slim. One option that is sometimes used is to have

a missile lock in a course, use up most of its flight time accelerating, and then shut down until it reaches close proximity with the target, at which point it will power up and make its final attack run. This has the advantage of allowing the missile to cross a great deal of distance on little fuel, and masking the missile's approach by keeping its propulsion silent until the last moment.

To make an attack with a guided weapon the character first makes an open gunnery skill roll. The result of this roll is the 'Lock' for the weapon. If the gunner is not happy with the lock they can roll again the next round and choose to take the new result or, if using a Tech 4 or higher weapon, keep the lock from the previous round (but only the previous round, no further back). Once the gunner has a lock they are satisfied with they can opt to launch the weapons. The weapons will then spend a number of rounds approaching the target. Once it is close enough to engage make a roll using a number of dice equal to the Targeting rating of the weapon and the Lock value used on firing. The result is then compared to the target's Evade to see if a hit is scored. Missile clusters are treated as a rapid fire attack. Make a single roll to lock, and a single roll to hit for the weapons as a group, but expend a number of missiles equal to the "Ammo Expended" value of the launcher, and multiply any damage that gets through armour by the "Damage Multiplier" as described in the Combat section. Difficulty Rating modifiers for Rapid Fire are only applied to the roll to hit, not to the roll to lock on.

Vehicle Damage

the reduction to Structure equals the damage dealt divided by the current Structure. Roll a single die, and compare the result to the total structure damage dealt. If the roll is less than the damage, a number of systems equal to the difference go offline.

If an attack deals 5 structure damage, the vehicle is disabled.

If an attack deals 10 structure damage, the vehicle is destroyed.

Although a vehicle's current structure can never fall below 1, the damage still counts as having been dealt.

Armour

Vehicle armour does not have an AV, just a Resistance. Instead of modifying the AV, increase the effective scale of the attack by 1 if the AP equals the Resistance of the vehicle's armour. For every rank by which the AP exceeds the Resistance shift the scale modifier by 1 in the weapon's favour.

Example: A Personal scale lascannon is fired at a Shuttle scale car. The lascannon would normally be treated as a smaller weapon with a scale difference of 1. However the lascannon's AP of Critical is two ranks higher than the Moderate Resistance of the car's armour, so the lascannon is treated as being a Fighter scale weapon. This makes it one scale larger, giving a Scale Difference of 1.

Remember to adjust the effective Scale, not the Scale Difference. Instead check the new Scale on the Scale Chart and work out the new Scale Difference using the appropriate Scale Values.

Special Damage Effects

Vehicles are immune to all of the following types of damage:

All Stun damage, suffocation, poison, disease, and any form of environmental damage.

Vehicles take half the normal effect from Fire, Frost, Electrical, Chemical, and Radiation damage.

The only special damage type to affect vehicles normally is Impact damage. As is normal for Impact damage, it is always assumed to be of the same scale as the vehicle.

Vehicles are immune to the Shock and Paralysis effects, unless they are explicitly stated to affect vehicles.

All Vehicles have a Systems value which determines how vulnerable they are to special damage effects that target complex electronics (this being the closest thing that a vehicle can have to a nervous system).

Power Management

Almost every reasonably advanced vehicle will have some sort of power supply, allowing it to run both essential and non-essential on-board systems. Most systems have a power cost, which is drawn from the power supply. The total cost of all active systems may not exceed the production

value of the power supply. However systems can be shut down, removing the drain when they are not needed.

Weapons

Vehicle mounted weapons use Power equal to their Tech Level, or four times their tech level if they run off a power supply instead of ammunition (ie. Any weapon with the Recharge property). Turret mounts use power equal to their tech level, in addition to the power consumption of the weapon. Pintel mounted weapons (those operated by hand) do not use power, unless they run off a power supply, in which case their power consumption is equal to three times their tech level. If a weapon is of a smaller scale than the vehicle it is mounted on, it uses half as much power (rounding up) for each scale of difference. If it is larger it's power consumption is doubled for every scale of difference. Shutting a weapon takes 1 turn. Powering up a weapon takes a number of turns equal to it's Tech Level.

Life Support

Each environment has it's own life support cost in terms of power consumption. Shutting down and powering up life support always takes 5 turns.

Land	5	Air	10
Sea	5	Submarine	10
Space	20	Underground	10

Engines

A vehicles engines use power equal to ten times the handling value of the vehicle. Vehicles with a handling of 0 use 5 points of power. Vehicles moving underwater, flying in atmosphere, or moving through mountainous terrain double their normal power consumption. Vehicles flying through planetary gravity without atmosphere must use quadruple their normal power consumption to avoid being pulled down and crashing. Shutting down or powering up engines takes 5 turns.

Cryogenic Cargo

Standard tech level 3 cryogenic cargo space uses power equal to the number of BP spent building it. Tech level 2 cryogenics uses four times as

much power, tech level 4 uses half as much. Safely shutting down or powering up cryogenic storage takes 50 turns, but it can be done in as few as 5 if a character skilled in either electronics or computing can make a successful skill check against a DR equal to twice the tech level of the system.

Equipment

Each device has it's own attached power cost. See the description of the device for details. Shutting down or powering up a device takes a number of turns equal to one fifth of it's power consumption, rounding down.

Special Damage Effects vs Vehicles

Electrical

Vehicles and drones running off electronic systems will take damage from an electrical attack as normal, and in addition will be shut down for a number of turns equal to the amount of damage taken. This time can be reduced by someone making an Electronics skill roll (make an open test and deduct the result from the number of turns left), or the effect can be ignored if manual systems can be engaged to take over from the shocked electrical systems. However this is likely to severely impede the vehicle or drone's performance.

Drones

Although true sentient AI is little more than a myth in the world of Inferno,

Constructs

Constructs are a subtype of drones. Like drones they are functional automata, machines that do not require direct human control. The primary difference is that constructs are created through the use of the Technomantic art of Golemancy, rather than computer and machine science (although often Golemcancers will use a drone, possibly one lacking a control system, as the basis for a construct).

INFERNO

-

RAPIER & LASPISTOL

CHAPTER 4

THE BOOK OF MAGIC

PLAYING WITH MAGIC

The Paths of Magic

Magic permeates every aspect of the world of Inferno. It is a wild and untamed force that many still struggle to master. Any character in Inferno can start with knowledge of magic, as much or as little as the player wishes. There are four varieties of magic that player characters can make use of; Sorcery, Spellmarking, Technomancy, and Focus Magic.

Each of these varieties of magic uses the same basic rules system, but in slightly different way, giving each variety a very different feel for the player, and opening many new options in terms of how they work their magic.

Sorcery

Sorcery is magic that gives it's user control over the fundamental elements that make up the universe. It is wild and sudden magic that can be conjured forth in a mere instant. Sorcerers generally follow one of five paths; Life, Matter, Energy, Time, and Warp. Life is the essence that lies at the heart of all that lives and breathes. Those who study life can give power to this spirit or snuff it out completely. They can reshape living flesh, harden it or wither it, heal it or destroy. They can grow claws, regenerate lost limbs, and breathe underwater.

Matter is all that is physical, but without spirit, the inanimate and lifeless substance that surrounds us always. Those who study matter can reshape any physical substance like clay. They can cause bullets to cease existing, make the earth rise up to crush their foes, or meld into the ground.

Energy is the fuel of the universe, the power in everything. Those who study energy can control it's flow, it's strength, and even change it's form. They can throw bolts of lightning and fly through the air, surround themselves in shields against laser fire and make stones into hand grenades.

Warp is the substance that surrounds all of reality. It is the shape of the universe, the flow of time. Masters of warp can reshape space and time to suit their whims, shifting and folding reality to teleport themselves across vast distances, or slowing down their perception of time.

When the sorcery skill block is selected the player must decide which of the five elements they wish for their character to study. The sorcery block may be chosen more than once, selecting a different element each time.

The skills in the sorcery each relate to a specific form of magical control over the sorcerer's chosen element.

The Perception skill allows the sorcerer to see every aspect of their element, immersing themselves within it, feeling it's presence and it's shape.

The Manipulation skill grants the sorcerer direct control over their element, shaping it, altering it's ebb and flow.

The Creation skill allows a sorcerer to will their chosen element into existence in any form they can imagine.

The Destruction skill allows the sorcerer to negate the existance of their chosen element, completely erasing it.

Spellmarking

Spellmarking is a ritualised magical form that takes time to prepare, but which can yield incredible results. Based around four symbolic marks, Passage, Safety, Power, and Seeking, spellmarkers inscribe, alter, reshape, and invert their marks to create a myriad range of magical effects. Each of the four skills in the spellmarking block relates to the control of one of the four marks. Each of these marks can be inverted to perform the opposite of it's stated effect.

The mark of Passage, which allows freedom to travel, may be inverted into the mark of Obstruction, which creates barriers and impedes movement.

The mark of Seeking, which uncovers truths and locates that which is lost, may be inverted into the mark of Obfuscation, which conceals and wards against scrying.

The mark of Power, which strengthens and empowers, may be inverted to form the mark of Weakness, which enfeebles and withers.

The mark of Safety, which protects against all forms of danger, may be inverted into the mark of Harm, which imperils and destroys.

Finally the mark of Order, which grants control, command and domination, may be inverted into the mark of Chaos, which brings freedom, disorder and release.

Technomancy

Technomancy is a magic of craft and science, a magic based not on wild workings of brief wonderment, but upon the slow and time consuming creation of marvelous artefacts that will continue to of worth time and again. Technomancers deal with the spirits that they perceive in all seemingly inanimate physical things. Through the art of Psychometry they communicate with these spirits, delving into the minds of stones, weapons, and even complex computer systems.

Through the art of Alchemy they blend these spirits, weaving them into magically powerful forms.

Through the art of Artifice they empower the spirits in weapons, armour, clothing, and even simple trinkets, turning them all into powerful magic items.

Through the art of Necromancy they animate the forms these spirits inhabit, giving them the freedom of movement and so creating mighty golems of flesh, stone, and steel.

Finally through the art of Fleshcraft they bond these spirits to their own flesh, giving them total control over their bodies.

Focus

Focus is a quiet magic, one of actions rather than words. Strongly tied to the practice of ritual martial arts, Focus mages use their magic to empower themselves for combat, stealth, and physical supremacy. There are five paths that Focus mages follow in their studies.

The path of the Warrior is tied to the element of earth, the emotion of anger, and art of sculpture. It grants great strength and the ability to withstand horrific injuries.

The path of the Duellist is tied to the element of air, the emotion of desire, and the art of music. It grants swiftness of motion and graceful movement.

The path of the Fury is tied to fire, the feeling of fear, and the art of poetry. It grants incredible speed and a blinding rage that allows it's adherents to ignore the pain of their injuries.

The path of the Guardian is is tied to earth, feelings of sorrow, and the art of painting. It protects against magic, improves their fortunes, and heals wounds.

Last, but perhaps most feared, the path of the Judge is tied to the ethereal element of void, the powerful emotion of hate and the thought that lies behind all art, inspiration. It allows it's adherents to strike at their enemies soul, planting seeds of corruption, and to resist the corrupting influence of their own magics.

To learn any magical skill the character must have the relevant skill group chosen as one of their Favoured skill groups, and must have bought ranks in the specialisations that they intend to use. Learning magic requires a great deal of effort and dedication, especially given that it must often be learnt in secret, passed on from a master to a dedicated apprentice.

Casting Spells

The term "spell" in Inferno is used to describe any single magical casting. A spell could have many different effects. It could be instantaneous, or long lasting. It could be a personal effect, like the empowerments of a Focus Mage, or a fundamental alteration of the very fabric of the universe. Regardless, ultimately almost all magic in Inferno can be defined in terms of spells. What all spells have in common is two things: The first is Power. The second is Cost.

Power is the force and skill with which

Cost

These two values, taken on their own, are largely meaningless. However taken together, what they define is the spell's Effect Value. Effect Value, or EV for short, is the actual effect the spell has, in game terms, as a numerical value. This value varies from spell to spell. It may be range, damage, armour value, weight, or any of thousands of other possible values. What the EV of the spell actually represents is determined by the GM, when they assign the spell's Cost. However the EV is worked out when the spell is cast, by dividing the spells Power by it's Cost, rounding

down any fractions.

Range

Reduce the power of any spell by the range to the target. This includes spells where range itself is the outcome, such as teleportation. In these cases the "target" is not the end location, but the object or person to be teleported.

Magic touch effects require a separate roll to hit.

If a magical effect is applied to an object, or a manifestation, which is then used to deliver the effect, the attack requires either a Throwing roll, or a Thrown Weapon roll to deliver the effect. However the magical effect itself counts as a touch effect for the purpose of determining the range.

The total Power of a spell is determined by making a Magic Roll. This is an open task roll, made using the magical skill determined by the GM to be appropriate to the magical effect being produced. The total power of the spell is equal to the number of successes produced by the roll, added to the caster's Aura attribute, and any Ambient power points that can be provided. This total may be further modified by other factors, including traits and techniques, as deemed appropriate by the GM. However regardless of what the total power of the spell may be, if the skill roll does not produce any successes, on it's own, then the attempt has been botched; the spell fails to manifest, and the caster suffers a backlash, as described below.

No matter how many ambient magic points a character provides towards a spell effect, they may only use as many as they generate from their magic roll. For example a character prepares 7 ambient points worth of ritual and components towards a spell effect, and then makes their magic roll. The magic roll generates 5 magic points, meaning that they have a total of 10. The total would be 12 (7 ambient points + 5 magic points), but since they can only use as many ambient points as they generate from the roll, 2 of the ambient points are wasted. If they had produced 7 magic points on their roll, then they would be allowed to use all 7 ambient points, giving them a total of 14. If they had produced 9 magic points on their roll then they would still only be able to add 7 ambient points, as that is all they had prepared, for a total of 16.

There is one, and only one, exception to this rule: The points contributed by ritual members count towards the magic points generated, not the ambient points. So if three participants in a ritual produced a total of 11 points, and the caster produced 8 magic points of their own, they would have a total of 19 magic points generated. This would then allow them to use up to 19 ambient points in the spell effect. It for this reason that the most powerful spell effects require large rituals involving many participants, in addition to powerful components, foci, and somatics.

Corruption

Whenever a character makes a Magic roll they will accrue corruption points. The base number of corruption points gained is always equal to the total Power of the spell. This amount may then be modified by certain magical techniques, and other effects.

If a character has 20 or more corruption points they must make a roll on the corruption table. They roll 2d6, and tell the GM the total showing on the dice. The GM then checks the corruption table in Chapter X of the GM's Guide, and tells them what the effect on their character is. Every time a character rolls on the corruption table their total number of corruption points is reduced by 20.

Corruption is something that affects all users of magic. It is a slow cumulative effect of channelling magical energies. No-one has ever truly understood why it is that using magic has such a malignant effect on people, but many theories have been put forward, ranging from the scientific to the supernatural. Some speak of curses, damage caused by magical energies, or 'the price of magic'. What is known is that the oldest and most powerful of mages rarely practice their magic, preferring instead to have their apprentices work it for them. Most teach their arts to younger students, having paid out too much to continue making use of their own abilities.

Starting Corruption

If a starting character has any magical skills they will also begin play with a number of corruption points equal to double the total ranks in all their magical skills. If a starting character has more than 10 corruption points they are immediately traded in for one roll on the corruption table, as normal, every 10 points resulting in one roll. All corruptions generated from starting points will already be fully in effect by the time play begins.

Backlash

A backlash is the result of a spell that has somehow gone disastrously wrong. Backlashes generally occur for one of three reasons;

1. A Botched Spell: If a magic roll comes up with zero successes on the dice (not counting any modifiers to the success total) the character immediately suffers a backlash, with the strength being equal to the number of dice rolled.
2. Corruption: When a casting roll produces enough corruption points that the character must roll on the corruption table, the caster immediately suffers a backlash with a strength equal to the number of corruption points produced by the casting roll.
3. Interrupted Casting: If a casting attempt is successfully interrupted (see Interrupting Spellcasting, below) the caster immediately suffers a backlash with a strength equal to the number of corruption points that were produced by the casting roll.

To find out the effect of the backlash consult the backlash table, found in chapter X of the GM's Guide.

Stacking Magical Bonuses

In any situation where two or more different magical effects provide the same or complimentary bonuses, use only the highest. Bonuses from magic, even different kinds of magic, can never stack, unless the GM determines that special circumstances apply.

A complimentary bonus is defined as any bonus or modifier which, whilst not actually being the same, has the same effect.

In all instances where multiple bonuses would apply, the bonus to be used is always that of the most recently created magical effect. Neither the caster, nor the recipient of the magical effect have any choice in this, with one exception. If one of the competing magical effects is an innate magical ability, then it may always supersede any other magical effect, at the user's choice.

Protection

Any effect that reduces damage taken is considered a "damage reduction" effect. This includes armour, reductions to the damage grade of attacks, and any similar effects. Only one damage reduction may be applied against any given attack against a character.

Damage

Healing

Attribute & Skill Boosts

If a skill has been improved using magic, and the linked attribute has also been improved, then only one bonus may be applied. If any other magical effects would also either improve the dice roll, or reduce the difficulty, then it is still the case that only one effect may be applied.

Sensing Magic

Whenever magic affects the real world, living creatures feel it. Large animals in particular have been known to become nervous or agitated in the presence of magical effects or magical beings, and sentient beings feel these effects too, though often so subtly that they are not aware of them. Sense Magic is the skill of training yourself to notice those faint impressions. With enough training it is possible to discern the direction, or even the precise location, of the source of the effect. Those who are skilled in sensing magic often describe the feeling in different ways. Some refer to it as a tingling down the spine, some as a feeling of coldness, and some simply refer to it as the feeling of somebody looking over your shoulder.

Actually determining what it is that the character is sensing, whether it is a magical effect, a resonant material, or something else entirely, requires a separate roll against the character's magical theory skill. It is true that different types of magical effect leave a different kind of impression, however knowing how to tell one impression from another is very much a matter of theoretical understanding.

Countermagic

Countermagic in Inferno is difficult, and often complicated. Firstly, under no circumstances is it ever possible to magically affect the substance of magic itself, or at least certainly not using any of the varieties of magic described here. This means that magically dispelling or disrupting another magical effect is simply impossible. It is, however, possible to counter the effects.

To counter another spell the most important thing, therefore, is to have the appropriate kind of magic to counter with. In some magical disciplines this is easy, in others much less so. It also requires that the countering mage have made any necessary preparations for spellcasting already. After that, it's simply a matter of finding an appropriate defence against the spell being cast at you. If two Energy Sorcerers were facing off, and the first cast a lightning bolt using creation to simply will the electricity into being, her opponent could simply use destruction to negate the electricity. To do so her opponent needs to have a held "defensive casting" action ready. If her opponent was a Matter Sorcerer, they wouldn't be able to do anything of the sort, although they could create a copper lightning rod to draw the electrical discharge away from them. A Technomancer could potentially convert the electricity into something less dangerous, like soft foam. A spellmarker, with the appropriate mark readied, could activate a damage shield, protecting them from the worst of the effects, or become ethereal, allowing the lightning to pass harmlessly through them. Ultimately it's all about players being creative, and finding ways to use their own magical abilities to throw a wrench in their opponent's spell casting.

Interrupting Spellcasting

Magical Equipment

Resonant Matter

Voidmatter

Seen by many magical scholars as the logical opposite of resonant matter, voidmatter has the odd property of acting like a black hole in astral space, constantly absorbing magical energies from its surroundings. Some astral sensitives have described voidmatter as being like a wound in the fabric of astral space.

[If voidmatter comes in contact with a magical item, it creates a feedback loop. Very dangerous.

If mages carry voidmatter it fucks up their casting.

If people carry voidmatter and enchanted items, the two conflict in a minor way.

If voidmatter and resonant matter are carried too close together, they create a resonance loop. This gives every Spirit Sensitive in the area a headache, and causes problems for anyone attempting to cast spells in the area. If allowed to build up for long enough, the eventually result is an explosion of magical power.]

- Resonant Components – Resonant components materials that have a natural reserve of magical energy. This reserve may be called upon by mages in working their magic, and as such resonant components are used in many forms of spellcasting and magical crafting. Their cost is determined by their rating, which is a measure of how powerful they are. The cost is given for a single "measure" of magical components.
- Resonant Focus – A resonant focus has been carefully crafted using resonant materials. The cost of a resonant focus is therefore based on that of the materials used to craft. The more powerful the components, the more effectively the focus increases the sorcerer's magical powers. The rating of the focus is equal to the rating of the components used, and is added to the power of any spells bound to the focus when they are cast. The number of spells that may be bound to a focus is equal to the rating of the focus. In addition the focus provides the usual benefit of reducing the corruption taken from the spell by 1. Only sorcerers can benefit from the effects of a resonant focus.

SORCERY

The Origins of Sorcery

The Sorcerous Arts

The Four Elements

The Arts of Sorcery

- **Discernment** – The first thing many sorcerers learn about an element is how to perceive it, down to the finest detail, to be utterly aware of it, be it the flow of time, the twistings of the warp, or every breath taken by those around you.
- **Evocation** – A powerful, but limited art, this allows the instantaneous creation of a small amount of the chosen element, in whatever form the sorcerer desires, be it a bolt of lightning arcing from their fingertips, or 5 seconds of extra time for them to use. Be warned that the results of a successful creation attempt are always short lived.
- **Manipulation** – Perhaps the most useful of the arts, this allows the sorcerer to control, shape, and alter their chosen element to their will, such as making a plant grow faster, or shaping a hole into a door.
- **Destruction** – The art of allows the sorcerer to cancel out, or negate their chosen element, snuffing out life, cutting short of a journey through the warp, or draining all the heat from an object.

Using Sorcery

To create any sorcerous effect the player first describes to the GM what they are seeking to do, in practical terms, such “throw a fireball down that hallway” or “slow down time for myself”. The GM then assigns the spell a cost, depending on how powerful the effect will be. Once the spell effect and cost has been decided upon the player rolls against whichever of their magic skills the GM feels is most appropriate for the spell being attempted, and generates a number of power points. This value is the “Power” of the spell.

The power of the spell is divided by the cost (rounding down) to find the Effect Value (EV) of the spell. What effect value translates into, in practical game terms, is handled by the GM. For an attack spell the EV will typically be the number of grades of damage inflicted. For a flight spell the EV would

Range

With sorcery there is no particular requirement for physical contact. The caster only needs to be able to see the target with their own eyes.

Radius Effects

Any spell may be given a small blast for double its cost, a blast for four times its cost, and a large blast for eight times its cost. Blast effects on spells work just the same as with attacks, except that the EV is reduced, rather than the damage grade.

Sustaining Spells

Normally sorcerous magic creates an effect and then dissipates immediately. The effects of any sorcery spell will only last until the caster's next turn.

The only way to keep a sorcery effect going is to sustain it, requiring the character to continue concentrating on the spell. Whilst sustaining a spell the character may not take any other action besides basic movement, and they accumulate corruption equal to half the spell's power (rounding up) for each turn they keep the spell sustained.

Ritually Sustaining

Alternatively a spell can be ritually sustained. To create a sustaining ritual, the sorcerer must prepare a ritual circle, and fill it with magically significant components. The spell must be cast within the ritual circle, and the sorcerer must remain there for as long as they wish to maintain the spell. After the spell is cast the player makes an open meditation skill roll. Ritually sustaining a spell increases the interval between each time the corruption is applied from one round to a number of rounds equal to the result of the meditation roll.

Foci

To ease the corrupting effects of their magic, sorcerers can prepare spells and bind them to foci. A focus (the singular of foci) is an object that is of spiritual significance to the sorcerer, and which embodies, in some way, the spell being bound to it. The sorcerer then describes the magical effect which they wish to bind to the focus. Whenever the sorcerer invokes that spell, and so long as they are able to use the focus, the sorcerer may ignore the first corruption point taken from using the spell. The maximum number of normal foci that a sorcerer may have prepared at any one time is equal to their intelligence. This point of corruption is removed after an metamagic techniques have been applied.

In addition to their normal collection of foci, a sorcerer may bind a single resonant focus. A resonant focus is crafted from materials that have a powerful magical resonance. The focus must still be made by the sorcerer, however obtaining the magically active components is very difficult. Many sorcerer's opt to purchase the components, albeit at a significant cost, from magical goods traders, who spend a great deal seeking out such magically active materials. Magically active Foci add their rating to the number of power points generated when casting any spell bound to them, in addition to their normal effect of ignoring one corruption point. This is instead of the bonus for a normal focus, not in addition. In addition, because of their resonant nature, a sorcerer may bind a number of spells to a resonant focus equal to it's rating.

Energy Sorcery

Energy Blasts

The simplest and most direct use of Energy sorcery to create blasts of energy. There are basically two ways of doing this. The first is to use creation to simply will a bolt of lightning or a blast of heat into existence. This is pretty blunt, direct, and certainly gets the job done. Of course a little thought should be put into what kind of energy you want to use. There are a range of options at your disposal, and it's important to pick the right one.

Kinetic energy is best for stunning attacks, but can also be used to deal lethal damage (after all bullets and swords use kinetic energy), and it has the advantage of fewer secondary effects.

Heat can set the target, especially a highly flammable target, ablaze, essentially making them a non-contender in the fight until they get put out, and likely finishing them off. On the other hand using heat blasts around anything explosive, or inside a building can be suicidal.

Electricity can be used to stun or kill, and has the advantage of shocking the target, temporarily paralysing their nervous system. This makes it excellent as both a lethal and non-lethal attack, with the added advantage that it ignores metal armour. Unfortunately in an environment with a lot of metal around electricity can arc off, dissipating around the target. Also, like heat, it should never be used in an environment where there is a likelihood of fires or explosions.

Light can be used as an effective non-lethal attack by blinding enemies (and overloading cameras and other sensor packages), or focussed into a laser beam that will punch through all but the toughest armour. If used in this more lethal form it has the same problem of starting fires, but is at least much more precise and easy to control. Just be aware of what your target is standing in front of, as a laser beam will likely punch right through them and out the other side. As another possibility, lasers can also be used to carve apart solid metal barriers and other obstructions, although the effect would likely have to be sustained for some time to be effective.

Sound can also be a very powerful form of energy, especially as it will likely deafen your target in addition to causing damage. At very high or low frequencies most sounds cannot be heard, but can shake apart solid structures.

Contrary to popular opinion, although Energy sorcerers can control fire, they cannot create it. Fire is built from three components, heat, oxygen, and a combustible material. Whilst oxygen is generally already present, the Energy mage is incapable of manifesting the combustible material needed (although if they have chosen to study matter sorcery as well, then it would be possible). They can of course set any flammable material on fire, by simply manifesting a sufficient amount of heat. Even when the manifested heat vanishes, the exothermic reaction will continue to produce more, keeping the blaze going once it has been started.

Manipulating Energy

Energy Conversion

“Cold” Control

It's important, as an Energy sorcerer, to understand that cold is not a kind of energy, but an absence of energy. However as the negation of your element is still very much within the command of your abilities, this means that effects related to cold are very much possible.

Just about any kind of “cold” based effect will involve the use of Destruction. Unfortunately the basic “cold blast” is pretty tricky, since it involves destroying the heat in the air, and then creating or manipulating kinetic energy so as to impel the air towards the target. Flinging ice is even trickier, as you first have to locate water and freeze it (although again, any sorcerer who has chosen to study both matter and energy effects could do this).

With that being said, why even bother with these primitive techniques, when you can simply freeze the target solid by negating the heat in their body. This kind of attack can be devastating against both living and lifeless targets. Granted, as soon as the negation effect ends, the warm will return, and they will thaw out, but contrary to popular opinion, by the time they've been frozen solid, any living creature will already be dead. As for machines, the effects are less devastating, although if they were in motion when the effect hit then there is a good chance that the momentum of the suddenly frozen parts will cause them to shatter, or at least fracture.

Disabling Machines

Many machines, particularly vehicles, and especially drones, rely upon their source of power. The wise application of Destruction can leave a vehicle motionless, at least temporarily.

Better yet, more advanced machinery, in particularly that which is based on computation and circuitry, can be absolutely crippled by the loss of the tiny amount of electricity that runs through their circuits. At the very least this loss of computation will cause automatic systems to become disoriented, forcing a reset, and a total reassessment of the data on which they base their decisions.

For a more permanent means of disabling such devices, the creation of a large amount of electricity in their circuits can cause an electrical surge that will burn out them out completely.

Life Sorcery

Healing

Although a nice idea, true magical “healing” is actually very difficult to pull off using sorcery. The problem is that sorcery, being an innately transient magic, allows you to create new flesh to repair the wounds that a person has suffered, but as soon as you stop sustaining the effect the new flesh will vanish. Of course in many circumstances this can be enough to either keep someone in the fight, or else keep them alive until a doctor can get to them.

More reliable is the use of manipulation to essentially “supercharge” their body's own natural healing, effectively providing them with regeneration for a while. This sort of effect would need to be sustained to be really effective, but if you're willing to make the effort you could easily have a wounded compatriot back on their feet, given a little time.

For a faster, but more difficult healing effect, this regeneration could be combined with the use of manipulation to temporarily force the wounds closed, allowing them to heal faster. Trickier to pull off, but more efficient, at least in the short term.

Finally, the control that Life sorcery gives you over the spirit of life does allow you to essentially “hold on” to the spirit of a dying person, keeping it from departing their body until they can be resuscitated.

Transformation

Resurrection

Unfortunately the answer to this one is a straight “No”. Although it is possible to resuscitate a dying character, even a long time after most medical science has failed, once someone is truly dead, they cannot be returned to life. Life sorcerers can rarely agree on exactly why this is the case, but it is generally thought that once the “spark” of life, whatever that may be, is gone, it cannot be made to return.

It is possible, generally using Creation, to reanimate a dead body, by temporarily creating a new spark within it. Of course keeping it up would require sustaining the effect, but the body can be made to act as if alive. What it will always lack is anything more than the most rudimentary intelligence, or any kind of personality whatsoever. The reanimated corpse will be little more than a zombie, lacking even the degree of wilfulness and thought exhibited by most constructs.

“Death” Effects

Sadly, whereas resurrection is quite impossible, crushing the spark of life is considerably easier.

Matter Sorcery

Direct Attacks

Shaping Matter

Transmuting Matter

In the minds of the foolish, this is perhaps one of the most sought after magical abilities. The power to turn dull lead into beautiful platinum seems marvelous, until the spell's effect ends, and the platinum reverts to lead. That being said, if sustained for just long enough, such tricks could easily fool the unwary, and turning one metal into another is just the beginning of what you can do.

Unfortunately there are many things that should not be attempted. Making edible food from stones seems like a grand idea, but it won't when the food reverts to stone in your stomach, and even if you were willing to sustain the effect until the food was digested, the effect of the transformation that would later occur within your body would still be somewhat unpleasant.

On the other hand turning your opponent's weapon into water can be quite stunningly effective, and even when it reverts, the water will already have dispersed, leaving the weapon scattered in tiny fragments. This is faster, though somewhat more complex, than trying to reshape an opponent's weapon through the pure application of your will, and can be even more alarming for your enemies to witness.

Warp Sorcery

Stopping Time

Perhaps the most terrifying of all the abilities afforded to the Warp sorcerer is their control of time.

Superspeed

Erasing Time

Shaping Space

Teleportation

SPELLMARKING

The Origins of Spellmarking

The Study of Spellmarks

There are five standard marks used in spellmark magic. These are the marks of Passage, Safety, Power, Seeking, and Order. However each of these marks may be inverted to form its opposite, namely Obstruction, Harm, Weakness, Obfuscation, and Chaos. Knowledge of a mark automatically entails knowledge of its opposite, although the use of one version of the mark may be forbidden by the character's philosophy.

What each mark represents is an idea or concept. Passage in itself is meaningless. It is the idea of passage, and what passage can entail, that matters. When a spellmark mage inscribes a mark, they customise that mark to express one facet of its overall concept. For example in inscribing the mark of Passage the mage could interpret Passage in different forms, allowing for different effects such as teleportation, flight, magically opening a lock, or becoming faster. What matters is that each expression relates to the concept of passage in some way. In inverting a mark the same logic is applied. So when inverted to become the mark of Obstruction, effects such as the creation of a barbed wire fence, or the freezing of a person to the floor could be achieved. Interpretation is the key, and players are encouraged to find as many inventive new interpretations for each mark as they can.

Provided below is a detailed description of each mark, along with a selection of example effects. As has just been indicated these lists are by no means definitive, and players should add to them as much as possible. Of course every new interpretation must be first vetted by the GM, who may simply turn down the interpretation, or may choose to have it blow up in your character's face.

Using Spellmarks

Inscribing The Mark

The first part of creating a spellmarking effect is to create the mark itself. This is known as inscribing the mark. Creating a spellmark generally involves some form of ritual. Attempting to rush the job and make the mark too quickly, without the expenditure of sufficient time and components, will result in a severely weakened spell. On the other hand a long ritual with participants and magically resonant materials will be very powerful indeed. This aspect of creating a spellmark is covered in more detail below.

Regardless, the mark itself must be inscribed in some form, resulting in a visible, though not necessarily obvious, mark. At this point in the process no dice rolls are made, unless they are linked to the act of the ritual itself, such as rolls on art skills to create a more elaborate mark. The act of inscribing the mark simply prepares it for later use. Once inscribed a mark continues to be usable, so long as it is not damaged, disrupted or destroyed before it can be activated. A spellmarker can, in theory, inscribe as many marks as they wish, although obviously both the character and the player would do well to keep some kind of record if they are going to be leaving spellmarks everywhere.

Activating The Mark

Having inscribed the spellmark, the next stage comes when the character chooses to unleash the magical effect. This is known as activating the mark.

Activating each mark requires a separate roll, against the appropriate Spellmarking skill. This is a standard magic roll, which will produce corruption as normal. The spell effects are handled by the GM, based on the power of the spell, as for all magical effects. However when activating spellmarks, the number of range bands between the caster and the mark itself is deducted from the Power of the activation roll.

Once a mark has been activated it cannot be used again, and the mark itself will be destroyed when the spell effect ends (although it is usual for some amount of physical residue to be left).

Spell Duration

Unlike Sorcery, the effects of Spellmarking are somewhat longer lived.

A Fading spell has an effect that stays around for a little while, slowly fading out of existence. Examples of fading spells would be any form of altered senses, transformation, regeneration, attribute modifications, and forcefields. The basic duration for any fading effect is 1 turn. When the

duration on a fading spell ends, its EV is reduced by half, rounding down, and the duration resets. Once the duration runs out for a second time the spell effect ends. However before casting the sorcery can choose to increase the duration. The duration scale is given on the chart below, along with the cost multiplier. Just change the duration to the new desired value, and multiply the cost of the spell by the figure given.

<u>Duration</u>	<u>Cost</u>	<u>Duration</u>	<u>Cost</u>
4 Rounds	x2	1 Hour	x6
8 Rounds	x3	6 Hours	x7
1 Minute	x4	24 Hours	x8
10 Minutes	x5	1 Week	x10

Rituals

When a spellmarker creates a mark they must describe to the GM, in detail, how they are going about creating the mark, and what kind of ritual elements they will be using. The GM will then assess the ritual and either assign a penalty to the overall strength of the spell, or apply a bonus in the form of ambient power. A ritual will be judged on the criteria listed below.

Length

Components

Participants

Visibility of the Mark

Description

The Mark Of Passage (Air)

Superspeed

Teleportation

Flight

Unconventional Movement

The Mark Of Seeking (Fire)

Guided Attack

Divination

Invisibility

Concealment

The Mark Of Power (Water)

Enhancement

Weakening

The Mark Of Safety (Earth)

Damage Resistance

Forcefield

Elemental Strike

Circles of Protection

Trap Spells

Cause Pain

Cause Wounds

The Mark Of Order

Domination

Machine Control

Disruption

Confusion

TECHNOMANCY

The Origins of Technomancy

The Technomantic Disciplines

Each alchemical skill rests upon a transformation. It is through the careful application of these transformations that skilled alchemists work their greatest achievements.

Transmutation – Changing matter at a subatomic level, allowing the complete transformation of one substance into another.

Conversion – Changing energy into matter and vice-versa (which also allows the conversion of energy to other energy types by just running it very quickly through matter in the middle, so fast that the matter stage only exists as a quantum moment).

Animation – Bringing dead things to pseudo-life, or converting living things to pure inanimate matter. Used without preparation, Animation allows you to reshape, and even temporarily animate, any one object. The object will only remain animate for as long as the caster sustains the effect.

Empowerment – Enhancing the form and function of an object, allowing it to better serve its intended purpose. Used without preparation, Empowerment can temporarily improve one given aspect of a chosen piece of equipment or other object. For example, the accuracy or armour penetration of a weapon could be raised. The effect will last only so long as it is sustained.

Psychometry – Understanding a thing (can include stuff like learning its weaknesses. Basically a Technomantic version of Discernment. Can also include diving through computer systems and the like).

This core of five skills allows for a certain set of basic effects. However the advanced application of these techniques can allow for a range of more complicated ritual effects, which are described in more detail below. Unlike the more immediate applications of technomancy, these rituals effects can create permanent enchantments and alterations.

Basic Technomantic Effects

To use any Technomantic skill simply choose one of the listed effects for that skill, and make a standard magic roll, applying corruption and backlash as normal. The description of the effect will explain how to convert the Power Points generated by the magic roll into a usable in game effect.

Transmutation

Conversion

Animation

Empowerment

Psychometry

Alchemy

Alchemists work their magic through the creation of alchemical compounds, which are commonly, though inaccurately, referred to as 'Potions'. An alchemical compound can actually take any one of a number of forms, the only common factor being that the substance is capable of producing a magical effect, whilst being expended in the process. Of course it is possible to make a batch of compounds, allowing for multiple uses. The act of using an alchemical compound depends on the nature of the compound. When created a compound will have a single, simple, triggering action. This could be exposing it to air, rubbing it into the skin, splashing it onto an object, imbibing it, or some similar action. Complex triggers such as "When the gang leader head stands within 20 feet of it" will not be allowed.

Artificing

The basic principle of artificing is that you take an item with a specific purpose and then you alter its spirit form to be able to better perform its stated purpose. Alternatively, the enchanter may combine multiple spirit forms into one item, taking the favoured properties of each.

To be fully effective the artificer must craft or construct the item themselves, by hand, otherwise the enchantment must be sustained or else it will fade.

Any power from the sorcery list can be faked with Artificing, so long as it is a conceptual extension of the purpose of the item being enchanted.

Decide what effect value you want for the enchantment. Work out how many power points that needs.

The enchantment roll must be made, successfully, a number of times equal to the power. The DR of the roll is also equal to the power. It should be noted that this is not a magic roll, and does not produce corruption points. Making each roll takes an hour of work and, if it is successful, uses up 1 measure of magically active components. Once enough successful rolls have been made the enchantment is complete. However if the roll is failed a number of times in a row equal to the character's skill rank in artificing, the project is ruined and they must start again from scratch (yes, this means that character's with an artificing skill of 1 must start from scratch every time they fail a roll).

At the end of the enchantment process the Artificer takes a number of corruption points equal to the power of the item.

No item can be enchanted more than once, although at the GM's discretion different parts of a large machine can be counted as separate items. This is generally defined by their purpose; a starship, for example, can be seen as having a distinct purpose, whilst its weapons system can each be seen as a separate item with their own distinct purpose. By the same token it is generally not possible to enchant all parts of a vehicle (such as every weapon on the vehicle) with a single enchantment. Ultimately the GM's discretion should always be used in this regard.

Finally, no artificing enchantment can ever give a set bonus to a character. The purpose of artificing is always to improve the function of the item, not of the user. That is solely the purview of Alchemy.

Fleshcraft

To a fleshcrafter (or skin-tailor as they are sometimes known) the living body is just so much clay, to be shaped and moulded into any form. Fleshcrafters do their work through a process known as 'grafting' where, much like the process used by gardeners, parts from one living animal can be transplanted onto, or into, another. The process is often quite unpleasant, if not lethal, for the donor. However their magic allows them to mould the parts onto the recipient in almost any way they see fit.

Cosmetic Changes

In game terms, Fleshcraft allows the character a number of options.

The first is that they can swap cosmetic details between two creatures, such as aspects of a person's appearance. With a little work, a person's skin can be lifted, whole, off of their body and placed onto the body of another.

Transplantation

The second option is that of taking physical traits from the donor, and giving them to the recipient. Any edge or flaw (even species edges and flaws) can be swapped from one creature to another. To successfully perform the transplant the character must make a Fleshcraft roll which must produce at least 4 power points, plus another 1 power for every full 5 CP that the trait costs. Each attempt uses up one measure of resonant materials, adding the rating of the materials used to the power points produced by the roll.

If the donor's Strength, Agility, or Perception are higher than that of the recipient, then by moving various vital organs, as well as parts of musculature, nervous system and skeletal matter the skin-tailor can effect an improvement to one of these three attributes in the recipient. The CP cost of the improvement is as follows:

+1 Shift 20 CP
+2 Shift 50 CP
+3 Shift 75 CP

This bonus is treated as a stat modifier, and replaces any previous bonus gained through Fleshcraft. The difference in the attribute between the donor and recipient must be at least double the bonus to be gained from the procedure.

Bodyswapping

The third option that a fleshcrafter has open to them is that of moving a living brain from one body to another. In this instance the new body keeps all of it's physical traits and attributes. The Intelligence, Willpower, Empathy, and all the skills of the brain donor are carried over, along with any insanities and other purely mental or magical traits. Any corruptions that existed in the old body will fade away over the course of the next two weeks, whilst at the same time they will slowly appear in the new body. The Perception attribute of the new body is averaged with that of the donor (rounding down).

Golemancy

The ultimate application of the technomancer's art is the creation of golems, powerful magically animated constructs that will serve the technomancer. Creating a golem requires a great deal of time and work, culminating in the ritual that will empower the golem, and bring it to pseudo-life.

The first step to building a construct is to decide how powerful the construct should be. The Golemancer assigns a Power level to his construct, which in turn determines the difficulty of making the construct. For every hour of work spent on building the construct the creator rolls their Golemancy skill against a DR equal to the power of the construct. They must pass a number of rolls equal to twice the power of the construct before it is complete. Each roll made uses 1 measure of magically active components. However just as with Artificing if they fail a number of rolls in a row equal to their skill in Golemancy then the project has failed. All the components are wasted and they must start again. A construct's base attributes are equal to it's power. However the Golemancer may choose to adjust the constructs base attributes by dropping points from one attribute and adding them to another. However after modifications no attribute may be higher than twice the construct's

Power.

All constructs start with a number of skill ranks equal to five times their intelligence. These can be divided up between any skills the Golemancer chooses, so long as the Golemancer, or someone involved in the whole of the creation process has that skill. Again, no skill may be greater than twice the construct's power.

It is possible for constructs to have 0 in any attribute, with the following effects:

Zero Strength: The construct cannot lift anything apart from it's own mass. It can never carry, or even wear, anything. It has a Resist value of 1. It deals no damage in unarmed combat, and cannot wield weapons.

Zero Agility: The construct cannot move. It has an Evade of 0, and cannot perform any kind of physical action.

Zero Perception: The construct is completely oblivious of it's surroundings. It cannot even understand the concept of reality, and deals with ideas on a purely theoretical level.

Zero Intelligence: The construct has no skills, and is incapable of understanding any orders beyond simple one word commands ("Sit", "Stay", etc.)

Zero Willpower: The construct obeys all commands, no matter who they come from. Constructs cannot feel fear, so willpower is not relevant to a construct acting under fire.

Zero Empathy: The construct has no personality. It speaks in a flat monotone, is completely lacking in creative thought, and obeys all orders literally, and to the letter.

FOCUS MAGIC

The Origins of Focus Magic

The 5 Paths of Focus Magic

The Warrior

Earth / Peacefulness & Stubbornness / Sculpture

The Duellist

Air / Desire & Fear / Music

The Fury

Fire / Passion & Rage / Poetry

The Guardian

Water / Joy & Sorrow / Painting

The Judge

Void / Love & Hate / Inspiration

Using Focus Abilities

Focus abilities are used by activating them. To activate an ability just make a standard magic roll using the appropriate Focus skill. Each ability has a listed cost, just as for any other spell effect. This magic roll produces corruption points as normal.

All Focus abilities last for a number of rounds equal to the number of power points produced by the activation roll (including any bonuses or penalties), after which they cease immediately.

Making a single activation roll is a free action. Alternatively a focus mage can spend a standard action to power up several abilities.

Spending a standard action, a focus mage can make a number of activation rolls equal to their Empathy.

The number of abilities that a focus mage has active at any one time may not be more than their Willpower.

Learning Abilities

Unlike almost every other kind of mage, focus mages cannot cast a spell without having first learnt it. These spells are often referred to as 'powers' or 'abilities'. During character creation any character with focus magic as a starting skill starts with a number of powers in each path equal to the total skill rank (specialisation + general skill) for that path. The powers provided by their skill in each path must be chosen specifically from that path. However in addition they may select a number of powers equal to their Focus Magic general skill rank, which may be selected from any path.

Additional powers may be purchased during character creation at a cost of 5 CP each. To learn powers during play the character must find a teacher, spend about a week studying, and then spend the 5 CP. Alternatively powers can be learnt using an instructional text and personal practice, although this does increase the time taken to 4 weeks.

The Warrior (Earth / Anger & Serenity / Sculpture)

- Crushing Blow (2) – This power increases the character's Barehand secondary attribute by its active rating.
- Ignore Fatigue (2) – This power allows the character to reduce their effective shock total by its active rating. Essentially, their effective shock total is equal to their actual shock total minus the active rating of the power, whilst it is active. When the power's duration ends the ignored shock damage returns, at full effect.
- Ignore Wounds (2) – Add the active rating of this power to the character's Resist for the purposes of working out the duration of any wounds the character takes.
- Attribute Boost: Strength (4) – Warriors can add the active rating of this power to all Strength based rolls they make until the duration ends.
- Resilience (6) – This power increases the character's Resist secondary attribute by its active rating.
- Ironskin (4) – Add the active rating of this power to the character's Shock Armour.
- Armour of Light (4) – Add the active rating of this power to the character's Critical Armour.
- Sunder (10) – Whilst this power is active, all of the character's melee attacks are treated as having the "Giant Killer" property,

with a maximum scale bonus equal to the active rating of this power.

- Scales of the Dragon (2) – Add the active rating of this power to the character's CAV and SAV against Fire based damage.

The Duellist (Air / Fear & Desire / Music)

- Featherfall (2) – The difficulty rating of any roll the character makes for jumping or falling is reduced by the active rating of this power.
- Far Shot (2) – The range of any ranged weapon being used by the character may be increased by the active rating of this power.
- Sure Strike (2) – This power allows the character to add a number of dice equal to its active rating to any roll to hit they make with a melee weapon or an unarmed attack.
- Sure Shot (2) – This power allows the character to add a number of dice equal to its active rating to any roll to hit they make with a ranged weapon.
- Evasion (2) – This power allows the character to add a number of dice equal to its active rating to any dodge rolls they make.
- Long Strike (3) – The active rating of this power is added to the defence bonus of any melee weapon wielded by the character.
- Attribute Boost: Agility (4) – Duellists can add the active rating of this power to all Agility based rolls they make until the duration ends.
- Evasion (6) – This power increases the character's Evade secondary attribute by its active rating.
- Speed of Thought (1) – This power allows the character to dodge spell effects. They may roll their Dodge skill against any spell cast upon them, and they get more successes than the power of the spell, they successfully dodge it. The maximum power of spell that may be dodged is equal to the active rating of this power.

The Fury (Fire / Passion & / Poetry)

- Fleet of Foot (1) – This power adds its active rating to the character's effective Agility for the purpose of working out movement speed.
- Ignore Pain (4) – This power increases the character's effective Threshold by its active rating.
- Dauntless (4) – Ignore combat penalties (visibility/movement/off-hand/dual wielding/high ground, etc.)
- Attribute Boost: Perception (4) – Furies can add the active rating of this power to all Perception based rolls they make until the duration ends.
- Combat Frenzy (10) – This character gets a number of extra attacks every turn equal to the active rating of this power. These attacks are made as if the character had multiple limbs, as described in the Dual Wielding rules, and may be divided up between the weapons available to the character however they choose. If the character is not attacking with their action, then the extra attacks are not used. This cannot be stacked with any other ability that provides either extra attacks, or extra actions.

The Guardian (Water / Joy & Sorrow / Painting)

- Vitality (4) – This power provides the character with a buffer of temporary health equal to its Active Rating. When the character takes shock damage, remove it from the buffer, rather than adding it to the character's shock total, until the buffer runs out. Any remaining shock damage from the attack overflows into the character's shock total. Once the buffer is expended the power ends immediately, even if its duration has not yet run out.
- Fortune (2) – The Fortune ability allows a focus mage to re-roll a number of dice equal to the power's active rating each turn. This may be split amongst several task rolls, however the player sees fit. Each individual die (not a whole dice pool, just one die) that is re-rolled expends one point of the power's rating for that turn. The pool of re-rolls replenishes at the start of the character's turn.
- Restoration (8) – The Restoration power heals a number of points of shock damage each round equal to its active rating.
- Close Wounds (2) – Whilst this power is active, each time the character takes a critical wound, they can choose to take shock damage instead. Critical wounds caused by the accumulation of shock damage may not be traded in this way. The amount of

shock damage taken is 8 minus the active rating of this power, to a minimum of 1.

- Resist Magic (4) – Resist Magic reduces the power of all magical effects used directly on the character by its active rating.
- Still Aura (3) – This power add its active rating to the DR of any roll to sense the Focus Mage's aura, or to detect that they are using magic.
- Attribute Boost: Willpower (4) – Guardians can add the active rating of this power to all Willpower based rolls they make until the duration ends.
- Resist Toxins (1) – This power adds a number of dice equal to it's active rating to any Toxin Resistance rolls the character makes.
- Resist Contagion (1) – This power adds a number of dice equal to it's active rating to any Disease Resistance rolls the character makes.

The Judge (Void / Love & Hate / Inspiration)

- Corrupting Touch (1) – This power causes anyone struck by the character with a melee attack to take a number of points of corruption equal to the active rating of the power.
- Spirit Strike (2) – This power allows the character's melee attacks to damage spirits, dealing damage equal to the active rating of the power.
- Aura Drain (4) – This power allows the focus mage to make a single attack directed at the target's spirit. If the attack would deal a critical wound, it instead reduces the target's Aura by 1. If the attack would have dealt a fatal wound, reduce their Aura by 2 instead. The damage lasts for a number of days equal to the active rating of this power. If the attack was sufficient to kill the target outright, they are still killed instantly. However the target will not appear to be wounded. The attack has destroyed their mind instead, ceasing all brain activity completely.
- Piercing Attack (4) – The active rating of this power is added to the Critical Damage of any attack made by the character.
- Attribute Boost: Intelligence (4) – Judges can add the active rating of this power to all Intelligence based rolls they make until the duration ends.
- Attribute Boost: Empathy (4) – Judges can add the active rating

of this power to all Empathy based rolls they make until the duration ends.

- Prescience (1): Add the active rating of this power to the character's Initiative attribute.

Attuned Weapons

Focus mages take combat very seriously, and can often draw magical power from the use of a favoured weapon. An attuned weapon must be one that the mage has used in many battles, and which they have come to rely upon. Whenever a focus mage is fighting with an attuned weapon they may add 1 ambient magic point to the activation roll for any power linked to the weapon. However if the focus mage does not have the weapon on them they lose one power point off any attempt to activate a power linked to the weapon.

If a focus mage uses their attuned weapon(s) to power up their abilities and then switches to a different weapon any abilities powered up using the attuned weapons immediately end.

It is possible to attune your own body, allowing natural and unarmed attacks to become an attuned weapon. However a focus mage who does so takes the penalty for fighting without their attuned weapon whenever they engage in any kind of armed combat.

It is also possible to attune a pair of weapons. Once attuned the weapons must be used as a pair to get the bonus. If the mage fights without them they suffer the penalty as normal. However if they are using only one of their attuned weapons they do not get the bonus for the attuned weapon, but nor do they take the penalty for fighting without it.

Attuning a weapon takes around 3 hours, but has no particular requirements. Often a mage will attune a weapon by sparring with it for the the full time, focussing their energies into the weapon. Others will sit and meditate upon the weapon for the required time. A focus mage who crafts a weapon by hand can automatically attune it without needing to spend any extra time. What is more, a hand crafted weapon adds 2 points to activation rolls, instead of the usual 1 point, as the mage is intimately familiar with it.

By preference attuned weapons should always be unique in some way. Using a mass produced weapon (anything that came off a production line made to a set pattern) halves the number of powers that the mage can link to the weapon (rounded down). Focus mages in high tech environments can get past this problem by paying to have their weapons custom made (add 50% to the cost of the weapon).

INFERNO

-

RAPIER & LASPISTOL

CHAPTER 5

The Book Of Technology

Weapons & Armour

Basic Melee Weapons – 1

Dagger
 Shortsword
 Mace, Hammer
 Handaxe
 Broadsword
 Greatsword
 Spear
 Glaive
 Halberd
 Quarterstaff
 Flail
 Morning Star
 Warhammer
 Battleaxe

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Dagger	3	0	1/0	1
Shortsword	2	1	1/0	2
Mace, Hammer	2	1	0/2	3
Handaxe	2	1	1/1	3
Broadsword	2	1	1/1	3
Flail	1	2	0/3	3
Morning Star	0	3	0/3	4
Greatsword	1	2	2/3	5
<i>2 Handed</i>				
Warhammer	1	2	1/4	6
<i>2 Handed</i>				
Battleaxe	1	2	3/3	6
<i>2 Handed</i>				
Spear	0	3	2/1	3
<i>2 Handed</i>				
Glaive	0	3	2/2	4
<i>2 Handed</i>				
Halberd	0	3	1/3	5
<i>2 Handed</i>				
Quarterstaff	0	3	0/2	3
<i>2 Handed</i>				

Glass Weapons – 2

Glass Dagger
 Glass Cutlass
 Glass Sabre
 Glass Hand Axe
 Glass Battleaxe
 Glass Halberd
 Glass Greatsword
 Glass Lance

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Glass Dagger	3	0	2/0	1
Glass Cutlass	2	1	2/1	2
Glass Sabre	1	2	2/1	3
Glass Hand Axe	2	1	2/1	4
Glass Battleaxe	1	2	4/2	4
<i>2 Handed</i>				
Glass Halberd	0	3	2/3	4
<i>2 Handed</i>				
Glass Greatsword	1	2	3/2	4
<i>2 Handed</i>				
Glass Lance	0	3	1/2	3
<i>2 Handed</i>				

Flame Weapons – 2

Flame Lance
 Fireblade
 Flameaxe
 Heavy Fireblade
 Heavy Flameaxe

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Flame Lance	0	3	1/4	4

<i>2 Handed, Fire</i>				
Fireblade	2	1	1/3	3
<i>Fire</i>				
Flameaxe	2	1	0/4	4
<i>Fire</i>				
Heavy Fireblade	1	2	1/4	4
<i>2 Handed, Fire</i>				
Heavy Flameaxe	1	2	1/5	5
<i>2 Handed, Fire</i>				

Steam Weapons - 2

The Reach value for steam weapons is particular high, as to account for the effect of the steam aura around the blade, which makes fight against them particularly difficult. In addition, though the blade may not necessarily pierce the target's armour, the blast of superheated steam will often cause terrible scalding regardless, which results in the increased armour penetration value of these weapons.

Steamblade
 Steamaxe
 Steam Hammer
 Heavy Steamblade
 Heavy Steamaxe
 Heavy Steam Hammer
 Steam Lance

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Steamblade	2	2	1/2	3
Steam Axe	2	2	1/3	4
Steam Hammer	2	2	0/3	5
Heavy Steamblade	1	3	1/3	4
<i>2 Handed</i>				
Heavy Steam Axe	1	3	1/4	5
<i>2 Handed</i>				
Heavy Steam Hammer	1	3	0/5	6
<i>2 Handed</i>				
Steam Lance	1	4	1/3	4
<i>2 Handed</i>				

Shock Weapons – 3

Shock Gauntlet
 Shock Mace
 Shock Staff
 Shock Glove

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Shock Gauntlet	3	0	0/3	2
<i>Stun, Electric</i>				
Shock Mace	2	1	0/4	3
<i>Stun, Electric</i>				
Shock Staff	0	3	0/5	3
<i>Stun, Electric, 2 Handed</i>				

Chainblades – 3

Chainblade
 Chainmaul
 Chainsword
 Chainaxe
 Heavy Chainsword
 Heavy Chainaxe

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Chainblade	2	0	3/3	3
Chainmaul	1	1	3/4	4
Chainsword	0	2	3/4	5
Chainaxe	0	2	3/5	6
Heavy Chainsword	0	2	4/6	5
<i>2 Handed</i>				
Heavy Chainaxe	0	2	4/7	6
<i>2 Handed</i>				

Ceramic Weapons – 3

Ceramic Knife
 Ceramic Shortsword
 Ceramic Broadsword
 Ceramic Hand-Axe
 Ceramic Greatsword
 Ceramic Battleaxe
 Ceramic Long-Spear

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Ceramic Knife	2	0	2/1	1
Ceramic Shortsword	1	1	2/1	2
Ceramic Broadsword	1	2	2/2	3
Ceramic Hand-Axe	1	1	3/2	3
Ceramic Greatsword	1	2	4/3	4
<i>2 Handed</i>				
Ceramic Battleaxe	0	2	4/4	4
<i>2 Handed</i>				
Ceramic Long-Spear	1	3	3/1	3
<i>2 Handed</i>				

Combat Gloves – 4

Powerfist
 War Gauntlet

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Powerfist	1	0	1/10	5
War Gauntlet	2	0	1/4	3

High Frequency Weapons – 4

Hi Frequency Sword
 Hi Frequency Axe
 Hi Frequency Rapier
 Hi Frequency Longsword
 Hi Frequency Battleaxe
 Vibroknife
 Vibroclaw

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Hi Frequency Sword	2	1	4/3	4
Hi Frequency Axe	2	1	3/4	5
Hi Frequency Rapier	2	1	4/2	3
Hi Frequency Greatsword	1	2	4/4	5
<i>2 Handed</i>				
Hi Frequency Battleaxe	1	2	4/5	6
<i>2 Handed</i>				
Vibroknife/Vibroclaw	3	0	3/2	2
Vibrolance	0	3	3/3	4

Laser Blades – 4

Laserblade
 Lasknife
 Laser Longsword
 Laser Greatsword
 Laser Axe
 Laser Halberd

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Lasknife	3	0	4/1	2
Laserblade	2	1	4/2	3
Laser Axe	2	1	4/2	3
Laser-Edge Battleaxe	1	2	4/3	4
<i>2 Handed</i>				
Laser-Edge Greatsword	1	2	4/3	4
<i>2 Handed</i>				
Laser Halberd	0	3	4/4	4
<i>2 Handed</i>				

Monomolecular Blades – 5

Monoknife
 Monoblade
 Monosword
 Monospear

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Monoknife (Ianto)	3	0	5/1	2

Monoblade (Wakizashi)	2	1	5/2	3
Monosword (Katana)	1	2	5/3	4
<i>2 Handed</i>				
Monospear (Naginata)	0	3	5/3	4
<i>2 Handed</i>				

Stun Weapons – 5

Stun Baton
 Stun Maul
 Stun Glove

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Stun Baton	2	1	4/-	3
<i>Kickback, Stun</i>				
Stun Maul	1	2	4/-	3
<i>Kickback, Stun, 2 Handed</i>				
Stun Fist	3	0	4/-	3
<i>Stun</i>				

Force Weapons – 5

Force Knife
 Forceblade
 Force Rapier
 Force Sword
 Force Poleaxe
 Force Spear
 Force Glaive

<i>Weapon</i>	<i>Speed</i>	<i>Reach</i>	<i>Dmg</i>	<i>Weight</i>
Force Knife	3	0	4/2	1
Forceblade	2	1	4/3	2
Force Rapier	2	1	4/3	1
Force Sword	1	2	4/4	2
<i>2 Handed</i>				
Force Axe	1	2	4/6	3
<i>2 Handed</i>				
Force Poleaxe	0	3	4/10	4
<i>2 Handed</i>				
Force Spear	0	3	4/4	2
<i>2 Handed</i>				
Force Glaive	0	3	4/6	2
<i>2 Handed</i>				

Basic Missile Weapons - 1

The most basic ranged weapons available. Actually more difficult to get hold of, because only the outlying worlds produce them. Slow firing, weak, lacking penetration, range, or killing power, they have no redeeming qualities. However they may well be all you can afford. The positive aspect of primitive weapons is simply their price. They cost next to nothing, as does the ammunition, which is re-usable.

Shortbow – A compact and easy to carry bow, used for hunting and skirmish combat.

Longbow – Used exclusively on the battlefield, a longbow stands slightly taller than the shooter, and can propel a large arrow over a considerable distance.

Light Crossbow – A small but powerful bow set on a frame with a trigger, a light crossbow can be loaded by hand.

Heavy Crossbow – A larger form of crossbow, usually with a steel rather than wood bow, a heavy crossbow is much more powerful, but must be loaded by the aid of a winch.

Ballista – A form of light artillery, a ballista is usually fired from a tripod. Loaded by a heavy winch mechanism, it fires a long bolt with force enough to impale several enemies.

Sling – A small strip of cloth used to fling a round stone or a lead bullet, slings tend to be favoured by shepherds as a means of keeping off predators.

Staff-Sling – A sling mounted at the end of a pole, the staff sling can be used to fire heavy loads at a greater velocity, making it more accurate and more powerful.

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Shortbow	A	2/1	-
<i>Single Shot</i>			
Longbow	S	2/2	-
<i>Single Shot</i>			
Light Crossbow	A	2/1	1

Heavy Crossbow	A	2/2	1
<i>Manual Load</i>			
Ballista	S	2/3	1
<i>Long Load</i>			
Sling	P	1/2	-
<i>Single Shot</i>			
Staff-Sling	A	1/3	-
<i>Single Shot</i>			
Throwing Knife, Dart	T	2/1	-
Throwing Axe	T	2/1	-
<i>Add Barehand</i>			
Shuriken	T	1/0	-

Technical Bows and Crossbows – 2

The most basic ranged weapons available. Actually more difficult to get hold of, because only the outlying worlds produce them. Slow firing, weak, lacking penetration, range, or killing power, they have no redeeming qualities. However they may well be all you can afford. The positive aspect of primitive weapons is simply their price. They cost next to nothing, as does the ammunition, which is re-usable.

Composite Bow
Recurve Bow
Pistol Crossbow
Repeater Crossbow
Repeater Ballista
Double Crossbow

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Composite Bow	M	2/1	-
<i>Single Shot</i>			
Recurve Bow	S	2/1	-
<i>Single Shot</i>			
Pistol Crossbow	P	1/1	1
Repeater Crossbow	P	1/1	5
<i>Manual Load</i>			
Repeater Ballista	A	3/1	20
<i>Long Load</i>			
Double Crossbow	A	2/1	2
<i>Barrels reload separately</i>			

Ball & Powder Weapons – 2

Not particularly common, those that have access to gunpowder usually have the resources to construct better weapons. They are unreliable, short ranged, and terribly inaccurate. However ammunition is very easy to make on the fly.

Primitive Musket
Primitive Arquebus
Long Gun
Matchlock Pistol
Musket
Arquebus
Jezail
Blunderbus
Scattergun
Flintlock Pistol
Duelling Pistol
Repeater Gun
Molotov Cocktail
Iron Bomb

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Primitive Musket	A	2/3	1
<i>Single Shot, Manual Load</i>			
Primitive Arquebus	S	2/3	1
<i>Single Shot, Manual Load</i>			
Long Gun	M	2/3	1
<i>Single Shot, Manual Load</i>			
Matchlock Pistol	C	2/2	1
<i>Manual Load</i>			
Musket	A	2/3	1
Arquebus	S	2/3	1
Jezail	M	2/3	1
Blunderbus	A	1/4	1
<i>Scatter, Manual Load</i>			
Scattergun	S	2/6	1
<i>Scatter, Long Load</i>			
Flintlock Pistol	P	2/2	1

Duelling Pistol	A	2/2	1
Repeater Gun	A	2/2	5
<i>Long Load</i>			
Molotov Cocktail	T	0/5	-
<i>Large Blast, Fire</i>			
Iron Bomb	T	4/2	-
<i>Blast</i>			

Projectile Weapons – 3

Somewhat more difficult to obtain than basic projectile weaponry. Ammunition is still cheap, and the advanced varieties have the advantage of superior rates of fire, and lower weights. Aside from the rate of fire and bulk, they retain the problems of basic projectile weapons. The noise problem can be offset by acquiring a silencer.

Zipgun
Slugger
Pipe Rifle
Derringer
Revolver
Heavy Revolver
Light Pistol
Handgun
Heavy Pistol
Machine Pistol
Submachine Gun
Bolt/Lever Action Rifle
Automatic Rifle
Assault Rifle
Break Barrel Shotgun
Pump Action Shotgun
Automatic Shotgun
Streetsweeper
Roomsweeper
Gatling Rifle
Sniper Rifle
Anti Vehicular Rifle
Rocket Launcher
Grenade Launcher
Gatling Gun
Light Machine Gun
Heavy Machine Gun
Hand Grenade
Flashbang
Gas Grenade
Firebomb
Capacitor Bomb

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Pipe Rifle	S	3/3	1
<i>Single Shot, Unreliable</i>			
Derringer	P	3/1	2
Revolver	A	2/2	6
<i>Manual Load</i>			
Heavy Revolver	A	2/3	5
<i>Manual Load</i>			
Light Pistol	A	3/1	20
Handgun	A	2/2	12
Heavy Pistol	A	2/3	8
Machine Pistol	A	2/2	30
<i>Rapid Fire (2/4)</i>			
Submachine Gun	S	2/2	45
<i>Rapid Fire (2/4)</i>			
Bolt/Lever Action Rifle	M	2/3	6
<i>Single Shot, Manual Load</i>			
Automatic Rifle	L	3/3	8
<i>Manual Load</i>			
Assault Rifle	M	3/3	30
<i>Rapid Fire (3/3)</i>			
Break Barrel Shotgun	S	2/4	2
<i>Scatter, Double Barrel</i>			
Pump Action Shotgun	S	2/4	8
<i>Scatter, Single Shot, Manual Load</i>			
Automatic Shotgun	S	2/4	8
<i>Scatter</i>			
Streetsweeper	S	2/4	10
<i>Scatter, Rapid Fire (4/2)</i>			
Roomsweeper	A	2/4	2

<i>Scatter</i>			
Grenade Launcher	M	2/4	1
<i>Blast, Indirect</i>			
Rocket Launcher	E	3/6	1
<i>Small Blast, Single Shot, Giant Killer (+1)</i>			
Mortar	V	2/4	-
<i>Blast, Single Shot, Indirect</i>			
Sniper Rifle	V	3/3	10
Anti Vehicular Rifle	V	4/4	5
<i>Single Shot, Giant Killer (+1)</i>			
Gatling Gun	M	3/3	Belt
<i>Charge Up (2), Rapid Fire (3/2), Long Load</i>			
Light Machine Gun	M	3/3	100
<i>Rapid Fire (3/3)</i>			
Heavy Machine Gun	L	3/3	Belt
<i>Rapid Fire (3/3)</i>			
Hand Grenade	T	2/4	-
<i>Blast</i>			
Flashbang	T	n/a*	-
<i>Large Blast, Daze</i>			
Gas Grenade	T	n/a**	-
<i>Contains a breathable toxin of your choice</i>			
Firebomb	T	1/6	-
<i>Large Blast, Fire</i>			
Capacitor Bomb	T	3/3	-
<i>Large Blast, Electric</i>			

* Flashbang grenades ignore all forms of armour, but can be completely countered by any form of shielded senses.

** Gas grenades deliver one dose of breathable toxin to everyone in the area of effect. Instead of reducing the damage grade, reduce the potency for every metre of radius.

Flamethrowers – 3

Very effective at area suppression, room clearing, defoliation, and crowd control

Burn through fuel very quickly

Short ranged, and lack hitting power

Good psychological weapon

Tend to cause a lot of collateral damage, making them generally unpopular with the military, save for specific applications.

Flamethrower

Hand Flamer

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Flamethrower	A	1/4	20
<i>Scatter, Fire, Rapid Fire (1/2)</i>			
Hand Flamer	P	0/3	9
<i>Scatter, Fire, Rapid Fire (1/1)</i>			

Compound Bows and Crossbows – 3

An updated variant of the standard bow and crossbow making use of modern high tensile materials and complex load enhancing pulley systems to fire an arrow as straight and true as a bullet.

They are still slow firing, but their penetrating power is much improved, as is their accuracy.

The positive aspect of primitive weapons is simply their price. They cost next to nothing, as does the ammunition, which is re-usable

Compound Bow

Compound Crossbow

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Compound Bow	L	3/2	-
<i>Single Shot</i>			
Compound Crossbow	M	3/2	1

Gauss Guns and Rail Guns – 4

Gauss guns can fulfil a variety of roles, depending on their design.

Common features of the average rail gun are a powerful shot, good range and accuracy, and the ability to deliver specialised payload rounds. Like projectile weapons, their potential rate of fire is high on unlimited, but their many advantages are offset by their weight, usually veering into the 6-10kg region. This makes them cumbersome and unwieldy weapons, not suited to the average soldier, although before the advent of pulse weapons they were the battlefield weapon of choice in almost all capacities.

Gauss guns and rail guns differ in that gauss guns fire slugs of metal using a pure magnetic field, allow numerous slugs to be hurled very rapidly, so long as the field can be sustained. Rail guns, on the other hand, launch their projectiles along conductive metal rails, using electromagnetic induction. This means that the individual slugs must be loaded separately, but has the advantage of stabilising the projectile, significantly increasing its range and accuracy.

Gauss Pistol

Gauss Gun

Gauss Rifle

Rail Gun

Drive Gun

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Gauss Pistol	S	3/2	20
<i>Rapid Fire (4/3)</i>			
Gauss Gun	L	4/3	40
<i>Rapid Fire (3/4)</i>			
Gauss Rifle	V	4/3	60
<i>Rapid Fire (3/4)</i>			
Heavy Gauss Rifle	V	5/4	10
Rail Gun	E	5/5	5
<i>Single Shot, Giant Killer (+1)</i>			
Drive Gun	L	3/3	Belt
<i>Rapid Fire (3/4)</i>			

Lasers – 4

Before the advent of pulse weaponry and man portable gauss weapons, lasers were the weapon of choice. They are certainly the oldest form of energy weapon currently in circulation.

Generally unpopular due their lack of hitting power.

Their biggest advantages are accuracy and penetration power. Modern lasers are still the last word in armour penetration, and for this reason they are still around, used in specialist applications.

Laspistol

Lasblaster

Lasbeam

Laser Rifle

Lascannon

Pulse Laser

Laser Strafer

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Laspistol	M	5/0	10R
Lasblaster	M	5/1	15R
Lasbeam	L	5/1	20R
Laser Rifle	V	5/1	10R
Lascannon	E	8/2	10R
<i>Giant Killer (+1)</i>			
Pulse Laser	M	5/1	15R
<i>Rapid Fire (1/2)</i>			
Laser Strafer	L	4/1	20R
<i>Rapid Fire (1/5)</i>			

Turbolasers – 4

A new form of laser weapon popular on lower tech worlds, turbolasers considerably increase the rate of fire, and therefore hitting power, of the standard laser. The cost of this is in a reduced armour penetrating ability. For whatever other flaws they may have, Turbolasers retain the long range, high accuracy, and lack of recoil that originally made lasers favourable. Combined with increased hitting power, and suppressive fire ability this has made them once again a viable battlefield weapon, though they are still inferior to the weapons wielded by clan soldiers.

They are mostly found on rim worlds, in the hands of mercenaries, and corporate soldiers, those who have money, but not the means to acquire superior clan weaponry.

Turbo Laspistol

Turbolaser Carbine

Turbolaser

Chainlaser

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Turbo Laspistol	A	4/0	20R
<i>Rapid Fire (1/3)</i>			
Turbolaser Carbine	S	4/0	20R

<i>Rapid Fire (1/4)</i>			
Turbolaser	M	4/0	30R
<i>Rapid Fire (1/4)</i>			
Chainlaser	V	4/0	80R
<i>Rapid Fire (1/5)</i>			

Gyrojets, and Rocket Launchers – 4

Powerful and hard hitting.
 Limited and expensive ammunition.
 Can mount a variety of warheads, giving far greater versatility.
 Capable of a high rate of fire, so long as their ammo holds out.
 Good at area suppression.
 Can take advantage of guidance systems.

Gyrojet Pistol
 Gyrojet Rifle
 Assault Cannon
 Barrage Artillery Gun
 Wrist Rockets
 Handcannon
 Missile Launcher
 Concussion Bomb

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Gyrojet Pistol	S	3/3	10
Gyrojet Rifle	M	3/4	30
<i>Rapid Fire (4/3)</i>			
Assault Cannon	L	3/3	10
<i>Small Blast, Rapid Fire (5/2)</i>			
Barrage Artillery Gun	M	3/3	6
<i>Blast, Rapid Fire (6/1), Giant Killer (+1)</i>			
Wrist Rockets	P	3/3	10
<i>Rapid Fire (3/2)</i>			
Handcannon	S	3/4	5
Missile Launcher	E	4/10	3
<i>Blast, Single Shot, Giant Killer (+2)</i>			
Concussion Bomb	T	3/6	-
<i>Blast, Giant Killer (+1)</i>			

High Tech Bows and Crossbows – 4

With advanced high tensile polymers, multiple pulley systems, piezo-electrically tensile bowstrings, and diamond tipped composite arrows, the more advanced bows and crossbows have become light, accurate, long ranged, and extremely powerful weapons of war.
 The traditional disadvantages of a slow rate of fire, and bulky ammunition still apply, but the lack of recoil, quiet action, and powerful armour piercing ammunition effectively counter these disadvantages
 Furthermore, crossbows can now be fed from a magazine holding up to about 8 rounds, with a mechanical action that allows for a moderately high rate of fire
 Sighting systems can be fitted and calibrated for a bow or crossbow just as for a rifle, and are now equally effective. In terms of range, modern adjustable-flight, gyro-stabilised arrows can actually travel for greater distances than any bullet without deviating from their path
 As a final advantage, their ammunition is re-usable... if you can find it.

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Piezo-Electric Bow	V	4/3	-
<i>Single Shot</i>			
Automatic Crossbow	M	4/2	12
<i>Rapid Fire (2/2)</i>			
Piezo-Crossbow	L	4/3	5

Electroshock Weapons – 4

Originally conceived as a hard hitting assault weapon, in this capacity shock weapons were later superseded by the longer ranged and harder hitting disruptor.
 Further developed to be capable of sustained fire, they became a highly effective replacement for the flame-thrower, being superior in all the flamer's roles.
 Shock weapons run off an energy clip, reducing the problem of ammunition.
 They have similarly potent psychological effect.
 For all their advantages, shock weapons are much harder to control effectively. The bolt tends to arc onto metallic objects, and carry between targets. Although this makes them more frightening for the opposition, they can also prove a danger to your own side. For this reason they never

found favour with the military, and fill the same role as flamers, reserved for specialist applications

Electron Flux
 Magpulse
 EMP Grenade
 Shock Mine

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Electron Flux	P	1/6	20R
<i>Rapid Fire (1/3), Electric</i>			
Magpulse	M	8/4	9
<i>Machines only</i>			
EMP Grenade	T	8/3	-
<i>Machines only, Blast</i>			
Shock Mine	T	1/5	-
<i>10 Metre Radius</i>			

Needlers – 4

Very light weight, very low recoil, accurate shot, but shorter range
 Like a poor man's version of an Ion Beam, they can deliver a lethal or non-lethal shot.
 They lack armour penetration, but make up for this with incredibly high rates of fire.
 Where good armour is scarce, they are superior to ion beams, with their ability to strafe a target
 Have high ammo counts, but tend to burn through them quickly
 Properly built, they fire silently
 Due their simpler design, they can be easily broken down into parts

Dartgun
 Needler
 Fletchette Gun
 Lancer Longrifle

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Dartgun	A	3/2	15
<i>Rapid Fire (2/3)</i>			
Needler	S	3/1	30
<i>Rapid Fire (2/4)</i>			
Fletchette Gun	M	3/0	60
<i>Rapid Fire (1/4)</i>			
Lancer Longrifle	V	4/3	12
<i>Payload</i>			

Ice Sluggers – 4

Identical in form and usage to any other advanced projectile weapon, they are slightly harder to obtain
 The main differences are that Ice Sluggers have much less armour penetration capacity. This is offset by the fact that they can be reloaded from any supply of moderately water like fluid, and they are safe inside ships.

Ice Pistol
 Ice Carbine
 Ice Machine Gun
 Ice Shotgun

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Ice Pistol	P	2/3	20
Ice Carbine	A	2/4	40
<i>Rapid Fire (2/3)</i>			
Ice Machine Gun	S	2/4	64
<i>Rapid Fire (2/4)</i>			
Ice Shotgun	P	1/5	15
<i>Scatter</i>			

Sonic Weapons – 4

Non-lethal.
 Come in a variety of forms.
 Short ranged.
 Widespread effect.
 Energy clip powered.
 Favoured by security teams.

Sonic Projector
 Sonic Blaster

Impulse Mine

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Sonic Projector <i>Knockback, Stun</i>	L	4/3	20R
Sonic Blaster <i>Knockback, Area, Stun</i>	A	4/3	20R
Impulse Mine <i>Knockback, Large Blast, Stun</i>	T	4/3	-

Hydrocutters – 4

Has a greater impact effect than a standard laser.
Has limited ammo, but can be recharged from any supply of water.
Very bulky, designed as tools, not weapons.

Portable Hydrocutter
Industrial Hydrocutter

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Portable Hydrocutter <i>Rapid Fire (3/5)</i>	M	4/2	24
Industrial Hydrocutter <i>Rapid Fire (4/6), Giant Killer (+1)</i>	L	4/3	36

Pulse Weapons – 5

Standard equipment for most Clan military, usually supplemented with pulse cannons and pulse pistols. Outside of military circles they are much more difficult to get hold of, and to see a civilian with one is something of a rarity. Mercenaries may try to get hold of them over the black market, or occasionally take them with them if they deserted.

High powered, with moderate range and accuracy, less recoil, and usually fitted with advanced targeting systems, they handle in much the same manner as projectile weapons, but are essentially superior in every possible way.

The biggest disadvantage to using a pulse weapon is that they still use ammunition, and although they fire from much larger clips than typical projectile weapons, those clips are much harder to get hold of, short of raiding a military encampment.

Pulse Pistol
Blazer Pulse Gun
Pulse Carbine
Pulse Rifle
Pulse Cannon
Neutronium Shard

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Pulse Pistol <i>Rapid Fire (2/2)</i>	P	3/4	20
Blazer Pulse Gun <i>Rapid Fire (2/4)</i>	P	3/4	32
Pulse Carbine <i>Rapid Fire (2/3)</i>	S	3/5	48
Pulse Rifle <i>Rapid Fire (2/3)</i>	M	3/5	36
Pulse Cannon <i>Rapid Fire (3/4)</i>	L	3/7	48
Neutronium Shard <i>Blast</i>	T	2/7	-

Wave-Bows – 5

With advanced high tensile polymers, multiple pulley systems, piezo-electrically tensile bowstrings, and diamond tipped composite arrows, modern bows and crossbows have become light, accurate, long ranged, and extremely powerful

The traditional disadvantages of a slow rate of fire, and bulky ammunition still apply, but the lack of recoil, quiet action, and powerful armour piercing ammunition effectively counter these disadvantages

Furthermore, crossbows can now be fed from a magazine holding up to about 8 rounds, with a mechanical action that allows for a moderately high rate of fire

Sighting systems can be fitted and calibrated for a bow or crossbow just as for a rifle, and are now equally effective. In terms of range, modern adjustable-flight, gyro-stabilised arrows can actually travel for greater distances than any bullet without deviating from their path

As a final advantage, their ammunition is re-usable... if you can find it.

Wave-Bow (Short)
Wave-Bow (Long)
Wave-Crossbow
Wave-Ballista

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Wave-Bow (Short) <i>Single Shot</i>	V	5/2	-
Wave-Bow (Long) <i>Single Shot</i>	E	5/3	-
Wave-Crossbow <i>Single Shot</i>	V	5/2	3
Wave-Ballista <i>Manual Load, Giant Killer (+1)</i>	E	5/6	15

Disruptors – 5

Much like pulse rifles these are generally limited to military use. They are produced in limited numbers and thus difficult to find on the black market. However their incredible fire-power means that many mercenaries consider them well worth the price.

Disruptors are short ranged, but fairly accurate (the energy simply dissipates after travelling too far), and pack a serious punch. Their slow rate of fire is generally offset by the fact that you'll only ever need one shot per target. Finally they don't run out of ammo so long as they are allowed to recharge regularly, which adds to their popularity on the black market.

Atomic Disruptor
Heavy Disruptor
Disruptor Charge

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Disruptor Pistol <i>Single Shot</i>	6	4/4	12R
Atomic Disruptor <i>Single Shot</i>	4	4/6	15R
Heavy Disruptor <i>Small Blast, Single Shot, Giant Killer (+1)</i>	4	4/6	10R
Disruptor Charge <i>Blast, Giant Killer (+1)</i>	1	4/10	-

Particle Beams – 5

Another specialist military weapon, particle beams see more use than disruptors, since they neatly fill the roles of 'sniper rifle' and 'anti-vehicular rifle'. They are incredibly popular on the black market, and on the black market, at least when they being used against the enemy. Any good soldier quickly learns to recognise the distinctive "Crack – Bang" of particle beam fire.

Particle beams are long ranged and accurate, but still offer a significant punch. They take a long time to charge up, which relegates to a support role rather than being useful as a front line weapon. Finally, just like Disruptors, they run off an energy cell rather than expending ammunition.

Particle Beam Rifle
Particle Beam Cannon

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>Ammo</i>
Particle Beam Rifle <i>Single Shot</i>	V	6/5	10R
Particle Beam Cannon <i>Single Shot, Giant Killer (+1)</i>	E	10/5	8R

Ion Beamers – 5

Technically a civilian weapon, ion beamers are also favoured by assassins and other agents of the shadows, since they are easy to acquire, and therefore easy to discard, and they have a number of advantages as a weapon of stealth.

Ion beamers are silent, light, compact, and reasonably accurate, although the beam loses power at longer ranges. Unfortunately Ion Beamers have only a moderate rate of fire, and do not pack much of a punch compared to most weapons used by the clans.

Blasters fire a lethal shot, whereas stunners fire a non-lethal beam. The larger two-handed beamer can fire either a lethal or non-lethal shot according to the user's preference.

Ionic Blaster
Ionic Stunner

<u>Weapon</u>	<u>Rng</u>	<u>Dmg</u>	<u>Ammo</u>
Ionic Blaster	M	3/4	25R
Ionic Stunner	M	5/-	35R
<i>Stun</i>			

Plasma Casters – 5

Very advanced, very heavy weaponry, Plasma Casters are the last word in portable artillery.

Huge charge up time, and limited energy stores make them highly unwieldy.

Extremely bulky and difficult to move.

Can pretty much vaporise anything you point them at.

Plasma Pulse Cannon
Plasma Assault Cannon
Heavy Plasma Cannon

<u>Weapon</u>	<u>Rng</u>	<u>Dmg</u>	<u>Ammo</u>
Heavy Plasma Rifle	M	6/6	5
<i>Single Shot</i>			
Plasma Pulse Gun	S	5/4	6
<i>Burst Fire (3)</i>			
Plasma Pulse Cannon	M	5/10	12
<i>Rapid Fire (3/2)</i>			
Plasma Assault Cannon	M	5/7	5
<i>Small Blast, Single Shot, Giant Killer (+1)</i>			
Heavy Plasma Cannon	L	10/15	3
<i>Blast, Recharge, Giant Killer (+2)</i>			

Cone Weapons – 5

Cone Gun
Cone Rifle
Cone Cannon

<u>Weapon</u>	<u>Rng</u>	<u>Dmg</u>	<u>Ammo</u>
Cone Gun	4	4/4	5
<i>Manual Load, Small Blast</i>			
Cone Rifle	2	4/6	10
<i>Manual Load, Small Blast</i>			
Cone Cannon	V	4/10	3
<i>Single Shot, Manual Load, Blast</i>			

Primitive Armour - 0

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Padded Armour	1/1	None
Leather Armour	2/1	None

Metal Armour - 1

Comes in a variety of forms ranging from simple leathers through to chain and plate mail.

Offer extremely limited protection against any weapons higher than Tech 0.

Very bulky and difficult to manoeuvre in.

Padded Armour
Leather Armour
Chainmail
Scale Mail
Splint Mail
Half Plate
Full Plate

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Chainmail	2/1	Light
Splint Mail	2/2	Medium
Scale Mail	2/2	Light
<i>Bulky</i>		
Half Plate	2/3	Heavy
Full Plate	2/4	Heavy

Lined Clothes - 2

Lined Clothing
Flak Jacket

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Lined Clothing	2/1	Light
Lined Coat	2/2	Light

Glass Armour - 2

Glass Armour

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Glass Scales	2/1	None
<i>Bulky</i>		
Glass Light Plate	2/2	Light
<i>Bulky</i>		
Glass Heavy Plate	2/3	Light
<i>Bulky</i>		

Kevlar - 3

Slimline Armour
Kevlar Body Armour
Flak Armour
Riot Suit

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Slimline Armour	2/1	None
Kevlar Body Armour	3/2	Light
Flak Armour	3/3	Light
<i>Bulky</i>		
Riot Suit	3/4	Medium

Mesh Armour - 4

Mesh Armour
Double Weave Mesh

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Mesh Armour	4/1	None
Double Weave Mesh	4/2	Light
<i>Bulky</i>		

Plastic Armour - 4

Built from multiple layers of kevlar, set in heavy duty shock absorbing plastic, plastic armour spreads and dampens any impact across its bulk. Very light, despite its mass and thickness, plastic armour allows the wearer some manoeuvrability whilst still offering good degree of protection.

Gel armour is a variant of plastic armour that consists of a reactive gel arranged into a lattice frame that forms the body of the armour. When the gel absorbs energy of any kind it immediately hardens, acting as armour. Because the gel is normally in a soft state this armour is incredibly flexible and easy to move in.

Plastic Armour
Gel Armour

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Plastic Armour	3/3	Light
<i>Bulky</i>		
Gel Armour	3/2	None
<i>Bulky</i>		

Ceramic Plate Armour - 4

Light Ceramic Plate
Medium Ceramic Plate
Heavy Ceramic Plate

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Light Ceramic Plate	4/2	Medium
Medium Ceramic Plate	4/3	Medium
Heavy Ceramic Plate	4/4	Heavy

Spacesuits - 4

Jump Suit
Armoured Spacesuit
Combat Spacesuit
Construction Rig

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Jump Suit	4/2	Light
<i>Bulky, Double Movement Rate</i>		
Armoured Spacesuit	4/3	Light
<i>Bulky</i>		
Combat Spacesuit	4/4	Medium
<i>Bulky</i>		
Construction Rig	3/4	Heavy

Impact Protection – 4/5

Impact Webbing
Impact Shielding

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Impact Webbing	2/2	None
<i>Impact Resistant (2)</i>		
Impact Shielding	3/2	None
<i>Impact Resistant (4), Bulky</i>		

Monomesh - 5

Monomesh
Powered Monomesh

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Monomesh	5/1	None
Powered Monomesh	5/2	None
<i>Powered (+1)</i>		

Hardsuits - 5

Hardsuit
Gearskin Suit

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Hardsuit	5/3	Light
<i>Shielded Senses, Bulky</i>		
Gearskin Suit	5/4	Medium
<i>Shielded Senses, Bulky</i>		

Energy Armour – 5

All forms of energy armour work off the same basic principle. The armoured suit is built out of energy absorbing plates that drain the energy out of any incoming attack, be it the light and heat of a laser beam or the kinetic energy of a bullet. The armour can even absorb energy internally, allowing it to compensate for the sudden deceleration of an impact.

Adaptive Armour is more advanced form of energy armour that can be programmed to focus on absorbing one particular kind of energy. The user of adaptive armour can choose one kind of energy based damage. All damage of that type is reduced by two grades. Changing the energy type takes one action.

Reactive Armour is the most advanced form of energy armour, designed around an internal computer system that automatically shunts energy to affected areas, and alters absorption patterns to adapt to the type of attack the wearer is facing. Just like adaptive armour, reactive armour is particularly resistant to one kind of damage at any one time. However the damage type changes automatically, without requiring an action, the moment the wearer takes damage. This change can even take place during another character's turn. For example, the wearer of reactive armour might be shot at by two gunmen. The first hits, firing a projectile weapon, and the armour's protection immediately changes to kinetic energy. The second gunman hits with a similar weapon, but the armour reduces the damage by two grades.

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Energy Armour	5/3	Light
<i>Shielded Senses, Impact Resistant (6), Bulky</i>		
Adaptive Armour	5/3	Light
<i>Bulky, Energy (2) – Type chosen by user</i>		
Reactive Armour	5/3	Light
<i>Bulky, Energy (2) - Reactive</i>		

Morphoplast Armour - 5

Morphoplast is an electroresponsive plastic. It can be shifted from solid to liquid, or any state in between, by the application of an appropriate

electrical current. Through the appropriate chemical treatments morphoplast can be made strong enough to resist even high powered laser and projectile weaponry. Morphoplast armour is made from high grade morphoplast mixed with nanites, allowing it to flow and reshape at the user's command. At the most basic level of control this allows the user to keep the armour concealed in a backpack, and then command it to form over their body when they encounter a threat. Those with the Pilot: Battlesuit skill can give more complex commands, such as forming blunt or bladed weapons, or armour spikes. Morphoplast armour can never form complex objects, but it can assume almost any physical shape.

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Morphoplast Suit	4/2	None
<i>Morphoplastic</i>		
Morphoplast Battlesuit	4/3	Light
<i>Morphoplastic, Bulky</i>		

Chitin Armour – 5

Chitin is the material from which insect shells are made. Chitin armour is made from layers of vat produced chitin grown over layers of buckminsterfullerene weave. The chitin is tough but flexible, and provides a solid frame, absorbing the energy of impacts, whilst the fullerene weave makes it strong enough to resist even laser or plasma fire.

Chitin Scales
Banded Chitin
Chitin Plate

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Chitin Scales	5/2	None
Banded Chitin	5/3	Light
<i>Bulky</i>		
Chitin Plate	5/4	Light
<i>Bulky</i>		

Power Armour - 5

Extremely bulky, and extremely tough, power armour is the ultimate in personal protection short of a force field. A series of powered actuators, from which this armour variety takes its name, allows the user to move freely by absorbing most of the weight of the armour. The added bonus of the actuators is that they actually increase the users effective strength whilst wearing the armour. Unfortunately despite alleviating the weight on the user the actuators do not actually make the armour any lighter or more nimble. Power armour remains extremely slow and clumsy to work in.

<u>Armour</u>	<u>AV</u>	<u>Encumbrance</u>
Power Armour	5/4	Medium
<i>Powered (+1), Shielded Senses, Impact Resistant (4), Bulky</i>		
Assault Armour	5/5	Heavy
<i>Powered (+2), Shielded Senses, Impact Resistant (4), Bulky</i>		

Armour Upgrades

Impact Resistance
Chemical Protection
Fireproofing
Thermal Regulation
Diamond Paint Coating
Fullerene Coating
Electrical Resistance
Powered
Shielded Senses
Thrusters
Chameleonic
Stealth Field
Improved Stealth Field
Shimmer Field
Pressure Seal
Contained Environment
Shielded Electronics

Hand Shields

Buckler
Spiked Buckler
Chitin Gauntlet

Force Shield
 Wooden Shield
 Kite Shield
 Tower Shield
 Riot Shield

The penalty for using a shield that is too heavy applies to all attacks made by the character, not just attacks made with the shield.

<i>Shield</i>	<i>Cover</i>	<i>Dmg</i>	<i>Res</i>	<i>Speed</i>	<i>Reach</i>
Buckler	L	1/0	2		
Spiked Buckler	L	2/0			
Force Shield	M	3/2			
Wooden Shield	M	1/1			
Kite Shield	T	1/2			
Tower Shield	T	1/2			
Riot Shield	M	0/3			
<i>Knockback</i>					

Forcefields

Shield Web
 Heavy Shield Web
 Advanced Shield Web
 Stealth Shield
 Personal Protection Field
 Deflector Field

<i>Armour</i>	<i>Field Strength</i>	<i>Charge</i>	<i>Down Time</i>
Shield Web	20	4	5
Heavy Shield Web	30	6	4
Advanced Shield Web	40	8	3
Stealth Shield	10	1	3
<i>Has no visible field</i>			
Personal Protection Field	15	3	10
Deflector Field	25	5	8

Equipment

General Equipment

Artisan's Tools – A collection of tools used by an artisan to perform their craft. Each artisan's kit is tailored to a specific skill from the Artisan skill block.

Mechanical Toolkit – A full set of mechanic's tools

Electrical Toolkit – A full set of electrician's tools.

Lockpicks – A small roll of different size lockpicks and torque wrenches.

Disposable Lockpick – A very small explosive device which is wedged into a lock and then detonates, shattering the internal mechanism. Quick, but not very subtle.

Electronic Lockpick – This small device, when inserted into a lock and activated, runs through multiple sequences of shapes and movements, much as a brute force password cracker runs through password combinations, hoping to eventually happen upon the appropriate key pattern for the lock.

Blowtorch – A standard acetylene torch and gas cannister.

Thermal Lance – A long handle onto which a rod of magnesium is mounted and lit by the internal mechanism. The lit magnesium rod can be used to slice through solid steel and concrete.

Hull Sealant Injector – An important tool for starship repair, this device squirts out a chemical gel which rapidly solidifies over leaks in a starship hulls, forming a temporary patch.

Grapnel Gun – Can launch a grappling hook a distance of up to 100 metres. As standard a grapnel gun comes with a hook grapple and 50 metres of line. A grapnel gun can be fitted with a number of optional extras. A winch attachment allows the user to raise or lower themselves using the gun, instead of climbing the line. A magnetic grapple can lock onto most metal surfaces, forming an immensely strong hold. A gel pad grapple will stick to just about any surface using a contact glue to seal itself in place, however after each use the head must be replaced. Finally an electrostatic grapple can seal itself to almost any surface, just like a gel pad grapple, and will release itself at a simple button press, just like a magnetic grapple.

Chameleon Suit – Able to alter its surface pattern almost instantly, a chameleon suit samples the wearers environment and creates an appropriate camouflage, vastly aiding in infiltration work.

Stealth Suit – A stealth suit uses holographics and optic sampling to create the effect of invisibility for the user.

Improved Stealth Suit – A faster and higher resolution variant of the stealth suit, and improved stealth suit is even more effective at concealing its wearer.

Parachute – A simple, standard, silk parachute.

Strip Chute – This small combination parachute and glider can fit into a pack the size of a large novel and can open or retract repeatedly and instantly

Two Way Radio – A hand held walkie talkie.

Comm System – A portable communications array capable of transmitting a signal to or from planetary orbit.

Tech Scanner – Designed for mechanical repair, tech scanners can measure metal fatigue and hull stress, detect leaks, trace electrical pathways, and provide any number of other useful pieces of technical information about the target structure.

Multiscanner – A multiscanner can scan through the entire electromagnetic spectrum and beyond. In practical terms it tends to behave a lot like a tricorder.

Aqua Breather – A small mouthpiece that absorbs oxygen from water, allowing the wearer to breathe underwater.

Static Harness – A large suit that uses electrostatic fields to let the wearer stick to almost any surface.

Hazard Suit – A bulky radiation, biohazard and chemical proof suit.

Medicine Bag – A simple bag containing numerous herbs, bandages, and simple medicinal remedies.

First Aid Kit – An ordinary first aid kit.

Medical Kit – A more complete kit containing a number of useful surgical tools.

Automated Medikit – This medical kit has an onboard computer that can identify symptoms, diagnose simple conditions, and proscribe treatments from its internal stock.

Autoinjector – A small device usually worn strapped to the arm or leg, an autoinjector can be loaded with three doses of any chemical, and can automatically administer each dose at a simple button press, or after a time runs out.

Optical Camera – Used for making visual recordings, an optical camera can record still shots or moving footage onto chemical film.

Digital Camera – Records images just like an optical camera, but stores

them digitally on a data chip.

Holocam – An advanced form of video camera used for recording three dimensional holographic images. Can take still shots or moving images, and records them to a data crystal.

Motion Tracker – Can detect any sizable movement in the immediate area.

Bioscanner – Designed specifically for medical use, a bioscanner provides information on the target's physiology, state of health, and all manner of other details relating to their biological structure.

X-Ray Scanner – Allows the user to view their surroundings in x-ray.

Thermal Imaging Goggles – Allows the wearer to see in infra-red.

Night Vision Goggles – These goggles gather light more effectively, allowing the wearer to see in all but absolute darkness (no light sources whatsoever).

Sonar Imager – Uses high and low frequency ultra-sound to build up a sonar image of the users surroundings.

Combat Visor – This visor covers the user's eyes and ears, feeding sound and vision digitally. The basic unit shields the user's senses from overload (such as that of a flashbang grenade) and has built in low light vision. Further upgrades can be added to this basic unit, including a radio, digital zoom (allowing the visor to function like a pair of binoculars), thermal imaging, sonar imaging, and x-ray imaging.

Vacuum Suit – A light and easy to wear suit that will allow the wearer to survive for two hours in vacuum. A basic vacuum suit offers only the most minimal environmental protection, and does not shield against extremes of hot and cold.

Heavy Vacuum Suit – A fully space worthy vacuum suit that will keep the wearer alive for 8 hours, even in direct and close starlight or full darkness.

Vacuum Globe – An emergency device which can be stored in a large pouch, a vacuum globe, when unpacked, rapidly expands and fills with air from a small tank. The user climbs inside and quickly seals the globe using a chemical zip. Once sealed the globe cannot be opened except by cutting through the surface. The air tank will last for 4 hours, the surface is mirrored to protect from close starlight, and a small heater will keep the air inside from growing too cold. Small chemical pads on the inside can absorb 4 hours worth of carbon dioxide, staving off CO2 poisoning.

Vacuum Maneuver Unit – A large pack used for maneuvering in vacuum.

Jetpack – A heavy backpack mounted unit that allows the user to hover in gravity, or fly at high speeds in zero-G.

Glider – A large fabric covered wing frame that can be used to glide over long distances.

Survival Gear

Firework (Small) – A small rocket which, when launched, flares in the sky for a few seconds before going out.

Firework (Large) – A heavier rocket that explodes with a burst of bright colour

Flaregun – A slightly bulky pistol used to fire flares which glow for 12 seconds before going out.

Emergency Beacon – An electronic device about the size of a cigarette packet which is activated by a simple button press. Once active it transmits an emergency signal throughout the immediate area. The signal is strong enough to be picked up from orbit.

Rehydration Suit – Designed for desert survival, a rehydration suit collects all the wearers waste water, purifies it, and feeds it back to them through a small plastic tube from which they can drink.

Folding Pocket Knife – A simple folding blade.

Multiknife – A utility knife which a collection of extra tools such as files, saws, scissors, pliers, wire cutters, screw drivers and can openers.

Pocket Tool – A small but effective multipurpose tool suited for many applications.

Lodestone – A small chunk of magnetic rock set on a string, which acts as a crude compass.

Compass – A standard magnetic compass.

Paper Map – A map drawn by hand onto paper, papyrus, hide, or some other locally available material.

Orbital Survey Map – A highly detailed and accurate paper map made up from orbital scans and images.

Iron Rations (1 week) – Simple hard tack biscuits, dried meats and weak beer (safer to drink than water).

Sealed Ration Packs (1 week) – Meals sealed into airtight plastic bags and tins, these can be eaten hot or cold.

Hot Rations (1 week) – Prepared largely from soy, yeast, and algae based food substitutes, these ration packs heat themselves when opened, expending a small chemical battery.

Food Cubes (1 week) – Food reduced to it's base essentials, food cubes are small hard chunks of flavoured nutrients. They taste bad and have no texture, but they're light to carry and will keep you alive.

Liquid Nutrients (1 week) – A nutrient drink full of small slow release chemical sacs that bond themselves to lining of the veins, stomach, and intestines. Over the course of the following week these sacs release their store of nutrients, keeping the drinker healthy, energetic, and alert. Four liters of this drink, taken all at once, is all that's needed to survive for a week, so long as clean water can be found. The nutrient sacs contain appetite suppressing chemicals that will mostly stave off hunger pangs, although the urge to eat will still be there.

Food Processor – A laptop sized device that can take in raw biomatter scavenged from the surroundings, purify out any recognised toxins, extract useful nutrients, and process everything usable down to a small nutrient bar.

Wooden Torch – A simple length of wood, it's end wrapped in oil soaked rag. It will burn for an hour or more.

Oil Lamp – A glass lamp that burns natural oil.

Glow Tube – A small sealed glass tube containing a chemical mixture which, when vigorously shaken, produces light for a few hours.

Light Orb – A small tennis ball sized object that can be switched on to provide an omni directional light source.

Flashlight – A simple battery powered torch.

Exterior Lamp – A heavy duty flood lamp powered off a large battery.

Tinderbox – A box containing char paper (very dry easy to light scraps of paper), and a striker (a piece of steel and a flint strung together)

Matches (Box of 20) – A small box of strikable matches.

Lighter – A standard lighter, capable of producing small flame when struck.

Microlighter – An electric lighter, about the size of a button.

Camping Stove – A small cooking stove fueled by a gas canister.

Electric Stove – A portable battery powered cooking stove.

Chemical Hotplate – A disposable hotplate, activated by shaking hard like a glow stick, which can be used to heat a pot.

Winter Blanket – A simple heavy woolen blanket.

Thermal Blanket – A very thin, very light, insulated blanket.

Survival Bubble – A self erecting tent that can be sealed against outside atmosphere and filled with breathable air from a tank.

Rope (50m) – A simple heavy duty rope made from natural fibres.

Climbing Harness and Crampons – The basic kit for ascending or descending a sheer surface.

Polythene Climbing Line (100m) – A very strong and lightweight climbing line, superior to ordinary rope.

Telescope – A standard optical telescope, made using a sturdy tube and two finely adjusted lenses.

Optical Binoculars – Ordinary binoculars with a fixed 10 times magnification.

Digital Binoculars – A high resolution digital imaging device capable of 1 to 30 times magnification, with self adjusting focus.

Weapon Accessories

Flashlight Attachment -

Scope – A standard optical scope, usually set to 10 time magnification, although other magnifications can be specified at time of purchase.

Digital Scope – Capable of any magnification from 1 to 30 times, a digital scope can be equipped with a number of optional extras, including low light vision, thermal imaging, sonar imaging, and x-ray imaging.

Rangefinder – A simple device that bounces a laser beam off the target to instantly determine its precise distance.

Silencer – A small attachment for standard projectile weapons that muffles the sound of firing.

Laser Sight – Produces a small red laser dot where the weapon is being pointed to assist in aiming.

Folding Stock – Attached to a handgun, a folding stock gives the option of shoulder firing the weapon. Attached to any other weapon a folding stock can replace the standard stock, reducing the weight and size of the weapon.

Integrated Targeting System – A digital sight that produces a small crosshair in the users field of vision indicating where the weapon is being pointed. An ITS consists of a sight which is attached to weapon and a monocle which allows the user to see the crosshair. An upgrade for the ITS, known as a grenade ranger, displays the probable path of a launched grenade, indicating where it will likely land.

Weapon Modifications

Lightweight Construction – This modification makes a weapon lighter and easier to carry.

Compact Design -

Balanced Frame – A weapon with a balanced frame has been designed to

feel comfortable in the user's grip, moving easily to align with new targets. This modification reduces the penalty for switching targets by 1. However it cannot be applied to Handguns.

Takedown Weapon – A takedown weapon has been designed to quickly disassemble into a few discreet parts, allowing it to be carried in a smaller package, or in several separate containers.

Disguised Takedown – This modification can only be applied to weapon with the Takedown Weapon modification. The weapon has been cunningly crafted so that the individual parts, when disassembled, are difficult to recognise as parts of a weapon. The parts can even be disguised as mundane objects, allowing a character to potentially sneak them past a security inspection.

Matched Pair – A matched pair of handguns or melee weapons have been carefully fitted to the users grip, making them much easier to dual wield. When making multiple attacks add one die to each roll made for these weapons.

Sturdy Construction – A weapon with sturdy construction has been built to take a few knocks without suffering any lasting damage, allowing it be used in rougher conditions than usual. This modification reduces the weapon's Malfunction chance by 1.

Recoil Compensation – This modification reduces the recoil of a weapon with the Rapid Fire ability by 1 point, to a minimum of 1. Any given weapon can only have one recoil reducing modification at a time.

Advanced Recoil Compensation – This is an improved form of Recoil Compensation, which will reduce the recoil of the weapon by 2 points, to a minimum of 1. Any given weapon can only have one recoil reducing modification at a time.

Combination Weapon – This weapon is actually two weapons built into one, with a single handgrip and a two part trigger mechanism. Each part of the weapon must be reloaded separately, and energy weapons must be run off of separate supplies. The cost of this modification is equal to 10% of the total cost of both weapons. As an additional option, the weapon can be designed to be disassembled, although different parts to be swapped in and out. Modifying a weapon to fit into this assembly costs 10% of the price of the weapon being added. One weapon must be designated as the base, to which other weapons are added. The base weapon must be the first part of any combination, and it's cost is increased by 20%, rather than the basic 10% for forming a combination weapon. No more than two weapons can be combined, and the attachments must all be equal to or smaller in size than the base weapon.

Example 1: Two pistols are combined into a single weapon. The cost of the modification is 10% of the cost of each pistol.

Example 2: A rifle is modified to accept several attachments; a shotgun, a grenade launcher, and a flamethrower. The cost is 20% of the price of the rifle, plus 10% of the price of each of the attached weapons. If the owner were to later have a needler modified, so that it could be attached to the rifle, it would cost 10% of the price of the needler.

Incubation System – This modification can only be applied to a Tech 2 weapon, allowing it to use Contagion rounds.

Advanced Incubation System – The same as the standard Incubation System, this modification allows the weapon to use Contagion rounds. However it can only be applied to a Tech 3 weapon.

Personal Items

Grooming Kit – A small case containing a comb, shaving razor, nail clippers, and various other items essential to looking presentable when on the road.

Writing Case – A pack containing parchment, pens, ink, blotting paper, and a writing board.

Cigar Case – A small metal case for holding half a dozen cigars.

Watch – A regular analogue watch, can be purchased in wrist or pocket varieties.

Digital Watch – A digital watch with stop clock, timer, and alarm functions. Water resistant to 100 metres depth.

Playing Cards & Dice – Both playing cards and dice exist all across known space, although they come in many different varieties, shapes, colours, numerations, and the like. This set consists of one deck of cards and one handful of dice, both suitable for playing a number of games of chance.

Regular Clothes – One set of plain ordinary clothing. Buying good quality clothes ensures better stitching, better fit, and better appearance. Fine quality clothes are tailor made to suit the wearer, extravagant and beautiful to look at. Clothes can be improved with a number of other additions. A water resistant coating causes light spray and rain to simply roll off the fabric. Glow stripes a small luminescent strips of fabric, popular on many high tech worlds, particularly amongst gangs. Clothes made from mood fabrics can subtly alter their colour depending usually on the wearer's heart rate and skin temperature, although they can be made to produce random patterns if the buyer prefers. Finally entoptics are small image projectors woven into the fabric, creating ghostly holograms that hover around the

wearer.

Ammunition

Hollow Point – The hollow interior causes these rounds to fragment and spread out on impact, causing massive amounts of internal damage to the target, but causing them to be largely ineffective against armour.

Incendiary – Typically built around a magnesium and phosphorous mix, incendiary rounds ignite upon firing.

AP – Armour piercing rounds are designed to have a higher velocity and apply more pressure to a single point, allow them to slice through heavier armour, but limiting their actual damage.

Safety – Made from hard, fragile materials, these rounds can easily pierce flesh, but will fragment on impact with even flimsy interior walls and casings, preventing them from damaging the insides of a spaceship or other sensitive installation. Just like hollowpoints, these rounds are less effective against armour.

Fragmentary – These rounds are designed to break upon firing, turning into a small cloud of projectiles, much like a shotgun shell. They do more damage, but are less effective against armour.

Toxin – These rounds are designed to deliver a dose of chemical substance into the target's bloodstream without actually causing significant physical injury themselves.

Explosive – Packed with a powerful explosive and a detonating cap, these rounds go off inside the target, tearing them to shreds.

Gel – These rounds are made of a hard plastic which transforms into a soft jelly when exposed to the heat of the gun discharging. This soft jelly loses energy quickly on impact, making it useful as a non-lethal projectile.

Acid – Made of a thin brittle shell containing some form of powerful acid, these rounds are designed to maximise the damage to the target's armour and equipment.

Shock – Containing a small electrical capacitor, these rounds are designed to deliver a powerful electrical charge to the target. This makes them particularly effective at damaging anything with sensitive electronic components.

Jammer – These rounds

EMP – These rounds are designed to release a concentrated burst of electromagnetic radiation on impact, completely wiping any circuitry within the area of effect. Particularly effective against drones and remote vehicles, the advanced variety can be set for airburst or impact detonation.

Wirestorm – Packed into one of these rounds is a tightly bound cluster of monowire. When the round is fired it breaks apart, releasing the monowire, which then expands rapidly. The edges of the web are attached to the fragments of shell casing, giving them the weight needed to pull the threads through almost any solid matter.

Antimatter – Antimatter is exactly what these rounds contain an infinitesimally small amount of. On impact the magnetic containment field around the antimatter collapses, allowing it to come in contact with the shell casing. The resultant explosion releases even more energy than an equivalent mass of nuclear explosives. Although Antimatter ammunition is incredibly dangerous, this cuts both ways. Firstly, the blast radius makes it difficult to safely use these rounds in close quarters, or in areas where collateral damage can be a problem. Secondly, there is always the danger of the magnetic containment field collapsing unexpectedly, especially if the ammo is subjected to rough treatment. Because of this risk sensible people only use it when absolutely necessary.

Conventional antimatter ammunition cannot be used in Rail or Gauss weapons as the magnetic induction used to launch the round would interfere with the containment field.

Archery

Just as with any other form of ammunition, arrows and bolts can be upgraded to any of the options listed. What is more, bows and crossbows use large ammunition, with no explosive parts, making them an excellent means of delivering complex payloads. For this reason bows and crossbows can load rounds of one tech level higher than the weapon itself.

Launch Weapons

Grenade, Rocket, and Missile launchers have a more limited range of ammunition choices available to them. Listed below are the varieties of ammunition that can be used in a launch weapon.

Gas Missile
 Napalm Missile
 Long Burn
 Scrambler Missile
 EMP Missile
 Wiresmoke Missile
 Antimatter Missile

<u>Ammunition</u>	<u>Rng</u>	<u>Critical</u>	<u>Shock</u>	<u>Ammo</u>
Fragmentary	-1	-1	+2	-
<i>Scatter</i>				
Hollow Point	-	-1	+1	-
Incendiary	-	-	+1	-
<i>Fire</i>				
AP	-	+1	-1	-
Safety	-	-2	-	-
<i>-3 Damage vs hard targets</i>				
Gel	-	-1	+1	-
<i>Stun Damage</i>				
Toxin	-	-1	-2	-
<i>Toxin</i>				
Explosive	-	-1	+2	-
Acid	-	-1	-	-
<i>Armour Eater (1)</i>				
Shock	-	-1	+1	-
<i>Electric</i>				
Jammer	-	-2	-2	-
<i>+3/4 Damage vs Electronics</i>				
Stabilised	+1	-	-1	-
EMP	-	-1	-1	-
<i>+4/6 Damage vs Electronics</i>				
Wirestorm	-	+3	-1	-
Antimatter	-	+6	+6	-
<i>Large Blast</i>				
Gas Warhead	-	n/a	n/a	-
<i>Toxin, Blast</i>				
Napalm Warhead	-	-1	-1	-
<i>Fire, Large Blast</i>				
Long Burn	+2	-	-2	-
Scrambler Warhead	-	n/a	n/a	-
<i>Scramble 6, 10 Metre Radius</i>				
EMP Warhead	-	+6	+4	-
<i>Only vs Electronics, Large Blast, Ignores Armour, Giant Killer (+3)</i>				
Wirestorm Warhead	-	n/a	n/a	-
<i>Large Blast, Monowire Entanglement</i>				
Antimatter Warhead	-	+10	+10	-
<i>Large Blast</i>				

Computer Equipment

Translator – A device about the size of hardback novel, with an attached ear piece and microphone, a translator picks up spoken languages in the vicinity and after a delay of a few seconds provides a translation. The image translation add on allows the device to translate written language as well.

Realtime Translator – Operates just like a normal translator, only without the delay, making it much easier to follow a conversation. The visual translation add on allows written language and visual languages such as sign language to be translated, as well as offering limited lip reading capabilities.

Computer System – A standard desktop home computer, somewhat limited in terms of power and capability.

Persocom – A paperback novel sized computer, considerably more powerful than a basic computer system. A persocom can be used on the go and has a number of upgrades available. A wireless interface allows the persocom to connect to wireless networks. A holo display unit allows the persocom to show holovids and 3d images. Immersion electrodes allow the user to operate the persocom by direct neural link.

Digital Slate – A simple, low powered, touch screen computer designed to display digital documents.

Data Disk – A small plastic optical disk, the size of a floppy disk.

Data Chip – A more advanced form of portable storage, the size of a USB memory stick.

Data Crystal – A highly advanced storage medium, about the size of a twenty sided die.

Computer Software

Standard Map – A large scale orbital survey map in digital format.

Planet Map – A fully detailed map of an entire planet surface, detailed enough to make out city streets.

Digital Book – A single book in electronic format.

Digital Library – A collection of about 100 books and numerous essays devoted to a particular subject, a digital library is a massive aid to research on the go.

Video Game – An ordinary video game.

Immersion Sim – A total immersion simulation that works by using a direct neural link to feed sensations into the user's brain.

Translation Software – This software can be loaded onto a persocom, allowing it to function as a translator. It includes image translation software.

Realtime Translation Soft – This software, when loaded onto an advanced persocom, lets it function as a realtime translator, and includes visual translation software.

"Scramble" Program – One of the standard utility programs used by hackers, a scramble program sends the target system haywire.

"Lock" Program – One of the standard utility programs used by hackers, a lock program freezes the target system in its current state.

"Switch" Program – One of the standard utility programs used by hackers, a switch program forces the target system to switch states, usually from active to inactive, or vice versa.

"Mask" Program – One of the standard utility programs used by hackers, a mask program attempts to gain control of the target system by faking legitimate access.

"Breacher" Program – One of the standard utility programs used by hackers, a breacher program attempts to gain control of the target system by destroying its security protocols.

"Nuke" Program – One of the standard utility programs used by hackers, a nuke program simply tries to destroy as much of the target system as possible.

Explosives

Roll of Fuse Wire – A 50 metre roll of fuse.

10 Magnesium Fuses – Magnesium fuses are used to light thermite, being the only things hot enough.

Timed Detonator – A standard countdown timer.

Remote Detonator – A radio operated remote detonator with a range of half a mile.

Proximity Detonator – A motion sensor that sets off explosives when any significant movement is detected within a few metres.

Gunpowder (1 lb) – A mixture of sulphur, saltpeter, and other chemicals, gun powder is a black powder that detonates when exposed to heat, such as an open flame.

Dynamite (1 stick) – Nitroglycerin stabilised by clay, dynamite is a powerful explosive that can be detonated with by exposure to flame or extreme heat.

Nitroglycerin (½ pint) – An incredibly volatile explosive that can be set off by heat, impact, shaking, or in some cases just looking at it funny. Hard to get hold of since nobody in their right mind keeps any around.

Thermite (1 packet) – Made from aluminium and iron oxide, thermite is a fine silvery powder which, when lit by extreme heat (such as that of burning magnesium), will easily burn through solid steel and concrete.

Napalm (1 pint) – A sticky liquid that burns slow and hot, and adheres to just about anything.

Plastic Explosive (1 lb) – A malleable plasticine like substance that can be detonated by running an electrical current through it (although fire will also do the trick).

Detpack – A small pre-packaged explosive device fitted with time, radio, and proximity detonators. Designed to be easy to use.

Blast Foam (1 can) – A chemical foam that quickly hardens on exposure to air and can be detonated by impact, electrical current flame, or bad language. It's not very powerful, but it can blow a door off its hinges.

Pencil Charges (Pack of 10) – Small pencil sized bombs with various length fuses, started by breaking off the tip. Can be used to detonate other explosives, or on their own for very small controlled blasts (such as blowing apart a lock).

Blastene (1 lb) – A very powerful explosive, blastene is normally a dry powder, but can be mixed with pure ethanol to make a plasticine like substance. Dry it can be detonated by electrical current or fire.

Fusion Pack – A small, portable, nuclear explosive.

Energised Neutronium (1 lb) – Energised neutronium is used in small lumps as the ammunition for pulse rifles. In larger amounts it is an extremely powerful explosive.

Antimatter (1 microgram) – Literally the opposite of matter, when antimatter collides with matter the two annihilate in equal amounts, releasing an incredible amount of energy. Weight for weight, antimatter is many thousand times more powerful than nuclear explosives. It can only be stored in a vacuum sealed magnetic field, and detonating it is incredibly easy. Just collapse the field and let the antimatter collide with the casing. In fact detonating antimatter is so stupidly easy that it's viewed with almost as much distrust as nitroglycerin by explosives experts.

<u>Explosive</u>	<u>Dmg</u>	<u>AP</u>	<u>Blast Radius</u>
Gunpowder (1 lb)	M	L	Small Blast
Dynamite (1 stick)	S	L	Blast
Nitroglycerin (½ Pint)	C	L	Blast
Thermite (1 packet)	C	S	None

<u>Fire</u>			
Napalm (1 pint)	S	T	Large Blast
<u>Fire</u>			
Plastic Explosive (1 lb)	C	L	Blast
Detpack	F	L	Blast
Blast Foam (25% of can)	S	L	Small Blast
Pencil Charge	T	T	Small Blast
Blastene (1 lb)	F	L	Blast
Fusion Pack	D+10	F	Large Blast
Energised Neutronium (1 oz)	F	M	Blast
Antimatter (1 microgram)	D	C	Large Blast

The stats for explosives assume that the standard quantity is being used. If the quantity is increased, rather than altering the stats, simply increase the effective scale of the weapon. Each time the amount of explosive material is doubled, raise the scale by one category. The default scale, when using the amounts listed, is Personal.

Drugs and Toxins

Drugs are always designed by the GM, never by the player. The player can describe to the GM what effects they want the drug to have, however the GM determines the final stats of the drug.

The cost of a drug is based on the potency and the chosen effect.

All drugs have a base cost, which is then multiplied by the potency of the drug. When purchasing drugs, there are a number of special options that may be applied. These options will affect both the price and the tech level of the final product.

Tranquilliser	1	0
Toxin	2	0
Paralytic	1	0
Irritant	1	0
Mood Enhancer	½	0
Hallucinogenic	½	0
Anaesthetic	5	1
Restorative	10	1
Stimulant	5	1
Regenerative	250	3
Synapse Enhancer	1,000	4

Natural - 0

(Roll for 2 side effects, maximum potency of 8)

Refined x2 1

(Roll for 1 side effect, maximum potency of 15)

Synthesised x5 2

(No side effects, maximum potency of 20)

Cultured x10 3

(No side effects, maximum potency of 40)

Purified x2 +1

(Removes 1 side effect, chosen after rolling)

Tailored +100 +1

(Two different major effects. The cost of the drug is that of both effects added together. Both effects must have the same potency. A single roll is made against this potency to determine whether the drug takes effect or not)

Magical Artefacts

Brief descriptions of each class of specialist magical equipment are given below. For full rules see Chapter 4.

Spelltrap – A spelltrap can be made from any magically resonant object, although the process of creating one takes a long time. They are used by mages to sustain spells without accumulating huge amounts of corruption. Each trap can hold one spell at a time, and their power determines how powerful a spell they can hold.

Fortune Charm – Adds fortune points equal to it's rating, usable only once each. Once used the points are permanently expended.

Talisman of Protection – Reduces the damage grade of all attacks made against the character by it's rating.

Mageheart – Adds it's rating to the total power of all spellcasting rolls made by the character.

Spirit Conduit – Reduces all corruption the character takes by it's rating.

Mageguard – These items are worn as a defence against magical attacks, as they will reduce the power of any magical effect directed at the character by their rating. Unfortunately, this applies equally to beneficial magical effects.

Resonant Components – Resonant components materials that have a natural reserve of magical energy. This reserve may be called upon by

mages in working their magic, and as such resonant components are used in many forms of spellcasting and magical crafting. Their cost is determined by their rating, which is a measure of how powerful they are. The cost is given for a single "measure" of magical components.

Resonant Focus – A resonant focus has been carefully crafted using resonant materials. The cost of a resonant focus is therefore based on that of the materials used to craft. The more powerful the components, the more effectively the focus increases the sorcerer's magical powers. The rating of the focus is equal to the rating of the components used, and is added to the power of any spells bound to the focus when they are cast. The number of spells that may be bound to a focus is equal to the rating of the focus. In addition the focus provides the usual benefit of reducing the corruption taken from the spell by 1. Only sorcerers can benefit from the effects of a resonant focus.

Magical Items

Enchantment Types

There are four kinds of magical item normally available in Inferno: Enchantments, Golems, Fetishes, and alchemical Potions.

An enchantment is any item that has been enchanted by an Artificer to sustain a permanent spell effect. These are the most common variety of enchanted item, with enchantments suited to just about any purpose you could possibly imagine.

Golems are magical constructs that have been animated by a Golemaner. As magical servants they will do their owners bidding, although their level of intelligence and personality can vary wildly, depending on what the buyer is looking for. However their loyalty to their owner is normally unquestionable.

Fetishes are small items created by Fleshcrafters for the specific purpose of altering a living body. When plunged into a character's flesh they will immediately produce the chosen physiological alterations.

Potions are one shot magical enchantments with a limited duration. In all other regards they function just like a standard enchantment, and depending on their purpose they are generally applied either to the user, to another, or to an item. Since they are one use only, their cost is significantly less than that of any other magical item.

Power and Rating

The cost for any magical item depends upon its Power, which is measured in the same way as that of spells. To work out how much Power an item needs to have, first decide what Rating you want it's ability to be at. The specific measurement of Rating depends on the enchantment. For a weapon enchanted to deal extra damage the Rating would be the number of extra damage grades. For a wristband enchanted to increase the character's Strength the rating would be the bonus given to Strength. Once the rating has been decided, simply multiply it by the Cost of the chosen magical effect to find the final Power value.

The monetary cost of the item can then be found by looking up the Power and the type of item on the chart below. If an item is to have multiple effects placed upon it, add together the Power rating of each effect, and then look up the total Power on the chart.

Enchantment Fetish Potion Golem

1	1,000	500	50	5,000
2	8,000	4,000	400	40,000
3	27,000	13,500	1,350	135,000
4	64,000	32,000	3,200	320,000
5	125,000	62,500	6,250	625,000
6	216,000	108,000	10,800	1,080,000
7	343,000	171,500	17,150	1,715,000
8	512,000	256,000	25,600	2,560,000
9	729,000	364,500	36,450	3,645,000
10	1,000,000	500,000	50,000	5,000,000

The cost for higher power items can be calculated using the following formula: Power Cubed times 1,000 for an Enchantment, 500 for a Fetish, 50 for a Potion, or 5,000 for a Golem. However GM's should not normally allow characters to purchase items with a Power higher than 10, unless they go through a great deal of effort to find someone able and willing to perform the task.

The costs here are for magical items purchased from the Priesthood. As such these items are sold with a signed and stamped receipt describing the item's purpose, giving the name and registered details of its creator, and the details of the item's registered owner. The purpose of this receipt is to ensure that no magical item is sold to an untrustworthy buyer. The resale of magical items must be done through the Priesthood, and failure to register the resale of a magical item can result in severe penalties, which the Priesthood have been empowered by the Clans to impose. In the Freeworlds it is much easier to sell on a magical item, although the Priesthood will still put a stop to such sales when they discover them, through force of arms if necessary.

If a character does wish to purchase a magical item through a black market dealer, such as on a Freeworld, they will generally have to pay an additional cost (in return for the benefit of not having to inform the Priesthood that they have possession of the item). This extra fee is normally one half the price of the item added on to the base cost. However depending on the circumstances the GM may wish to increase this cost, particularly for rare or important items. Of course characters skilled in haggling (good use of Fast Talk and Fellowship, or possibly even Intimidation) may well be able to negotiate a lower price.

Voidmatter Items

An item can be custom built using Voidmatter. The total cost is double the base cost of the item (to have it custom made) plus the cost of the materials used. Only the lowest rating counts, so all the materials should be of the same rating if possible. The number of measures required to build an item depends on its size.

Size	Examples	Measures
Trivial	A token or pendant of some sort.	1
Small	Something the size of a handgun or a pair of cuffs	2
Medium	A normal sized sword or rifle, or a small shield	4
Large	A heavy weapon, a suit of clothes, or a regular shield	8
Massive	A suit of armour or a tower shield	15

Implants

Using Implants

Slots

Each slot can take one implant, or two shared slot implants. Extra implants can only be fitted with delicate surgery. To fit a shared implant into a full slot costs double. To fit a normal implant costs quadruple.

The slots (and their abbreviations) are as follows:

Hand(s)	Hnd	Foot/Foot	Fot
Eyes	Eye	Ears	Ear
Mouth	Mth	Nose	Nse
Leg(s)	Leg	Arm(s)	Arm
Chest	Chs	Abdomen	Abd
Subdermal	Sub	Skeletal	Sk1
Head	Hed		

Whilst active implants add their stress value to the character's Implant Stress. If a character's Implant Stress exceeds their Strength add the difference to the character's current Shock Total. This additional shock damage cannot be healed, and does not actually count as damage. It is simply a modifier to the character's current Shock Total.

To give an example, a character with an Implant Stress of 6, and a Strength of 4, would count their current Shock Total as being 2 points higher than it actually. Assuming they have taken 5 points of shock damage thus far, that would therefore give them a Shock Total of 7. If they turn off a couple of implants, reducing their Implant Stress to 3, they would no longer count the +2 modifier to their Shock Total.

However if the modifier to the character Shock Total causes them to enter the dying condition, they will still retain the condition, even if the modifier for Implant Stress is removed. They must now have the critical wound healed by the normal means, as the combination of damage and stress (or just the implant stress) has caused them to suffer serious physical damage, usually cardiovascular failure or something similar.

Pricing

The prices given for each implant include the cost of the implantation surgery (although as noted above, it does not include the cost of specialised surgery needed to pack multiple implants into the same slot).

To buy an "off the shelf" piece of cyberware, with just the parts and no surgery, costs 75% of the list price. If the item is second hand the cost is further reduced to 50%. Second hand cyberware can be sold off for anywhere between 20% and 40% of its list price.

Tech 3 Implants

Animal Imprinting

Gives the appearance of chosen animal

Cost	5,000
Stress	0
Slots	None

Air Filter

An air filter removes any harmful toxins from the character's air intake, leaving, usually, just breathable air. Some toxins and many pathogens may be able to make it through however.

Cost	1,000
Stress	1
Slots	Chest (Shared)

Air Supply

Allows the character to go without breathing for a number of hours equal to the rating of the implant.

Cost	1,000 x Rating
Stress	1
Slots	Chest (Shared)
Rating	1-20

Autoinjector

Allows the character to administer one of the 5 chemicals stored in the injector with a single thought. The implant only has to remain active for one full round, after that it can be shut down whilst the chemical continues to do its work.

Cost	4,000
Stress	0
Slots	Abdomen

Basic Cyberarm

Basic cyberarms act as little more than a prosthetic. They offer no special advantages over the limb that they replace.

Cost	150,000
Stress	1
Slots	Arm

Basic Cyberleg

Basic cyberlegs act as little more than a prosthetic. They offer no special advantages over the limb that they replace.

Cost	150,000
Stress	1
Slots	Leg

Bone Plating

Makes characters bones almost unbreakable. Adds +1 Resist. Bone plating is always considered to be active, meaning that it always applies its stress value.

Cost	40,000
Stress	1
Slots	Skeletal (Shared)

Claws

Count as a pair of small natural weapons

Cost	40,000
Stress	0
Slots	Hands (Shared) or Feet (Shared)

Personal Secretary

Keeps notes and sets alarms. Diary, journal, etc.

Cost	500
Stress	0
Slots	Head (Shared) / None if the character has a Head Computer

Scales

This implant increases the character's total Shock Armour Value by 1. This implant is always considered to be active, and therefore always adds to the character's Stress Total.

Cost	15,000
Stress	1
Slots	Subdermal (Shared)
Rating	1-5

Scythe

A scythe counts as a large natural weapon.

Cost	20,000
Stress	1
Slots	Arm

Tail

The added balance from a tail gives the character +1 to any task rolls involving balance, such as landing on your feet, keeping your balance on top of a speeding train, or staying standing after a staggering blow.

Cost	125,000
Stress	1
Slots	Skeletal (Shared)

Tech 4 Implants

Aggressive Defense System

An aggressive defense system uses electrical pulses to detonate incoming explosives before they have a chance to impact. To use an aggressive defense system the character must first identify and target the munitions they wish to destroy. To target a munition they must either be able to see the munition, such as a grenade thrown in their direction, or see the source, such as a gyrojet rifle or missile launcher pointed in their direction. If they have plenty of time to identify the source then it is automatically locked in to the system, and will be detonated at the maximum range. Otherwise make an open Awareness roll for the character against a DR of 3 for thrown explosives, or 6 for any form of missile. Explosive bullets of any variety can only be targeted at their source. If the roll fails then they do not manage to lock in the target. If they succeed the munition will be attacked by the system at a distance equal to the SF of the roll, or the

system's rating, whichever is lower, in metres. Sadly identifying a munition is only the first stage. Once the munition is within range of the system roll a single d6 and add the system's rating. If the total is 6 or more, the munition is successfully detonated, otherwise it continues on its path unhindered. Munitions are normally detonated by the system at a distance from the character equal to its rating in metres, unless the munition was detected late, as described above. Finally an aggressive defense system can only detonate a number of munitions each round equal to its rating.

Cost 20,000 x Rating
Stress 1 x Rating
Slots Chest
Rating 1-5

Aquabreather

Whilst active an aquabreather extracts oxygen from water passing through the character's system, allowing them to breathe underwater.

Cost 2,000
Stress 0
Slots Mouth & Nose

Bioregulator

If a critically wounded character has a bioregulator active, the countdown for any critical wounds they have taken is doubled.

Cost 75,000
Stress 2
Slots Chest (Shared) and Abdomen (Shared)

Chameleon Skin

Same abilities as a chameleon suit. Unfortunately the character must undress to make use of this ability.

Cost 20,000
Stress 2
Slots Subdermal (Shared)

Chemoscan System

A chemoscan system can identify the chemical composition of any substance just by having the user smell or taste it.

Cost 5,000
Stress 0
Slots Nose

Cyberarm

A cyberarm gives +1 Barethand damage when used to make attacks, and +2 to all Strength rolls made using that arm. If the task requires the use of two hands (attacking with a two handed weapon, lifting a car off of someone) then these bonuses only apply if the character has two active cyberarms. In addition these bonuses only apply so long as the cyberarm is active. When dormant a cyberarm counts as a normal limb.

Cost 60,000
Stress 1
Slots Arm

Cyberears

Whilst active cyberears add their rating all hearing based awareness and investigation rolls. Whilst dormant they simply function as regular ears.

Cost 10,000
Stress 0
Slots Ears

- **Hearing Amplification**
This implant can be activated to magnify quiet and distant sounds, making them clearer and scrubbing out interference.
Cost 1,000
- **Overflow Damping**
Allows the character to ignore sonic daze attacks.
Cost 500

Cybereyes

Whilst active cybereyes add their rating all sight based awareness and investigation rolls. Whilst dormant they simply function as regular eyes.

Cost 10,000
Stress 0
Slots Eyes

- **Low Light Vision**
Ignore Perception penalties for all but total darkness
Cost 1,000

- **Thermographic Vision**
See heat, ignore darkness. -1 to all Perception rolls while in use.
Cost 2,000
- **Flare Shielding**
Allows the character to ignore visual daze attacks.
Cost 500
- **Vision Magnification**
When active this implant allows the user to zoom in on anything in their visual field and view fine details over great distances.
Cost 1,000

Cyberleg

A cyberleg gives +1 Barethand damage when used to make attacks, if the character has two they double their movement speed. These bonuses only apply so long as the cyberleg is active. When dormant a cyberleg counts as a normal limb.

Cost 60,000
Stress 1
Slots Leg

Datacard Reader

Reads info off datacards and shows it on a retinal display, or stores it in a head computer

Cost 1,000
Stress 0
Slots Head (Shared) / None if the character has a Head Computer

EMP Shielding

So long as EMP shielding is active this character's cyberimplants do not take additional damage from electrical and EMP attacks.

Cost 35,000
Stress 2
Slots Skeletal

Fingertools

A set of various small tools, mounted in fingertips.

Cost 5,000
Stress 0
Slots Hand

Fireskin

Adds SAV equal to its rating against fire damage.

Cost 10,000 x Rating
Stress 1 x Rating
Slots Subdermal (Shared)
Rating 1-5

Flaming Body

Allows the character to ignite into a flaming fireball. Includes built in Fireskin at the same rating. All the character's unarmed attacks deal fire damage with Critical Damage and Shock Damage equal to the implant's rating.

Cost 15,000 x Rating
Stress 2 x Rating
Slots Subdermal and Abdomen
Rating 1-5

Frostflesh

When active the character's skin temperature is lowered by a few degrees, and their internal temperature is masked, making them invisible to thermographic detection. When Frostflesh is active it adds it subtracts its rating from all attempts to detect the character's thermal image.

Cost 20,000 x Rating
Stress 1 x Rating
Slots Subdermal (Shared)
Rating 1-5

Full Cyborg Conversion

Gives the character +2 Strength, +1 Agility, and 1/1 Armour.

Cost 120,000
Stress -
Slots All

Head Computer

A fully functioning miniaturized computer is wired into the character's brain. It can store and run most normal programs, but has limited power

compared to a desktop system. An advanced head computer is capable of running hacking programs and simple translators (but not real-time translators).

Cost 3,000
Stress 1
Slots Head

Improved Bone Plating

Makes characters bones almost unbreakable. Adds +2 Resist and +1 Barehand

Cost 240,000
Stress 2
Slots Skeletal (Shared)

Microfibril Muscle

When activated microfibril muscle adds its rating to all Strength rolls, and half it's rating (rounded down) to their Barehand.

Cost 150,000 x Rating
Stress 1 x Rating
Slots Arms (shared) and Legs (Shared)
Rating 1-5

Moodskin

Changes colour with the character's mood.

Cost 5,000
Stress 0
Slots Subdermal (Shared)

Nasal Filter

Can detect airborne pathogens

Cost 1,000
Stress 0
Slots Nose (Shared)

Organ Redundancy

This implant doubles both the time taken for a critically wounded character to collapse dying, and the time taken for a dying character to pass away.

Cost 50,000
Stress 0
Slots Chest (Shared) / Abdomen (Shared)
Rating 1

Pain Dampers

Whilst active, this implant adds its rating to the character's Threshold.

Cost 50,000 x Rating
Stress 1 x Rating
Slots Subdermal (Shared)
Rating 1-5

Razorhands

When extended razorhands count as a pair of small natural weapons.

Cost 20,000
Stress 0
Slots Hands

Retinal Display

Shows data from a head computer and other pieces of cyberware.

Cost 500
Stress 0
Slots Eyes (Shared)

Run Silent Augmentation

Makes the character's movements almost impossible to hear. Even their voice is shifted to frequencies that do not carry well. Whilst run silent augmentation is active it subtracts its rating from any attempt to hear the character's movements.

Cost 10,000 x Rating
Stress 1 x Rating
Slots Skeletal (Shared)
Rating 1-5

Shadow Skin

Skin tone can darkened or lightened at will, as far as pure black or pure white.

Cost 5,000
Stress 0
Slots Subdermal (Shared)

Shock Touch

The user can unleash bursts of electricity through any part of their body. This counts as electrical damage with a strength equal to the Rating of the implant.

Cost 1,000 x Rating
Stress 1 x Rating
Slots Subdermal and Abdomen
Rating 1-5

Simsoft Rig

Allows upload of Simsofts. Simsofts are total immersion computer simulations.

Cost 4,000
Stress 1
Slots Head (Shared)

Skillsoft Jack

Allows upload of a skillsoft

Cost 2,000 x Rating
Stress 1
Slots Head (Shared)
Rating 1-10

Splinterskin

Characters skin splinters into a thousand tiny blades when activated. Every unarmed attack made whilst Splinterskin is active counts as using a small natural weapon.

Cost 20,000
Stress 0
Slots Subdermal (Shared)

Spur

When extended a spur counts as a large natural weapon.

Cost 20,000
Stress 1
Slots Arm

Subdermal Armour

Subdermal armour adds its rating to the character's total Critical Armour Value. Subdermal armour does not limit a character's Evade and does not count towards the number of layers of armour that a character is wearing. Subdermal armour is always considered to be active, meaning that it always applies its stress value.

Cost 10,000 x Rating
Stress 1 x Rating
Slots Subdermal
Rating 1-5

Synthetic Heart

When activated a synthetic heart sends the character's system into overdrive, allowing them to shrug off minor injuries. Whilst active this implant allows the character to ignore a number of points of shock damage equal to it's rating. The damage is not removed, it just doesn't matter so long as the implant is running. When it is shut down the ignored damage takes effect once more.

Cost 200,000 x Rating
Stress 2 x Rating
Slots Chest
Rating 1-4

Thermal Regulator

A thermal regulator connects a network of small thermal coils located throughout the user's body, allowing it to provide extra heat, or bleed off excess heat as and when it is needed. Whilst active this implant allows the character to ignore most natural extremes of temperature. They can survive anything from a snowstorm, to a walking across a blazing desert.

Cost 7,500
Stress 1
Slots Abdomen
Rating 1

Vacuum Shielding

Consisting a few small alterations designed to protect sensitive areas, vacuum shielding considerably reduces the damage caused by exposure to vacuum. It does not protect from the cold, heat, or suffocation, but it does protect from any pressure damage. It also protects somewhat against the detriments of high pressure environments. Whilst vacuum shielding is active the character will not suffer any damage from low pressure, even to the point of being in vacuum.

Cost 12,000
Stress 1

Slots None
Rating 1

Wired Reflexes

When active wired reflexes add their rating to all Perception and Agility rolls that the character makes, and half their rating (rounded down) to the character's Evade.

Cost 150,000 x Rating
Stress 1 x Rating
Slots Abdomen
Rating 1-5

Tech 5 Implants

Advanced Cyberears

Whilst active cyberears add their rating all hearing based awareness and investigation rolls. Whilst dormant they simply function as regular ears.

Cost 10,000
Stress 0
Slots Ears

- **Hearing Amplification**
This implant can be activated to magnify quiet and distant sounds, making them clearer and scrubbing out interference.
Cost 1,000
- **Improved Hearing**
Adds successes equal to its rating to all sound based awareness and investigation rolls.
Cost 20,000 x Rating
Stress 1
Rating 1-5
- **Overflow Damping**
Allows the character to ignore sonic daze attacks.
Cost 500
- **Sonar Imaging**
This implant uses ultrasound to map the character's immediate surroundings, creating a sonar image in their visual field.
Cost 4,000
Stress 1

Advanced Cybereyes

Whilst active cybereyes add their rating all sight based awareness and investigation rolls. Whilst dormant they simply function as regular eyes.

Cost 10,000
Stress 0
Slots Eyes

- **Flare Shielding**
Allows the character to ignore visual daze attacks.
Cost 500
- **Improved Vision**
Adds successes equal to its rating to all sight based awareness and investigation rolls.
Cost 20,000 x Rating
Stress 1
Rating 1-5
- **Low Light Vision**
Ignore Perception penalties for all but total darkness
Cost 1,000
- **Thermographic Vision**
See heat, ignore darkness. -1 to all Perception rolls while in use.
Cost 2,000
Stress 1
- **X-Ray Vision**
See through walls, ignore darkness. -1 to all Perception rolls while in use.
Cost 12,000
Stress 1

Biorepair System

Every round a Biorepair System is active it heals a point of shock damage.

Cost 300,000
Stress 4
Slots Chest (Shared) and Abdomen (Shared)

Body Plating

This implant allows the character's body to be plated with a suit of armour. Choose the armour to be implanted from the normal price list. The armour's cost is doubled, but it becomes permanently attached to the character. The modifications are made in such a way that the character can sleep in the armour without penalty, however the still suffer the full Encumbrance. This implant is very obvious, and the armour still counts towards layering armour. In addition the armour is always the bottom-most layer. If the armour has the Powered special ability, you may count the bonus towards your character's Strength when working out their Barehand.

Cost 2 x cost of the armour
Stress 1
Slots Subdermal

Bone Hardening

Makes the character's bones almost unbreakable, and adds 2 points of Shock Armour, and 1 to the character's Barehand. This implant is always considered to be active, meaning that it always adds its stress value.

Cost 60,000
Stress 0
Slots Skeletal (Shared)

Boosted Reflexes

Adds its rating to the character's Perception and Agility. This implant is always considered to be active, and therefore always adds to the character's Stress Total.

Cost 250,000 x Rating
Stress 2 x Rating
Slots Head (Shared) / Skeletal (Shared)
Rating 1-3

Boosterpack

A jetpack mounted in the characters back.

Cost 120,000
Stress 5
Slots Chest and Abdomen

Cryostim Unit

User can choose to enter cryo-stasis at will. Medical attention is needed to safely recover.

Cost 100,000
Stress 4
Slots Chest and Abdomen

Energy Shield

An internal forcefield generator which, when activated, produces a forcefield with a 10 round downtime, charge equal to the implant rating, and field strength equal to 10 times the implant rating.

Cost 150,000 x Rating
Stress 1 x Rating
Slots Abdomen
Rating 1-5

Enhanced Olfactory

Adds successes equal to its rating to all smell and taste based awareness and investigation rolls.

Cost 10,000 x Rating
Stress 1
Slots Mouth (Shared) & Nose (Shared)
Rating 1-5

Eye Scout

One of the character's eyes is actually a small drone capable of flying out and viewing events in nearby locations. When activated the eye disengages itself from the user's head, and flies out under its own power. The drone can attach itself to any surface using the tacky glue that coats the optic nerve, allowing it to remain in one position without expending too much power. The on board powercell is good for 72 hours of operation, or 20 minutes of flight.

Cost 15,000
Stress 1
Slots Eyes

Improved Stealthskin

When activated has the same effect as an improved stealth suit.

Cost 135,000
Stress 6
Slots Subdermal

Increased Nerve Density

Adds successes equal to its rating to all touch based awareness and investigation rolls.

Cost 10,000 x Rating
Stress 1
Slots Subdermal (Shared)
Rating 1-5

Lightweaver Holorig

Allows the user to create and manipulate a single coherent illusion. To see through the illusion requires an Intelligence roll against a DR equal to the implant's rating.

Cost 45,000 x Rating
Stress 1 x Rating
Slots Head, Chest, Abdomen and Hands
Rating 1-10

Muscle Augmentation

Adds its rating to the character's Strength. This implant is always considered to be active, and therefore always adds to the character's Stress Total.

Cost 125,000 x Rating
Stress 1 x Rating
Slots Arms (Shared) / Legs (Shared) / Abdomen (Shared)
Rating 1-3

Nanite Factory

A character with an active Nanite Factory heals a number of points of shock damage each turn equal to the factory's rating. In addition, if a critically wounded character has a nanite factory, then every round make a task roll using the Nanite Factory's rating, with a DR equal to the number of critical wounds the character has taken. If the roll is successful, they heal one critical wound.

Cost 500,000 x Rating
Stress 3 x Rating
Slots Abdomen
Rating 1-5

Power Recirculator

Whilst active a power recirculator reduces the stress value of each active implant (excluding itself) by its rating. This will not reduce the stress value of any implant considered to be "always active", and it will not reduce the stress value of any active implant to less than 1.

Cost 30,000 x Rating
Stress 2 x Rating
Slots Skeletal
Rating 1-5

Prehensile Tail

Can be used as an extra limb, although it cannot do anything as fine as firing a weapon. Additionally the improved balance gives +1 Agl. This implant is always considered to be active, and therefore always adds to the character's Stress Total.

Cost 225,000
Stress 2
Slots Skeletal (Shared)

Synapse Weaving

Adds its rating the character's Intelligence. This implant is always considered to be active, and therefore always adds to the character's Stress Total.

Cost 125,000 x Rating
Stress 1 x Rating
Slots Head (Shared)
Rating 1-5

Stealthskin

When activated has the same effect as a stealth suit.

Cost 70,000
Stress 4
Slots Subdermal

Wings

Grants the character the Flight species edge at an equal rank to the implant's rating. Whilst inactive, wings fold away around the character's back, although they remain very obvious.

Cost 100,000 x Rating
Stress 2 x Rating
Slots Chest (Shared) / Skeletal (Shared)
Rating 1-5

Vehicles

Civilian Ground Vehicles

Light Escort

Equipment:

Heavy Escort

Clan SiN

Civilian Aircraft

Military Ground Vehicles

Clan Lictor

Civilian Space Craft

Military Aircraft

Clan Ros Gravairn

Light Courier

Scale: Fighter Cargo: Personal
Speed: 20 / 300 Handling: 3
Structure: 5 Armour: Severe
Crew: 1 / 2 Passengers: 0
Hardpoints: 2 Fighter / 1 Shuttle
Equipment:

Military Space Craft

Clan Phoenix

Medium Freighter

Clan Darkstar

Pythagorean Class Heavy Freighter

Heavy Freighter

Defiant Class Assault Destroyer

Scale: Cargo: Personal
Speed: 20 / 300 Handling: 3
Structure: 5 Armour: Severe
Crew: 1 / 2 Passengers: 0
Hardpoints: 2 Fighter / 1 Shuttle
Equipment:

Luxury Cruiser

Scale: Cargo: Personal
Speed: 20 / 300 Handling: 3
Structure: 5 Armour: Severe
Crew: 1 / 2 Passengers: 0
Hardpoints: 2 Fighter / 1 Shuttle

INFERNO

-

RAPIER & LASPISTOL

APPENDICES

APPENDIX 1

CLOSING THOUGHTS

Recommended Reading

This is simply a list of the various movies, books, comics, games, TV series, and other sources that helped inspire and mould the world of *Inferno*. As well as each being well worth looking at on their own merits, the items on this list may well provide a source of scenario ideas and help to set the tone of your campaign.

Books

Use Of Weapons, by Iain M Banks – A damn fine piece of science fiction, extremely funny and well written. This should get you into the space opera mood. In fact take a look at just about any of Bank's work, particularly his culture war novels, of which *Use Of Weapons* is one, along with *Consider Phlebas*, *Look To Windward*, *Excession*, *The Player of Games*, and *State of The Art*.

Revelation Space, by Alastair Reynolds – A more recent sci-fi author, Reynolds work provided a great deal of inspiration for much of the technology that appears in *Inferno*. As well as *Revelation Space*, take a look at the sequels, *Chasm City*, *Redemption Ark*, and *Absolution Gap*, all of which are excellent.

Heliconia Spring, by Brian Aldiss – This book will prove very useful for creating fringe worlds, particularly those with very little contact with the more advanced systems. Be sure to read the whole trilogy, *Heliconia Spring*, *Heliconia Summer*, and *Heliconia Winter*. Also take a look at *Non-Stop* (sometimes known as *Starship*).

Nueromancer, by William Gibson – Of course no recommended reading list for a science fiction roleplaying game would be complete without citing Gibson's masterpiece. *Nueromancer* is a truly fine piece of fiction. Well written, deep and intricate, requiring more than one reading to easily understand, it is credited with defining the 'cyberpunk' genre, and yet it excels far beyond the many imitations that been produced in it's wake.

Rendevous With Rama, by Arthur C Clarke – One of the major inspirations for the more investigative/explorational side of *Inferno*, Clarke's novel unfolds a world full of strange mystery, hidden danger, and the promise of greater knowledge to come. The sequels, *Rama II*, *Garden of Rama*, and *Rama Revealed*, carry on the premise set out in the original very nicely.

The Cosmic Puppets, by Phillip K Dick – I suppose really I should recommend that you read every Phillip K Dick novel you can get your hands on. They're all amazing. However I choose *The Cosmic Puppets* because its one of his more obscure works, and yet, to my mind, one of his most delightful. It certainly serves an excellent example of just how strange things can get when spiritual powers go to war.

Dune, by Frank Herbert – A masterpiece of science-fiction, filled with political intrigue and treachery. Not recommended for those looking for an action story, the *Dune* novels are a far cry from the exuberance of the David Lynch film. However for those looking for some seriously cerebral sci-fi with a strong political twist, Frank Herbert's landmark novels are well worth reading.

Movies

Serenity – "The greatest science fiction movie ever" - Orson Scott Card. Yes, that's Orson 'Enders Game' Scott Card. Yes, it really is that good. Yes, you will want to build a shrine to Joss Whedon after the film ends (and if you're like me, you'll also want to kick him in the balls, but let's not go into that for fear of spoilers). Just watch it already. Now. Right now.

Star Wars – Ok, this one is kind of obvious. If you haven't watched the *Star Wars* films you really ought to. They remain some of the most seminal pieces of epic sci-fi ever put to film. Of course, that being said, most GM's will probably wish none of their players had ever seen the *Star Wars* films after they hear their ten-thousandth movie reference, and have to turn down no less than twenty different Han Solo clone characters.

The Abyss – A rather excellent film by James Cameron, *Abyss* illustrates perfectly the "strange new frontier" side of *Inferno*, as the explorers

undersea deal with strange encounters with an alien civilisation.

Alien – Again, no surprises here, although it has to be said that the first *Alien* film, with it's dark, moody, and overall lonely tone perhaps most closely matches the kind of atmosphere that *Inferno* seeks to evoke.

Minority Report and *Blade Runner* – Both of these films, based on fabulous books by Philip K Dick, evoke exactly the kind of imagery that *Inferno*'s cities are replete with, from the shining, polished world of *Minority Report* to the dark decay of *Blade Runner*, you will find both ends of this spectrum in your adventures.

The Lord Of The Rings – I list this under films because I honestly believe that the films were superior to the novels (and I'm honestly glad that none of you know where I live). For many of its sword and sorcery elements *Inferno*, like everything else, goes back to where it all started with this classic, beautifully updated by Mr Jackson.

Computer Games

Escape Velocity Nova – A little known game produced by Ambrosia Software (you can download it as shareware from their website, <http://www.ambrosiasw.com>), the *Escape Velocity* series are masterful pieces of freeform sci-fi action/adventure. Believe it or not the very first inspiration for *Inferno*'s original incarnation came from playing the original *Escape Velocity*. So really it's thanks to the fine folks at Ambrosia that this whole thing ever came about.

Frontier – The successor to the classic *Elite*, *Frontier* is a truly fine free-form space sim. Now very dated indeed, it remains highly impressive just for it's sheer attention to detail. Trade, passengers, law & order, ship upgrades, port control, and every other aspect of the *Frontier* universe is modelled in immense detail. Of particular note is the accurate distances between the planets and, if you can find it, the poster sized galaxy map that came with the game.

Marathon – Another of those brain-food games that really makes you think, *Marathon* had what must be the finest story line of any computer game ever created. The intricacies of Durandal's struggle to achieve godhood by escaping the final collapse of the universe are beautifully played out, with a quality of characterisation and dialogue that I have never seen in any other computer game since. Better yet, all 3 games can now be downloaded for free from Bungie's website at <http://source.bungie.org>, for Windows, Mac, or Linux.

Comics

Alpha Shade – Perhaps the finest example of steamtech at work in warfare, *Alpha Shade*'s combination of beautiful art and epic storytelling will be sure to keep you entertained, as well as providing more than a few ideas for campaigns set on the low tech worlds in the *Inferno* universe. Find it at <http://www.alpha-shade.com>, or in book stores soon.

Pointless – A highly entertaining and well crafted story of modern day supernatural warfare, *Pointless* could well offer a few ideas for running spirits in *Inferno*. Plus it's just plain funny, which is worth the price of admission alone (granted, it's free). Head on over to <http://pointless.keenspace.com>.

2000AD – Always hit and miss in terms of quality, *2000AD* remains an excellent source of inspiration and entertainment. In the early days of *Inferno*'s development, my love of *2000AD* was the source of more than a few ideas for the setting. Particular sources of inspiration were the 'Pulp Sci-Fi' stories, as well as 'Sinister Dexter', 'Nikolai Dante', 'Missionary Man', 'Nemesis The Warlock, the short-lived 'Vanguard' and 'Red Fang' runs, and of course 'Judge Dredd'.

Schlock Mercenary – Perhaps one of the finest pieces of military sci-fi in existence, and it's a daily comic strip. How's that for irony. *Schlock Mercenary* is side-splittingly funny science fiction, with an amazing amount of emphasis on the science. Howard Taylor somehow combines great humour and incredibly tight script writing with a truly remarkable depth of scientific knowledge, giving even his most outlandish storylines

some serious plausibility. Point your browser to <http://www.schlockmercenary.com>.

TV-Series

Farscape – Epic is about the only word I can use to describe *Farscape*. Sadly it's only by sitting down with a full set of DVDs and watching them from start to finish that you can truly appreciate how well *Farscape*'s plot unfolded throughout its four series. But far more important than its storyline is the way the character's developed throughout the show's run. After seeing the lead character, John Crichton, kicking endless amounts of ass in the closing stages of series 4, it's astounding to go back to the start of series 1 and see him struggling to even pick up the right end of a rifle. The way the actors adapted their performance to suit the gradual evolution of the show cannot be praised enough.

Firefly – Out of all of the sci-fi tv-series in existence, *Firefly* is the absolute gem. Sadly cut short, the original 14 episode run remains absolutely perfect. Not a single second of screen time is wasted, without getting in a hilarious, a witty remark, or just a beautiful piece of camera work. Typically upbeat and funny, the series still has its darker moments, particularly the creepy-as-hell Reavers, and the incredibly disturbing 'blue hand guys' (for want of a better name, since we never did find out who they were). Since the DVD set is selling for next to nothing in most stores this may be one of the best bargains you'll find in terms of decent sci-fi. It has also provided a stunning amount of inspiration for *Inferno*, as it shares the same eclectic mix of high and low technology that I aimed to capture with this game.

Trigun – Another fun mix of western and sci-fi, *Trigun* plays on many of the same technological and supernatural cross-overs that *Inferno* embodies, and has some of the finest characterisation in any anime series ever created. The animation, although dated, has a visual flair that is simply stunning, the humour is dead on target, and the pacing of the story is simply masterful.

Roleplaying Games

Shadowrun – Highly recommended, *Shadowrun* is a break-neck paced roleplaying experience. Big guns, fast cars, and deadly street samurai Orcs, it's a bit like GTA with cyberware, magic, fantasy creatures, and bigger weaponry.

Fading Suns – Perhaps one of the finest science-fiction fantasy settings ever created, *Inferno* and *Fading Suns* share quite a great deal of similarities and differences, and fans of *Inferno* will find a great deal to enjoy in *Fading Suns*, just as I hope that fans of *Fading Suns* will find much to enjoy in *Inferno*.

Warhammer Fantasy Roleplay – Dark and gritty fantasy at its most perfect. The joy of WFRP lay in knowing that your character would probably be poorer and weaker after their adventure than they were before they started, and they wouldn't even get any thanks for saving the world from that doomsday cult.

Music

APPENDIX 2

CHARACTER TEMPLATES

Infiltrator – Covert, Physical, Technology
 Sniper – Ranged Combat, Covert, Physical
 Ranger – Ranged Combat, Covert, Survival
 Assassin – Covert, Physical, Melee Combat
 Saboteur – Covert, Technology, Survival
 Spy – Social, Covert, Technology
 Engineer – Technology, Academic,
 Technologist – Technology, Academic,
 Expert (Demolitions/Surveillance/Security) -
 Specialist -
 Tradesman (Mason/Blacksmith/Carpenter/Swordsmith)
 Battlefield Medic – Ranged Combat, Physical, Medicine
 Surgeon – Academic, Medicine, Technical
 Herbalist – Academic, Medicine, Survival
 Martial Artist – Melee Combat, Focus, Physical
 Elemental Warrior – Ranged Combat, Melee Combat, Focus
 Spirit Warrior – Melee Combat, Focus, Physical
 Shaman – Spellmarking, Social, Religion
 Hedgewizard – Sorcery, Survival, Artisan
 Mage (Life/Warp/Energy/Matter) – Academic, Sorcery, Social
 Combat Mage – Sorcery, Ranged Combat, Command
 Archmage (Life & Warp/Energy & Warp/Energy & Matter/Matter &
 Warp/Life & Matter)
 Monk – Religion, Physical, Academic
 Preacher – Religion, Social, Academic
 Fanatic – Religion, Ranged Combat,
 Flaggellant – Religion, Melee Combat, Physical
 Technomancer
 (Artificer/Stonespeaker/Fleshtailor/Alchemist/Necromancer) –
 Technomancy,
 Engineer – Artisan, Technical, Academic
 Hacker – Technology, Computing,
 Pilot – Vehicle, Space Flight, Technical
 Soldier – Ranged Combat, Command, Physical
 Scout – Survival, Physical, Covert
 Captain – Command, Space Flight, Social
 Sheriff – Command, Ranged Combat, Melee Combat
 Burglar – Covert, Melee Combat, Physical
 Thief – Covert, Social, Technical
 Woodsman – Survival, Physical, Artisan
 Conman – Social, Academic, Covert
 Merchant – Social, Artisan, Academic
 Fixer – Social, Technical,
 Agent -
 Bard – Creative, Social,
 Storyteller – Social, Academic, Religion
 Painter -
 Ganger -
 Thug -
 Outlaw -
 Bandit -
 Pirate -
 Driver -

Sniper

Species: Fenrir (X CP)

Skill Blocks:

Covert
 Physical
 Ranged Combat

Attributes – Final (Base)

STR	3		INT	4		Evade	
AGL	4		WIL	3		Barehand	
PER	4		EMP	2		Resist	

Species Traits:

Species Trait

Edges & Flaws:

Edge/Flaw (X CP)

Primary Skills:

Firearms – 4 (20 CP)
 Handguns – 2 (6 CP)
 Athletics – 4 (20 CP)
 Acrobatics – 3 (12 CP)
 Dodge – 3 (12 CP)
 Awareness – 4 (20 CP)
 Investigation – 2 (6 CP)

Secondary Skills:

Unarmed Combat – 2 (9 CP)

Native Languages:

Slithzeen
 Other

Wealth: X CP

Corruption: X Points

Total: X CP

Template

Species: (X CP)

Skill Blocks:

First Skill Block
 Second Skill Block
 Third Skill Block

STR			INT			Evade	
AGL			WIL			Barehand	
PER			EMP			Resist	

Species Traits:

Species Trait

Edges & Flaws:

Edge/Flaw (X CP)

Primary Skills:

Skill – Rank (X CP)

Secondary Skills:

Skill – Rank (X CP)

Native Languages:

Slithzeen
 Other

Wealth: X CP

Corruption: X Points

Total: X CP

Template

Species: Species (X CP)

Skill Blocks:

- First Skill Block
- Second Skill Block
- Third Skill Block

STR		INT		Evade	
AGL		WIL		Barehand	
PER		EMP		Resist	

Species Traits:

- Species Trait

Edges & Flaws:

- Edge/Flaw (X CP)

Primary Skills:

- Skill – Rank (X CP)

Secondary Skills:

- Skill – Rank (X CP)

Native Languages:

- Slithzeen
- Other

Wealth: X CP

Corruption: X Points

Total: X CP

APPENDIX 3

FORMS AND PLAY AIDS

Forms and Play Aids

This appendix contains a collection of useful play-aids, to print out or photocopy. The forms included here are as follows:

Character Sheet

Vehicle Sheet

Player's Quick Reference

Legal Bit:

You have permission to reproduce any of these forms for personal use. Print em, photocopy em, that's fine by me. Just don't start selling them or claiming them as your own work, or anything retarded like that.

INFERNO — RAPIER & LASPISTOL

VEHICLE SHEET

SHIP CLASS: _____

SHIP SCALE: _____

Description: _____

ATTRIBUTES

Structure	Armour Value	Power	Weaponry
Handling	Armour Scale	Hyperdrive	Equipment

STATUS

Structure: _____ Power Consumption: _____

CARGO SPACE

Standard	_____	Modular	_____	<i>(Quantity)</i>
Secure	_____	Cryogenic	_____	

CREW SPACE

Trade	_____	Commercial	_____
Military	_____	Luxury	_____

WEAPONS

	<i>Weapon (Scale/Power)</i>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

EQUIPMENT

	<i>Device (Power)</i>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

NOTES

INFERNO – RAPIER & LASPISTOL

PLAYER'S QUICK REFERENCE

Rules Summary

Actions – Each turn you may take one standard action, and one free action as standard. Each additional free action, after the first, adds 2 to the DR of all your actions for that turn. Free actions can only be used for specific tasks that only require a free action, such as ejecting a magazine, changing the firing mode on a weapon, quick drawing, and other special actions.

Task Rolls – When asked to “Roll your X”, where X is a specialisation, take a number of dice equal to your total rank in the specialisation (Ranks in Specialisation + Ranks in General Skill), add a number of dice equal to the linked attribute for that Specialisation, and roll them all. Any that roll a 3 or less count for nothing. Any that roll a 4 or more count as one success. For every 6 rolled, roll an extra die. Any sixes showing on the extra dice still count as a success, but do not allow you to another extra die.

If you do not have the appropriate Specialisation for a task, just use your rank in the General Skill. If your rank in the General Skill is zero, just roll the linked attribute for the Specialisation.

Rolling Initiative – Make an open task roll using the character's Initiative secondary attribute. This is the character's initiative value for that encounter.

Ranged Attacks – Make a roll with the appropriate weapon skill against a DR equal to the target's Evade, plus the range modifier. If the target is outside of the range of the weapon, double the range modifier. If the target is more than two range bands outside of the weapon's range, triple it, and if they are more than three range bands further, quadruple it.

Melee Attacks – Make a roll with the appropriate weapon skill against a DR equal to the target's Evade, plus the Reach of their weapon, plus half the weapon skill for that weapon, rounded down.

Damage – Add the SF of the attack to the Critical Damage for the attack. Subtract the target's Critical Armour. If the total is more than their Resist they take a critical wound. If it is more than double their Resist they take a fatal wound. If it is more than three times their Resist they die instantly. Next, subtract the target's Shock Armour from the Shock Damage of the attack, and add it to their Shock Total. If the attack is a melee attack add the attacker's Barehand to the Shock Damage. If the attack dealt a Critical or Fatal wound, double the Shock Damage dealt, before applying armour.

Encumbrance – Armour has an encumbrance value, which determines how much it restricts the character's movements.

Light encumbrance reduces the character's Evade by 1, and increases the DR

Combat Modifiers

Target or Attacker Running	-1
Hip Shot	-1
Off Hand Attack	-1
Using a two-handed weapon in one hand	-2**
– Polearm / Heavy Weapon	-4**
Rapid Firing One Handed	-2**
Oversized Weapon	-1 <i>per scale difference**</i>
Soft/Hard/Total Cover	-1 / +2 / +4
Poor Light (Dusk)	-1*
Night Fighting	-3*

*In melee combat total all visibility modifiers and then divide by half. Ignore fractions. Poor Light can be ignored by any character with natural low light vision. Artificial night vision reduces Night Fighting to poor light, and ignores Poor Light altogether. Total Darkness can be ignored by any character with thermographic, x-ray, or sonar vision, reducing it to Night Fighting. Fog and Smoke can be ignored by thermographic, x-ray, or sonar vision.

**Take the total of all weapon size, one handed attack, and one handed rapid fire penalties, and reduce the total by 1 for every 6 points of Strength the character has, to a minimum of zero.

Range	DR	Distance	Range	DR	Distance	Range	DR	Distance			
Point Blank	P	0	3	Medium	M	3	50	Extreme	E	6	500
Close Quarters	C	1	10	Long	L	4	100	Incredible	I	7	1,000
Short	S	2	20	Very Long	V	5	200	Boundless	B	8	2,000

Thrown (T) weapons do not count as part of the range scale. They are based off the thrower's strength. Distances are all given in metres.

of any athletics or acrobatics based task rolls by 1. This applies to any major physical activity like running, climbing, jumping, or swimming. For Medium encumbrance these penalties are doubled, and for Heavy encumbrance they are doubled again (two and four respectively).

Rapid Fire – To make a Rapid Fire attack you must have a weapon with the Rapid Fire or Burst Fire ability. First declare that you are making a rapid fire attack, and state who you are targetting (you may choose multiple targets for a rapid fire attack). Then declare how many shots you are firing in the burst; this must be a multiple of the weapon's Recoil (the first number in brackets).

Divide the number of shots by the Recoil. The result is the Burst Value (abbreviated to BV). This cannot be less than, or more than double, the Rate of Fire (the second number in brackets). The number of targets may not be more than the BV either. If your weapon has a Burst Fire mode, you may make a rapid fire attack with a BV of 1, even if that would be less than the Rate of Fire. Roll to hit, adding the BV to the success total, and subtracting the number of targets.

Morale – When asked to make a Morale Check, roll your Morale (Command) specialisation against a DR of 3, plus 1 for each Panic Check you have made since the end of your last turn. Failure causes you to lose 3 points of initiative.

Fortune Points – Fortune points may be spent to do any of the following:

- Re-roll any number of dice from a single task roll.
- Ignore a critical wound (still deals normal shock damage).
- Reduce a fatal wound to a critical wound.
- Reduce instant death to a fatal wound.
- Re-roll a single roll on the corruption table.
- Reduce the EV of a spell effect to half.
- Recover from the Unconscious, or Dying condition.
- Receive a “Fortunate Occurrence” (something lucky happens).

Fortune points cost 25 CP each. Only one may be bought per session.

Total Darkness	-6*
Obscuring Fog or Smoke	-1 / -2*
Target Crouched (Ranged Attack)	-1
Target Prone (Ranged Attack)	-2
Target Crouched (Melee Attack)	+1
Target Prone (Melee Attack)	+2
Target Standing Still	+1
Aimed Shot	+1 <i>per round of aiming</i>
Target outnumbered 2-1 in Melee	+1
Target outnumbered 3-1 or more in Melee	+2