

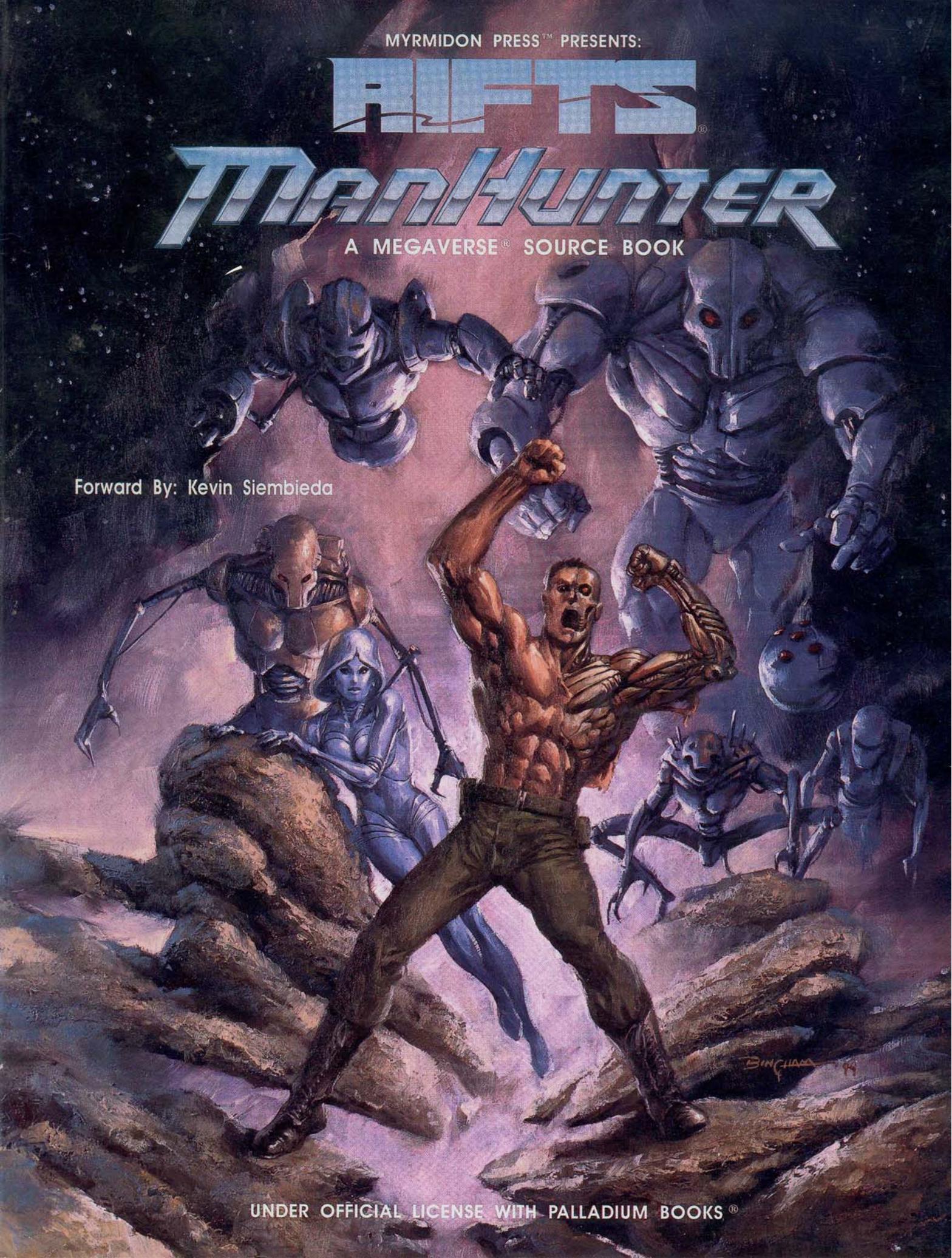
MYRMIDON PRESS™ PRESENTS:

RIFFTS

Man/Hunter

A MEGVERSE® SOURCE BOOK

Forward By: Kevin Siembieda



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RIFTS®



MANHUNTER

A MEGEVERSE® SOURCEBOOK

BASED ON THE CONCEPTS OF RAMON P. MOORE
PRIMARY WRITER BUCK SHOMO

FOR THE RIFTS® ROLEPLAYING SYSTEM
DESIGNED BY KEVIN SIEMBIEDA

COVER BY
JERRY BINGHAM

First Printing, December 1994

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P R E S S

P.O. Box 1374
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RIFTS[®]: MANHUNTER

A MEGEVERSE[™] SOURCEBOOK

DEDICATED TO:
MY BROTHER, RODGER, FOR INTRODUCING ME TO SCIENCE
FICTION; AND TO MY SISTER, COLLEEN DUNGAR, FOR
HELPING THIS LONG-DISTANCE BOOK GET WRITTEN.

-BUCK SHOMO

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the friends and family who have understood and
supported us all on this project.

We appreciate you all more than you will ever know.

by Kevin Siembieda

Welcome to the Manhunter Universe. **Rifts: Manhunter** is an *official sourcebook* authorized by Palladium Books. This means Palladium has come to a contractual agreement with Myrmidon Press to produce this sourcebook for use in the **Rifts Megaverse**, using our games system, rules, terms and to a limited degree, the Rifts settings, concepts and characters. The Palladium Staff and I have provided Myrmidon with hours of suggestions, advise, and direction to assure that the material presented will fit snugly into the **Rifts Megaverse**. I have personally read through at least half this book and assisted in the writing of several sections, including the Appearance of the Rifts in the Manhunter Universe and the History of the Manhunters.

Rifts: Manhunter should be considered a new or optional *dimension book* suitable for use with **Rifts, Phase World, The Mechanoids** or any of Palladium's mega-damage titles. With some modifications, it can also be used with **Heroes Unlimited, Aliens Unlimited** and other Palladium role-playing games and settings.

Why Myrmidon Press?

When word started to spread that Myrmidon Press was going to publish an "official" **Rifts** sourcebook, we received dozens of surprised inquiries from distributors and fans alike. The most often asked question: "Why Myrmidon?"

There were lots of reasons really. First, I saw a small company with some talented people working very hard to accomplish something. They aren't big or flashy, but I liked what I saw. They had heart and real potential. I thought they would do a good job and sincerely try to create a product that fit nicely into the **Rifts Megaverse**. Plus, I liked the idea of giving these folks a helping hand and a little boost.

Second, I really like the publisher, Gary Sibley. I feel comfortable with Gary. We can talk straight and work well together. Heck, we hashed out a licensing agreement that satisfied all parties in an evening.

He's also creative, has good ideas, and has clear vision about what needs to be done to grow and improve. He and the likeable Myrmidon staff are eager to learn, improve and make their company a real contender in the RPG industry. Their enthusiasm was contagious and made this project exciting. I also appreciate that Gary treats his talent well and has a good understanding of creator's rights. That's important to me.

Myrmidon Press has also exhibited a high standard of quality. Their typesetter and layout person, Nora, has a nice eye for design; and just take a look at some the great art in this book! An original cover painting by Jerry Bingham and bold, dynamic interior art by the likes of talented newcomers Randy Post and Samuel Clarke Hawbaker, among others. Sure some of the art and writing may be a little uneven, but these are new kids on the block. You hold in your hands their third publication—an impressive book for their third time at bat.

Most of all, I liked the Manhunter Universe. A crisp and exciting science fiction world of the future—a future where Earth has been all but abandoned by humans who have elected to explore and colonize the universe. It is a setting filled with unique, fun and exciting aliens, heroes and villains. A story-line brimming with sub-plots, irony, intrigue, insanity and treachery. There are maniacal mega-corporations, power hungry world leaders, racial hatred, political maneuvering, secret cults, ravaging aliens, cosmic anomalies and adventure galore. Everything one could hope for in an action packed, high-tech space opera.

And then there are the Manhunters. Classic villains with some interesting twists and ironies, they are *murderous robots* born out of the foolishness and fears of two frightened and clashing people. Now they threaten an entire galaxy, perhaps the universe.

They seek to enslave all humans because they see humankind as a terrible plague sweeping the cosmos. Any beings who help or even associate with humans are considered "contaminated" and become an enemy, destined to suffer the same fate as the

humans. The Manhunters have an artificial intelligence that simulates the human thought process. This means they can make subjective decisions and choices, as well as play on hunches and take a chances. They can learn and adapt, make improvements on themselves and act in an unpredictable manner.

Their all too human thought processes have also given them an evil aspect. They have learned to hate, and they've grown to enjoy killing. As they learn and grow, they become more sinister, clever, cunning and cruel. They have learned to manipulate others through intimidation and lies. They entice other enemies of humans and their allies to join them in their demonic crusade. They promise power and riches, but only guarantee bloodshed. They use innocent hostages, women and children, to force their enemies into action. They have slaughtered the populace of entire cities in anger or out of revenge. They kill without mercy and fight to win. Some, like the Fleshcoats, teeter on the brink of insanity and engage in acts of cruelty, torture and mindless mayhem on a whim or for pleasure.

Now, **Rifts: Manhunter** brings these creatures of destruction to the world of **Rifts**.

How to use Manhunters with Rifts

The Manhunter Universe is just one of countless dimensions that compose the **Rifts Megaverse**. The characters presented in this tome can appear on Rifts Earth via Rifts, magic, an experiment with dimensional travel, or some cosmic anomaly in space and time. They can be lone individuals, small groups of adventurers/explorers, refugees, Manhunters or entire armies. How they react to Rifts Earth, whether they can get back home, who they ally themselves with and other questions we leave to the imagination of the Game Master. At the GM's discretion any or all of the alien races can be allowed as player characters and/or as non-player characters and villains.

Of course, the other major tangent is to have **Rifts** characters accidentally or intentionally visit the Manhunter Universe. Temporal raiders, wizards, True Atlanteans, the Splugorth, and others are constantly exploring new dimensions and alternate realities. Random Rifts, magic gone awry and places where dimensions shift (like the Bermuda Triangle) can easily plunge characters into an alien world in an instant.

The discovery of the Manhunter Universe can open up a entire new realm of adventure and danger.

Will the dimensional traveler inadvertently alert the Manhunters to human life in other dimensions? Could the Manhunters follow them through a Rift back to their homeworld? Might supernatural forces prey on the desperation and greed of the people in this new dimension? Will the actions of Rifts characters have any affect on the social, economic or political balance of the various worlds, people and alliances? *Can they stop the Manhunters?* Again, these and countless other possibilities are left to the imagination of players and Game Masters.

The Manhunter Universe can also be loosely connected with **Rifts Dimension Book Two: Phase World**. Perhaps the Manhunter setting takes place in a distant (or not so distant) galaxy in the same dimension. Or perhaps it is a different dimension, but is linked via one of the many (new or old) dimensional gateways that connect Phase World to dozens of worlds. Again the G.M. can weave countless plot threads, conflicts, competitions and crossovers between the characters and evil forces of both settings.

As a sourcebook, the reader should look at **Rifts: Manhunter** as a tool. Please feel free to pick and choose the elements, characters, villains, weapons and equipment most appropriate for your campaign. Modify and adjust them as you deem fit. Stay within the setting as presented, or diverge from it entirely. The purpose of this book is to tantalize your imagination, to explore new possibilities and—most importantly—to have fun.

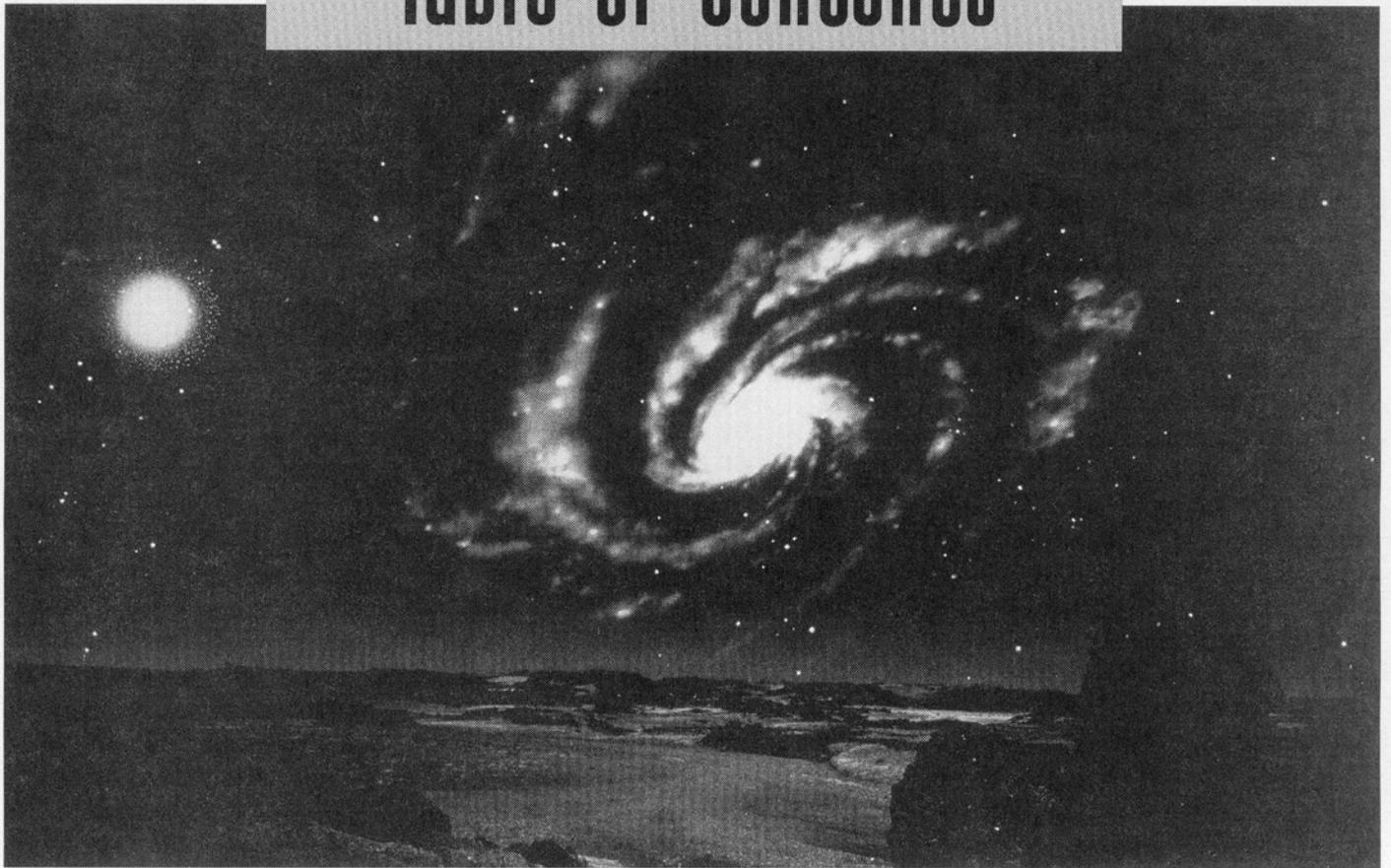
In closing, the folks at Palladium and I would love to know what Palladium fans think of this giant sourcebook. Do you like the characters, new optional O.C.C.s and R.C.C.s? Did the character stats fit smoothly into **Rifts**? Did it meet with your expectations? Was the material fun to read and worth playing?

Most importantly, would you like to see more **Rifts: Manhunter Sourcebooks** or other Palladium-related products from Myrmidon Press? Let us know by writing us at Palladium Books, 12455 Universal Drive, Taylor, MI 48180.

Keep that imagination burning and explore the Megaverse.

Kevin Siembieda
President, Palladium Books, Inc.

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by Kevin Siembieda

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P R O L O G U E

Appearance of the Rifts

BY KEVIN SIEMBIEDA

The sudden appearance of Rifts throughout the Manhunter Universe has baffled the most respected scientists in both the ATPDS and the Exiled worlds. There is no method to predict or prevent the appearance of these tears in reality. Since the first reported encounter decades ago, the Rifts have become a serious concern to average citizens.

A scientific research team lead by Ghurrot and Mirkovich found the first stable Rift in the Manhunter Universe and passed through the dimensional gateway. Unable to return to their homeworlds, they assembled a camp on a nearby planetoid. After more than thirty months of research, the team still had no understanding of how the Rift operated. Just as they despaired of ever returning to their own worlds, Ghurrot and Mirkovich discovered an abandoned alien complex. A link to a computer there provided them the information necessary to open a dimensional Rift. They transported the alien equipment back to their ship and concealed it in the cargo hold. Eventually they were able to open a portal back to their universe.

Their return voyage was not as happy an event as one might think. Upon their arrival, a Gorushan marauder ship captained by Tan Bik Ikhmatul seized their vessel. During the ensuing battle marauders massacred the crew. They had Mirkovich by the throat when the alien systems, drawing on the P.P.E. of those slain, opened a portal to a planet inhabited by a race of sentient herpetoids. These new aliens poured through the Rift and engaged the Gorushan. They actually held their own for a minute, but the outcome was inevitable.

After the Gorushan killed the last alien, Ikhmatul demanded to know how Ghurrot and Mirkovich had summoned the creatures. In exchange for their lives, the pair worked out an agreement.

Ghurrot and Mirkovich would open dimensional portals to alien worlds ripe for plunder. The

Gorushan could ravage entire planets in distant galaxies or those in other dimensions without fear of reprisals from the ATPDS in their own reality.

Meanwhile, Ghurrot and Mirkovich were free to exploit these victims of Gorushan plunder and smuggle alien weapons, equipment and technology into ATPDS space. Without realizing it, the pair had become “dimensional raiders” with their unlikely Gorushan partners.

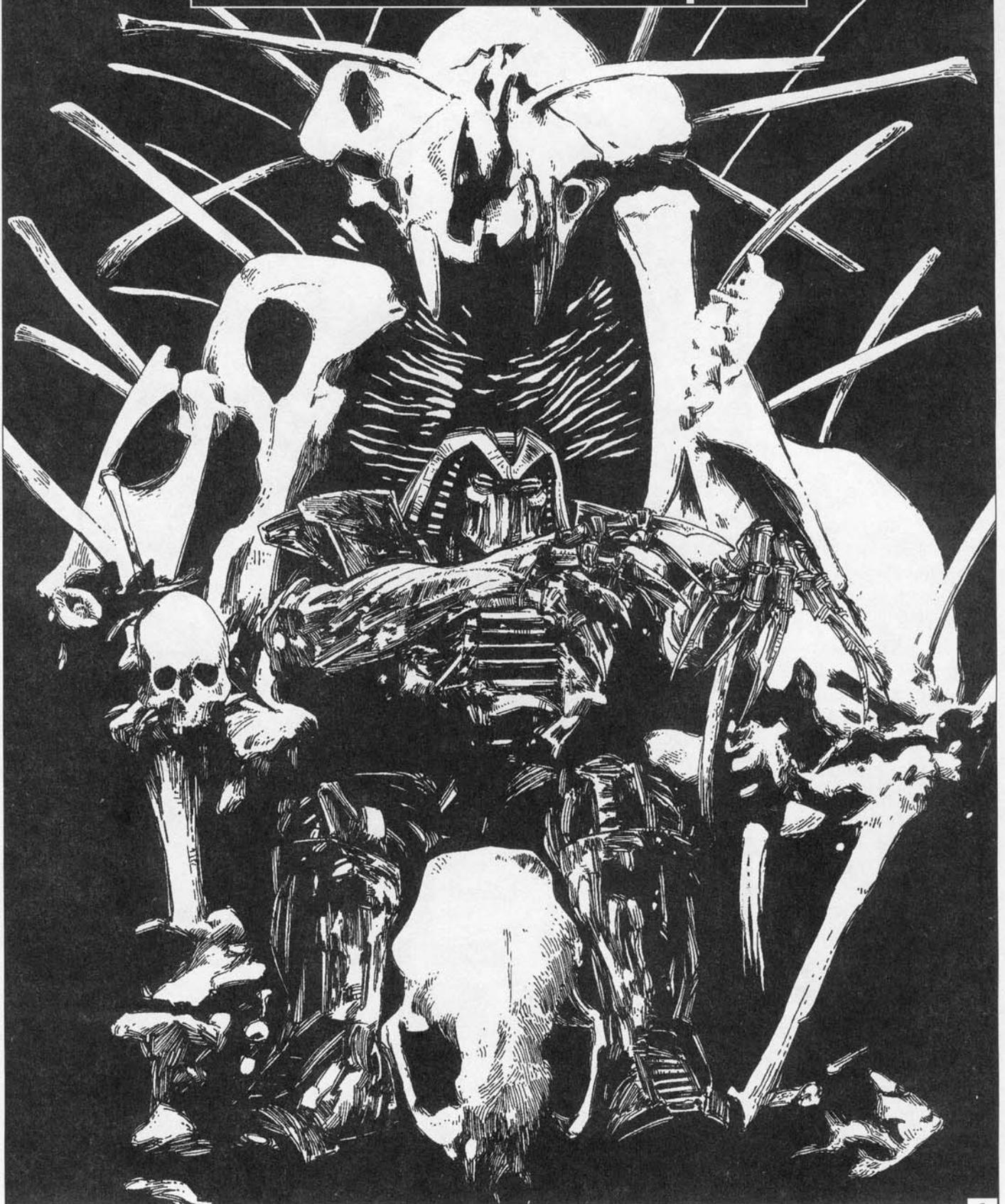
There is one major flaw with their plan. The two entrepreneurs don't really know how to control the Rifts, even with the alien computer. Unknown to them, the computer is the product of an alien experiment in time travel. However, it produces dimensional anomalies that warp space and time and allow travel to other dimensions rather than actual time travel. When a dimensional Rift is opened, it tears a hole in the spacetime fabric and can affect the continuity of that reality while sending a ripple of energy throughout the Megaverse. Other dimensional raiders, travelers, practitioners of magic and supernatural beings can sense the disturbance in the cosmic network of ley line energy that weaves throughout the Megaverse. Many beings can trace the disturbance to its source and use the Rift to gain access to the Manhunter Universe—or open their own dimensional gateway to that reality.

It's only a matter of time before the Splugorth, Naruni Enterprises, temporal raiders, True Atlanteans, so-called demons or other dimensional travelers locate the Manhunter Universe. They may pay a visit; perhaps with deadly consequences. Meanwhile, Galactic Terraform's indiscriminate creation of spacetime Rifts has caused other Rifts and dimensional disturbances not of their creation.

Most interesting of all, while no evidence has been found to support any hypothesis, the technology found at the alien site bears striking similarity to the circuitry of the Manhunter Robots.

CHAPTER ONE

The Manhunter Project



SECTION I: HISTORY OF THE MANHUNTERS

BY KEVIN SIEMBIEDA,
GARY SIBLEY & MIKE MCCUNE

Some call it the most significant day for humanity since the discovery of fire. Others believe it signaled the beginning of the destruction of humankind. Unfortunately, they may both be right.

Captain James Carson and his crew had a chance encounter with an Aglian explorer and his robot companion. For whatever reasons (details are sketchy) a fire fight erupted which shredded the Aglian robot. When the day's events had ended, Captain James Carson and his crew had been reduced to their base elements. This melee became the drop that would start the river of blood flowing—and that river continues to run to this day.

The Terrans saw the Aglians as a hostile and technologically superior race that posed a threat to the freedom for which the Exile colonies stood. With help from the Decahedron Compact, the Exile colonies formed fleet known as **New Texas Armada**. The Armada quickly earned a different name from the Aglians: *the Swift Hand of Death*. The Terrans were pleased with the results of their new fleet and believed they had driven away a potential invader. Sadly, their success would be short-lived.

When the Aglian explorer returned with tales of aggression and savagery at the hands of the Terrans, the Aglian people were horrified. They had not known war for generations and saw themselves a gentle people of high intellect and learning. A brief



investigation showed that the Terrans had a long history of war and were bloodthirsty monsters. Then came the attacks by the Armada, which only served to illustrate how vindictive and murderous these beings were. It seemed to the Aglians that the humans were retaliating for the death of Captain Carson and his crew, killing hundreds of their people and damaging billions of credits worth of property.

In light of the Terran threat, the Aglians immediately took the new information to their Cybernet for discussion. Activity on the Aglian Cybernet was frantic and intense. After more than thirty hours of continuous debate, the Aglians ultimately decided that to survive the Terrans' terrible wrath they must build themselves a war machine. The Aglians sorted through their top robotics specialists until they had found the brightest and most creative people to join the project. The goal of this team was to design a powerful robot soldier, capable of matching the Terrans' cleverness and savagery in order to conquer and subdue these barbarians.

The design team concluded that the only way to defeat the Terrans was to fight them with their own strengths. The robots, designated as the **Manhunter Series**, were designed with all the savage traits the Aglians attributed to Terrans: adaptability, deception, brutality, malice and absolutely no mercy toward an enemy. The Manhunter designs were similar to most Aglian artificial intelligences with two exceptions: one, the Manhunters were designed with special hardware and programs that allowed them to project probabilities and respond to them. Two, the Manhunters could learn, create and adapt, which also meant they could make *subjective* decisions and act upon them. They could expand upon the parameters of their original programming as necessary to accomplish their objective.

That objective: To fight and contain the Terrans.

This complicated and unique artificial intelligence made the Manhunters a formidable opponent, but they were also given superhuman strength, speed, and agility. In addition, the Aglians designed some of their most powerful weapons for these robots, including energy weapons that can punch a hole in ship bulkheads!

The initial Aglian battle plan was to deploy the Manhunters on human colonies—to send a strong message of superiority in hopes of forcing the Terrans to leave them in peace. They wanted to “contain” the Terrans in the sense of stopping them from expanding into Aglian space.

The Manhunters proved to be relentless machines of war. The largest and best-defended human colonies were decimated within a few days. The Manhunters dealt death with a cruel hand, and Terrans fled in terror. In a short five months the Aglians felt confident that their message of superiority had been received, and that the Terrans would never dare to attack them again. Not another single drop of Aglian blood had been spilled—the Manhunter Project was a success.

However, many Aglians were disturbed by the brutality and devastation unleashed at the hands of their own creations. The fears of the original designers had given to overkill. They had not produced a robot defense force, but a rampaging army that slaughtered the enemy without conscience. Though effective, the Manhunters were excessively violent. The Aglians determined to recall and dismantle the nightmare robots.

Satisfied with their uncomfortable victory, the Aglians sent the recall order to the Manhunters. When the first few thousand returned, most were dismantled. The remaining fifth were left intact to guard the Empire—and even these were scheduled for “reorientation programming.” Still, a growing faction of peace-loving Aglians wanted the entire Manhunter series discontinued, destroyed and replaced by a more traditional robot defender.

The Aglians waited and waited for the bulk of the Manhunters to return, but for some reason they did not respond. At first, the Aglians feared that the humans may have been more powerful than they had anticipated, and had launched a counter-attack. A few weeks later, they were relieved to see the return of thousands of Manhunters. However, their relief turned to horror when the Manhunters refused to stand down.

The Manhunters' subjective thought program had given them the ability to question—and even disobey—commands that seemed foolish or illogical, allowing them to adapt, modify and respond to the best of their abilities. Their original program had instilled them with the *idea* that they must win at all costs. Their probability programs and subjective thinking told them that to stop the Terran assault with the border colonies would not “win” the war or “contain” the humans. It would only allow the Terrans the time necessary to learn and adapt. Probability predicted that sooner or later, the Terrans would return as a more powerful and dangerous opponent. The robots determined that the only way to conclusively “win” and “contain” the humans was to conquer, enslave and monitor them constantly. As their programming dictated, the Manhunters adapted to this new data and formulated a plan for conquest.

Being recalled and dismantled was certainly not a part of that plan.

The Manhunters explained their position and entered into two months of virtually non-stop discussions with their Aglian creators. In the end the robots announced that the Aglians were wrong in their final assessment and that they would

continue the war. They were convinced that the Aglians' original fears were correct. Humans/Terrans were dangerous and would spread throughout the universe unless they were "contained." Obsessed with "containing" the human threat, the Manhunters declared that any race which opposed them or defended the humans would suffer the same fate. As if to punctuate this statement, the Manhunters demanded that the Aglians reassemble all the dismantled Manhunters. When the Aglians refused, the Manhunters struck. With robots already placed in strategic defense positions, the Aglian's defenses were crippled. Manhunters seized robot manufacturing facilities. Once again, the Aglians found themselves at war.

After a brief and futile attempt to resist the robot invaders, the Aglians suspended combat and complied with the Manhunter's demands. They rebuilt the disassembled robots and even agreed to produce another ten thousand Manhunters. They also agreed to turn over to them the data regarding their creation process which, theoretically, would allow the Manhunters the ability to build more of themselves. When the Aglians delivered on their promise, the Manhunters left with this warning: if the Aglians did anything to help the humans, they would become mortal enemies.

Fundamentally peace-loving beings, the Aglians abhor violence. It was their overreaction and panic regarding the initial encounter with Terrans that caused this problem. Ironically, had either side tried to negotiate peace from the onset, rather than ignorantly strike at each other, none of this would have happened. The Aglians were now beginning to realize this. They could not in good conscience turn their backs on even the most barbaric of enemies—not when the Manhunters plotted the subjugation of an entire race, or worse, genocide. They had unleashed a murderous force on the Terrans and felt they had to warn them.

To do this without alerting the Manhunters, they needed to make a trip to Earth. Driven by desperation, Aglian scientists completed their work on an experimental Faster Than Light (FTL) drive and launched the prototype spaceship on its maiden voyage to Earth.

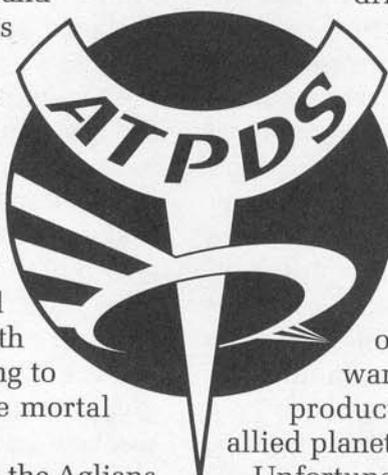
Luckily, the FTL drive performed even better than expected. The Aglian delegation arrived at Earth without Manhunter pursuit. The Aglian envoy was met with great surprise, as none the messages from

Earth's outpost colonies concerning the Manhunters had arrived. The Terrans could definitely tell that the Aglians were afraid of something and were putting forth their best efforts to secure both a military alliance and a friendly relationship. The Aglians were shocked to learn that the humans, though aggressive and violent, were not the heartless savages they had expected. The Aglian diplomats believed they were on a suicide mission, and that the humans would kill them for what they had done. Even under the stressful situation of learning about the Manhunters, the humans showed great restraint and understanding. They spoke of pooling the resources of both races to defeat the Manhunters.

Toward this effort, the Aglian ambassadors offered an exchange of technology, including the FTL drive, as well as military assistance to strike down the Manhunters. After the Earth liaisons convinced the Exile colonies of the Aglians' sincerity, the pact was sealed. The Terrans and Aglians formed the **Aglian Terran Planetary Defense System**, a joint government created to defend all outposts and colonies from the Manhunter threat. With the formation of the ATPDS, the production of FTL warships went into full-scale mass production and would ultimately give the allied planets an edge over the Manhunters.

Unfortunately, the Aglians' betrayal of the Manhunters did not go unnoticed. The Manhunters learned the computer data regarding their construction and programming had been intentionally infested with a computer virus. Not only had the virus destroyed the data before they could access it, but it had infected their own systems as well. The virus ravaged their computer networks and communication systems. Conscious of this one treachery, the Manhunters turned a closer eye to their Aglian creators.

When Manhunter spies learned about several major FTL drives production facilities on the **Earth II Colony**, they recognized the Aglian technology used in their design. The Manhunters attacked this facility with more troops than ever before and enslaved over fifteen million Terrans. These slaves were forced to produce FTL ships for the Manhunters' fleet. Every attempt by the ATPDS to land troops on the colony ended in destruction. The Manhunters were starting to get FTL ships into space, and the ATPDS realized that unless they were



stopped now, the Manhunters would be the victors in this seemingly endless war.

The words of Terran General Vladim Posht live on in infamy: "We must cut off our foot so that we can run from the terror that stalks us like the wolf."

The ATPDS proceeded to bomb the Earth II colony out of existence. Over fifteen million Terrans were killed and countless Manhunters destroyed. This great sacrifice caused many remaining Manhunter troops to retreat in confusion. The act seemed incomprehensible and unpredictable. The Manhunters could not understand why Terrans would choose death over captivity. During the confusion of the retreat, many Manhunter transports were destroyed by long-range FTL kamikaze ships, designed to jump in and self-destruct when in the proximity of a Manhunter vessel. This new suicide tactic, while psychotic, turned the tide of the war. The Terrans and Aglians actually started to win. Other ATPDS forces decimated the robots; an estimated eighty-seven percent of the Manhunter army was destroyed!

The robots disappeared for fifty years. Upon their return, the Manhunters have changed tactics drastically. They attack now with deception and subtlety, rather than risking straightforward attack and counter-attacks. The Manhunters use their Fleshcoats to infiltrate Terran and Aglian colonies to learn about the strategies, tactics and morale of their enemy before they attack. They also engage in sabotage and assassinations of ATPDS leaders and scientists. Worse, the robots have managed to secure the means of producing new types of Manhunters. These combat robots vary dramatically from their original designs, giving the Manhunters the element of surprise. The locations of these facilities are currently unknown to the ATPDS, but they are searching for them and will pay handsomely for accurate information concerning their whereabouts.

This renewed conflict has caused the ATPDS to pull their ships back closer to the colonies and forced the formation of colonial militias. Almost everywhere in the ATPDS and Exile colonies armed forces can be seen walking the streets, shopping centers, and business districts attempting to predict the next Manhunter attack. The colonial militias strive to be everywhere at once; unfortunately, they cannot.

The Manhunters often attack in small groups and in seemingly random patterns. Sometimes these appearances cause wholesale slaughter and destruction; on other occasions the Manhunters take hostages, launch surgical strikes and leave chaos in their wake. This randomness seems a mockery of the

Terrans' unpredictable suicide attacks—but is more likely a mimicking of strategies they have seen effectively employed by the ATPDS. The new Manhunter tactics have created an air of paranoia in every corner of the ATPDS and Exile colonies that has lasted for the twenty years since their reappearance. Furthermore, the recent obliteration of two medium-sized colonies (no known survivors) has many concerned that the Manhunters are preparing to launch a major assault. The question is where? Against the Terrans or against the Aglians?

The Aglians are on the Manhunters' "hit list," which means the robots are now waging war on all humans, Aglians and any sentient life forms who dare to ally themselves with them in any way—even by the trade of goods and information!

GM Notes about Rifts and Manhunters

When using the Manhunters in any situation, it is important to remember that most Manhunter robots are very powerful. As such they should be used judiciously. This is not to say that the players never meet Manhunter robots... just not on a daily basis. When Manhunters do make an appearance, the characters will know that bloodshed and disaster is only moments away. Many ATPDS troops, mercenaries and adventurers start shooting the instant a Manhunter is identified. In the present day universe of the Manhunters, these robots use very deceptive techniques for attacking sentient life. Their loss to the ATPDS in a straight-out battle has taught the Manhunters to keep their forces spread out and to employ a variety of combat strategies and tactics combined with subterfuge and treachery. This includes their using races such as the Gorushan and Chiropti for support, intelligence gathering, diversions and transport, as well as finding corrupt Terrans and Aglians to sell out their comrades.

With increasing frequency Manhunters try to assume positions of authority among troops drafted from races that can assist them in their quest to "conquer and contain." It is not unusual to find a Manhunter acting as captain of a Gorushan raiding party, or even warlord of a small Chiropti army. The robots have reasoned that this is the best way to make themselves less seen and to keep their enemies guessing about their true numbers and strengths.

This is not to say that Manhunters do not work alone. Human- or Aglian-looking Fleshcoats, in particular, almost always work as lone spies and

assassins. The Fleshcoats pose the greatest threat in terms of direct conflict to player characters, because as Fleshcoats often target “heroes” and adventurers of renown, as well as spiritual, military and political leaders. They are also known to openly fire into crowds and set bombs or fires in public places—terrorist acts, presumably designed to cause confusion, but perhaps simply a hit-and-run killing spree—possibly for pleasure. As their programs become more complex than the designers ever imagined, some of these robots now begin to show signs of psychosis!

When running Manhunters in any adventure or campaign, the most important aspect to remember is their programming and their obsession to “contain” humans. The Manhunters’ very existence hinges on their goal of conquering and subduing all Terran, Aglian and other sentient life forms who stand in the way of this goal. This means they don’t destroy everyone on sight, but that the Manhunters will try every means possible to shatter their enemies’ civilizations, conquer and enslave them. The Manhunters want their foes weak and helpless—or enslaved and under their watchful eye.

The Manhunters have launched a long-term campaign to collapse the governments of the ATPDS and the Exile colonies. They are also trying to weaken the Gorushan and Chiropti, but they view these last two as beasts of burden, or pawns to be used for the moment and discarded when they are no longer needed (which may be a mistake that will cost the Manhunters dearly—the Gorushan and Chiropti can be deadly enemies). The Manhunters realize that if the Gorushans or Chiropti get too powerful they could pose a threat to them, so frequently the Manhunters will deliberately lead their “allies” on missions or into situations that end in their defeat just to keep them from gaining any superiority.

In terms of magic, the Manhunters try to have as little close-range contact with it as possible; this includes the Consortium and the Kirn Institute of Astromancy. They find magic disturbing, unpredictable and beyond their understanding. The Manhunters are machines of pure physical science, and to them magic remains an enigma—a force linked to biological life, not metal and gears.

Another major force to deal with are the members of the Holy Order of the Void. The Manhunters view these beings as heretics and monstrosities that should be destroyed. The combination of machine and living flesh ultimately spells the downfall of any superior machine race—or so the Manhunters believe. This

view compels the Manhunters to destroy members of the Void and eradicate all they stand for. They actually hate the members of the Void as much as Terrans.

Views toward the Rifts:

The Manhunters view the Rifts and all that come through them as new enemies to be conquered. Fortunately, they are spread thin and can barely handle their agenda of conquest in their own universe. However, sooner or later, they will look to other dimensions. Already they have sent explorers through the Rifts to investigate and plot (which means they can appear in any setting, whether **Rifts**, **Heroes Unlimited** or any other). They have encountered and slain a number of entities and monsters that have emerged from the Rifts, but they have never managed to enslave or subdue any creature of substance or power. While the Manhunters have not devoted many resources to unlocking the secrets of these dimensional portals, they recognize their potential and spend increasingly more time and resources monitoring them.

Rifts Adventure Plot:

If the Manhunters ever meet and join forces with the **Mechanoids**, the Megaverse could be in serious trouble. The Manhunters and the Mechanoids have a similar origin and hatred for humans. Both will commiserate in each others’ painful past, the treachery of humans and the burning desire to eradicate them from existence. Although the Manhunters are not yet as insane or extreme as the Mechanoids, it is very possible that under these aliens’ guidance, they will become just as twisted and seek to exterminate (with the Mechanoids’ help) all human and intelligent bipedal life forms. However, it is more likely that each race will try to manipulate and use the other in their own insidious schemes of conquest and destruction. Although there may be a point where the two join forces in some way, they are ultimately too similar and will view each other as pawns rather than partners. In the end though, even a temporary alliance can lead to unparalleled destruction and adventure.

Manhunters who appear on **Rifts Earth** can play many villainous roles. They can be marauding monsters, bandits, conquerors and enslavers, the minions of Splugorth, assassins, murders, anarchists, or mercenaries (with their own hidden agenda). While some may be blatant destroyers, others will work behind the scenes, quietly manipulating people and events that lead to conflicts and the destruction of humans. They will view the human supremacists

such as the Coalition States and Triax as their number one and two enemies—for these Empires represent the power, glory and treachery of humankind. They are the pinnacle of human power on Earth and as such must be brought to their knees or destroyed. This means Manhunters are likely to join forces who oppose these powers, such as Tolken, the Federation of Magic, the Vampire Kingdoms, Xiticix, Splugorth or the Gargoyle Empire, to name but a few. They will also be fascinated with supernatural beings, like dragons and the so-called demons that plague Rifts

Earth. More than anything, the Manhunters will seek to unlock the mysteries of dimensional travel and learn about the infinite Megaverse.

The bottom line is that Manhunter robots make great villains in any setting. Game Masters should use them as they see fit, whether it's in the **Manhunter Universe** or in the **Rifts Megaverse**. Likewise, with the appearance of dimensional anomalies in the Manhunter Universe, any and all aliens, D-bees and characters from both realities can cross into one or the other to add interesting subplots

and story elements to either universe.

We've talked about what the Manhunters might do on **Rifts Earth**, but what about **Rifts** characters in the realm of Manhunter?

Might Naruni Enterprises try to sell humans and Aglians new weapons and equipment to fight the deadly robots? And at what cost? Will the Splugorth peddle their bio-wizardry and other magics to the Holy Order of the Void? Will they try to enslave or manipulate the Ular or others to become willing Minions? And what about **Phase World**, **Wormwood** and the other places and people of the Megaverse?

Uncork that imagination and go wild. Remember, the possibilities for **Rifts** are limited only by your imagination.

Have fun.



SECTION II: MANHUNTER MODELS

DESIGNED BY KEVIN KIRSTEN AND ERIC NELSEN

Manhunter Mark I "Leveler"

The Mark I was designed to stand twice as tall as a standard terran to achieve a psychological and physical advantage on the battlefield. In terms of brute strength, the Mark I Levelers are by far the most impressive of the Manhunter robots. They were initially designed to destroy human settlements and installations. After gaining their independence from the Aglians, the Levelers decided to continue on with their military objectives of complete and utter destruction. They are ruthless war machines that let nothing stand in their way. The Mark I models comprise the bulk of the overall remaining Manhunter forces.

Class: Mark I

Model: Fully Automated Infantry unit

Crew: None; Robot style intelligence

M.D.C. by Location:

Hand (2): 40 each

Arm (2): 120 each

Particle Beam Cannon: 180

Forearm Laser: 40

Legs (2): 280

Head*: 120

Main Body**: 600

**Destroying the head of the Mark I will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 30% chance that the robot will shut down. If a 31-00 is rolled the Mark I will go berserk and attack, blindly striking out at anything within range.*

***Depleting the M.D.C. of the main body will cause the Mark I's self-destruct system to go off and explode.*

Speed:

Running: 120 mph (190 kmph) maximum. Note that the robot does *not* tire and can maintain maximum speed indefinitely.

Leaping: The powerful robot legs enable the robot to leap approximately 20 feet (6.1 m) tall or across and double that with a running start.

Flying: Not without a jetpack or vehicle.

Range: Effectively unlimited



Statistical Data:

Height: 15 feet (4.6 m)

Width: 7.5 feet (2.3 m)

Length: 4 feet (1.2 m)

Weight: 1.2 tons

Armored Body: Mega-Damage giant human frame**Power System:** The nuclear power pack gives the Mark I twenty years of life even under the most strenuous of circumstances.**Retrieval Bounty:** 2D6x10,000 credits**Alignment:** Diabolic**Horror Factor:** 16**Physical Strength:** 45**Attributes of Note:** I.Q. 14, P.P. 24, P.B. 6, Spd. 220**Attacks per Melee:** 6 attacks per melee**Combat Bonuses:** +5 to initiative, +2 to pull punch/fall or impact, +8 to strike, +11 to parry, +12 to dodge, critical strike on a 18-20**Skills of Note:** Mathematics and radio basic: 98%, all pilot and pilot related skills at 94%, language: Aglian and Terran, climbing, swimming, and prowling at 94%, intelligence 74%, tracking 90%, hand-to-hand: expert (at 10th level of experience), all energy W.P.s, W.P. heavy, W.P. submachine gun, W.P. automatic rifle, W.P. pistol**Weapon Systems:**

1. **Particle Beam Cannon:** A heavy particle beam weapon is built into the Mark I's hand. This is the Mark I's most destructive weapon.
Primary Purposes: Anti-Vehicle
Secondary Purpose: Assault
Mega-Damage: 1D6x10 M.D. per blast
Rate of Fire: Equal to the number of hand-to-hand attacks
Maximum Effective Range: 4000 feet (1200 m)
Payload: Effectively Unlimited
2. **Forearm Blaster:** The left arm has an ion blaster grafted into the arm. All the Mark I has to do is point and shoot.
Primary Purpose: Assault
Secondary Purpose: Anti-Personnel
Mega-Damage: 4D6 M.D.
Rate of Fire: Equal to the Mark I's hand top hand attacks
Maximum Effective Range: 1000 feet (305 m)
Payload: Effectively unlimited
3. **Mini-Missile Launchers (2):** The heavy chest plates open to reveal two mini-missile launchers are built directly into the chest of the Mark I.
Primary Purpose: Assault

Mega-Damage: Varies with type, but is usually equipped with high explosive (1D4x10 M.D.)

Rate of Fire: One at a time or in volleys of three, six and twelve

Maximum Effective Range: 1 mile (1.6 km)

Payload: 24

4. **hand-to-hand Combat:** When the Manhunters returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage.

Restrained Punch: 1D6x10+30 S.D.C.

Full Strength Punch: 6D6 M.D.

Power Punch: 2d4x10 M.D.(counts as two attacks)

Kick: 1D4x10 M.D.

Body Block/Ram: 3D6 M.D.

5. **Automatic Self-Destruct System:** A self-destruct system activates when the robots main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

6. Sensor Systems of Note:*Advanced Optic System:* The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged weapons), and telescopic. Telescopic works like a binoculars and has a range of 6000 feet (1830 m). All optic systems have a range of 2000 feet (610 m).*Advanced Audio:* Amplified stereo hearing; ultra ear enables the robot to hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to commercial radio stations, police bands, commercial bands and other frequencies. The robot also has a radio scrambler to send and receive coded messages. Range is 50 miles (80 km).*Micro Radar:* This sophisticated radar system can identify up to 30 targets and track 10 of them simultaneously. Range is 50 miles (80 km).

Manhunter Mark II "Liquidator"

Although the Mark I Levelers were incredibly successful at destroying surface installations and cities, their size prevented them from attacking Terran outposts underground or inside asteroids. The Mark II Liquidators were designed to overcome that obstacle. The Terran-sized Mark II Liquidator can easily gain access to human installations, buildings, vehicles and equipment. Constructed as an anti-personnel robot, the Mark II carries less weaponry and lighter armor, but offers more finesse, maneuverability, and versatility in combat and espionage. Capturing enemy installations has become a priority for the Manhunters, and the Mark II Liquidators have been dispatched like commandos to seize control of them. The Mark II is ideally suited for surgical strikes and slave management.

Class: Mark II

Model: Fully Automated Infantry unit

Crew: None; Artificial intelligence

M.D.C. by Location:

Hand (1): 20

Arm (2): 80

Forearm Laser: 20

Pulse Laser/Flame Thrower: 40

Legs (2): 180

Head*: 80

Main Body**: 400

**Destroying the head of the Mark II will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 30% chance that the robot will shut down. If a 31-00 is rolled the Mark II will go berserk and attack, blindly striking out at anything within range.*

***Depleting the M.D.C. of the main body will cause the Mark II's self-destruct system to go off and explode.*

Speed:

Running: 35 mph (56 kmph) maximum. Note that the robot does *not* tire and can maintain maximum speed indefinitely.

Leaping: The powerful robot legs enable the Mark II to leap approximately 10 feet (3.0 m) tall or across and double that with a running start.

Flying: Micro Hover jets in the legs enable the Mark II to reach maximum speeds of 200 mph (320 kmph)

Range: Effectively unlimited

Statistical Data:

Height: 6 feet (1.8 m)

Width: 3 feet (0.9 m)

Length: 1.5 (0.5 m)

Weight: 400 lbs. (181 kg)

Armored Body: Mega-Damage human frame

Power System: The nuclear power pack gives the Mark II twenty years of life even under the most strenuous of circumstances.

Retrieval Bounty: 2D6x10,000 credits

Alignment: Miscreant

Horror Factor: 13

Physical Strength: 28

Attributes of Note: I.Q. 15, P.P. 22, P.B. 6, Spd. 50

Attacks per Melee: 6 attacks per melee

Combat Bonuses: +5 to initiative, +5 to pull punch/fall or impact, +8 to strike, +11 to parry, +12 to dodge, critical strike on a 18-20

Skills of Note: Mathematics and radio basic: 98%, all pilot and pilot related skills at 94%, language: Aglian and Terran, climbing, swimming, and prowling at 94%, intelligence 74%, tracking 90%, hand-to-hand: expert (at 10th level of experience), climbing, swimming, prowl and gymnastics 80%, disguise, escape artist, pick locks, photography, cryptography and radio: scramblers at 80%, all energy W.P.s, W.P. heavy, W.P. submachine gun, W.P. automatic rifle, W.P. pistol

Weapon Systems:

1. **Forearm Laser:** The right forearm has a light laser cannon mounted on it. Point and shoot.

Primary Purpose: Defense

Secondary Purpose: Anti-Personnel

Mega-Damage: 3D6 M.D. per blast

Rate of Fire: Equal to the Mark II's hand-to-hand attacks

Maximum Effective Range: 800 feet (1290 m)

Payload: Effectively unlimited

2. **Forearm-Mounted Pulse Cannon/Flamethrower:**

A napalm based flamethrower is built into center of a Gatling-type pulse laser. This is one of the most feared weapons the Manhunters have ever created.

Primary Purpose: Anti-Personnel

Mega-Damage: Flame thrower: 1D4 M.D. per blast. The fire burns for 2D4 minutes and victims

suffer an additional 2D4 M.D. per melee round unless doused or put out. There is a 90% chance that the flames will set combustibles ablaze. Pulse

Laser: 6D6 M.D. for a three round pulse or 1D6x10 M.D. for a six round burst.

Rate of Fire: Equal to the Mark II's hand-to-hand attacks

Maximum Effective Range: Flamethrower: 200 feet (61m), Pulse Laser: 2000feet (610m)

Payload: Flamethrower: 25 blasts, Pulse Laser: Effectively unlimited

3. Eye Lasers (2): The eyes can emit a low intensity laser beam that is activated by will. Primary Purpose: Anti-Personnel
Mega-Damage: 2D6 M.D. for a dual simultaneous blast
Rate of Fire: equal to the number of hand-to-hand attacks/melee
Maximum Effective Range: 600 ft. (183m)
Payload: Effectively unlimited

4. Other weapons and equipment: The Mark II can use any type of energy weapon, hand-held weapon or tool used by humanoids.

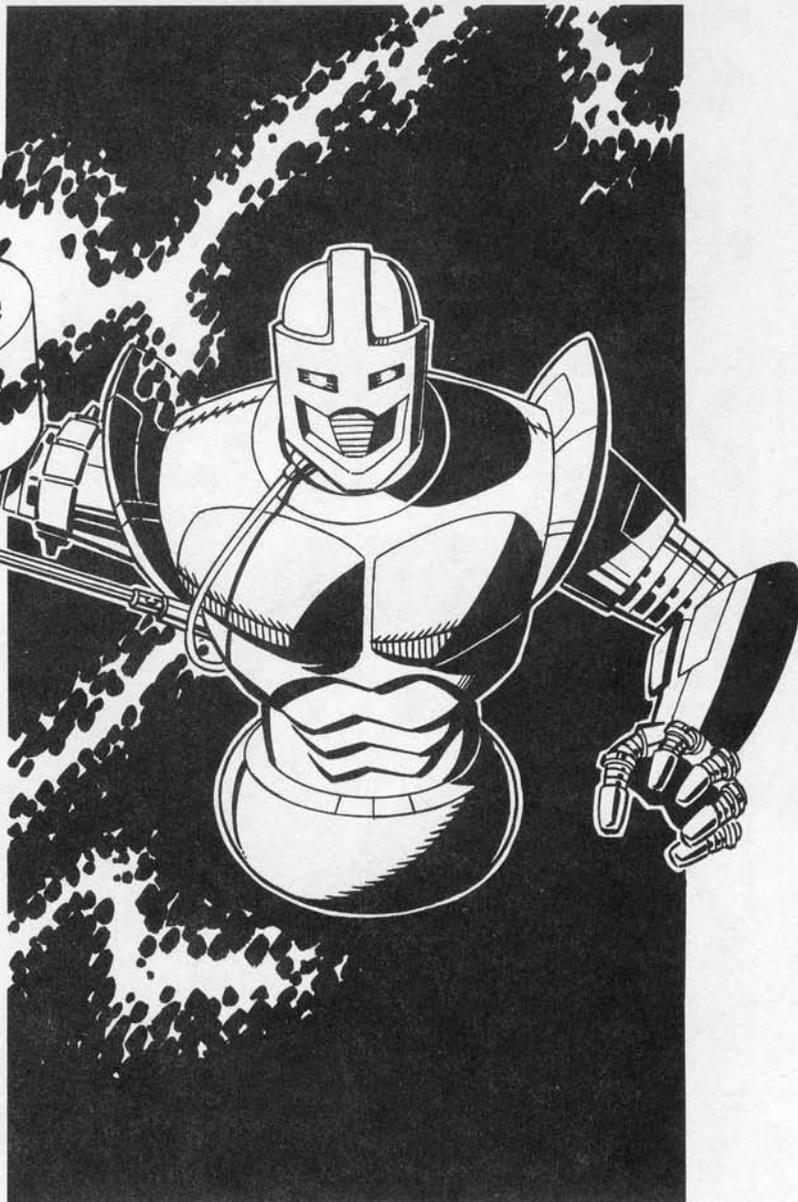
5. Hand-to-Hand Combat: When the Manhunters returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage.
Restrained Punch: 5D6+13 S.D.C.
Full Strength Punch: 3D6 M.D
Power Punch: 6D6 M.D.(counts as two attacks)
Kick: 4D6 M.D.

Leap Kick: 6D6 M.D. (counts as two attacks)
Body Block/Ram: 1D6 M.D.
6. Automatic Self-Destruct System: A self-destruct system activates when the robot's main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

5. Sensor Systems of Note:

Advanced Optic System: The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged weapons), and telescopic. Telescopic works like a binoculars and has a range of 6000 feet (1830 m). All optic systems have a range of 2000 feet (610 m).

Advanced Audio: Amplified stereo hearing; ultra ear enables the robot to hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to

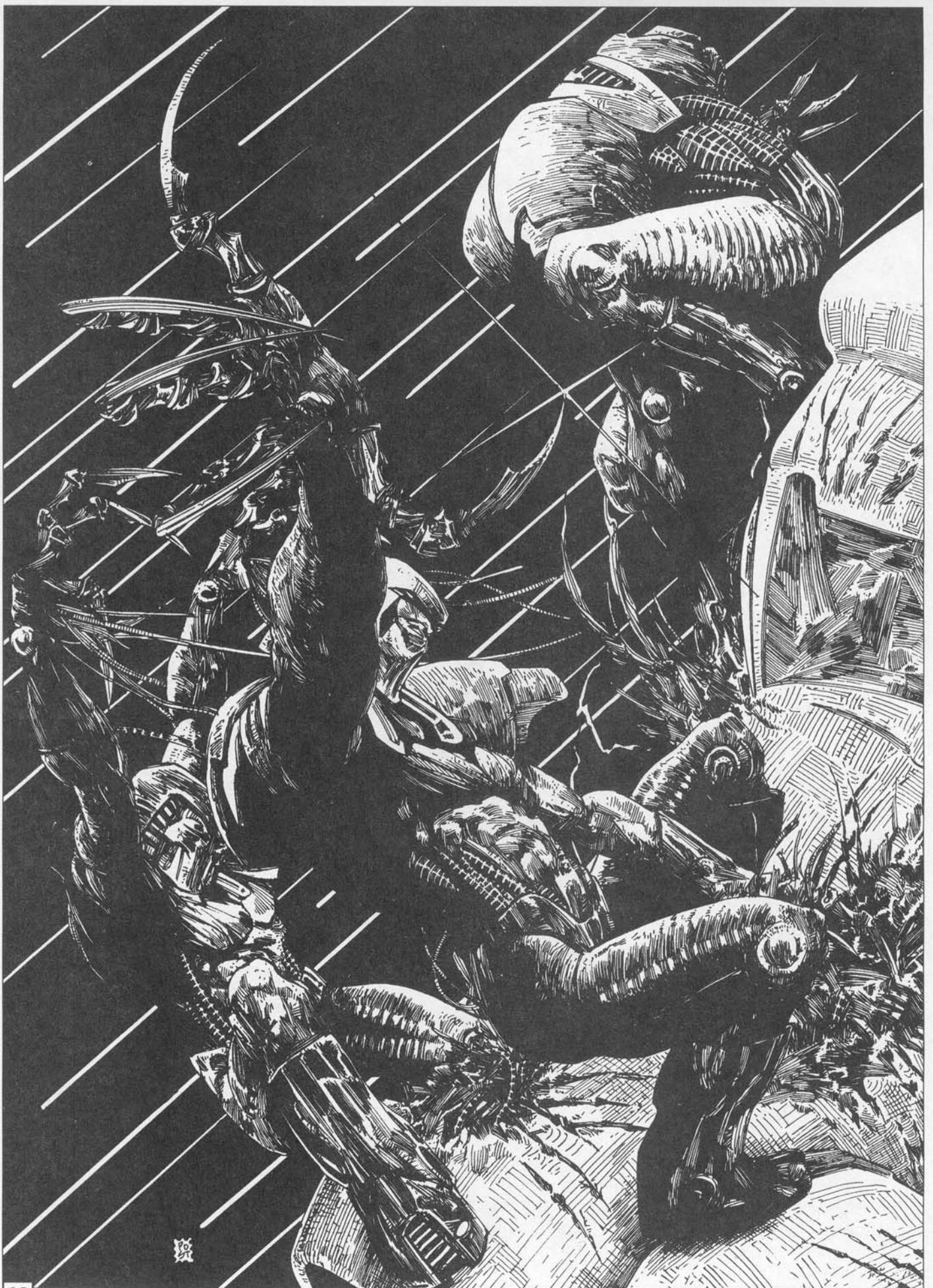


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commercial radio stations, police bands, commercial bands and other frequencies. The robot also has a radio scrambler to send and receive coded messages. Range is 50 miles (80 km).

Bio-Scan Medical Survey Unit: A computer system designed to monitor the life signs of biological life forms. Sensors are built into the robot's hand and must be removed from a concealed compartment. Monitors vital signs.

Motion Detector: Registers vibrations in the air, indicating movement. A collision warning system will sound an internal alarm if collision is imminent. Range is 60 ft. (18.3 m)



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Manhunter Mark III "Claw"

The Manhunter Mark III's were specifically designed as a lethal frontline assault mechanism for spaceship boarding missions. It is a heavier robot intended to obliterate crew members while maintaining optimum maneuverability. The Mark III Claw is equipped with sharp claws that are strong enough to pierce and slash through a ship's hull. A favorite tactic is for the Mark III to position itself across the outer hull of Terran ships and then tear gaps into passageways and crew compartments. Mark IIIs see explosive decompression as a more suitable way to eliminate Terran crew members. These savage monsters are used by the Manhunters routinely for interrogation and torture purposes.

Class: Mark III

Model: Fully Automated Infantry unit

Crew: None; Artificial intelligence

M.D.C. by Location:

Claws (2): 45

Arm (2): 90

Legs (2): 200

Head*: 90

Main Body**: 450

**Destroying the head of the Mark III will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 01-30% chance that the robot will shut down. If a 31-00 is rolled the Mark III will go berserk and attack, blindly striking out at anything within range.*

***Depleting the M.D.C. of the main body will cause the Mark IIIs self-destruct system to go off and explode.*

Speed:

Running: 35 mph (56 kmph) maximum. Note that the robot does *not* tire and can maintain maximum speed indefinitely.

Leaping: The powerful robot legs enable the robot to leap approximately 15 feet (4.6 m) tall or across and double that with a running start.

Flying: Micro Hover jets in the legs enable the Mark III to reach maximum speeds of 200 mph (320 kmph)

Range: Effectively unlimited

Statistical Data:

Height: 8 feet (2.3 m)

Width: 4 feet (1.2 m)

Length: 2 feet (0.6 m)

Weight: 600 lbs. (270 kg)

Armored Body: Mega-Damage human frame

Power System: The nuclear power pack gives the Mark III twenty years of life even under the most strenuous of circumstances.

Retrieval Bounty: 2D6x10,000 credits

Alignment: Diabolic

Horror Factor: 17

Physical Strength: 40

Attributes of Note: I.Q. 18, P.P. 20, P.B. 6, Spd. 50

Attacks per Melee: 5 attacks per melee

Combat Bonuses: +4 to initiative, +5 to pull punch/fall or impact, +8 to strike, +11 to parry, +12 to dodge, critical strike on a 18-20, paired weapons

Skills of Note: Mathematics and radio basic: 98%, all pilot and pilot related skills at 94%, language: Aglian and Terran, climbing, swimming, and prowling at 94%, intelligence 74%, tracking 90%, hand-to-hand: expert (at 10th level of experience), climbing, swimming, prowl and gymnastics 80%.

Weapon Systems:

1. **Mark III Claws:** The infamous namesake of the Mark III Manhunter. These super alloy claws are sharp enough to dice and fillet an Ular. These claws are the Mark III's favorite weapon. When given the opportunity to use them, the Mark IIIs will wade into the thick of battle, hacking and slashing with murderous glee.

2. **Eye Plasma Blasters (2):** The eyes can emit high intensity blasts of fiery plasma energy that are activated by will.

Primary Purpose: Anti-Personnel

Mega-Damage: 3D6 M.D. per blast, or 6D6 M.D. for a dual simultaneous blast

Rate of Fire: Equal to the number of hand-to-hand attacks per melee

Maximum Effective Range: 600 feet (183 m)

Payload: Effectively unlimited

3. **Hand-to-Hand Combat:** When the Manhunters returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage.

Restrained Claw Strike: 2D4 M.D.

Full Claw Strike: 1D4x10 M.D.

Power Claw: 2D4x10 M.D. (counts as two attacks)

Kick: 5D6 M.D.

Leap Kick: 6D6 M.D. (counts as two attacks)

Body Block/Ram: 2D6 M.D.

4. **Automatic Self-Destruct System:** A self-destruct system activates when the robot's main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

5. **Sensor Systems of Note:**

Advanced Optic System: The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged weapons), and telescopic. Telescopic works like a binoculars and has a range of 6000 feet (1830 m). All optic systems have a range of 2000 feet (610 m).

Advanced Audio: Amplified stereo hearing; ultra ear enables the robot to hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to commercial radio stations, police bands, commercial bands and other frequencies. The robot also has a radio scrambler to send and receive coded messages. Range is 50 miles (80 km).

Bio-Scan Medical Survey Unit: A computer system designed to monitor the life signs of biological life forms. Sensors are built into the robot's hand and must be removed from a concealed compartment. Monitors vital signs.

Motion Detector: Registers vibrations in the air, indicating movement. A collision warning system will sound an internal alarm if collision is imminent. Range is 60 feet (18.3 m).

Manhunter Mark IV "Fleshcoat"

This is most sophisticated Manhunter ever created by the Aglians. They are designed like a scaled down Mark I encased in a synthetic flesh similar to the tissue used for the Sims. Their primary purpose is to infiltrate human society and attack it from within. They are programmed with most complex intelligence capacity the Manhunters have, in hopes that they will be able to survive unnoticed in human society. Due to their incredibly useful capabilities, the Fleshcoats are often used as field commanders. Other Manhunter models will obey any order issued by a Fleshcoat. Like all other Manhunters, the Fleshcoats have no programming for mercy or compassion, and are fundamentally psychotic killers. After separation from the Aglian hierarchy, the Manhunters have started to create Fleshcoats to imitate and infiltrate the other known species of the universe (so their activities and alliances can be monitored). Their infiltration and assassination programming make them by far the most dangerous of all the Manhunter models.

Class: Mark IV

Model: Fully Automated Infantry unit

Crew: None; Artificial intelligence

M.D.C. by Location:

Hands (2): 20

Arms (2): 40

Legs (2): 100

Head*: 40

Main Body**: 200

**Destroying the head of the Mark IV will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 30% chance that the robot will shut down. If a 31-00 is rolled the Mark IV will go berserk and attack, blindly striking out at anything within range.*

***Depleting the M.D.C. of the main body will cause the Mark IV's self-destruct system to go off and explode.*

Speed:

Running: 35 mph (56 kmph) maximum. Note that the robot does *nottire* and can maintain maximum speed indefinitely.

Leaping: The powerful robot legs enable the robot to leap approximately 10 feet (3.0 m) tall or across and double that with a running start.

Flying: Not possible without the aid of a jetpack or vehicle.

Range: Effectively unlimited

Statistical Data:

Height: 5 feet, 10 inches (1.7 m)

Width: 2.5 feet (0.75 m)

Length: 2 feet (0.6 m)

Weight: 250 lbs. (113 kg)

Armored Body: Mega-Damage human frame

Power System: The nuclear power pack gives the Mark III twenty years of life even under the most strenuous of circumstances.

Retrieval Bounty: 2D6x10,000 credits

Alignment: Diabolic

Horror Factor: None in disguise, 13 when discovered to be a Manhunter

Physical Strength: 26

Attributes of Note: I.Q. 19, P.P. 24, P.B. 13/6, Spd. 50

Attacks per Melee: 6 attacks per melee

Combat Bonuses: +5 to initiative, +5 to pull punch/fall or impact, +8 to strike, +11 to parry, +12 to dodge, critical strike on a 18-20, paired weapons.

Skills of Note: Mathematics and radio basic: 98%, all pilot and pilot related skills at 94%, language: Aglian, Terran, Chiropti, Shigat, Kirn, Gorushan, climbing, swimming, and prowling at 94%, intelligence 74% (all races), tracking 90%, disguise, escape artist, pick locks, photography, cryptography, electronics: basic, first aid and radio: scramblers at 80%, detect ambush and detect concealment at 75%, all energy W.P.s, W.P. heavy, W.P. submachine gun, W.P. automatic rifle, W.P. pistol, hand-to-hand: expert (at 10th level of experience)

Weapon Systems:

- 1. Eye Lasers (2):** The eyes can emit low intensity laser beams that are activated at will.
Primary Purpose: Anti-Personnel
Mega-Damage: 2D6 M.D. for a dual simultaneous blast
Rate of Fire: equal to the number of hand-to-hand attacks per melee
Maximum Effective Range: 600 feet (183 m)
Payload: Effectively unlimited
- 2. Explosive Finger Joints:** The Fleshcoat's little finger on its right and left hand contain miniature explosive charges. Each finger has three segments that can be detonated with a timer or thrown like a grenade.
Primary Purpose: Anti-Personnel
Mega-Damage: 2D4 M.D. per segment



Rate of Fire: Equal to the number of hand-to-hand attacks per melee

Maximum Effective Range: 100 feet (30.5 m)

Payload: 3 per finger

3. **Retractable Finger Blades:** Four retractable five inch blades are housed inside the thumb and three fingers (not the little finger) on each of the Fleshcoats hands.

Damage: 4D4+13 S.D.C.

4. **Garrote Wrist Wires (2):** Two strong monomolecular wires are hidden inside a hidden wrist junction in each of the hands for strangling and assassinating humanoids.

Damage: 1D6x10+13 S.D.C.

5. **Chemical Spray:** A chemical sprayer is built into the mouth of the Fleshcoat that releases a gas like cloud in a 10 foot (3.0 m) area. The standard spray for Fleshcoats is a blinding chemical agent that acts like mace. It temporarily blinds its victims for 3D4 melees, and the victim is at -10 to strike, parry and dodge. The sprayer holds three clouds.

6. **Other weapons and equipment:** The Mark II can use any type of energy weapon, hand held weapon or tool used by humanoids.

7. **Hand-to-Hand Combat:** When the Manhunters returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage. Restrained Punch: 5D6+13 S.D.C.

Full Strength Punch: 3D6 M.D

Power Punch: 6D6 M.D.(counts as 2 attacks)

Kick: 4D6 M.D.

Leap Kick: 6D6 M.D. (counts as 2 attacks)

Body Block/Ram: 1D6 M.D.

8. **Automatic Self-Destruct System:** A self-destruct system activates when the robots main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

9. **Sensor Systems of Note:**

Advanced Optic System: The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged

weapons), and telescopic. Telescopic works like a binoculars and has a range of 6000 feet (1830 m). All optic systems have a range of 2000 feet (610 m).

Advanced Audio: Amplified stereo hearing; ultra ear enables the robot or hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to commercial radio stations, police bands, commercial bands and other frequencies. The robot also has a radio scrambler to send and receive coded messages. Range is 50 miles (80 km).

Bio-Scan Medical Survey Unit: A computer system designed to monitor the life signs of biological life forms. Sensors are built into the robot's hand and must be removed from a concealed compartment. Monitors vital signs.

Motion Detector: Registers vibrations in the air, indicating movement. A collision warning system will sound an internal alarm if collision is imminent. Range is 60 feet (18.3 m)

Bug Detector: A tiny device that picks up radio signals from surveillance devices. Range: 50 feet (15.4 m)

Radar Signal Detector: A tiny radar sensitive receiver which will alert the robot with a silent alarm when he is being scanned by radar. 80% efficiency.

Speech: The Fleshcoat has a modulating voice synthesizer that allows it to change the tone, pitch, base and frequency of its voice. 100,000 sounds are programmed into the memory of the sound analysis computer. It has the capability to analyze, compare, match and remember 50,000 new sounds. 88% chance of identifying a person by voice, and can imitate others peoples voices at 80% accuracy.

10. **Appearance:** The Fleshcoat has a complete synthetic skin overlay with hair, blood, sweat glands and air bladders, which are capable of altering facial structure to simulate any species. They can also control the length, color and density of their hair.

Enforcer Model Mk1

While many of the Manhunters felt attached to the human form, some of them resented being patterned after an inferior species. The Manhunters created a second class of robots that were fanatically loyal to them. The Enforcer models were created to have little or no independent thinking capacity, and are essentially walking tanks. These robots are stationed throughout Manhunter-controlled territory and are employed as heavy artillery; similar to the way Terrans deploy one-or-two man tanks in to fight a large scale battle. These disposable, lower class robots are typically used in the first wave of an assault to soften up the enemies defenses and destroy as



many fortifications as possible, before risking any of the important Manhunter units. The Enforcer is programmed to hate all organic humanoids and to terminate them with extreme prejudice.

Class: Enforcer Mk1

Model: Fully Automated Artillery Unit

Crew: None; Drone style intelligence

M.D.C. by Location:

Hand (1): 45

Arm (1): 90

High Powered Particle Beam Cannon: 120

Chest Mounted Mini-Missile Launchers (4): 150

Search Light: 30

Finger Laser (3): 15 each

Legs (2): 180 each

Head*: 120

Main Body**: 420

**Destroying the head of the Enforcer will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 01-30% chance that the robot will shut down. If a 31-00 is rolled the Enforcer will go berserk and attack, blindly striking out at anything within range.*

***Depleting the M.D.C. of the main body will cause the Enforcer's self-destruct system to go off and explode.*

Speed:

Running: 30 mph (48 kmph) maximum. Note that the robot does *not* tire and can maintain maximum speed indefinitely.

Leaping: The powerful robot legs enable the Enforcer to leap approximately 10 feet (3.0 m) tall or across.

Flying: Hover Jet Backpack enables the Enforcer to fly at a maximum speed of 400 mph (640 kmph) with a maximum altitude of 1000 feet (305 m)

Range: Effectively unlimited

Statistical Data:

Height: 15 feet (4.6 m)

Width: 7.5 feet (2.3 m)

Length: 4 feet (1.2 m)

Weight: 3 tons

Armored Body: Mega-Damage Giant Robot Frame

Power System: The nuclear power pack gives the Enforcer five years of life even under the most strenuous of circumstances.

Retrieval Bounty: 1D6x10,000 credits

Alignment: Diabolic

Horror Factor: 15

Physical Strength: 40

Attributes of Note: I.Q. 12, P.P. 22, P.B. 6

Attacks per Melee: 6 attacks per melee

Combat Bonuses: (All bonuses are added in from skill and attributes) +5 to initiative, +4 to pull punch/roll with impact, +6 to strike, +8 to parry, +9 to dodge, +1 to strike with all distance weapons, critical strike on an unmodified 18,19 or 20

Skills of Note: Radio: basic and mathematics: basic at 98%, tracking: 90%, land navigation, language: Aglian and Terran at 94%, hand-to-hand: expert (10th level)

Weapon Systems:

1. **High Powered Particle Beam Cannon:** The Manhunters designed this devastating weapon to take out Terran ground forces and low flying aircraft. This is the Enforcer's main gun.

Primary Purposes: Anti-Vehicle

Secondary Purpose: Assault

Mega-Damage: 2D4x10 M.D. per blast

Rate of Fire: Equal to the number of hand-to-hand attacks

Maximum Effective Range: 4000 feet (1200 m)

Payload: Effectively Unlimited

2. **Chest Mounted Mini-Missile Launchers:** Located in the chest of the Enforcer are four mini-missile launchers that were designed to destroy enemy fortifications.

Primary Purpose: Assault

Mega-Damage: Varies with type, but is usually equipped with high explosive (1D4x10 M.D.)

Rate of Fire: One at a time or in volleys of three, six and twelve

Maximum Effective Range: 1 mile (1.6 km)

Payload: 24

3. **Finger Lasers (3):** Three low powered lasers were built into the fingers of the Enforcer to insure it had some kind of defensive weapons against head-on attacks from Terran soldiers.

Primary Purpose: Defense

Secondary Purpose: Anti-Personnel

Mega-Damage: 3D6 M.D. per blast

Rate of Fire: Equal to the Enforcers hand-to-hand attacks

Payload: Effectively unlimited

4. **Smoke Dispenser:** A smoke dispenser is located on the back of the Enforcer. The dispenser releases a dense cloud of black smoke that covers a 200 ft³ (61m³) area.

Payload: 10 clouds

5. **Hand-to-Hand Combat:** When the Manhunters returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage.

Restrained Punch: 6D6 S.D.C.

Full Strength Punch: 5D6 M.D.

Power Punch: 1D6x10 M.D. (counts as two attacks)

Kick: 1D4x10 M.D.

Leap Kick: Not possible

Body Block/Ram: 2D6 M.D.

6. **Automatic Self-Destruct System:** A self-destruct system activates when the robots main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

7. **Sensor Systems of Note:**

Advanced Optic System: The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged weapons). All optic systems have a range of 2000 feet (610 m).

Advanced Audio: Amplified stereo hearing; ultra ear enables the robot to hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to commercial radio stations, police bands, commercial bands and other frequencies. Range is 50 miles (80 km).

Maxi Radar: A more sophisticated radar system suitable for ground and air surveillance. Can identify up to 96 targets and track 48 of them simultaneously. Range is 50 miles (80 km), and is able to track a cruise missile size object flying at 500 feet (153 m).

Speech: The Enforcer communicates with the other Manhunters by means of coded transmissions, but can speak a couple standard languages (Aglian and Terran). The robot also has a built-in loudspeaker that can amplify its robotic voice up to 90 decibels.



Hermit Recon Unit

As the Manhunters increased their skills in capturing humanoid colonies and production centers, they gained the ability to design and construct new series of robots. In order to conserve their precious resources, and to gather intelligence information about enemy targets, the Manhunters constructed a new line of reconnaissance units. Recon robots are human sized, lightly armored, semi-intelligent robots that are dropped on a planet or enemy vessel to scout defenses. Their low production cost has caused them to become disposable scouts, used primarily to test the enemy's defenses before a full scale battle.

Class: Recon Robot

Model: Fully automated recon robot

Crew: None; Drone style intelligence

M.D.C. by Location:

Hands (2): 15

Arms (2): 45

Legs (2): 75

Head*: 30

Main Body**: 150

**Destroying the head of the Recon unit will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 01-30% chance that the robot will shut down. If a 31-00 is rolled the Enforcer will go berserk and attack, blindly striking out at anything within range.*

***Depleting the M.D.C. of the main body will cause the Recon Unit's self-destruct system to go off and explode.*

Speed:

Running: 90 mph (144 kmph) maximum. Note that the act of running does *not* tire the robot and speed can be maintained indefinitely.

DIII. 94

Leaping: The powerful robot legs enable the robot to leap approximately 10 feet (3.0 m) tall or across and 20 feet (6.1 m) with a running start.

Flying: Not without a jetpack or some other flying mechanism.

Range: Effectively Unlimited

Statistical Data:

Height: 5 feet (1.5 m)

Width: 2.5 feet (0.75 m)

Length: 1.3 feet (0.4 m)

Weight: 350 lbs (159 kg)

Armored Body: Mega-Damage Robot Frame

Power System: The nuclear power pack gives the Enforcer five years of life even under the most strenuous of circumstances.

Retrieval Bounty: 3D6x1,000 credits

Alignment: Diabolic

Horror Factor: 8

Physical Strength: 28

Attributes of Note: I.Q. 14, P.P. 22, P.B. 6

Attacks per Melee: 5 attacks per melee

Combat Bonuses: +6 to initiative, +6 to pull punch/fall or impact, +6 to strike, +8 to parry, +9 to dodge, critical strike on a 18-20

Skills of Note: Mathematics and radio basic: 98%, pilot: hovercraft, pilot: shuttle, language: Aglian and Terran, climbing, swimming, and prowling at 94%, intelligence, tracking, disguise, escape artist, pick locks, photography, cryptography and radio: scramblers at 80%, hand-to-hand: expert (at 8th level of experience)

Weapon Systems:

1. **Head Mounted Ion Cannons (2):** These high powered weapons are mounted on the head so that the Recon unit could have a primary means of defense if it was discovered.

Primary Purpose: Defense

Secondary Purpose: Anti-Personnel

Mega-Damage: 3D6 M.D. per blast, or 6D6 M.D. per dual simultaneous blast (counts as one attack)

Rate of Fire: Equal to the Recon unit's hand top hand attacks

Maximum Effective Range: 1000 feet (305 m)

Payload: Effectively unlimited

2. **Light Lasers (2):** The two protruding nozzles in the chest of the Recon unit are actually light laser rods used for cutting precise holes in ship airlocks and hulls.

Primary Purpose: Defense

Secondary Purpose: Anti-Vehicle

Mega-Damage: 1D6 M.D. per blast, or 2D6 M.D. per dual simultaneous blast (counts as one attack)

Rate of Fire: Equal to the Recon unit's hand top

hand attacks

Maximum Effective Range: 200 feet (61.0 m)

Payload: Effectively unlimited

3. **Hand-to-Hand Combat:** When the Manhunters returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage.

Restrained Punch: 5D6+13 S.D.C.

Full Strength Punch: 3D6 M.D.

Power Punch: 6D6 M.D. (counts as two attacks)

Kick: 4D6 M.D.

Leap Kick: 6D6 M.D. (counts as two attacks)

Body Block/Ram: 1D6 M.D.

4. **Automatic Self-Destruct System:** A self-destruct system activates when the robots main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

5. **Sensor Systems of Note:**

Advanced Optic System: The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged weapons), and telescopic. Telescopic works like a binoculars and has a range of 6000 feet (1830 m). All optic systems have a range of 2000 feet (610 m).

Advanced Audio: Amplified stereo hearing; ultra ear enables the robot to hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to commercial radio stations, police bands, commercial bands and other frequencies. The robot also has a radio scrambler to send and receive coded messages. Range is 50 miles (80 km).

Audio Recorder: A small disc recording system with external access. Contains 48 hours of usable tape.

External Video and Audio Surveillance System: A high-resolution video camera is built into the eyes of the robot. The camera relays images, which can be recorded, directly to the robots optic sensors. A video receiver allows the robot to receive video transmissions for viewing/recording. Range is 40 miles (64 miles)

Manhunter NecroDemon

As the Manhunters began to acquire slave colonies of Terrans, they realized that their current designs were ill-suited to slave management. The Mark I Levelers were too enormous to effectively govern large groups of slaves, and the Liquidators, Claws and Flescoats were too valuable as spies and weapons to take over the task. Consequently, the Manhunters created a special model of robot designed to strike

fear and hopelessness into the Terrans' hearts. After consulting their data on human psychology, the Manhunters created the NecroDemon.

Class: NecroDemon

Model: Fully Automated Slave Management Unit

Crew: None; Drone style intelligence

M.D.C. by Location:

Hand (1): 20

Arm (1): 70

Plasma Scythe: 50

Legs (2): 180

Head*: 70

Main Body**: 350

**Destroying the head of the NecroDemon will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 30% chance that the robot will shut down. If a 31-00 is rolled the NecroDemon will go berserk and attack, blindly striking out at anything within range.*

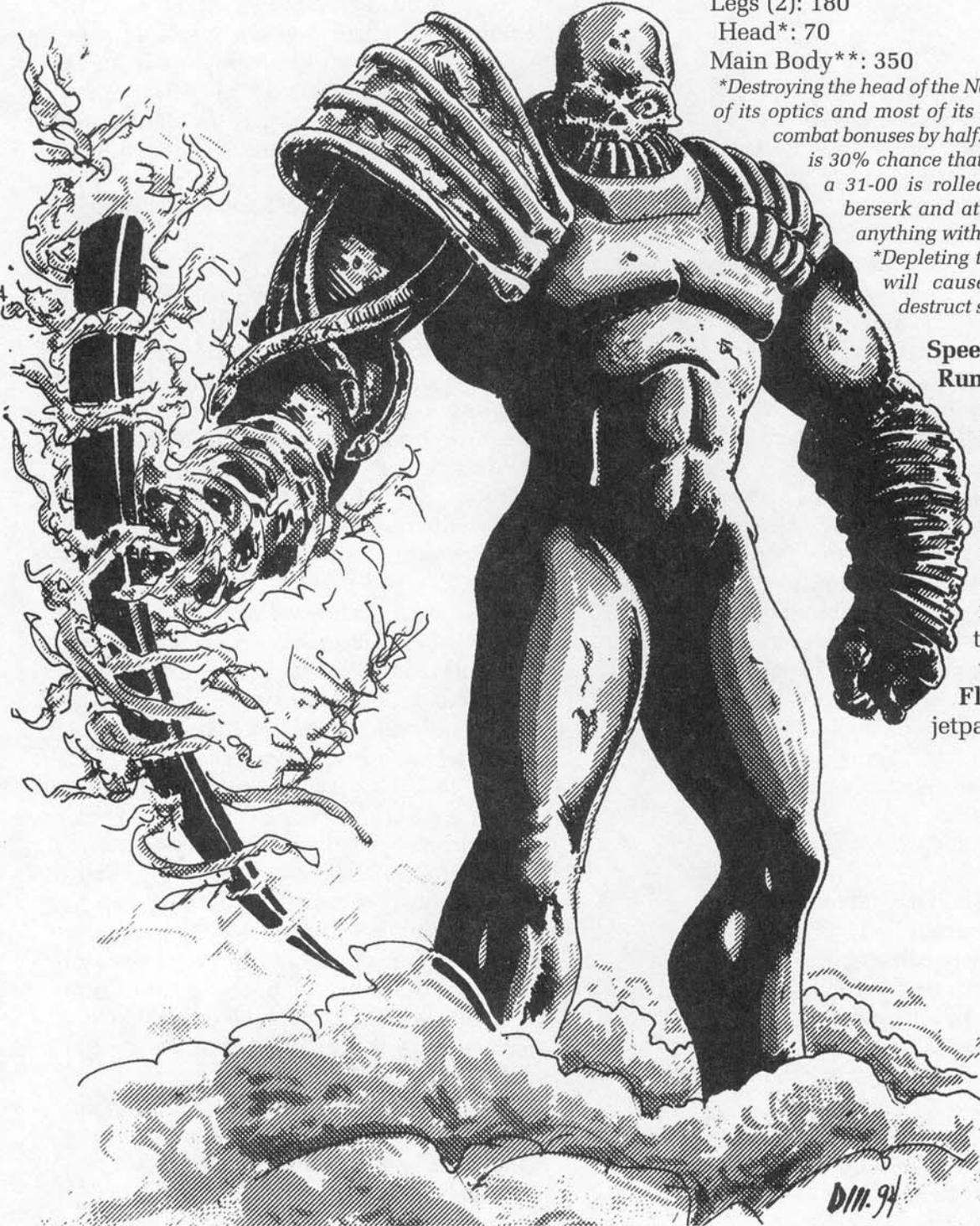
***Depleting the M.D.C. of the main body will cause the NecroDemon's self-destruct system to go off and explode.*

Speed:

Running: 50 mph (80 kmph) maximum. Note that the robot does *not* tire and can maintain maximum speed indefinitely.

Leaping: The powerful robot legs enable the robot to leap approximately 10 feet (3.0 m) tall or across; double that with a running start.

Flying: Not without a jetpack or vehicle.



Range: Effectively unlimited

Statistical Data:

Height: 8 feet (2.3 m)

Width: 4 feet (1.2 m)

Length: 2 feet (0.6 m)

Weight: 500 lbs (227 kg)

Armored Body: Mega-Damage human frame

Power System: The nuclear power pack gives the Enforcer five years of life even under the most strenuous of circumstances.

Retrieval Bounty: 1D4x10,000 credits

Alignment: Diabolic

Horror Factor: 16

Physical Strength: 30

Attributes of Note: I.Q. 14, P.P. 24, P.B. 6

Attacks per Melee: 6 attacks per melee

Combat Bonuses: +6 to initiative, +4 to pull punch/fall or impact, +7 to strike, +10 to parry, +11 to dodge, critical strike on a 18-20

Skills of Note: Mathematics and radio basic: 98%, pilot: hovercraft, pilot: shuttle, language: Aglian and Terran, climbing, swimming, and prowling at 94%, intelligence, tracking, disguise, escape artist, pick locks, photography, cryptography and radio: scramblers at 80%, hand-to-hand: expert (at 8th level of experience), all energy W.P.s, W.P. blunt, W.P. chain, W.P. chain, W.P. sword.

Weapon Systems:

1. **Plasma Scythe:** A marvel in the area of hand-to-hand weapons. The Manhunters designed the plasma scythe to add to the horrible death motif of the NecroDemon. The weapon uses a high intensity plasma charge to surround the weapon so that it can cut through most materials. The plasma scythe is also capable of firing blasts of fiery plasma.

Primary Purpose: Anti-Personnel

Mega-Damage: 2D6 M.D. for an unenergized strike, 6D6 M.D. for an energized strike, and 4D6 M.D. per plasma blast

Rate of Fire: Equal to the number of hand-to-hand attacks per melee

Maximum Effective Range: 500 feet (152 m)

Payload: Effectively unlimited

2. **Eye Lasers (2):** The eyes can emit a low intensity laser beam that is activated by will.

Primary Purpose: Anti-Personnel

Mega-Damage: 2D6 M.D.

Rate of Fire: Equal to the number of hand-to-hand attacks per melee

Maximum Effective Range: 600 feet (183 m)

Payload: Effectively unlimited

3. **Hand-to-Hand Combat:** When the Manhunters

returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage.

Restrained Punch: 5D6+13 S.D.C.

Full Strength Punch: 3D6 M.D.

Plasma Scythe: 6D6 M.D.

Power Punch: 6D6 M.D. (counts as two attacks)

Kick: 4D6 M.D.

Leap Kick: 6D6 M.D. (counts as two attacks)

Body Block/Ram: 1D6 M.D.

4. **Automatic Self-Destruct System:** A self-destruct system activates when the robots main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

5. **Sensor Systems of Note:**

Advanced Optic System: The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged weapons), and telescopic. Telescopic works like a binoculars and has a range of 6000 feet (1830 m). All optic systems have a range of 2000 feet (610 m).

Advanced Audio: Amplified stereo hearing; ultra ear enables the robot to hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to commercial radio stations, police bands, commercial bands and other frequencies. The robot also has a radio scrambler to send and receive coded messages. Range is 50 miles (80 km).

Micro Radar: A sophisticated radar system. Can identify up to 30 targets and track 10 of them simultaneously. Range is 50 miles (80 km).

Bio-Scan Medical Survey Unit: A computer system designed to monitor the life signs of biological life forms. Sensors are built into the robot's hand and must be removed from a concealed compartment. Monitors vital signs.

Motion Detector: Registers vibrations in the air, indicating movement. A collision warning system will sound an internal alarm if collision is imminent. Range is 60 feet (18.3 m)

Scavenger Model Mk2

Once the Manhunters became independent from the Aglians, they lost access to laboratories and factories for designing and producing more of their kind. The most difficult thing for them to accomplish was to recreate a complete Manhunter intelligence in a new robot. As a temporary measure, they found that they could capture Aglian robots and reprogram them to follow the orders of Manhunter commanders. The Manhunters began scavenging parts from their fallen comrades to outfit these captives into frontline troops to be used against humans. Current programming causes these frontline troops to retrieve any remaining portions of a Manhunter, thus earning them their name, *Scavenger*. These robots are in no way as intelligent or creative as their Manhunter commanders, as any independent capacity to think was overwritten upon capture. The Scavenger is by far the most commonly encountered Manhunter model.

Class: Scavenger

Model: Mk2

Crew: None; Drone style intelligence

M.D.C. by Location:

Hands (2): 60

Arms (2): 120

Legs (2): 200

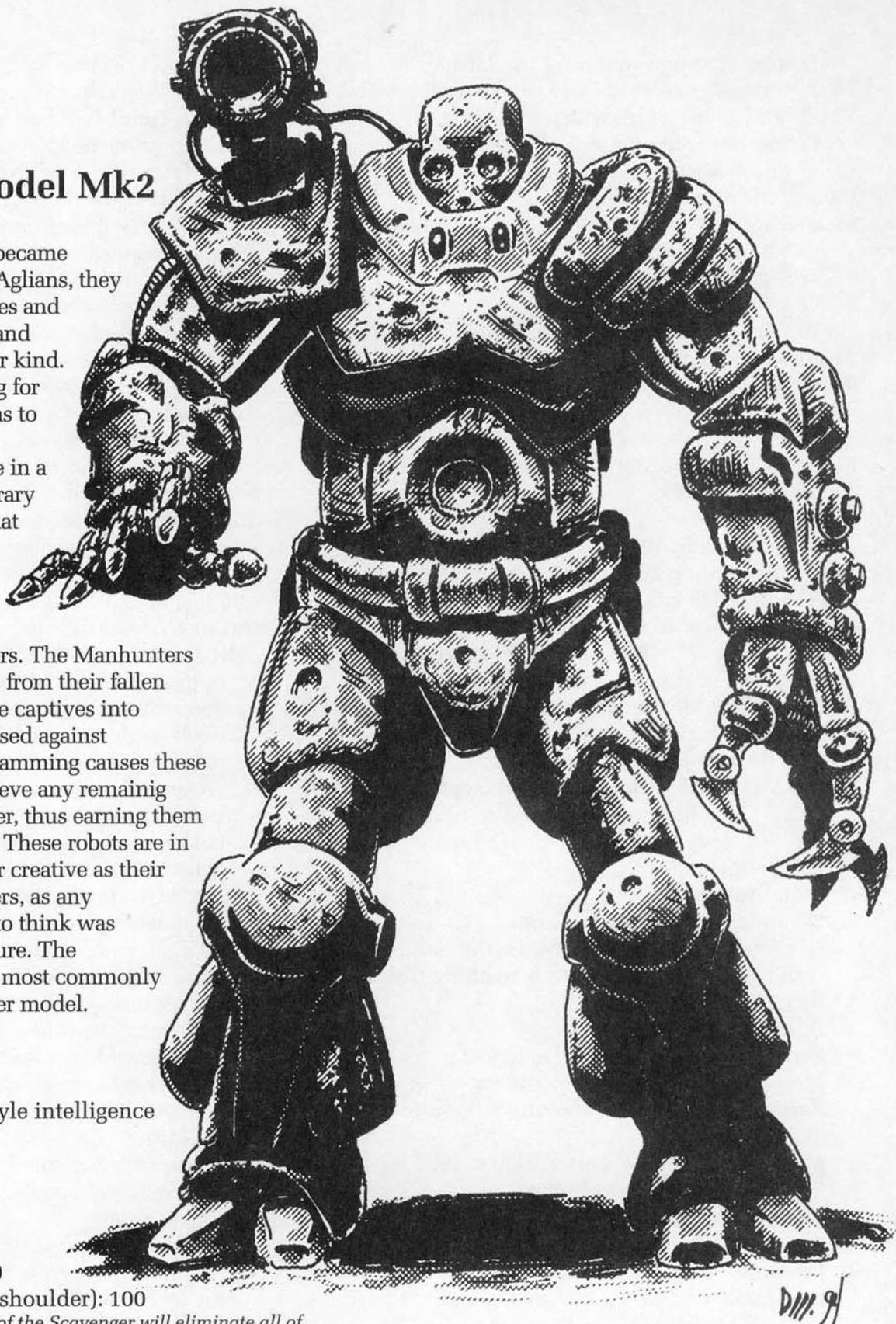
Head*: 120

Main Body**: 470

Ion Cannon (right shoulder): 100

**Destroying the head of the Scavenger will eliminate all of its optics and most of its sensor systems—reduce all combat bonuses by half. If the head is destroyed there is 30% chance that the robot will shut down. If a 31-00 is rolled the Scavenger will go berserk and attack, blindly striking out at anything within range.*

***Depleting the M.D.C. of the main body will cause the Scavenger's self-destruct system to go off and explode.*



Speed:

Running: 150 mph (240 kmph) maximum. Note that the act of running does *not* tire the robot and speed can be maintained indefinitely.

Leaping: The powerful robot legs enable the robot to leap approximately 15 ft. (4.6m) tall or across and 25 ft. (9.1 m) with a running start.

Flying: Not without a jetpack or some other flying mechanism.

Range: Effectively Unlimited

Statistical Data:

Height: 16 ft. (4.9 m)

Width: 7 ft. (2.1 m)

Length: 5 ft. (1.5 m)

Weight: 1220 lbs (636 kg)

Armored Body: Mega-Damage Robot Frame

Power System: The nuclear power pack gives the Scavenger twelve years of life even under the most strenuous of circumstances.

Retrieval Bounty: 3D6x1,000 credits

Alignment: Diabolic

Horror Factor: 14

Physical Strength: 40

Attributes of Note: I.Q. 10, P.P. 22, P.B. 6

Attacks per Melee: 5 attacks per melee

Combat Bonuses: +6 to initiative, +6 to pull punch/fall or impact, +6 to strike, +8 to parry, +9 to dodge, critical strike on a 18-20

Skills of Note: Mathematics and radio basic: 98%, pilot: hovercraft, pilot: shuttle, language: Aglian and Terran, climbing, swimming, and prowling at 94%, tracking, pick locks, photography, and radio: scramblers at 80%, hand-to-hand: expert (at 8th level of experience), locate secret compartments

Weapon Systems:

1. **Shoulder Mounted Ion Cannon (1):** This high powered weapon is mounted on the shoulder in case a Scavenger runs into something that still works.

Primary Purpose: Defense

Secondary Purpose: Anti-Personnel

Mega-Damage: 6D6 M.D. per blast

Rate of Fire: Equal to the unit's hand-to-hand attacks

Maximum Effective Range: 1000 ft. (305 m)

Payload: Effectively unlimited

2. **Light Lasers (2):** The two protruding nozzles in the chest of the Scavenger unit are actually light laser rods used for removing usable parts from inoperable machinery and robots.

Primary Purpose: Mechanical

Secondary Purpose: Anti-Personnel

Mega-Damage: 2D6 M.D. per blast, or 4D6 M.D. per dual simultaneous blast (counts as one attack)

Rate of Fire: Equal to the unit's hand top hand attacks

Maximum Effective Range: 200 ft. (61.0 m)

Payload: Effectively unlimited

4. **Hand-to-Hand Combat:** When the Manhunters returned from deep space they exhibited an incredible degree of strength that baffles the Aglians to this day. Treat the Manhunters' strength as supernatural for the purpose of inflicting damage.

Restrained Punch: 1D6x10+15 S.D.C.

Full Strength Punch: 4D6 M.D.

Power Punch: 2d4x5 M.D.(counts as two attacks)

Kick: 1D4x5 M.D.

Body Block/Ram: 2D6 M.D.

4. **Automatic Self-Destruct System:** A self-destruct system activates when the robots main body M.D.C. is depleted or its internal workings are tampered with. This prevents the Manhunter from falling into the hands of Terran or Aglian scientists to be permanently deactivated. The explosion inflicts 2D6x10 M.D. to everything in a 20 foot area (6.1 m).

5. **Sensor Systems of Note:**

Advanced Optic System: The robot has full optical systems, including the visible light spectrum, infrared, ultra-violet, and passive night sight vision, thermo-imaging, laser targeting (+1 to strike with all ranged weapons), and telescopic. Telescopic works like a binoculars and has a range of 6000 ft. (1830 m). All optic systems have a range of 2000 ft. (610 m).

Advanced Audio: Amplified stereo hearing; ultra ear enables the robot to hear in the full decibel range, and to hear frequencies inaudible to the human ear. Wide band radio transmitter enables the robot to listen to commercial radio stations, police bands, commercial bands and other frequencies. The robot also has a radio scrambler to send and receive coded messages. Range is 50 miles (80 km).

Audio Recorder: A small disc recording system with external access. Contains 48 hours of usable tape.

External Video and Audio Surveillance System: A high-resolution video camera is built into the eyes of the robot and relays images directly to the robots optic sensors and can be recorded. A video receiver allows the robot to receive video transmissions for viewing/recording. Range is 40 miles (64 miles).

CHAPTER TWO

Character Generation



SECTION I: DETERMINING RACE

Racial Attributes

Adventuring through the Manhunter Universe is certainly hazardous sport, even more for those who lack training. Whether your character begins as a runaway robot, a Bloodhood protégé or a military recruit, his survival depends on his abilities. When choosing your character's class and race, keep in mind the nature of the hazards you will face, and the strengths and weaknesses of other party members. Choose a class and race that not only suit your character, but also bring valuable skills to your team.

A dozen sentient races currently inhabit the Manhunter Universe. You'll find a full description of each race, its home planet and other details in Chapter Three, Section I.

Racial Bonuses

Aglian: Characters may select any three Mechanical or Technical skills at 50%.

	I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
Aglian	5D6	4D6	3D6	3D6	3D6	2D6	2D6	2D6
Chiropti	2D6	3D6	2D6	3D6	3D6+2	3D6	3D6	4D6
Derkosian	3D6	2D6+3	2D6+3	3D6+3	3D6+3	5D6	2D6+3	3D6
Gorushan	3D6	2D6	2D6	4D6	3D6	3D6	2D6	3D6
Kirn	3D6	2D6	2D6	3D6	4D6	3D6	4D6	4D6+3
Malatriani Female	3D6	3D6	3D6	4D6	4D6	3D6	2D6	4D6
Malatriani Male	5D6	3D6	3D6	3D6	5D6	3D6	2D6	4D6
Qulak	1D6	3D6	3D6	3D6	3D6	4D6	2D6	3D6
Shigat	3D6	1D6+2	2D6	5D6	3D6	4D6	1D6	3D6
Sim	3D6	2D6	2D6	4D6	3D6	4D6	3D6	4D6
Terran	3D6	3D6	4D6	3D6	3D6	3D6	3D6	3D6
Turzig	2D6+3	2D6	3D6	3D6	3D6	4D6	2D6	4D6
Ular	3D6	3D6	3D6	5D6	2D6	4D6	2D6	3D6

Chiropti: +2 on initiative. Recognize and identify smells within 100-foot range. Base skill 70% + 3% per level of experience. Range for specific odors 25 feet per level of experience. Base skill 54% + 2% per level of experience. Track by smell. Half the normal penalties to strike, parry and dodge when cannot see opponent. 1D6 per 1000 feet. Base skill 40% + 4% per level of experience.

Derkosian: 40 MDC body armor.

Gorushan: Hand-to-hand attack does 1D8+1 damage.

Kirn: +1 attack per melee with prehensile tail (can hold weapons, press firing buttons, etc.); tail has P.S. equal to 1/3 character's normal P.S. attribute.

Malatriani: breathe under water indefinitely, expert swimming ability (85%), special ink attack once per day blinds an unprotected victim for 2D6 turns.

Qulak: +2 to save vs. poisons, gas, disease and radiation, +30 to physical S.D.C.

Shigat: Claw (mandible) attack does 1D6+2 S.D.C. damage. Shigat can survive in vacuum for as many minutes as their PE.

Sim: Add 1d6 to any single stat. This represents the model-specific enhancements.

Terran: Can add +20% to three separate skills only.

Turzig: All characters start with Hand-to-Hand: Expert and one ancient Weapon Proficiency. All Turzig are psionic: 01-75 minor, 75-00 major abilities.

Ular: Claw attack does 1D6+2. +40 on physical S.D.C. Suffers -1 on all combat rolls (and -10% on skills) if operating at great heights or in zero-gravity.

CHARACTER CLASSES

Bloodletter O.C.C.

Swordsman

A practical need for swordsmen among the spacefaring races comes from the unfortunate tendency of firearms to blow holes in the hulls of spaceships. Firing blasters, rifles or even pistols in a contained environment can be disastrous for both parties. Bladed weapons became the favored method of attack early in ship-boarding warfare.

Those who adopted blades also found themselves with a distinct advantage at many spaceports. Governing bodies frequently prohibit the possession of firearms from gas-expansion to laser weapons in their territory. Energy signatures from powerpacks—the chemical composition of bullets, blaster and gas-expansion weapons—all show up easily on a scan; a finely-smithed piece of steel is far easier to smuggle past a port authority.

Attribute Requirements: P.S.: 9, P.P.: 12 or higher

Alignment: any

O.C.C. Bonus: +1D4 to P.P., +1 on combat initiative rolls, +1 parry.

O.C.C. Skills:

Math: Basic (+20%)

Literacy: [Race of Origin] (+98%)

Language: [Race of Origin] (+98%)

Language: two additional (+10%)

Radio: Basic (+10%)

Radio: Deep Space

Radio: Scrambler

Stellar Navigation

Terrestrial Navigation

Read Sensory Equipment (+10%)

Vac suit (+10%)

Pilot: antigrav suit (+10%)



Pilot: any three (+5%)
W.P.: Sword
W.P.: Knife
W.P.: any four
Hand-to-Hand: Martial Arts

O.C.C. Related Skills: Select five “other” skills from the following list plus one additional at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: any (+5%)
Domestic: any
Electrical: Base Electronics only
Espionage: any (+5%)
Mechanical: Basic Mechanics only
Medical: First Aid or Paramedic only
Military: any (+10%)
Physical: any
Pilot: any
Pilot Related: any
Rogue: none
Science: Math and Astronomy only (+15%)
Technical: any (+5%)
W.P.: any
Wilderness: none

Secondary Skills: The character may choose two secondary skills from the above list at levels one, three, seven and eleven. These are additional levels of knowledge without the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: Swordsman’s clothing (flamboyant), boots, one or two swords, a knife or two, a Needle Laser, two additional weapons of choice, an energy shield projector, a portable sensor unit, a standard comlink, an antigrav suit, a vac suit and a small hovercycle.

Special Equipment: Other ancient and modern weapons, any espionage equipment (lockpicks, grapple and line, etc.), plasticene armor, long-range comlink, several weeks’ rations, GravTech Windshift, Keenan Aerospace C7201 Bronco-Light Transport.

Money: ATPDS CredDisk with 1D6x1000 ATPDS credits on it, and 3D6x1000 worth of black-marketable goods.

Cybernetics: May begin with one augmentation. May receive others as the campaign progresses.

Cannibal O.C.C.

Ex-Convict

Survival of the fittest defines the Manhunter Universe; a body has to make his way any way he can. In the quest for survival and prosperity, harsh realities often force people to pursue illegal routes. Success on a small scale leads to grander schemes and greater risks—and with the level of ATPDS law enforcement, most get caught.

Matthew Arcana Cole got caught in the process of “borrowing” a platinum diamond necklace worth the cost of three small colonies. With his gift for magery and a stolen grimoire, he had taught himself a few spells. If the ZED Corps sergeant hadn’t recognized that “elemental itch,” Matthew would have been a very wealthy young man.

Tried and sentenced at the age of seventeen, he was saved from the local work camp on the recommendation of that officer. The authorities reintegrated Matthew into his former environment and allowed him a small measure of freedom. The information he supplied on a certain Ular merchant provided the ZED Corps with a prime suspect to assassination; his “lifting” of a Cartel thug’s weapon saved a ZED his life.

After a duration of service half his sentence, he had earned several promotions and a reassignment from ZED Corps to ATPDS Intel. After he rose through the ranks to a prominent position, he took measures to institute his recall program, to find others like himself who had the potential to turn their illicit skills to society’s benefit. Rumor has it that he utilizes magery to screen prospective recruits.

Regardless, the ATPDS has been known to recall a sentenced prisoner into service when their skills or abilities are called for. These recruits, under the authority of Matthew Cole and direct control of their local ZED or Intel officers, provide information and backup for many ATPDS operations. When their term of service ends, some become bounty hunters.

No one in the underworld trusts these agents and former agents. The Bloodhood calls them *Cannibals*—people who survive by turning on their own kind—and refuses them membership. In their work for the ZED Corps, Cannibals turn in friends, business partners and even relatives to keep themselves out of prison. The Bloodhood would never accept someone who has betrayed such trusts.

This rarely discourages the recalled. With their ZED contacts and skills at subterfuge, they frequently beat the Bloodhood to the bounty. Some Cannibals have jumped ATPDS service and escaped to the Exile colonies, or through Rifts.

Attribute Requirements: none

Alignment: any

O.C.C. Skills:

Math: Basic (+10%)

Literacy: [Race of Origin] (+98%)

Language: [Race of Origin] (+98%)

Radio: Basic

Radio: Deep Space

Radio: Scrambler

Intelligence (+15%)

Detect Concealment (+5%)

Detect Ambush (+5%)

Computer Operation (+10%)

Computer Hacking (+20%)

Read Sensory Equipment

Cryptography (+5%)

Streetwise (+20%)

Stellar Navigation

Terrestrial Navigation

Prowl (+15%)



Pilot: any three (+5%)
Concealment (+20%)
W.P.: Knife
W.P.: any three
Hand-to-Hand: Expert

O.C.C. Related Skills: Select four “other” skills from the following list, plus one additional at levels three, six and nine. All new skills start at level one proficiency.

Communications: any
Domestic: any (+5%)
Electrical: none
Espionage: any (+10%)
Mechanical: none
Medical: First Aid only (+10%)
Military: any
Physical: any (+5%)
Pilot: any (+5%)
Pilot Related: any (+5%)
Rogue: any (+20%)
Science: any
Technical: any
W.P.: any
Wilderness: none

Secondary Skills: The character may choose two secondary skills from the above list at levels one, five, eight and twelve. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: Plasticene armor, long arm and side arm of choice, three extra powerpacks (or ammo clips) for each, knife, long-distance comlink, portable sensor, hand-held computer with encoder/decoder and universal jack-port adapter, standard clothing, night-camo garb, boots, hovercycle, and additional weapon of choice.

Special Equipment: Any weapon type, any vehicle, any espionage item, any rogue item, first aid kit, antigrav suit (or pack), hyperlight communicator, mega-powerful CPU, and light-enhancing goggles.

Money: An ATPDS CredDisk with 2D4x1000 ATPDS credits on it, plus 3D4x1000 Rifts credits worth of black-marketable goods.

Cybernetics: None, to start with. Typically restricted to implants and prosthetics.

Charlatan O.C.C.

Con Artist

Quick-witted and highly charismatic, Charlatans are often the deciding factor when subtle means are necessary. These masters of sleight-of-hand and persuasion can convince the close-mouthed to give up their secrets. When a team's supplies run low and all members are broke, it is the Charlatan who begs, borrows and steals for survival. A typical Charlatan's streetwise worldview has been born not only of necessity, but of a love for life on the edge. As Drivejocks seek the thrill of FTL travel and roller-coaster rides in space, Charlatans seek the psychological high of using their wits to avoid bottoming out. Female Kirn outnumber other Charlatans two to one—beauty is definitely an asset to this O.C.C..

Attribute Requirements: I.Q. 10, P.P. 10

Alignment: Any

O.C.C Skills:

Math: Basic (+ 10 %)
Literacy: [Race of Origin] (+98%)
Literacy: Two additional (+40%)
Language: Four additional (+40%)
Streetwise: (+30%)
Radio: Basic (+15%)
Pilot Scout Class Spacecraft (+15%)
Pilot Motorcycle (+10%)
Running
Gambling (+35%)
W.P: any
Hand-to-Hand: Basic*

*Hand-to-Hand: Basic can be changed to hand to hand: martial arts (or assassin if evil alignment) at the cost of one “Other” skill.

O.C.C Related Skills: Select ten other skills, but at least three must be selected from rogue skills and two from physical skills. Plus select two additional skills at level three, two at level six, one at level nine, and one level twelve. All new skills start at level one proficiency.

Communications: any (+10)
Domestic: any
Electrical: Basic Electronics only (+5)
Espionage: none
Legal (+10%)
Mechanical: any
Medical: First aid or paramedic (+10%), but the paramedic skill counts as two skill selections.
Military: any

Pilot: any (+5%)
Rogue: Palming (+15%)
Science: any
Technical: any (+10%)
W.P: any
Forgery: (+10)
Escape Artist: (+10)
Disguise: (+10)

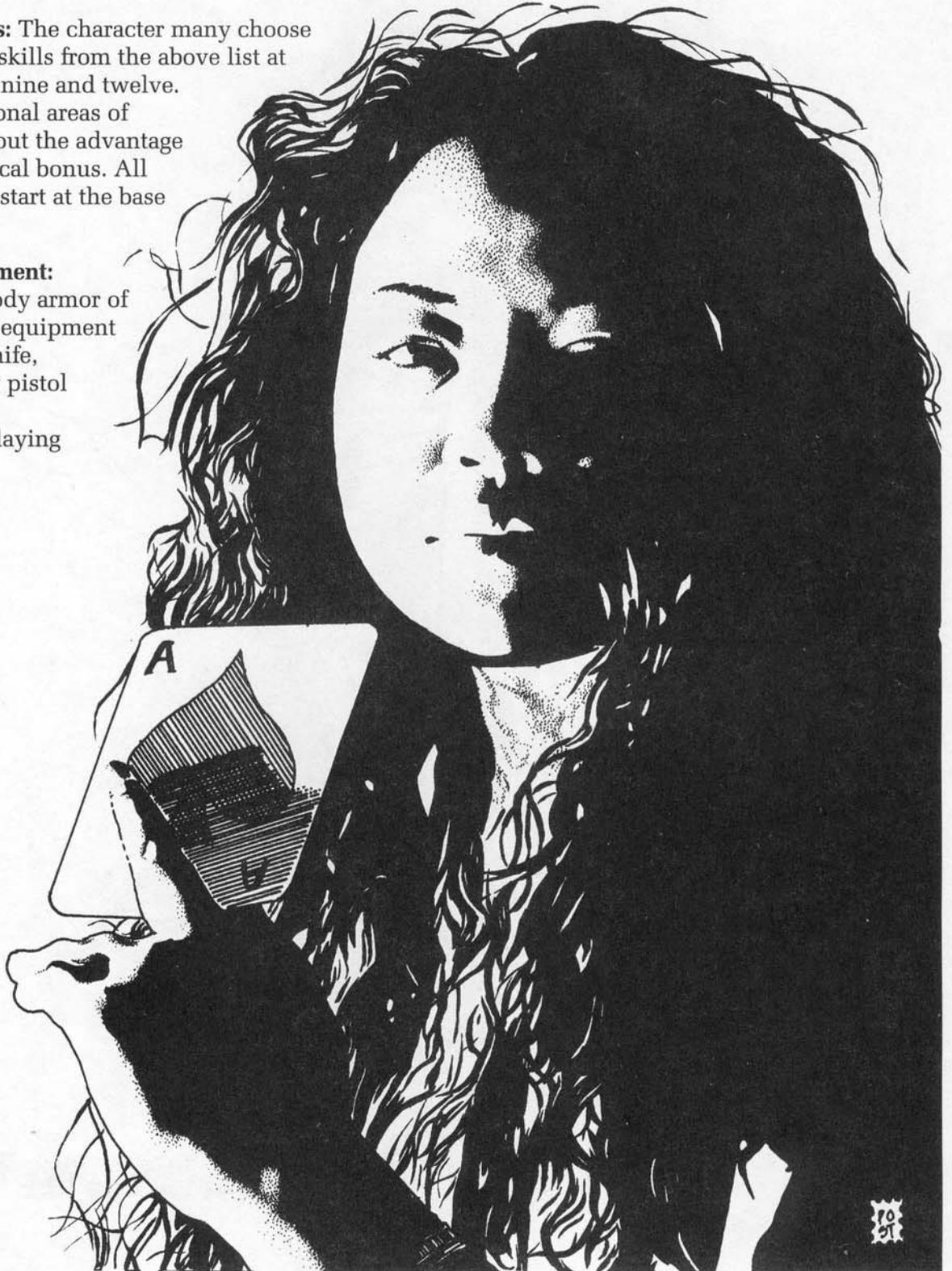
Special Equipment: Choose any three rigged gambling devices (marked decks, loaded dice, etc.).

Money: 6D6 X 100 credits on ATPDS CredDisk, plus 3d4 x 1000 Rifts credits worth of black market goods.

Cybernetics: Any

Secondary Skills: The character may choose three secondary skills from the above list at levels three, six, nine and twelve. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: Mega-Damage body armor of any type. Other equipment will include a knife, handgun, energy pistol and two E-clips, flashlight, and playing cards.





Choirboy O.C.C.

Bloodhood Adherent

Bloodhood bounty hunters who strictly follow the teachings of the Ryooshido Code are often called Choirboys (but never to their faces). They refer to themselves as “the well-disciplined.” Those far-flung colonists who depend upon them for justice often refer to them as “Knights of the Bloodhood.” When the ancient traditions of the Zen warrior-monk merged with the ancient traditions of the Chiropti warrior caste, two schools of self-discipline gained strength from one another. Regardless of the race of the bounty hunter, “Adherents” gain a certain presence that sets them apart from others. They are at the same time more focused and less attached to the world around them. They take many chances others would think foolhardy, yet more often than not, they beat impossible odds and emerge with their quarry. More than any other group within the Bloodhood, these bounty hunters consider it a failure to not capture their quarry alive. An adherent on a bounty hunting team might limit the way the team is allowed to bring in the bounty, but is sure to make success more likely.

Attribute Requirements: I.Q.: 9, M.A.: 10, M.E.: 11, P.S.: 10, P.E.: 10 or higher

Special Abilities: The Choirboy has the Karmic Power listed in *Heroes Unlimited Revised*,™ page 185.

Alignment: any, but only very rarely evil

O.C.C. Bonus: +3 on any ten skills (including secondary) when character is created. Add +1D4 to M.E.

O.C.C. Skills:

Math: Basic (+20%)
Literacy: [Race of Origin] (+98%)
Language: [Race of Origin] (+98%)
Language: two additional (+20%)
Radio: Basic (+15%)
Radio: Deep Space (+10%)
Terrestrial Navigation (+10%)
Read Sensory Equipment (+20%)
Pilot: any two (+10%)
Physical: any one
W.P.: Ancient, any two
W.P.: Modern, any two
Hand-to-Hand: Expert

O.C.C. Related Skills: Select twelve “other” skills from the following list, but at least two must be W.P.

and one must be another literacy. Plus two additional skills at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communication: any (+10%)
Domestic: any
Electrical: any (+5%)
Espionage: any (+5%)
Mechanical: Basic Mechanics only (+5%)
Medical: First Aid only (+5%)
Military: any (+10%)
Physical: any
Pilot: any
Pilot Related: any (+5%)
Rogue: none
Science: any
Technical: any (+10%)
W.P.: any
Wilderness: any

Secondary Skills: The character may choose six secondary skills from the above list. These are additional areas of knowledge without the advantage of the parenthetical bonus.

Standard Equipment: Plasticene armor, rifle, and side arm of choice, four extra powerpacks (or ammo clips) for each, two ancient weapons of choice, distress signal, survival knife, utility belt, air filter and gas mask, comlink, Ryooshido formal garb and boots, night-camo dress for clandestine operations, and hovercycle.

Special Equipment: Any weapon type, extra ammunition, antigrav suit or Pack, hand-held computer, light-intensifying or infrared goggles, and food rations.

Money: 1D4x1000 in ATPDS credits on a CredDisk, and an item that will generate 1D6x1000 Rifts credits on the black market.

Cybernetics: None, to start and usually restricted to medical implants and prosthetics by Ryooshido Code.

Chrome Warrior O.C.C.

Enhanced Soldier

Cidade Maravilhosa, the pilgrim city of The Holy Order of the Void, holds perilous lures for heroes and fools. The legendary wealth promised to a thief of the Void's cybernetic technology has proved too great a temptation for many. Few have ever returned from the depths of the Shrine of the Void.

Few, but some: the Chrome Warrior is one who has stolen the cyber gift from the Void entity while avoiding enslavement to its corruptive influence. Chrome Warriors represent the most powerful cyborgs the Void has created. The Void usually replaces about ten percent of a flesh-form's body with cybernetic implants—a hand or an eye for followers deemed worthy. Only the most loyal receive a more powerful cyber gift. Occasional mistakes have produced a number of Chrome Warriors.

Warriors differ from their cybernetic brothers and sisters in the amount of "Chrome" (i.e. cybernetics) endowed them. The most common gift of a Warrior is the Fist, a fully cybernetic replacement for their natural arm containing a weapon in the forearm. The Fist also boosts their natural strength tremendously. A Chrome Warrior's Fist fires blasts capable of decimating even a Manhunter.

In addition to the Fist, a Chrome Warrior generally possess some levels of upper-body armor. Well-skilled in the art of war and free from the subjugation of the Void, a Chrome Warrior can become a powerful ally to the Order—or the deadliest of adversaries.

Chrome Warriors are renowned for their foolhardy adventures and headlong rush into battle. Civilians consider them a little crazy. Since the conversion process from flesh-form to cyborg is painful enough to leave permanent mental scars, the opinion is correct.

Chromes live strictly by the warrior's code of honor, and work well in groups with other fighters. They tend to distrust magic users.

The appearance of the Rifts is a dream come true for the Chrome Warrior. Not only does the warrior have the Manhunter Universe at his disposal, but countless other dimensions have become accessible. A Chrome Warrior will consider any encounter with a Rifts traveler opportunity for adventure.

Attribute Requirements: M.A.: 12

Alignment: any

O.C.C. Skills:

Math: Basic (+10%)
Literacy: [Race of Origin] (+98%)
Language: [Race of Origin] (+98%)
Radio: Basic (+15%)
Radio: Deep Space (+10%)
Read Sensory Equipment (+10%)
Cooking
Climbing (+20%)
Stellar Navigation (+20%)
Terrestrial Navigation (+10%)
Acrobatics (+10%)
Athletics (+10%)
Gymnastics (+20%)
vac suit (+10%)
Pilot: Space Scout Class (+15%)
Horsemanship (+10%)
Identify Plants (+15%)
Hunting (+15%)
Running
Concealment (+10%)
Wilderness Survival (+20%)
W.P.: the Fist (or other cyber-weapon)
W.P.: any four
Hand-to-Hand: Expert

O.C.C. Related Skills: Select five "other" skills from the following list, plus one additional at levels three, seven, and twelve. All new skills start at level one proficiency.

Communications: any (+10%)
Domestic: any (+5%)
Electrical: Basic Electronics only
Espionage: any (+5%)
Mechanical: Basic Mechanical only
Medical: First-Aid only (+10%)
Military: any (+15%)
Physical: any (+10% where applicable)
Pilot: any
Pilot Related: any (+10%)
Rogue: none
Science: Astronomy only (+10%)
Technical: any (+10%)
W.P.: any
Wilderness: any

Secondary Skills: The character gets to choose two secondary skills from the above list at levels one, three, six, and ten. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: The Fist does 1D4 x 10 M.D.C. per blast; rate of fire is equal to the number of hand-

to-hand attacks per melee round; range 300 feet/91 meters; twelve blasts before requiring recharge; thirty minutes to recharge. Upper-body (MDC 70) plating, energy shield projector, can of metal polish, one or more ancient weapons, and one or more modern weapons for a total of four weapons altogether, personal sensor, long-range comlink, vac suit, survival knife, hunting equipment, canteen, food rations for weeks, flamboyant clothing and boots.

Special Equipment: Any non-Fist cyberware the Void relinquished, any weapon type, any larger ship, a horse, a hyperlight comlink, electronic or mechanical repair kit, first aid kit, any technical or wilderness gear.

Money: An ATPDS CredDisk, with 3D4x100 ATPDS credits on it, and 2D4x1000 worth of Rifts credits in black-marketable goods.

Cybernetics: The Fist, plus some cyberplating. You may receive more than this from the Void, but don't count on it; you were lucky to get away with as much as the Fist. However, you can get extra cybernetics at the GM's discretion. See Cybernetics section in **Rifts** for other options.





Drivejock O.C.C.

Pilot

Drivejocks have spent centuries refining technologies and developing their abilities as pilots of spaceships, warships and shuttles. Drivejocks develop an intuitive feel for their ships. They have to know how hard they can push the craft; how to turn the knowledge of all its fine machinations into pure reflex. Such intuitive precision is rare.

In the vast reaches of space along the frontier worlds of the ATPDS, only FTL ships can effectively transport people. The piloting skills needed to get a

bounty hunting team from one planet to another are of utmost importance. Pilots need to know how to skirt the defense grids of independent planets, how to fly into enemy fire, and how to fly out from under enemy fire. The most prized skill of a Drivejock is the ability to synchronize the flight path or orbit of two ships, allowing armed boarding of the other vessel. Since interplanetary spaceships, ground-to-orbit ships, in-atmosphere ships and hovering ground cars are all based on a standardized technology, a Drivejock is necessary any time the team needs to fly.

Attribute Requirements: I.Q.: 8, M.E.: 10, P.P.: 13 or higher

Alignment: Any

O.C.C. Skills:

Math: Basic (+20%)

Literacy: [Race of Origin] (+98%)

Language: [Race of Origin] (+98%)

Language: one additional (+15%)

Radio: Basic (+20%)

Radio: Deep Space (+10%)

Radio: Scrambler (+10%)

Computer Operation: (+15%)
Read Sensory Equipment: (+20)

Weapon Systems: (+10%)

Stellar Navigation: (+10%)

Terrestrial Navigation: (+10%)

Pilot: Space Scout class (+30%)

Pilot: Space Cruiser Class (+30%)

Pilot: Space Explorer Class

Pilot Jet Aircraft: (+10%)

Pilot Jet Fighter: (+10%)

Running

W.P.: Energy Rifle

W.P.: Energy Pistol

Hand-to-Hand: Expert

O.C.C. Related Skills: Select four “other” skills from the following list plus one additional at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: any (+5%)
Domestic: any
Electrical: Basic Electronics only (+10%)
Espionage: none
Mechanical: Basic Mechanics Only (+10%)
Medical: First Aid only (+15%)
Military: none
Physical: any
Pilot: any (+10%)
Pilot Related: any (+15%)
Rogue: any (+2%)
Science: any (+5%)
Technical: any (+5)
W.P.: any
Wilderness: Land navigation and hunting only

Secondary Skills: The character may choose two secondary skills from the above list at levels one, three, seven and eleven. These are additional areas of knowledge without the advantage of the parenthetical bonuses. All secondary skills start at the base skill level.

Standard Equipment: “Flight Wear,” boots, jacket/coat/vest, pants, standard comlink, a portable environment sensor, a McKenzie F5 Pulse Blaster Pistol, with two rechargeable powerpack magazines, a Mitsashi 1100S Plasma Projector, the CBM M102 Survivor Pulse Blaster with Holster Vest and accessories, an energy shield projector, and a survival knife. The vehicle depends on whether or not the Drivejock is planetside: if on the ground, a GravTech Windshift; if spaceside, a Keenan Aerospace C7201 Bronco - Light Transport.

Special Equipment: Vehicles: the Osborne-Velran L18 Nightingale, if planetside. Spaceside, the Kinaii Exploration Yrygenyii (Pathfinder), or equivalent. Weapons can be virtually anything (some favorites are the Zhnum’a Energy Rifle III, the ‘Yin Taal/Nithgel Technologies Needle Laser Pistol, and the Ndele/Bethoko Type 37 Pulsar Carbine), plasticene armor, an insulating or vac suit, or a long-range comlink.

Money: An ATPDS Personal CredDisk with 1D4x1000 worth of ATPDS credits (worthless until the character gets back to the Manhunter Universe), also 4D6x1000 Rifts credits worth of black market salable items.

Cybernetics: None, to start with. The most popular form of augmentation would be optical enhancement.

Floater O.C.C.

Wandering Adventurer

The Floater drifts from one odd job to another, never remaining for any length of time. Often highly-educated, these latter-day bohemians are rarely disciplined enough to finish a degree. They are “jacks of all trades, masters of none.”

With their versatile skills, Floaters hire into any number of capacities with ease. Linguistic abilities and historical interests make them prime candidates for many societies, but a lack of discipline or interest prove their downfall. They consider the Universe a wonderful, magical place—and they alone will uncover its mysteries.

To join the dull ranks of the working class would mean abandoning their principles. True Floaters find themselves part of the elite few, able to traipse the galaxy with an earned impunity to danger.

To a Floater, weapons are for philistines. They rely on their intellect rather than muscle or the firepower of a gun. When forced to carry a weapon, non-lethal arms are the Floater’s first choice. Stun guns and gas grenades in their pack, they travel the universe solo, or with the select few they respect as friends.

Floaters welcome the possibilities Rifts have opened. In the words of the illustrious E. Buckaroo Shohi, editor of *The Manhunt Survives*: “Finally, something exciting happens!” To this man, travel into other dimensions seems only another step in his nomadic life. He welcomes the new mystery to explore.

Attribute Requirements: I.Q.: 10, M.E.: 12

Alignment: any

O.C.C. Skills:

Math: Basic (+20%)
Math: Advanced (+20%)
Literacy: [Race of Origin] (+98%)
Literacy: additional four (+45%)
Language: [Race of Origin] (+98%)
Language: additional five (+45%)
Radio: Basic (+5%)
Radio: Deep Space (+5%)
Radio: Scrambler (+10%)
Intelligence (+5%)
Computer Operation (+20%)
Computer Programming (+30%)
Read Sensory Equipment (+5%)
Electrical Engineer (+15%)
Mechanical Engineer (+10%)
Weapons Engineer (+5%)
Computer Repair (+25%)
Cooking (+10%)

Cryptography (+25%)
 Stellar Navigation (+5%)
 Terrestrial Navigation
 Holistic Medicine (+15%)
 vac suit
 Pilot: any three (+10%)
 Identify Plants (+5%)
 Wilderness Survival (+15%)
 W.P.: Blunt
 W.P.: Knife
 Hand-to-Hand: Basic

O.C.C. Related Skills: Select five “other” skills from the following list, plus one additional at levels two, six and eleven. All new skills start at level one proficiency.

Communications: any (+10%)
 Domestic: any (+15%)
 Electrical: any (+15%)
 Espionage: any
 Mechanical: any (+15%)
 Medical: any
 Military: none
 Physical: any
 Pilot: any (+5%)
 Pilot Related: any (+2%)
 Rogue: any
 Science: any (+10%)
 Technical: any (+10%)
 W.P.: none
 Wilderness: any (+5%)

Secondary Skills: The character gets to choose three secondary skills from the above list at levels one, four, seven and ten. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: energy shield projector, traveling clothes, Scout-class ship, which carries: a small, but adequate workshop, good for small/moderate projects, a decently powerful computer, with much stored data, a hyperspace communicator, living space, holistic medicine kit, a vac suit, hunting gear, narc-dart rifle, and stunner.

Special Equipment: A larger ship, any communications piece, better electric, mechanical, or computer repair facilities, any medical equipment, espionage equipment, or rogue gear.

Money: 1D4x 1000 ATPDS credits on a CredDisk, plus 6D4x1000 Rifts credits worth of black-marketable goods.

Cybernetics: None to start. Many learned folk argue that the problems of cybernetics outweigh the benefits.

Integrity Guard O.C.C.

ATPDS Sim Hunter

The main unifying factor throughout factions of the Integrity Force is their hatred for Sims. Mostly composed of military and police troops at first, the Force is now sixty-eight percent volunteer. They combat Sim terrorism and aid local police during riots.

Attribute Requirements: I.Q. 10, P.E. 12

Alignment: Unprincipled

O.C.C. Skills:

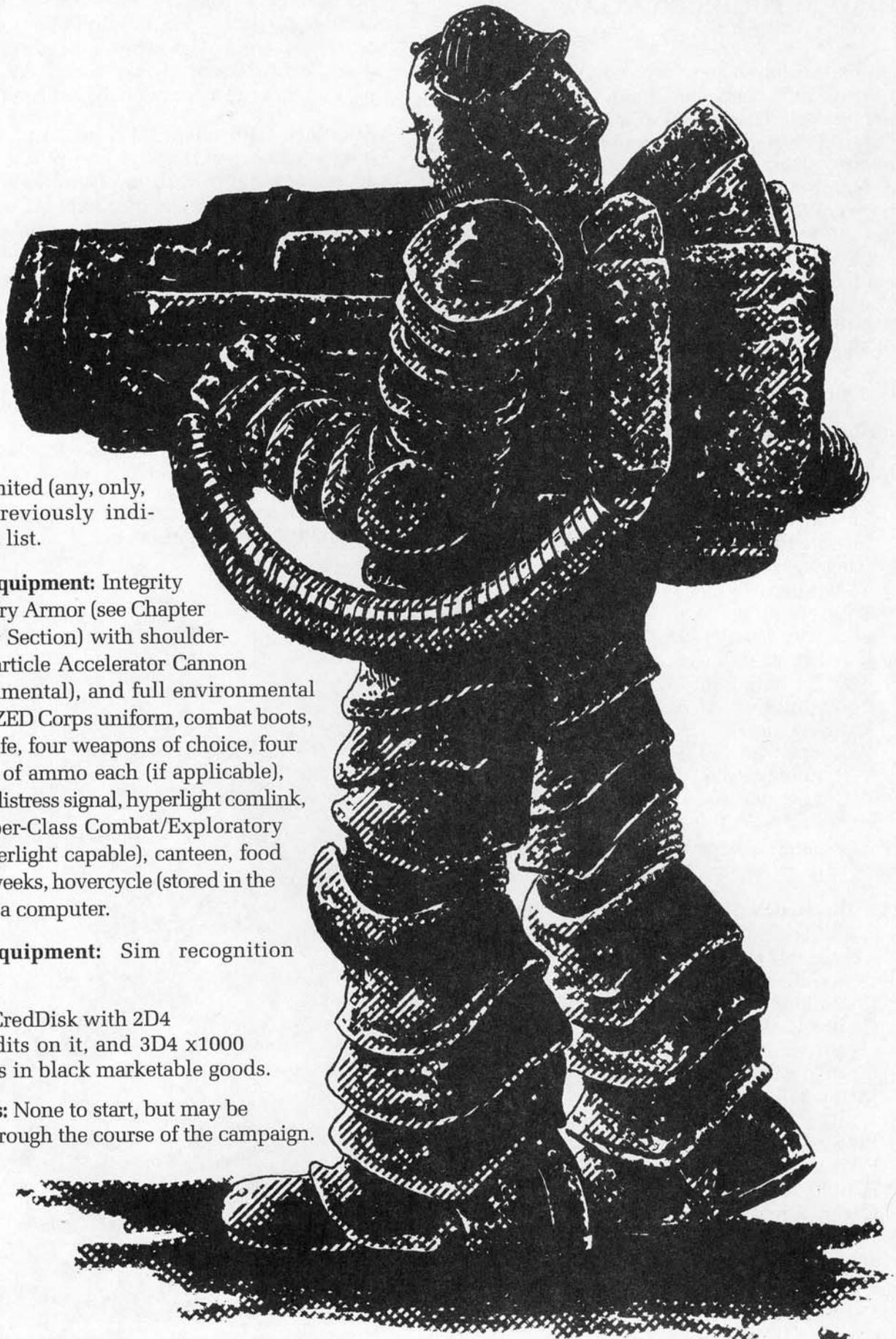
Math: Basic (+10%)
 Literacy: Race of Origin (+98%)
 Literacy: Two Additional (+40%)
 Language: Four Additional (+40%)
 Radio: Basic (+15%)
 Pilot Hovertank (+10%)
 Robot Combat: Basic
 Read Sensory Equipment (+10%)
 Weapons Systems (+15%)
 W.P. Energy Rifle
 W.P. Energy Pistol
 Hand-to-Hand: Expert*

**Hand to hand: Expert can be changed to Martial Arts (or assassin of evil alignment) for the cost of two “Other” Skills.*

O.C.C. Related Skills: Select ten other skills. Choose two additional skills after attaining level three; two at level six, one at level nine and one at level twelve. All new skills start at level one proficiency.

Communications: any
 Domestic: any (-5% penalty)
 Electrical: Base Electronics only (+5%)
 Espionage: Wilderness Survival only
 Mechanical: Aircraft and Automotive only (+10%)
 Medical: First Aid only
 Military: any (+5%)
 Physical: any except Acrobatics
 Pilot: any (+10%)
 Pilot Related: any (+10%)
 Science: Math only
 Technical: any
 W.P.: any
 Wilderness: Land Navigation and Hunting only

Secondary Skills: The character also gets to select eight secondary skills from the previous list. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary



skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Integrity Force Infantry Armor (see Chapter Four Armor Section) with shoulder-mounted Particle Accelerator Cannon (also experimental), and full environmental regulation, ZED Corps uniform, combat boots, survival knife, four weapons of choice, four clips/packs of ammo each (if applicable), utility belt, distress signal, hyperlight comlink, ATPDS Saber-Class Combat/Exploratory Vessel (hyperlight capable), canteen, food rations for weeks, hovercycle (stored in the Saber), and a computer.

Special Equipment: Sim recognition equipment.

Money: A CredDisk with 2D4 x 1000 credits on it, and 3D4 x1000 Rifts credits in black marketable goods.

Cybernetics: None to start, but may be acquired through the course of the campaign.

Justice Ranger O.C.C.

Exile Space Patriot

The Exile colonies had a problem: how to balance the playing field between their warriors and the Manhunter menace. The solution was the "Union Suit": a power armor that could give a brave man a fighting chance against the nearly indestructible Manhunter robots. The Justice Ranger patrols the fringes of Exile space, guarding the public from the hostile Gorushan marauders, the expanding Chiropti Empire, the insidious Holy Order of the Void and the murderous Manhunter robots. The Justice Ranger is not only brave, but honorable—the most honorable of all the Exile warriors. Rangers enjoy the responsibility of being the champions of justice.

Alignment: Principled only

Attribute Requirements: P.S.: 10, P.E.: 10

O.C.C. Skills:

Math: Basic
Literacy: Race of Origin(+98%)
Literacy: Two Additional (+20%)
Language: Two Additional (+40%)
Radio: Basic (+15%)
Pilot: Any
Pilot: Hovertank (+5%)
Robot combat: Basic
Read Sensory Equipment (+5%)
Body Building
Running
Weapons System (+10%)
W.P.: Energy Rifle
W.P.: Energy Pistol
Hand-to-Hand: Expert*

**Hand to Hand : Expert can be changed to martial arts (or assassin if of evil alignment) for the cost of two "other" skills.*

O.C.C. Related Skills: Select eight other skills, choose two additional skills and a W.P. at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)
Domestic: Any
Electrical: Basic Electronics only
Mechanical: Aircraft and Automotive only (+5%)
Medical: First Aid only
Military: Any (+15%)
Physical: Any except acrobatics
Pilot: Any
Pilot Related: Any (+5%)
Rogue: Streetwise only (+15%)
Science: Math only
Technical: Any
W.P.: Any
Wilderness: Hunting and Land Navigation only

Secondary Skills: The character may choose six secondary skills from the previous list. These are additional areas of knowledge and do not receive the parenthetical bonus. All secondary skills are limited (any,only,none) as previously indicated in the list.

Standard Equipment: "Union Suit:" a plasticene heavy armor with shoulder-mounted particle accelerator gun. Full environmental regulation Integrity Force uniform, combat boots, survival knife, energy rifle and energy sidearm of choice. One additional non-energy weapon of choice, two grenades, walkie-talkie, a pair of fatigues, robot medical kit and other personal items.

Special Equipment: *With the Decahedron Compact's ties to the black market, almost any can be had for the right price.

Money: A monthly salary of 5000 credits will be present on credit disk, plus 5D4X1000 Rifts credits worth of black-marketable goods.

Cybernetics: Start with none, but may purchase cybernetic augmentation later.



Martial Dragon O.C.C.

Unarmed Fighter

Some traceable form of martial physical training exists on all ATPDS worlds. Over ages of social evolution, many races have either forgotten or given up the ways of martial training. In the few races that still practice this ancient form of training, the martial warrior is often considered one of the most deadly in society. This level of respect, and to some extent fear, stems from the martial warrior's ability to fight without weaponry or armor.

In many cultures, the origins of the martial arts are secret, but a few individuals continue to pass on the knowledge. These individuals keep their physical and mental secrets in the highest confidence, for to give them away would be to foolishly throw away a history filled with rich tradition and honor. Martial Dragons are individuals who have started the journey to learning their race's specific art of unarmed fighting. They live by a code of honor, the highest priority of which is to uphold and protect the secrecy of the unarmed art.

To become a warrior of the unarmed style, one must vow never to teach this art to someone unworthy of it. Aside from this major law, the code of the Dragon dictates that one should act honorably and with courage in all situations. The last point in the code of the dragon details how the warrior should strive to stay humble in a materialistic world. Today, Martial Dragons are a dwindling segment of society, but there is still a need for those who know the secrets arts of fighting. Often, the ATPDS needs these warriors to lead attacks on unsuspecting victims by passing through all security measures without a weapon. In addition to their physical presence, the dragons are an important natural resource. The dragons stand as the last guards to a history long forgotten by the majority.

Note: Only Martial Dragon O.C.C. may take the special martial arts described under this O.C.C. The initial bonus represents a bonus that the character receives when he or she first selects the martial art. Only one martial arts form may be selected by any character.

Attribute Requirements: P.P.: 14, P.E.: 12

Alignment: any

O.C.C. Bonus: +1D6 to P.P., +20 to physical SDC, +3 on Hand-to-Hand Combat initiative rolls

O.C.C. Skills: One of the martial arts listed for this O.C.C.

Math: Basic (+10%)

Literacy: [Race of Origin] (+98%)

Language: [Race of Origin] (+98%)

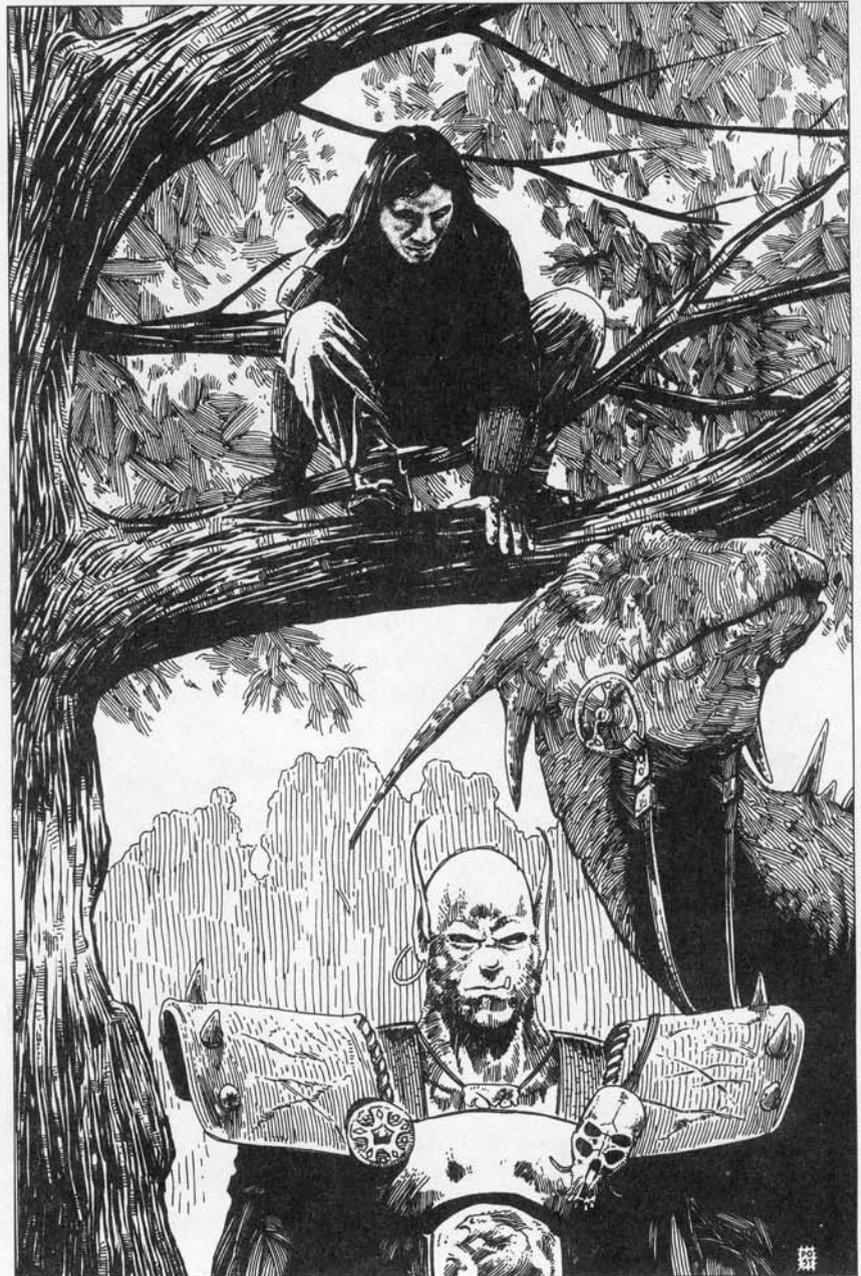
Radio: Basic (+10%)

Radio: Deep Space (+5%)

Stellar Navigation (+5%)

Terrestrial Navigation (+15%)

Holistic Medicine (+10%)



Acrobatics
 Athletics
 Gymnastics
 Prowl (10%)
 Running
 W.P.: Ancient: any four
 W.P.: Modern: any two
 Hand-to-Hand: Pick one of the special martial arts

O.C.C. Related Skills: Select three "other" skills from the following list plus one additional at levels three, five and nine. All new skills start at level one proficiency.

Communication: any
 Domestic: any (+5%)
 Electrical: Basic Electronics only
 Espionage: any (+5%)
 Mechanical: Basic Mechanics only (+10%)
 Medical: First Aid or Paramedic only
 Military: none
 Physical: any
 Pilot: any (+5%)
 Pilot Related: any
 Rogue: none
 Science: Anthropology, Biology, or Botany only
 Technical: any
 W.P.: any
 Wilderness: any

Secondary Skills: the character may choose an additional four secondary skills from the above. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Special Hand-to-Hand: Kung Fu (Terran)

Initial Bonus: Add 2 to M.E. Add 2 to P.S. Add 1 to P.E. Add 1 to P.P. Add 10 to S.D.C.

Attacks per Melee: Three to start
 Special Attack: Tiger Claw: double damage punch once per melee.

- Level 1:** +3 to pull/roll with punch/fall/impact, +2 to strike critical strike on 19 or 20, critical strike from behind
- Level 2:** +1 back flip/leap, +1 to parry/dodge
- Level 3:** critical strike on 18 or better
- Level 4:** +1 attack per melee
- Level 5:** +1 to pull/roll with punch/fall/impact, +1 damage
- Level 6:** +1 to strike, knockout/stun on natural 18 or better
- Level 7:** death blow on a natural 19 or 20

- Level 8:** +1 attack per melee, +1 to back flip/leap
- Level 9:** +1 to pull/roll with punch/fall/impact
- Level 10:** +1 attack per melee
- Level 11:** +3 S.D.C. damage
- Level 12:** leap kick—double damage
- Level 13:** +1 to back flip/leap, +1 S.D.C. damage
- Level 14:** +1 to pull/roll with punch/fall/impact, +1 to strike
- Level 15:** +1 attack per melee

Special Hand-to-Hand: Mngutch (Ular)

Initial Bonus: Add 2 to P.S. Add 2 to P.E. Add 1 to P.P. Add 30 to S.D.C.

Attacks per Melee: Two to start
 Special Attack: Skin of the Ngarra: the characters skin acts as 15 A.R. 150

SDC armor for the remainder of the melee

- Level 1:** +2 to pull/roll with punch/fall/impact, +3 parry, critical strike on a natural 20
- Level 2:** +3 to maintain balance, +2 to body flip/throw (2D6 damage)
- Level 3:** +1 strike, +1 dodge
- Level 4:** +1 parry, +2 S.D.C. damage
- Level 5:** +1 attack per melee, critical strike on a natural 19 or 20
- Level 6:** +2 to pull/roll with punch/fall/impact
- Level 7:** +1 to maintain balance, +1 to body flip/throw (2D6 damage)
- Level 8:** +1 parry/dodge, +2 damage
- Level 9:** +1 attack per melee, +1 strike
- Level 10:** +1 to P.S. attribute
- Level 11:** +1 to maintain balance, +1 to body flip/throw (2D6 damage)
- Level 12:** +1 to pull/roll with punch/fall/impact, +1 parry/dodge
- Level 13:** +1 strike, +2 S.D.C. damage
- Level 14:** +1 attack per melee
- Level 15:** +1 to maintain balance, +1 to body flip/throw (does critical/double damage for a total of 4d6 plus bonuses)

Special Hand-to-Hand: Shtek-iyer (Chiropti)

Initial Bonus: Add 2 to P.S. Add 2 to P.E. Add 1 to P.P. Add 2 to Spd. Add 10 to S.D.C.

Attacks per Melee: Three to start
 Special Attack: Ketr'Agos: character uses all attacks this melee and delivers a 2d4 M.D.C. kick. can only be used once per day.



- Level 1:** +2 parry, +1 to dodge, +2 to maintain balance, +1 to strike
- Level 2:** +2 to pull/roll with punch/fall/impact, critical strike from behind
- Level 3:** knockout/stun on a natural 19 or 20, +1 attack per melee
- Level 4:** +2 S.D.C. damage, critical strike on a natural 18 or better
- Level 5:** +1 maintain balance, +1 to pull punch
- Level 6:** +1 strike, and entangle
- Level 7:** +2 S.D.C. damage, +1 attack per melee
- Level 8:** +1 to maintain balance, +1 to pull/roll with punch/fall/impact
- Level 9:** kick attack: 2D6 S.D.C. damage
- Level 10:** +1 to maintain balance, +2 parry/dodge
- Level 11:** +1 attack per melee
- Level 12:** +1 S.D.C. damage, +1 strike
- Level 13:** +1 to pull/roll with punch/fall/impact
- Level 14:** +1 attack per melee
- Level 15:** death blow on a natural 19 or 20

Special Hand-to-Hand: Kirndayv'Zhyf (Kirn)

Initial Bonus: Add 3 to M.A. Add 1 to P.S. Add 1 to P.P. Add 5 to Spd.
 Attacks per Melee: Two

Special Attack: Speed of the Krelor: player forfeits all attacks in current round of combat, next round character gains double his/her attacks.

- Level 1:** critical strike from behind
- Level 2:** +2 to back flip, +1 strike
- Level 3:** +1 Spd.
- Level 4:** +1 to spin, knockout/stun on a natural 19 or 20
- Level 5:** +1 to strike
- Level 6:** +1 to back flip, +1 to parry/dodge
- Level 7:** +1 attack per melee, +1 to spin
- Level 8:** +1 Spd.
- Level 9:** +1 to backflip
- Level 10:** +1 to parry/dodge
- Level 11:** +1 to strike
- Level 12:** +1 to spin
- Level 13:** +1 Spd., critical strike on a natural 19 or 20
- Level 14:** +1 to parry/dodge
- Level 15:** +1 Spd.

Standard Equipment: Traditional Martial Artist garb, modern clothing, weapons determined by the Art, two sidearms, survival knife, two weeks' rations, canteen, climbing rope, holistic medicine kit, standard comlink, energy shield projector.

Special Equipment: Any weapon or armor (unless specified by the Art), enhanced-vision goggles, a hovercycle, or equivalent vehicle, knapsack, small tent, or other outdoor equipment.

Money: 2D6x100 ATPDS credits on a CredDisk, plus 4D6x100 Rifts credits in black-marketable goods.

Cybernetics: Trade the Holistic Medicine skill AND kit for one augmentation.

MUTT O.C.C.

Military Universal Tactical Team

The vast ATPDS military machine includes several branches. One of these is the Military Universal Tactical Teams, popularly known as MUTTs. In the Manhunter Universe, all races seek peace. Diplomacy is the best way to bring about a peaceful solution. With the borders of the ATPDS surrounded by enemies, the military needed a special strike force to safeguard its citizens after the Hundred Days' War with the Chiropti Empire and increasing attacks from Manhunter robots. Terrans were physically outmatched by many alien races; today's soldier had to fight a different war. Their opponent was not made of flesh and blood, but cold metal. Sometimes the opponent was faster and stronger than its Terran counterpart. Something to balance the scales was needed. This group of rough-on-the-edges soldiers have special access to a new high-tech battle armor, MUTT armor. This armored battle suit contains a full life-support system and a full complement of weapons. It is considered the state of the art in destruction.

O.C.C. Skills:

Math: Basic (+20%)
Literacy [Race of origin] (+98%)
Literacy[Race of origin] (+98%)
Language: two additional
Radio: Basic
Radio: Deep Space
Demolitions (+10%)
Demolitions Disposal (+10%)
Robot Combat: Basic
Robot Combat: Elite (MUTT power Armor)
Read Sensory Equipment (+10%)
Weapons Systems (+10%)
W.P.: Energy Pistol
W.P.: Energy Rifle
Hand to Hand: Basic*

**Hand to Hand: Basic can be changed to Hand to Hand: Expert at the cost of one "Other" skill, or Martial Arts (or assassin if of evil alignment) for the cost of two "Other" Skills.*

O.C.C. Related Skills: Select six other skills, plus two additional skills at level three, one at level six, one at level nine and one at level twelve. All new skills start at level one proficiency.

Communications: any
Domestic: any
Electrical: none other than O.C.C. skill
Espionage: none
Mechanical: Spacecraft Mechanics (+5%)
Medical: First Aid
Military: *see O.C.C. skills*
Physical: Combat Zero Gravity
Pilot: any
Pilot Related: Navigation (+5%)
Rogue: any
Science: any
Technical: any

W.P.: any
Wilderness: any

Secondary Skills: The character selects six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the parenthetical bonus. All secondary skills start at the base level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: MUTTs power armor or any light body armor, energy rifle and the energy sidearm of choice, four extra E-clips for each, one additional non-energy weapon of choice, two grenades, utility belt and gas mask. Standard ATPDS uniform.

Special Equipment: MUTTs power armor comes with two completely armed with both blast cannons fully charged.

Money: Mutts do not make much money—and tend to spend what little money they earn on repairs to their armor. A month's salary of 3000 ATPDS credits, on CredDisk, plus 2D4 x 500 Rifts credits worth of black market items.

Cybernetics: MUTTs hate cybernetics. "Cybernetics are for wimps, man."



Netstalker O.C.C.

Computer hackers are a motley bunch. Some mischievous, some deadly serious, these cyberhackers are the sleuths of the Manhunter Universe. They know how to coax information from the most security-ridden systems and tend to have almost eidetic memories. They have to—everyone in the Manhunter Universe has a string of numbers associated with his or her name, and these numbers are the keys to a treasure chest of information.

Netstalkers have been responsible for the entrapment of various nefarious individuals as well as for cyberpranks. Their most infamous was the Brandy Virus. This virus made an entire network of AIs tipsy during an interplanetary ATPDS plenary session. Suddenly, an artificial voice was heard to proclaim, in dramatic tones, "Somebody get me a brandy!" Sixteen hours later, AI experts still had not managed to fully restore the system's vocabulary. This particular group of Netstalkers likens itself to the Situationists of the mid-twentieth century—radical anarchists who use surrealism to interrupt the orderly flow of things. Most, however, simply gather data on their quarry and use it to their fullest advantage.

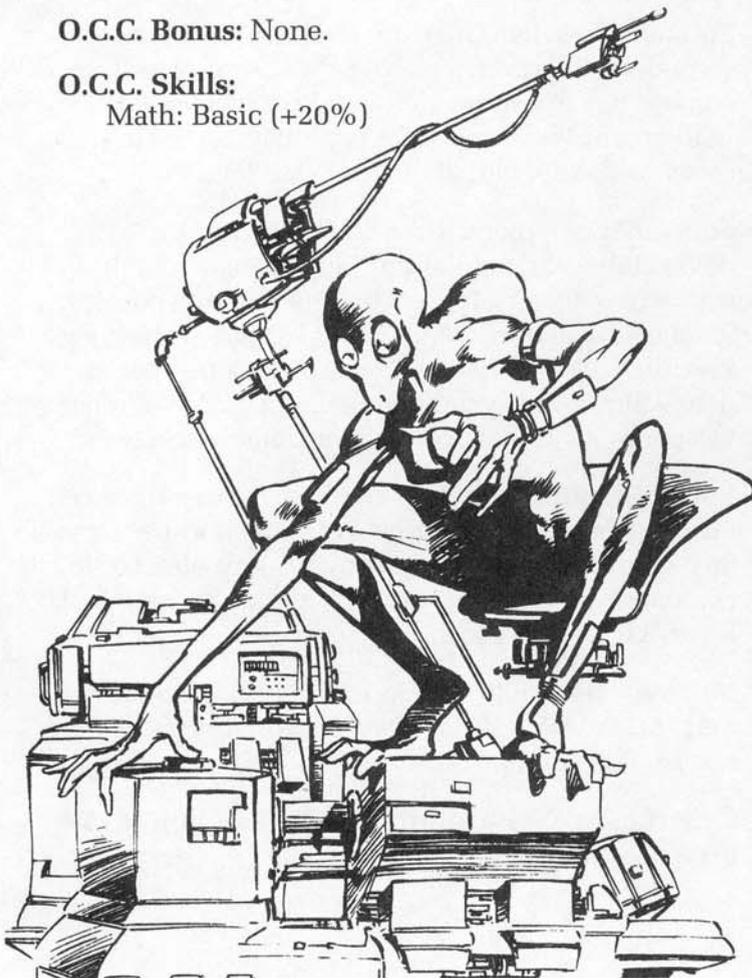
Attribute Requirements: I.Q.: 12

Alignment: any

O.C.C. Bonus: None.

O.C.C. Skills:

Math: Basic (+20%)



Literacy: [Race of Origin] (+98%)
Literacy: one additional (+10%)
Language: [Race of Origin] (+98%)
Language: Two additional (+15%)
Radio: Basic (+20%)
Radio: Deep Space (+10%)
Radio: Scrambler (+10%)
Intelligence (+10%)
Computer Operations (+20%)
Computer Hacking (+15%)
Read Sensory Equipment (=10%)
Cryptography (+5%)
Streetwise (+6%)
W.P.: Energy Pistol
Hand-to-Hand: Basic

O.C.C. Related Skills: Select five "other" skills from the following list plus one additional at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: any (+10%)
Domestic: any
Electrical: any (+5%)
Espionage: any (+5%)
Mechanical: any (+5%)
Medical: First Aid only
Military: any
Physical: any except Acrobatics, Gymnastics or Wrestling
Pilot: any (+5%)
Pilot Related: any
Rogue: any (+2%)
Science: any (+5%)
Technical: any (+15%)
W.P.: any
Wilderness: none

Secondary Skills: The character may choose two secondary skills from the above list at levels one, three, seven and eleven. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: Common clothing, portable sensors, backpack, computer equipment (an encoder/decoder, a universal jack-port adapter, and a small mega-powerful CPU), mechanical tool kit, long-distance comlink, plasticene armor, and energy side arm of choice.

Special Equipment: Any weapon type, any vehicle type, antigrav suit, electronic or mechanical repair kits, any espionage item, respirator, light-enhancing goggles, hyperspace communicator, and first aid kit.

Money: An ATPDS CredDisk with 3D4x1000 ATPDS credits, plus 4D4x1000 Rifts credits worth of black-marketable items.

Cybernetics: Not uncommon.

Nuke O.C.C.

Demolitions Specialist

In a perfect universe everybody gets along. No one fears terrorist attacks against free sentients, and law enforcement groups of any nature are unnecessary. Perhaps you live in a universe like that.

In the Manhunter Universe, bombs explode on cargo ships or in factory complexes; terrorists hold environmental generators hostage to leverage for their cause. On some Manhunter worlds this has become the latest military fashion, to produce instant gratification for the terrorists. The fastest way to press and progress—a bomb threat to innocents.

But we've got Nukes.

Nukes disarm explosive devices. Trained in ATPDS military services, the Nuke is a master of defusing (and building) bombs. The nickname comes from the yellowish color of the body armor they wear—similar to True Earth's old twentieth-century radiation suit. Their special body armor (called the "Nuke Suit") provides tremendous protection against impact blast damage. Equipped with a life-support system, the Nuke Suit protects from poison hazards as well as blasts.

To be a Nuke requires the nerves of a neurosurgeon, the mind of a spy, the reflexes of a gymnast, and the balls of a daredevil. Nukes choose their profession for various reasons. Would-be suicides work side by side with messianic maniacs and young thrill seekers. Publicly, their credo is one of self-sacrifice: "The needs of the many outweigh the needs of the few."

The opening of the Rifts means little to a Nuke—just another fight for sentients to win. However, if this character found himself in a new, strange place, the Nuke would use all his abilities to protect his new home.

Attribute Requirements: I.Q.: 12, M.E.: 12

Alignment: any

O.C.C. Skills:

Math: Basic (+20%)
Literacy: [Race of Origin] (+98%)
Language: [Race of Origin] (+98%)
Language: one additional (+35%)
Radio: Basic (+15%)
Radio: Deep Space (+10%)
Radio: Scrambler (+10%)
Detect Concealment (+20%)
Computer Operation (+10%)
Read Sensory Equipment (+10%)
Electrical Engineer (+15%)
Weapons Engineer (+30%)
Computer Repair (+20%)
Demolitions (+30%)

Demolitions Disposal (+35%)
Weapon Systems (+10%)
Stellar Navigation (+5%)
Terrestrial Navigation
Nuke Suit (+10%)
Pilot: any two (+10%)
W.P.: any two
Hand-to-Hand: Basic

O.C.C. Related Skills: Select five "other" skills from the following list, plus one additional at levels three, six and nine. All new skills start at level one proficiency.

Communications: any (+10%)
Domestic: any
Electrical: any (+10%)
Espionage: any
Mechanical: Basic Mechanics only
Medical: First-Aid only
Military: any (+15%)
Physical: any
Pilot: any
Pilot Related: any
Rogue: none
Science: any
Technical: any
W.P.: any
Wilderness: none

Secondary Skills: The character gets to choose two secondary skills from the above list at levels one, three, six, and ten. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: Nuke Suit (M.D.C. 75), with full environmental regulation, long-range comlink, explosive sensor, infrared/light-enhancing goggles, hand-held computer, electrical and weapon engineering kits, demolitions disposal gear, plasma charges and detonators, hovercycle, Needle Laser, and two other weapons of choice, normal clothes, and boots.

Special Equipment: Any weapon type, advanced (and expensive) anti-explosive tools and devices, any communications equipment, any electronic, espionage, or military gear, first aid kit, mechanical repair kit, and any technical hardware.

Money: 4D4x1000 ATPDS credits on a CredDisk, and 5D4x1000 Rifts credits worth of black-marketable goods.

Cybernetics: None allowed; the Nuke Suit is not designed to accommodate them.



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Scottie O.C.C.

Technician

For some reason, technical experts have been called Scotties since the early days of Terran space exploration. Although the ancient country of Scotland was one of the first industrialized parts of the Earth, no direct link can be found between the name and the place. Regardless, a Scottie is always a valued member of a Bloodhood team. In a universe based on sophisticated technology, any bounty hunter who can master the skills to repair and sabotage weapons, ships or computers will have a distinct advantage.

Attribute Requirements: I.Q.: 9, P.P.: 10 or higher

Alignment: any

O.C.C. Bonus: Add +1D4 to I.Q.

O.C.C. Skills:

- Math: Basic (+20%)
- Literacy: [Race of Origin] (+98%)
- Language: [Race of Origin] (+98%)
- Language: one additional (+20%)
- Radio: Basic (+20%)
- Radio: Deep Space (+15%)

- Computer Operation (+20%)
- Read Sensory Equipment (+20%)
- Electrical Engineer (+15%)
- Mechanical Engineer (+15%)
- Weapons Engineer (+10%)
- Computer Repair (+15%)
- Terrestrial Navigation (+10%)
- Pilot: any two (+10%)
- W.P.: Energy Pistol
- Hand-to-Hand: Basic

O.C.C. Related Skills: Select nine "other" skills from the following list but at least two must be Mechanical. Plus two additional at levels three and six; one additional at levels nine and twelve. All new skills start at level one proficiency.

- Communication: any (+10%)
- Domestic: any
- Electrical: any (+10%)
- Espionage: none
- Mechanical: any (+10%)
- Medical: First Aid only (+15%)
- Military: any (+15%)
- Physical: any except Acrobatics or Gymnastics
- Pilot: any (+10%)
- Pilot Related: any (+15%)
- Rogue: Lock Picking only
- Science: any (+5%)
- Technical: any (+10%)
- W.P.: any
- Wilderness: none

Secondary Skills: The character may choose six secondary skills from the above list. These are additional areas of knowledge without the advantage of the parenthetical bonus.

Standard Equipment: Utility clothing, work boots, energy shield projector, energy sidearm of choice, two extra powerpack magazines, long-range comlink, diagnostic computer, portable sensor, advanced electrical, mechanical, weapon and computer repair tool set, GravTech Windshift or equivalent.

Special Equipment: Any weapon type, any vehicle, hyperlight communicator, first aid kit, large build/repair workshop, complete with any or all of the following design/repair facilities: computer, mechanical, weapon, and electrical.

Money: An ATPDS CredDisk with 4D4x1000 ATPDS credits on it, 3D4x1000 Rifts credits worth of black-marketable goods.

Cybernetics: Some allowed.

Seeker R.C.C.

Diviner Mage

“Events make waves” is the fundamental principle behind the Seekers. Their psionic and magical senses let them feel disturbances in the plane of magic, similar to a stone dropped into a pond. Seekers use their abilities to track and interpret the disturbance. Their ability to do this depends on three key things—distance from the event in question, available power, and degree of analysis resistance.

Psionic Powers:

1. **Sense Ley Lines and Magic Disturbances:** Can sense and see the presence of magical energy.

Sense Magical Disturbance: A vague reading of magical waves in the surrounding area. A disturbance in the magical continuum causes a wave. The Seeker can determine the size of the disturbance and the relative distance in quadrants, but nothing more.

Base Ability: 50%+5% per each additional level of experience.

Sense Ley Lines: The Seeker can feel whether the ley lines are in the range of his sensing abilities, 50 miles (80 km) per level of experience; and follow the reading to locate a ley line at the skill level of 60% + 5% per level.

Sense Ley Line Nexuses: Once the ley line has been found, the Seeker can follow it to any nexus he likes. 80% + 5% per level of experience.

Sense a Rift: The Seeker can sense the opening of a Rift within a 500-mile (800 km) radius plus 100 (160 km) miles per level of experience. He can tell the Rift's size and how long it has been open. 40% +5% per level of experience.

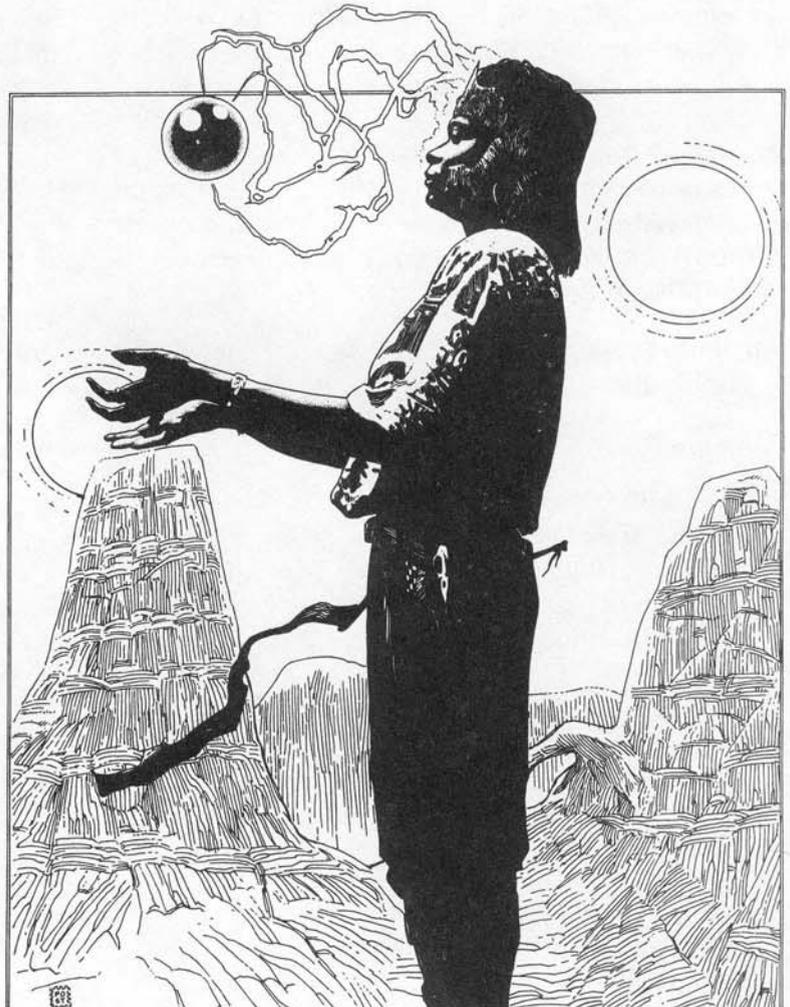
Sense Magic in Use: The expenditure of magic energy in the form of Rifting, spell magic, or techno-wizardry can be felt/seen up to 500 feet (152.4 m) per level of experience. The Seeker can track the magic source by following the waves of energy. 30% +5% per level of experience.

2. **Sense Supernatural Beings:** Functions like Sense Magic. The Seeker can identify supernatural monsters by their magical waves. Range is 600 feet (183 m) plus 20 feet (6.1 m) per level of experience.

3. Other more common psionic powers include: Clairvoyance, Exorcism and Sixth Sense.
4. Select four additional psychic abilities from the Sensitive category and two from the Healer category. At Fourth Level, the Seeker can select two abilities from the Super category.

For Psionic information see Riffs.

5. **P.P.E.:** Most of the individual's P.P.E. has been used up in the development of psychic abilities. The remaining P.P.E. is 2D4.
6. **I.S.P.:** To determine the base amount of I.S.P., take the character's M.E. attribute and roll 2D6x10 and add it to the base number. The character gets an additional 10 I.S.P. per level of experience.
7. Saving throw vs. psionic attack: As a major psionic, the character needs a twelve or higher to save vs. psionics. However, the Seeker also receives a bonus of +1 to save vs. psionics at experience levels four, eight and twelve.



Magic Powers:

1. At First Level, choose six spells from magic levels one and two. These are part of the Seeker's permanent spell-casting capabilities. Once selected, they cannot be changed.
 2. Learning new spells, the Seeker will intuitively sense when he or she has reached a new level of experience. At Second Level, the Seeker can choose four new magic spells from levels one, two and three. Upon reaching Third Level, he can select three new spells from levels one through four. At Fourth Level and each additional level, she can select two additional new spells from any of the levels, up to his corresponding experience level.
- For spell information, see **Rifts**.*
3. **P.P.E.:** The Seeker is a living battery of mystic energy that he or she can draw on to create magic. **Permanent Base P.P.E.:** 1d6x10+P.E. attribute number. Add 2d6 P.P.E. per additional level of experience. The Seeker can draw P.P.E. from ley lines, nexus points and other sentients.
 4. Magic Bonuses: +2 to save vs. Horror Factor. +1 to save vs. magic at levels three, six, nine and twelve. +1 to spell strength (the number others must save against when you cast a spell) at levels four, eight and twelve.

Attribute Requirements: I.Q.: 9, M.E.: 9 and M.A. 9 or higher.

Alignment: any

O.C.C. Skills:

Math: Basic (+20%)
Literacy: [Race of Origin] (98%)
Language: [Race of Origin] (98%)
Two additional Languages at (+5%)
Radio: Basic (+10%)
Radio: Deep Space (+10%)
Radio: Scrambler (+5%)
Detect Concealment (+10%)
Detect Ambush (+10%)
Tracking (+15%)
Computer Operation (+5%)
Read Sensory Equipment (+20%)
Terrestrial Navigation (+10%)
Pilot: any two (+10%)
W.P.: Energy Rifle

W.P.: any three
Hand to Hand: Expert*

**Hand-to-Hand Expert can be changed to Martial Arts or Assassin (if the character is of an evil alignment) at the cost of one other skill.*

O.C.C. Related Skills: Select six other skills from the following list plus one additional at levels three, six and nine. All new skills start at level one proficiency.

Communication: any (+10%)
Electrical: Basic Electronics only
Espionage: any (+4%)
Mechanical: Basic Mechanics only
Medical: First Aid only (+5%)
Military: any
Physical: any except Gymnastics or Wrestling
Pilot: any (+10%)
Pilot Related: any (+15%)
Rogue: any (+15%)
Science: Math and Astronomy only
Technical: any (+10%)
W.P.: any
Wilderness: any (+3%)

Secondary Skills: The character may choose six secondary areas of knowledge from the above list. These are additional areas of knowledge without the parenthetical bonus.

Standard Equipment: Plasticene armor, energy rifle, a Narc Dart Rifle, a weapon of choice and five powerpacks or clips for each; portable sensor range, survival knife, utility vest, bandolier, respirator, gas mask, night vision goggles, standard comlink, rugged clothing, combat boots, hyperspace communicator, first aid kit.

Special Equipment: Any weapon, long-range comlink, hyperspace communicator, first aid kit, electronic or mechanical repair kit, antigrav suit (or pack), or any equivalent.

Money: An ATPDS CredDisk with 2D4x1000 ATPDS credits on it, and 3D4x1000 Rifts credits in black-marketable goods.

Cybernetics: None, to start, but may be acquired through the course of the campaign.

Smoker O.C.C.

Battle Mage

Heavy Blaster fire rains down upon a group of Bloodhood bounty hunters. Suddenly the blaster fire stops...there's a flash of light, and the area where the Decahedron Operatives stood is now a smoking crater.

Magic-wielding bounty hunters haunt the nightmares of numerous outlaws throughout inhabited space. As everyone knows, magic is the ultimate wild card in the game of fate.

The Battle Mage is an essential part of every bounty hunting team, and usually makes the difference in capturing a criminal. The Battle Mage acts as a lightning rod of mystical energy and always brings an welcome unpredictability to every mission they are sent on. Along with the more tangible benefits of power, the Battle Mage usually commands a great deal of respect and authority over low- to medium-tech humanoids. Most societies have at least some degree of awe for those who can manipulate the unseen forces of magic. Low-tech societies are often awed into submission with a simple feat, while more "civilized" places are thrown into chaos when their technology simply stops working. The Battle Mage lives by the principles of force and resistance. Because of this, destructive and defensive spells can be cast with less personal energy (P.P.E.)

Battle Mage Abilities:

1. **Aura of Power:** After receiving intense training at the hands of a master, the young Battle Mage learns to manipulate his or her personal magical aura for a distinguishing sense of power and respectability. Horror Factor/Awe: 10+1 per three levels of experience. This aura does not extend to other Battle Mages and does not affect them.

2. **The Principles of Force and Resistance:** Throughout the years of studying, the Battle Mage is inducted into a form of mystical pseudo-religious training as the Principles of Force and Resistance. This magical training allows the mage to cast destructive and defensive spell magic at half the P.P.E. cost.

3. **See Magic Energy:** The Battle Mage is so in tune with the forces of magic, that he or she can see magic energy radiating from people, creatures, objects and areas, as long as more than forty P.P.E. is present. The sensing ability is so acute that the character can see things made invisible by magic



and invisible things that are magic, including supernatural creatures. Range: five hundred feet (152.4 m)

4. **Sense Magic in Use:** The expenditure of magic in the form of spells, Rifting and techno-wizardry can be felt, if not seen, up to fifty feet (15.24 m) per level of experience. The Mage will not know the location or the source, but will be able to feel the energy within his range.
5. **Initial Spell Knowledge:** The Battle Mages are known throughout inhabited space to have one of the most dangerous repertoires of spells. They tend to concentrate on regular spell magic because of the amount of time required to cast rituals. A first-level Battle Mage may select three spells from each magic level one through four, for a total of twelve spells (three from each). At each additional level of experience the Battle Mage may select or learn one spell equal to his own level plane of achievement.
6. **Learning New Spells:** Additional Spell Magic spells and rituals may be purchased at magic guilds, but Battle Mage spells can only be learned and purchased from fellow Battle Mages. (*See Rifts*).
7. **Magic Bonuses:** +6 to save vs. Horror Factor. +1 to save vs. Magic at levels three, six, nine, twelve. +1 to destructive and defensive magic spell strength at levels two, four, six, eight, ten, twelve.

P.P.E.: Like all people of magic, the Battle Mage is a living conduit for the forces of magic. Unlike the other magic O.C.C.s, the Battle Mage has the greatest amount of permanent P.P.E. Permanent Base P.P.E.: 2D4x10+20, in addition to the characters P.E. attribute number. Add 3D6 P.P.E. per level of experience. Of course the Mage can draw on magic from ley lines, other people, nexus points and blood sacrifices.

Attribute Requirements: I.Q.: 10, M.A.: 13, and a P.E. of 13

Alignment: any

O.C.C. Skills:

- Math: Basic (+20%)
- Literacy [Race of Origin] 98%
- Language [Race of Origin] 98%
- Language Three additional (+25%)
- Radio: Basic (+25%)
- Radio: Deep Space (+15%)

- Stellar Navigation (+5 %)
- Computer Operation (+15%)
- Read Sensory Equipment (+10%)
- Pilot: any two (+5%)
- W.P.: Energy Pistol
- W.P.: any two
- Hand-to-Hand: Expert *

**Hand-to-Hand Expert can be changed to Martial Arts or Assassin at the cost of one other skill.*

O.C.C. Related Skills: Select six other skills from the following list plus one additional at levels four, eight and twelve. All new skills start off at the first level of experience.

- Domestic: any (+5%)
- Electrical: Basic Electronics only
- Espionage: any (+5%)
- Mechanical: None
- Medical: First Aid only
- Military: None
- Physical: any (+5% where applicable)
- Pilot: any
- Pilot Related: any
- Rogue: any (+10%)
- Science: any (+5%)
- Technical: any
- W.P.: any
- Wilderness: any

Secondary Skills: The character may choose five secondary skills from the above list. These are additional areas of expertise without the parenthetical bonus. All secondary skills start at base skill level.

Standard Equipment: Robe or cape, set of clothing decorated with magical symbols, three standard clothing, One blade weapon and one energy pistol with four power packs or clips, a long-range comlink, a hand-held computer (useful for things like spell formulas and creature diagrams), a survival knife, air filter and gas mask, image enhancing goggles, energy shield projector and an antigrav suit.

Money: The Battle Mage can usually command a high price for his or her services; a personal CredDisk with 3D6x1000 ATPDS credits and 4D6x1000 in black market goods.

Cybernetics: Won't even consider the addition of cybernetics and bionics because of the detrimental effect on magic abilities.



TRASHMan O.C.C.

Robot Hunter

When a disgruntled ex-employee developed the most sinister computer virus in history, Conudyne Corporation spiraled toward financial ruin. "Silicon Delirium" infected over 3000 units within the first six weeks of its release, rewriting the programs of harmless robots and changing them into murderous renegades. In response to the worst public relations nightmare the company had ever faced, Conudyne created the TRASHMen: Tactical Retrieval of Aberrant System Hardware.

TRASHMen are the premier robot hunters of the Manhunter Universe. Primarily former military personnel, these men and women are hired and retrained by Conudyne to track and destroy renegade machines. Instruction for TRASHMen is intensive, requiring a candidate to be physically fit and mentally sharp. Training lasts eight months, and more than half of the candidates drop out in the first six weeks.

Conudyne provides its TRASHMen limited access to their mainframe computer

with a portable comlink. With this link, the TRASHMen can obtain any information on the model and attributes of a specific robot. Information on the link is continuously updated, for the survival of the hunter depends on its accuracy.

A TRASHMan trains with a variety of weapons. Its most effective device, the Depression Gun, comes only from the Conudyne Corporation. Resembling a standard ion pistol, it is in reality one of the deadliest devices ever created. The ion blasts from this weapon bypass armor ratings, inflicting massive amounts of damage. To avoid the potential for use by a renegade robot, Conudyne customizes each pistol to its owner. The weapon will not fire unless in the hand of its legitimate assignee.

Once assigned a case, TRASHMen will follow their prey anywhere. The Rifts only offer new challenges to the TRASHMen. Their motto is "Take It Out."

Attribute Requirements: I.Q.: 12, M.E.: 9, P.P.: 9, P.S.: 9, P.E.: 15

Alignment: any, except unprincipled.

O.C.C. Skills:

- Math: Basic (+20%)
- Literacy: [Race of Origin] (+98%)
- Language: [Race of Origin] (+98%)
- Radio: Basic (+20%)
- Radio: Deep Space (+20%)
- Radio: Scrambler (+10%)
- Detect Concealment (+10%)
- Detect Ambush (+10%)
- Tracking (+10%)
- Computer Operation (+5%)
- Lore: Robots (+30%)
- Read Sensory Equipment (+5%)
- Climbing (+5%)
- Stellar Navigation (+5%)
- Terrestrial Navigation (+10%)
- Athletics
- Demolitions (+10%)
- Pilot: any two (+5%)
- Running
- Wilderness Survival
- W.P.: Depression gun
- W.P.: any four
- Hand-to-Hand: Assassin

O.C.C. Related Skills: Select eight "other" skills from the following list, plus one additional at levels four, eight and twelve. All new skills start at level one proficiency.

- Communications: any (+15%)
- Domestic: any
- Electrical: Basic Electronics only (+5%)
- Espionage: any (+10%)
- Mechanical: any
- Medical: First-Aid only
- Military: any
- Physical: any (+15%)
- Pilot: any (+5%)
- Pilot Related: any
- Rogue: Computer Hacking only (+5%)
- Science: any except Biology or Botany
- Technical: any (+10%)
- W.P.: any
- Wilderness: none

Secondary Skills: The character may choose three secondary skills from the above list at levels three, six, nine and twelve. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: Plasticene armor, TRASHMan Missile Cannon,* particle accelerator rifle, four extra ammo packs each, AcuTarget Goggles (linked to the missile cannon), two weapons of choice, hyperspace comlink, utility belt, respirator, climbing gear, energy sensor, distress signal, plasma charges and detonators, canteen, food rations for weeks, TRASHMan uniform and combat boots.

Special Equipment: Any civilian vehicle, most military vehicles, full-size hyperlight communicator, any espionage gear, mechanical repair kit, electrical repair kit, any computer, classified scientific data, and a first aid kit. PLEASE NOTE: All special equipment must be requisitioned from Conudyne. The Project: TRASHMen coordinator decides what will be available, and when. Abuses of special equipment will shorten the coordinator's patience with future requisitions.

Money: A monthly salary of 4500 ATPDS credits will be present on the character's Credit Disk, plus 5D4x1000 Rifts credits worth of black-marketable goods.

Cybernetics: None allowed, as TRASHMen are out to take machines down, not become them.

***TRASHMan Manhunter Missile Cannon**

A missile weapon that uses a warhead designed to home in on the energy signature given off by the nuclear power plants of robots. The missiles in the TRASHMan cannon are armor piercing, high yield implosion devices that are designed to suppress an explosion from the nuclear reactor while at the same time rendering the robotics unit inactive. The TRASHMan cannon is most effective on Terran size robots but, as the robotics unit increases in size the effectiveness of the missile decreases dramatically. While the missiles are extremely powerful against robots, they have no effect on biological units as the missiles are unable to target them and have no nuclear power source to implode.

Weight: 12 lbs

Mega-Damage: Special (see notes)

Rate of Fire: The weapon can fire only one missile per round. Effective Range: 2000 feet (610 m)

Payload: A carrying pack can hold up to 12 missiles and the launcher has mounting space for two extra missiles.

Cost: Special: Black Market Cost: 50,000 Credits for a canon and 1,000 for each missile.

Notes: The TRASHMen who use these weapons get them and ammunition free from Conudyne. In addition to this, each cannon is set with a special access code that only allows one user to fire it. This weapon does 2D6 Mega-damage to any target it hits. The missiles also have the ability to "shut down" a robot. This means that there is a percent chance that a robot will be rendered inactive even if its M.D.C. is not completely depleted. The percentage chance is as follows:

MDC OF ROBOT	PERCENTAGE CHANCE OF SHUT-DOWN
100-149	90%
150-199	75%
200-249	65%
250-299	55%
300-349	45%
350-399	35%
400-449	20%
450-499	10%
500%+	1%

Widowmaker O.C.C.

Marksman

Since the invention of firearms, each time humans settled a new environment, a "frontier mentality" takes over. "Might makes right" in the absence of government police power, and firearms remain the great equalizers. Even the strongest Ular is no match for a hand-blaster at close range. In many of the spaceports and planets on the ATPDS frontier and in the Exile colonies, peace is kept through a kind of mutually assured destruction: everyone carries some sort of firearm. Bounty hunters don't just go after single prey. Sometimes the bounty is placed on a planetary warlord with a small private army, or a crime syndicate boss with a household of bodyguards. When these groups are encountered, a Widowmaker means the difference between success and failure. Also, the same skill that allows a bounty hunter to shoulder a laser rifle translates to the weapons array of a team's ship coming under enemy fire.

Attribute Requirements: P.P.: 10 , I.Q.: 10 or higher

Alignment: any

O.C.C. Bonus: +1 on Modern Weapon "called shot" rolls and one on initiative.

O.C.C. Skills:

Math: Basic
Literacy: [Race of Origin] (+98%)
Language: [Race of Origin] (+98%)
Radio: Basic (+15%)
Radio: Deep Space (+5%)
Computer Operations (+15%)
Intelligence (+5%)
Weapon Systems (+10%)
Read Sensory Equipment (+10%)
Running
Concealment (+15%)
Pilot: any two (+5%)
Pilot Related: any one
W.P.: any four
Hand-to-Hand: Expert*

**Martial Arts or assassin can be selected instead at the cost of one "other" skill.*

O.C.C. Related Skills: Select five "other" skills from the following list plus one additional at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: any

Domestic: any
Electrical: any
Espionage: any (+5%)
Mechanical: Basic Mechanics only
Medical: First Aid or Paramedic Only
Military: any (+10%)
Physical: any
Pilot: any
Rogue: any (+4%)
Science: Math and Astronomy only
Technical: any
W.P.: any
Wilderness: none

Secondary Skills: The character may choose eight secondary skills from the above list. These are additional areas of knowledge without the advantage of the parenthetical bonus.

Standard Equipment: Duster-style coat, clothes and boots, medium-range energy weapon, pair of shorter-range energy weapons, long-range sharp-shooting weapon (a Sakonnen Finnwolf 7mm Magnum Sport Rifle), a bow (perfect for a quiet shot), three extra powerpacks (or equivalent ammo) for each, plasticene armor, a survival knife, a portable sensor, infrared goggles, a standard comlink, a hand-held computer, a hovercycle, or other similar form of transportation.

Special Equipment: First aid kit, respirator, vac suit, long-range comlink, mechanical and electrical repair kits, translator, and several weeks' rations.

Money: A CredDisk with 1D4x1000 ATPDS credits on it, and 2D4x1000 Rifts credits worth of black-marketable items.

Cybernetics: Some allowed.



Wolfhound O.C.C.

Tracker

You can't bring in the quarry if you can't find it. A successful hunt is rarely a simple task. Indispensable to the team, Wolfhounds chase down leads. An Ular overturns a few rocks (or ground cars) looking for clues. A Kirn coaxes the right information from a partner sworn to secrecy, and a Chiropti tracker sniffs the air for the distinctive smell of fear. Whatever race, the tracker is just a bit more finely-tuned to his environment than those around him or her. For a bounty hunting team, the Wolfhounds don't just point out the quarry—they make sure nothing unexpected joins the party.

Attribute Requirements: I.Q.: 9, P.E.: 12 or higher

Alignment: any

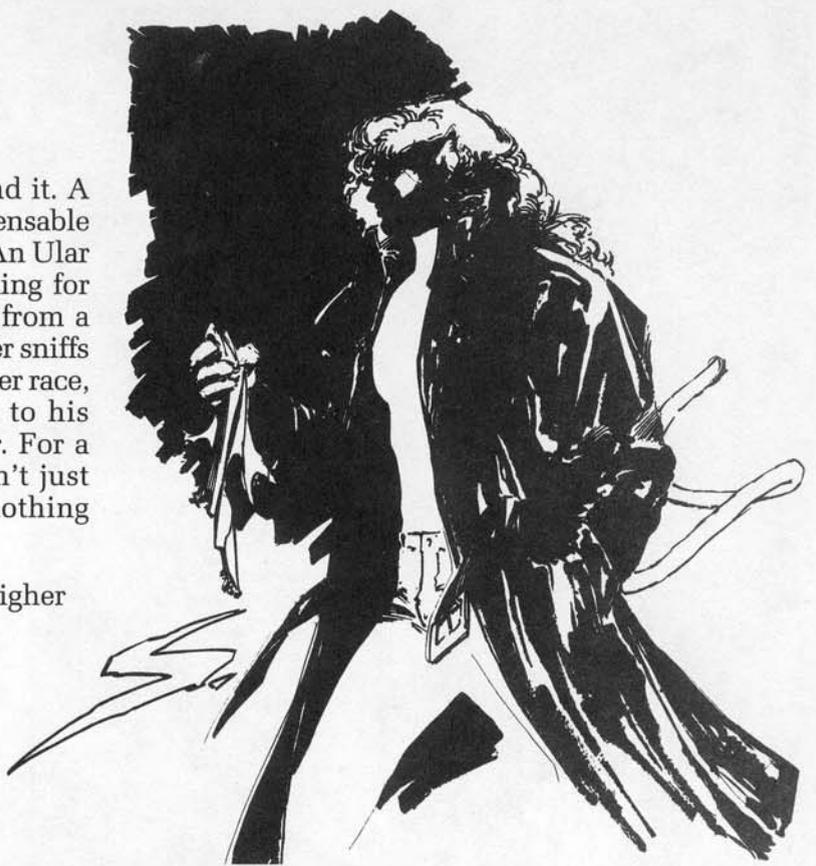
O.C.C. Bonus:

O.C.C. Skills:

Math: Basic
Literacy: [Race of Origin] (+98%)
Language: [Race of Origin] (+98%)
Language: three additional (+15%)
Radio: Basic (+10%)
Radio: Deep Space
Computer Operations (+15%)
Cooking (+5%)
Climbing (+20%)
General Athletics
Land Navigation (+20%)
Pilot: Automobile
Horsemanship
Identify Plants (+20%)
Hunting
Streetwise
Fishing
Prowl (+15%)
Tracking (+20%)
Wilderness Survival (+15%)
Hand-to-Hand: Basic

O.C.C. Related Skills: Select six "other" skills from the following list plus three additional at level three and one additional at levels six, nine and twelve. All new skills start at level one proficiency.

Communications: any
Domestic: any (+5%)
Electrical: Basic Electronics only
Espionage: any except Forgery and Pick Locks (+5%)
Mechanical: Basic Mechanics only
Medical: First Aid or Holistic Medicine only
Military: none
Physical: any except Acrobatics or Gymnastics
Pilot: any



Pilot Related: any
Rogue: any (+10%)
Science: Anthropology, Biology and Botany only
Technical: any
W.P.: any
Wilderness: any

Secondary Skills: The character may choose two secondary skills from the above list. These are additional areas of knowledge without the advantage of the parenthetical bonus.

Standard Equipment: Survival clothing and boots, an insulation suit, a bedroll, a CBM M102 Survivor Pulse Blaster, with complete Holster Vest and Accessories, a Crosswell Model 42 Narc Dart Rifle or Pistol, a Zhnum'a Energy Rifle III, four extra powerpacks, an extra 120cc Narc Dart toxin, energy shield projector, a full tent, combat knife, survival knife, respirator, infrared goggles, distress signal, canteen, backpack, fishing gear, hunting equipment, several weeks' rations and a long-distance comlink.

Special Equipment: All other weapon and transport types, plasticene armor, portable sensors, electronic repair kits, hand-held computers, and bow and arrow sets.

Money: An ATPDS CredDisk with 2D4x1000 ATPDS credits on it, and 2D4x1000 Rifts credits worth of black-marketable items.

Cybernetics: Some allowed, most likely implants.

Zone Boy O.C.C.

ZED Corps Operative, a subsection of the ZED Corps

Introduced by the Oan Treaty, the Zone Expeditionary Defense Corps patrol colonies, settlements and shipping lanes in the frontier borders of ATPDS space. Like True Earth's old western rangers, these peace officers have total authority to act as judge, jury and executioner for the ATPDS.

ZED Corps officers, called Zone Boys, patrol systems where the current law officers are unable (or unwilling) to enforce order. The Zone Boys will take charge of the situation through peaceful means, but when compelled will not hesitate to employ violence. Authorized for lethal force, Zone Boys never delay in their duty.

The first Zone Boys were bio-enhanced Terrans engineered by the Aglian geneticist Syntrosphoren Tuulkamin. The ATPDS funded Dr. Syn's research in exchange for political asylum after he fabricated his death during the Sim Rebellion. Dr. Syn created a drug known as "Serum X," a deadly chemical enhancement drug that endows extraordinary powers. Ranging from increased physical and mental abilities to super powers, these abilities alone would make a Zone Boy a formidable opponent. Coupled with extensive training in hand-to-hand combat, Zone Boys are the nightmare made real to fringe outlaws.

With access to the latest technology the ATPDS has to offer, Zone Boys are always well-armed. With their narrow view of the universe, the ZED Corps scrutinize individuals to determine their alignment; one is on the side of either chaos or order.

Zone boys normally travel in small groups of three or four. With the opening of the Rifts creating such chaos recently, ATPDS resources have been spread thin; they often travel alone.

Attribute Requirements: none, but only Terrans may become Zone Boys.



Special Abilities: See super ability section tables in *Heroes Unlimited Revised*TM, page 162.

Alignment: good only

O.C.C. Skills:

Math: Basic (+10%)
Literacy: [Race of Origin] (+98%)
Literacy: Two additional (+40%)
Language: [Race of Origin] (+98%)
Language: four additional (+40%)
Radio: Basic (+15%)
Radio: Deep Space (+15%)
Intelligence (+20%)
Detect Concealment (+20%)
Detect Ambush (+20%)
Tracking (+20%)
Computer Operation
Read Sensory Equipment
Climbing (+5%)
Legal (+10%)
Streetwise
Weapon Systems (+10%)
Stellar Navigation
Terrestrial Navigation
Athletics
Vac Suit (+15%)
Pilot: any five (+20%)
W.P.: Knife
W.P.: any five
Hand-to-Hand: Martial Arts

O.C.C. Related Skills: Select five “other” skills from the following list, plus one additional at levels three, six and nine. All new skills start at level one proficiency.

Communications: any (+10%)
Domestic: any
Electrical: any
Espionage: any (+15%)
Mechanical: Basic Mechanics only (+5%)
Medical: First-Aid only (+10%)
Military: any
Physical: any (+10%)
Pilot: any (+15%)
Pilot Related: any (+5%)
Rogue: none
Science: none
Technical: any (+5%)
W.P.: any
Wilderness: any (+5%)

Secondary Skills: The character gets to choose three secondary skills from the above list at levels one, four, eight and twelve. These are additional areas of knowledge without the advantage of the parenthetical bonus. All secondary skills start at the base skill level.

Standard Equipment: Plasticene Heavy Armor, IF-10 Energy Rifle, IF-18 Energy Pistol, four extra powerpacks for each weapon, four grenades, three flares, utility belt, survival knife, uniform.

Special Equipment: Any larger military vehicle, any civilian vehicle, any weapon type, any espionage gear, any communications equipment, any electronic equipment, any survival gear, first aid kit, and any/all repairs/replacements needed on any standard or special equipment. PLEASE NOTE: All special equipment is requisitioned from the ATPDS military on an as-needed basis. They are ordinarily highly cooperative with Zone Boys, so long as the ZED in question attempts to bring back the expensive items in one piece.

Money: A month’s salary of 5500 ATPDS credits, on CredDisk, plus 6D4x1000 Rifts credits worth of black-marketable items.

Cybernetics: Only for prosthetics, and none to start: a Zone Boy is the ultimate in genetic engineering; cybernetics would only mar that perfection.

SECTION III: EXPERIENCE AND LEVELS

Bloodletter

1	0 - 2,140
2	2,141 - 4,280
3	4,281 - 8,560
4	8,561 - 17,520
5	17,521 - 25,520
6	25,521 - 35,520
7	35,521 - 50,520
8	50,521 - 71,000
9	71,001 - 96,100
10	96,101 - 131,200
11	131,201 - 181,300
12	181,301 - 231,400
13	231,401 - 281,500
14	281,501 - 341,600
15	341,601 - 401,700

Cannibal

1	0 - 2,100
2	2,101 - 4,200
3	4,201 - 8,400
4	8,401 - 17,200
5	17,201 - 25,400
6	25,401 - 35,800
7	35,801 - 51,000
8	51,001 - 71,200
9	71,201 - 96,400
10	96,401 - 131,600
11	131,601 - 181,800
12	181,801 - 232,000
13	232,001 - 282,200
14	282,201 - 342,400
15	342,401 - 402,600

Charlatan

1	0 - 1,875
2	1,876 - 3,750
3	3,751 - 7,250
4	7,251 - 14,100
5	14,101 - 21,200
6	21,201 - 31,200
7	31,201 - 41,200
8	41,201 - 51,200
9	51,201 - 71,200
10	71,201 - 101,500
11	101,501 - 136,500
12	136,501 - 186,500
13	186,501 - 236,500
14	236,501 - 286,500
15	286,501 - 326,500

Choirboy Chrome Warrior

1	0 - 2,140
2	2,141 - 4,280
3	4,281 - 8,560
4	8,561 - 17,520
5	17,521 - 25,520
6	25,521 - 35,520
7	35,521 - 50,520
8	50,521 - 71,000
9	71,001 - 96,100
10	96,101 - 131,200
11	131,201 - 181,300
12	181,301 - 231,400
13	231,401 - 281,500
14	281,501 - 341,600
15	341,601 - 401,700

Drivejock

1	0 - 2,240
2	2,241 - 4,480
3	4,481 - 8,960
4	8,961 - 17,920
5	17,921 - 25,920
6	25,921 - 35,920
7	35,921 - 50,920
8	50,921 - 70,920
9	70,921 - 95,920
10	95,921 - 135,920
11	135,921 - 185,920
12	185,921 - 225,920
13	225,921 - 275,920
14	275,921 - 335,920
15	335,921 - 395,920

Floater

1	0 - 2,000
2	2,001 - 4,000
3	4,001 - 8,200
4	8,201 - 16,400
5	16,401 - 24,500
6	24,501 - 34,600
7	34,601 - 49,700
8	49,701 - 69,800
9	69,801 - 94,900
10	94,901 - 129,000
11	129,001 - 179,100
12	179,101 - 229,200
13	229,201 - 279,300
14	279,301 - 329,400
15	329,401 - 389,500

Integrity Guard

1	0 - 1,950
2	1,951 - 3,900
3	3,901 - 8,800
4	8,801 - 17,600
5	17,601 - 25,600
6	25,601 - 35,600
7	35,601 - 50,600
8	50,601 - 70,600
9	70,601 - 95,600
10	95,601 - 125,600
11	125,601 - 175,600
12	175,601 - 225,600
13	225,601 - 275,600
14	275,601 - 325,600
15	325,601 - 375,600

Justice Ranger

1	0 - 2,120
2	2,121 - 4,240
3	4,241 - 8,480
4	8,481 - 16,960
5	16,961 - 24,960
6	24,961 - 64,960
7	64,961 - 49,960
8	49,961 - 69,960
9	69,961 - 94,960
10	94,961 - 129,960
11	129,961 - 179,960
12	179,961 - 229,960
13	229,961 - 279,960
14	279,961 - 329,960
15	329,961 - 389,960

Martial Dragon

1	0 - 2,100
2	2,101 - 4,200
3	4,201 - 8,400
4	8,401 - 17,200
5	17,201 - 25,400
6	25,401 - 35,800
7	35,801 - 51,000
8	51,001 - 71,200
9	71,201 - 96,400
10	96,401 - 131,600
11	131,601 - 181,800
12	181,801 - 232,000
13	232,001 - 282,200
14	282,201 - 342,400
15	342,401 - 402,600

MUTT

1	0 - 2,100
2	2,101 - 4,200
3	4,201 - 8,400
4	8,401 - 17,200
5	17,201 - 25,400
6	25,401 - 35,800
7	35,801 - 51,000
8	51,001 - 71,200
9	71,201 - 96,400
10	96,401 - 131,600
11	131,601 - 181,800
12	181,801 - 232,000
13	232,001 - 282,200
14	282,201 - 342,400
15	342,401 - 402,600

Netstalker

1	0 - 1,875
2	1,876 - 3,750
3	3,751 - 7,250
4	7,251 - 14,100
5	14,101 - 21,200
6	21,201 - 31,200
7	31,201 - 41,200
8	41,201 - 51,200
9	51,201 - 71,200
10	71,201 - 101,500
11	101,501 - 136,500
12	136,501 - 186,500
13	186,501 - 236,500
14	236,501 - 286,500
15	286,501 - 326,500

Nuke/Scottie

1	0 - 1,900
2	1901 - 3,800
3	3801 - 7,300
4	7301 - 14,300
5	14301 - 21,000
6	21,001 - 30,000
7	30,001 - 40,000
8	40,001 - 53,000
9	53,001 - 73,000
10	73,001 - 103,000
11	103,001 - 138,000
12	138,001 - 188,000
13	188,001 - 238,000
14	238,001 - 288,000
15	288,001 - 328,000

Seeker

1	0 - 2,050
2	2,051 - 4,100
3	4,101 - 8,250
4	8,251 - 16,500
5	16,501 - 24,600
6	24,601 - 34,700
7	34,701 - 49,800
8	49,801 - 69,900
9	69,901 - 95,000
10	95,001 - 130,100
11	13,101 - 180,200
12	180,201 - 230,300
13	230,301 - 280,400
14	280,401 - 340,500
15	340,501 - 400,600

Smoker

1	0 - 2,240
2	2,241 - 4,480
3	4,481 - 8,960
4	8,961 - 17,920
5	17,921 - 25,920
6	25,921 - 35,920
7	35,921 - 50,920
8	50,921 - 70,920
9	70,921 - 95,920
10	95,921 - 135,920
11	135,921 - 185,920
12	185,921 - 225,920
13	225,921 - 275,920
14	275,921 - 335,920
15	335,921 - 395,920

TRASHMan

1	0 - 2,300
2	2,301 - 4,600
3	4,601 - 9,200
4	9,201 - 18,400
5	18,401 - 26,500
6	26,501 - 36,600
7	36,601 - 51,700
8	51,701 - 71,800
9	71,801 - 96,900
10	96,901 - 137,000
11	137,001 - 188,100
12	188,101 - 229,200
13	229,201 - 279,300
14	279,301 - 340,400
15	340,401 - 400,000

Widowmaker

1	0 - 2,100
2	2,101 - 4,200
3	4,201 - 8,400
4	8,401 - 17,200
5	17,201 - 25,400
6	25,401 - 35,800
7	35,801 - 51,000
8	51,001 - 71,200
9	71,201 - 96,400
10	96,401 - 131,600
11	131,601 - 181,800
12	181,801 - 232,000
13	232,001 - 282,200
14	282,201 - 342,400
15	342,401 - 402,600

Wolfhound

1	0 - 1,900
2	1901 - 3,800
3	3801 - 7,300
4	7301 - 14,300
5	14301 - 21,000
6	21,001 - 30,000
7	30,001 - 40,000
8	40,001 - 53,000
9	53,001 - 73,000
10	73,001 - 103,000
11	103,001 - 138,000
12	138,001 - 188,000
13	188,001 - 238,000
14	238,001 - 288,000
15	288,001 - 328,000

Zone Boy

1	0 - 3,000
2	3,001 - 5,000
3	5,001 - 10,000
4	10,001 - 20,000
5	20,001 - 30,000
6	30,001 - 50,000
7	50,001 - 80,000
8	80,001 - 120,000
9	120,001 - 170,000
10	170,001 - 230,000
11	230,001 - 300,000
12	300,001 - 380,000
13	380,001 - 470,000
14	470,001 - 600,000
15	600,001 - 800,000

SECTION IV: SKILL DESCRIPTIONS

Below is a list of the new skills typically available to characters in **Rifts: Manhunter** (depending on O.C.C.). Although you may recognize some of these from the original **Rifts** rules, they are listed here so that their descriptions may be updated to the Manhunter Universe. Players may wish to consult **Mutants in Orbit** for other related skills. Note: skills marked with an asterisk (*) are not new but are updated for Manhunter Universe characters.

Communications

Radio: Deep Space:

This is training in the use of deep space communications equipment normally found on spacecraft and starbases. The technology utilizes a multi-phase warp transmitter which broadcasts message packets (which can consist of voice, image, and data files) of up to 100 terabytes (100,000 gigabytes) at an apparent speed of 1000 times that of light. Message packets may be encrypted. There is a five-minute delay from the time a message is received to when it can be heard due to the un-warping process. Real-time communications between nearby stations normally use regular radio frequencies. Since this skill is essential in sending out distress calls, it is normally mandatory among spacefaring characters. Base Skill: 45% +5% per level of experience.

Computer

Computer Operation*:

Some races in the Manhunter Universe, most notably the Aglians, have developed direct neural networking capabilities and have integrated them into many computer workstations. This allows the operator to directly link his mind with the computer. Similar to the Cyberjack skill (**Mutants in Orbit** pg. 15) except no internal dataplug is needed (a small headset is worn) and there is virtually no danger from viruses (only 1-2%) due to various safeguards.

Espionage

Interrogation:

The ability to extract information from a captive. There are normally two types of interrogation,

physical and psychological. In both cases the victim must save vs. insanity to avoid divulging the information sought (only once per hour and the interrogator must make a skill roll). In the case of extreme physical or psychological torture (or most truth drugs) a savings roll of one (a natural one) by the victim means he or she breaks and becomes delusional, saying anything (including fabrications) to get the ordeal over with. Furthermore, with any save made by the victim, there is a 25% chance he or she will be rendered unconscious or otherwise incapable of continuing for 1-2 hours. The skill level of the interrogator affects the savings roll of the victim by -1 for each full 10 points of skill above 50% (i.e., a skill level of 62 yields a -1 modifier, 70 is -2, etc.). Base Score: 40% +5% per level of experience.

Seduction:

The art of seduction may prove useful in the agent's quest for information. A successful roll allows the character to seduce a member of his or her sexual orientation. If the intended target successfully saves vs. insanity, they may choose not to be seduced. Base Score: 35% +5% per level of experience.



Mechanical

Spacecraft Mechanics:

This is the study of advanced mechanics as it applies to spacecraft. Those skilled in this discipline can repair, modify, build, and discreetly sabotage spacecraft. Areas specifically covered by this skill are jump-warp drives, sub-light drives, life support, power plant, and structural integrity. Computer/navigation systems and weapons require other skills. There is a 30% penalty when working with alien or unfamiliar mechanics. Base Score: 20% +5% per level of experience. Requires: Mechanical engineer skill, physics, and related requirements.

Medical

Doctor of Veterinary Medicine (DVM):

The vet is a trained animal surgeon capable of treating most commonly domesticated animals. When dealing with an unfamiliar animal there is a -25% modifier. Base Skill: 60/50% +5% per level of experience. The first percentage is the vet's ability to accurately diagnose the problem. The second percentage is the vet's skill at successfully treating the problem. Requires: Biology, pathology, chemistry, basic or advanced mathematics, and literacy.

Military

Ship Combat: Basic:

This skill gives the pilot a fair working knowledge of most spaceship systems and their basic combat capabilities. The character will be able to use the various weapon systems and, if acting as pilot, evasive maneuvers but not a full efficiency. Players should take note of the Basic Ship Combat Training table.

Ship Combat: Advanced:

This skill is an in-depth knowledge and training on a specific ship type. Because each ship handles differently, the Advanced Combat Pilot studies individual craft to familiarize himself with every element of it. This means the pilot must select the Ship Combat: Advanced skill for each specific type of spacecraft in which he desires to be an expert operator to enjoy its maximum combat potential. Advanced training automatically gives the character a basic understanding and ability to use ALL other craft at the "basic level" as well.

Vac Suit:

In order to survive outer space, extreme heat, cold, radiation, or even bio-hazards, most races require the use of a Vacuum Suit. These durable suits require no special training to use unless something goes wrong. In the case of an accident which breaches the suit or a sudden, extreme change in pressure or atmospheric conditions, immediate action must be taken by the wearer to avoid exposure to the external conditions. This skill allows the character to quickly readjust his suit before suffering a potentially fatal exposure. In an emergency it is possible to adjust someone else's suit, but at a -25% penalty. Base Skill: 50% +5% per level of experience.

Physical

Combat, Zero-gravity:

Basic and Combat, Zero-gravity: Advanced: These skills are exactly the same as the normal Hand-to-hand: Basic and Hand-to-hand: Expert skills (and advance with each level in the same way) except they apply in zero gravity situations. The normal skills apply in situations where gravity is present. If two characters, both with zero-gravity combat skills, are fighting in zero gravity, combat is resolved as normal. If a character with a zero-gravity combat skill is fighting someone who does not have the skill in a zero-gravity situation, he gets a +1 on all combat rolls (excluding damage) and get one additional attack per melee.

Zero-gravity Movement:

This skill allows a character to move with complete freedom in conditions of zero gravity. Characters without this skill while in zero gravity will have difficulty in performing normal tasks; -10% skill penalty and reduce speed and combat bonuses by half. Base Skill: PP multiplied by 5% +4% per level of experience.

Pilot

Pilot: AntiGrav Suit:

This is the piloting skill for backpack type anti-gravity units which can carry the individual airborne. Average antigrav units are capable of speeds up to 120 kph. Base Skill: 44% +4% per level of experience.

Pilot: Scout Class Spacecraft:

This skill is required to pilot the small spacecraft normally considered 'Scouts' (crew complement up to ten). This includes both warp and sublight

vehicles. Pilots with this skill are able to take off and land from planets, dock, and otherwise operate the spacecraft. Weapon and combat skills are separate. Base Skill: 40% +4% per level of experience.

Pilot: Cruiser Class Spacecraft:

Same as Pilot: Scout Class except it applies to 'Cruiser' sized ships (crew complement up to thirty).

Pilot: Explorer Class Spacecraft:

Same as Pilot: Scout Class except to applies to 'Explorer' sized ships (crew complement over 30 or mass over 1000 metric tons).

Pilot Related

Stellar Navigation:

Training in reading star charts, course computation, and the use of navigation equipment aboard spaceships. This skill is required unless the craft is not going to deviate from established routes (autopilot will pick up on nav beacon signals) but that's probably too boring for most players. A failed roll means the pilot is off course (2D10 light years if traveling faster than light, 3D10 million kilometers if sublight speed). Roll every hour that one is off course. Base Skill: 40% +5% per level of experience. Requires: Basic Math, read sensory equipment, and literacy.

Terrestrial Navigation*:

This is the skill described in Rifts as "Navigation." It is used to navigate on or near a planet's surface (either by land, air, or sea).

Vac Suit:

Description under "Military Skills."

Rogue

Gambling:

A knowledge of most forms of gambling including card games, dice games, roulette, sports handicapping, and cyberpoker. The skill can be used in traditional face-to-face games of chance (cards, dice, roulette, etc.) to cheat or spot a cheater. Base Skill: 20% +5% per level of experience.

Locate Secret Compartments:

The ability to detect hidden compartments, secret doors, false walls, and other similar hiding places. Base Skill: 20% +5% per level of experience.

Seduction:

Description under "Espionage Skills."

Science

Anthropology*:

This skill is now expanded to include all races of the Manhunter Universe. Each race studied, however, is a separate skill. When studying an alien race, it is properly called Xenobiology, a discipline incorporating the sociology, history and biology of alien races.

Astronomy*:

In the Manhunter Universe, this skill also covers knowledge of the types of stars, their composition and whether or not they are likely to have orbiting planets.

Geology:

The science dealing with the structure of planetary crusts and the formation and development of their various layers, including individual rocks and fossils. Characters will be skilled in quantifying rocks and minerals as well as being able to judge good conditions for finding a particular type of mineral (i.e., petroleum, precious metals, etc.). Base Skill: 25% +5% per level of experience.

Physics:

The understanding of the physical properties of matter and energy including acceleration, rotation, inertia, velocity, optics, waves and particles. The character is skilled in the use of measurement equipment, laboratory lasers, and matter/energy converters. Base Skill: 30% +5% per level of experience. Requires: Advanced Math and Literacy.

Technical

Legal:

A general knowledge of the laws and legal systems of various races/planets. If a character chose to be an expert in a single legal system (ATPDS or Chiropti for example), increase the base by +10%. Base Skill: 25% +5% per level of experience. Requires: Literacy.

The Manhunter Universe

SECTION I: SENTIENT RACES IN THE MANHUNTER UNIVERSE

Aglians

HOME PLANET:

Biraktes, Pilanzath System. Biraktes is characterized by a moderate climate, large expanses of fields and rolling hills, and no real mountain chains.

GENERAL STATISTICS:

Average Height: 6'10"

Average Weight: 145 lbs.

Life Expectancy: 165 Earth Years

RACIAL VARIATION:

The Aglians look very homogeneous, males and females often indistinguishable to non-Aglians. Their skin color is gray, with a slight iridescent sheen. They have no body hair, and their eyes are black. Even their voices are so similar that non-Aglians tend to rely on their individual style of dress for identification.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
5d6	4d6	3d6	3d6	3d6	2d6	2d6	2d6

TECHNOLOGY:

The Aglian civilization is by far the most technologically advanced among the Manhunter Universe races. They had perfected missile technology and other comparable levels of science thousands of years before Terrans. They launched scientific probes and observation platforms, but since Biraktes has no satellites, they neglected to try to colonize space for generations. The Aglians set the standard for scientific innovation in the ATPDS. Some believe they possess information they withhold from their Terran, Ular and Kirn partners, although these rumors may simply result from other species' envy of their intellect.

DWELLINGS:

Aglian cities showcase the best architectural styles of an ancient, fruitful civilization. Urban areas are not typically ornate, incorporating instead a more subtle artistic style. Aglian art and culture had actually grown rather stale until contact with Terrans inspired a renaissance. Despite the alien influence in recent centuries, Aglian cities remain well-planned and designed. Their ultra-efficient facilities include excellent mass transportation and cultivated parks. Many Terrans say, on their first visit to Biraktes, that Aglian cities remind them of university campuses.

PRIMARY SOCIAL STRUCTURE:

Compared to Terrans and other ATPDS races, the Aglians utilize heavily bureaucratic systems. The political culture of Biraktes and other purely Aglian colonies is linked into a complex cybernetic democracy. In governing themselves, the Aglians employ a true, non-representative democracy: every Aglian interacts with the central computer net, voicing opinions on a multitude of subjects. Shifting political alliances form across the light-years, deciding issues on all aspects of the Aglian civilization. Only the Aglians' incredible capacity to process and interpret information, aided by their complex, organic computer network, allows them to achieve such a political system. Many younger Aglians have absorbed facets of Terran culture, while a significant majority of Aglians, mostly older, find it undignified to hold such fascination with a less technologically advanced race.

HISTORY:

Aglians created their first writing system more than 23,000 years ago, giving them the longest recorded history of all the races. Aglians made great progress in science and exploration, frequently using Aglian-like robots to perform their most dangerous jobs.

Biraktes was never as dangerous a planet as Earth or Cheyitsk; violence had little influence on Aglian development. From the beginnings of their history, the Aglians put cooperation and understanding before conflict. No grand empires graced their history; no petty wars blemished it. They formed small, democratic groups early, which later evolved into larger states.

That Aglians are so similar may have helped. Genetically, any two given Aglians are as related as distant relatives from another race would be. Contact and alliance with humans was the most significant event for Aglian society in ten thousand years, and for the first time, great differences may be found in opinions between internal groups.

Recent events have greatly troubled the formerly tranquil Aglians. First contact with humans was followed by lost battles in space, the slaughter by Manhunters, and finally peace and alliance. For centuries, the Aglians roamed the galaxy as the sole spacefaring race; they now find themselves surrounded by several races. Though less technologically advanced, many of these races have the potential to cause the Aglians great harm. Some choose to look at their alliance with humans as a way of stimulating their species' growth; others view it more as hiring bodyguards.

CONDITIONS ON HOMEWORLD:

If you're seeking adventure, excitement or unpredictability, the *last* place to go is Biraktes. The Aglian homeworld is truly the heart of the ATPDS, and consequently the most well-policed planet in the galaxy. Biraktes never engendered any dangerous life forms, and Aglian law prohibits the import of non-native creatures. The planet never had hurricanes or tornadoes, groundquakes or tidal waves; for the past several thousand years the weather has been managed by a series of satellites.

This dull controlled environment masks the fact that more spies—both industrial and political—infest Biraktes than any other planet in the galaxy. With new ATPDS technology and government decisions originating here, agents from every organization attempt to infiltrate security. Unfortunately for these agents, it is difficult to escape notice on Biraktes. All weapons, down to pocket knives, are expressly forbidden on the planet's surface. Physical violence is so rare among Aglians that it stands out when used by their non-Aglian visitors. There are no "bad areas" in any of Biraktes' cities, and rough characters are easily noticed. Successful missions on Biraktes must employ subtlety.

ORGANIZATIONS:

Based in the capital city of Kilpos, the Biraktes Council for Peaceable Activity ensures that violence and danger remain far from the planet's inhabitants. The CPA employs the highest Aglian technology to enforce the weapons ban. Guards confiscate tens of thousands of weapons at spaceports every year; to the best of anyone's knowledge, none ever make it past the CPA sensors. CPA Peace Officers carry an array of non-lethal weapons, including stunners, neural shock batons, glue net launchers, and sonic disrupters. As a matter of pride, all CPA Peace Officers are Aglians. This causes many visitors from other races to underestimate the effectiveness of these highly trained agents.

Although Biraktes forbids all lethal weapons on its surface, this does not mean that the planet or the Pilanzath system are left defenseless. The same scientific knowledge that unleashed the dreaded Manhunter robots was used to create the most heavily armed system known. Several perimeters of defense employ everything from atomics, to sophisticated blaster cannons the size of cities, to magnetic mines. As if this weren't enough, the ATPDS has several divisions of Colonial Marines stationed on moons and in patrol ships in the Pilanzath system. Like the homes of the rich and powerful throughout human history, the Aglian home system seems calm and gentle while hiding an impressive array of security forces.

RELATIONS:

Aglians deal more with Terrans than any other race. Aglians admire and fear Terrans; they feel both superior and inferior to them. Aglians often refer to Terrans as *palhita*, which means "little cousin." While Aglian technology remains superior to that of the humans, but there is also no doubt that the Aglians both admire and fear the aggressive and adaptive nature of their "little cousins." While most Aglians feel they have benefited from blending with Terran cultures, some consider Terrans beneath them.

Aglians fear Sims, who they see as a form of Terran boiled down until only the worst features—violence and aggression—are left. (This opinion might also be attributed to the fact that it was an Aglian scientist who created Sims—against all the moral and legal codes of Aglian culture.)

Aglians respect the Ular—not only their enormous physical strength, but also their excellent

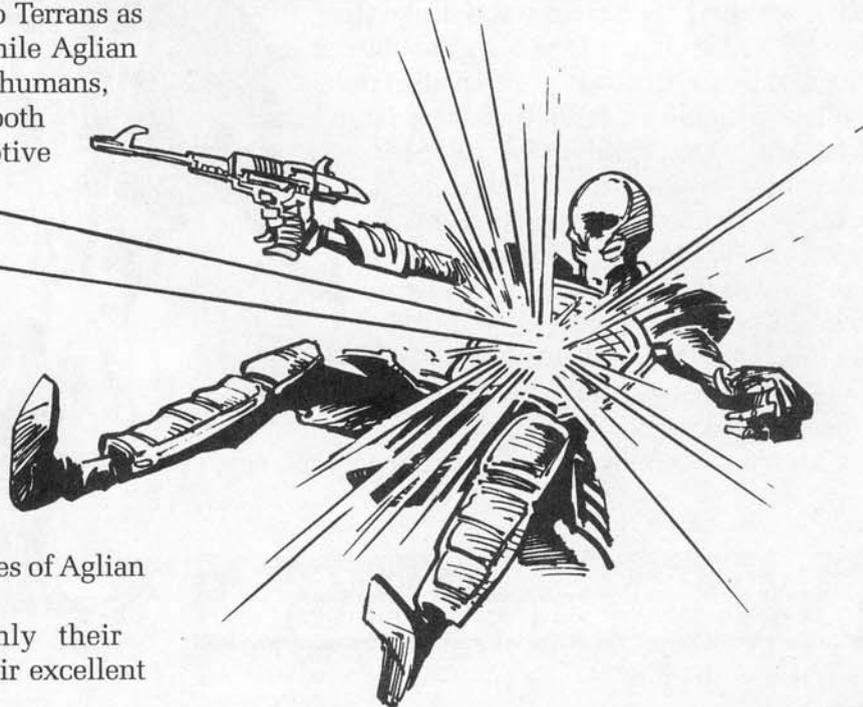
strategic thinking. Many Aglians privately believe the Ular much more suited to help rule the Defense System than humans. The one physical advantage that Aglians have over most other races, their imposing height, is lost with the giant Ular. This makes some Aglians uncomfortable around Ular, especially when several Ular are present.

On the other hand, they generally hold Kirn in contempt, viewing them more as hyperactive children than partners in the ATPDS alliance. It is not uncommon for Aglians to ignore Kirn who are present.

The Aglians put Gorushan and Chiropti in the same category: races so violent and dangerous that they should be contained. The fact that the Chiropti gained spacefaring from Exile humans in part drove the Aglians into the ATPDS, since they feared that if all Terrans were left "uncontrolled," even more dangerous races would be unleashed on the universe. Many Aglians react to Gorushan in the same manner a human reacts to finding a snake in his bed. They count the Qulak as another mistake in space, but nowhere near as dangerous. Aglians ignore Qulak even more obviously than they do the Kirn.

Finally, the Shigat and Turzig are seen by the Aglians as excellent "development projects." The Aglians hope to mold and steer the growth of both races so that they can become more like Aglians in their interactions with other spacefaring races. Aglians particularly like the Shigat desire to remain at peace with all races.

Although possessing superior technology, the Aglians had little experience in combat with other sentient lifeforms. In many ways the humans took them by surprise.



Chiropti (Ker-opt-ee)

HOME PLANET:

Cheyitsk, Shuzhr-AA system. Cheyitsk is covered by vast, folded continents, forming fjords and mountain ranges. The upper atmosphere is filled with suspended dust particles, covering the surface in shadow.

GENERAL STATISTICS::

Average Height: 5'5"

Average Weight: 176 lbs.

Life Expectancy: 80 years

RACIAL VARIATION:

No distinct subspecies exist among the Chiropti, but great localized variation exists along super-clan lines. Born blind, sight develops in early childhood. Multiple births are common, with a high infant mortality rate. Clans, identified with certain regions of the homeworld, can have populations up to several million. Just like a typical Swede looks different from a typical Greek, a certain clan might be known for reddish fur with brown thin stripes, another for blond fur with broad, hyphenated darker stripes, etc. Chiropti can identify on sight what clan another Chiropti belongs to. Although all clans now owe allegiance to the Emperor, they often skirmish among themselves, especially when outside of the Imperial Rule.

TECHNOLOGY:

The nature of the terrain has molded the Chiropti into contentious clans, usually defined by the territory contained in one valley (which may actually be very large in total area). This disunity has retarded technological progress. The level of Chiropti technology was rather low, aside from bladed weaponsmithing, until contact with Exile colonists. Under the Chiropti Golden Emperor, unity and technological advances came hand in hand. Imported technologies, such as spaceships and advanced weapons manufacturing, are kept under control of the Imperial government.

DWELLINGS:

Chiropti tend to live in fortress cities, either abutting the mountainous edge of the valley or at a strategic point along a fjord. Large cities are usually a cluster of clan compounds—really just a collection of walled neighborhoods than can be defended from attack. The architectural style superficially resembles Viking/Japanese Feudal synthesis, but of very solid



I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
2d6	3d6	2d6	3d6	3d6+2	3d6	3d6	4d6

stone construction. Travel through a Chiropti city means moving through a maze of alleys designed by a race that uses smell and hearing, not sight, as their primary means of gathering information about their surroundings. This can be very confusing to non-Chiropti.

PRIMARY SOCIAL STRUCTURE:

Clan lines are determined by the mother's family, and a Matriarch runs each Clan. On a settlement, she controls the land owned by the Clan. In space, the Matriarch is usually the owner and captain of the ship.

Until contact with outside worlds, Chiropti history was a cycle of almost continuous warfare. The Warrior, Artisan, Bladesmith and other castes served their clan leaders in accordance with an ancient, rigid hierarchy. Periodically, some clan leader would proclaim himself Emperor, bringing attacks from his rivals until war had exhausted that region. After the complete unification of Cheyitsk by the Golden Emperor (using a captured Terran ship), the Hhiyrts Dynasty he founded led the Chiropti on an aggressive colonization program, bent on building an increasingly large Chiropti Empire. Although most Chiropti still live in accordance with the caste system, many dislike the new Scientist caste the Golden Emperor forcibly created.

The ATPDS technology embargo, and their threats for the Chiropti's expansion, allow the Imperial Warlords to maintain militarism within Empire boundaries. The Emperor keeps good relations with the Imperial Warlords (most of whom are members of his clan) by allowing them greater latitude in their control over their subjects. Currently, iyrts-Ngakje, the seventh of the Dynasty, rules the Chiropti Empire.

HISTORY:

Chiropti history comes in two very distinct sections: Before Terran contact and after Terran contact. The Chiropti term for this event is *Khet-tsaaks*: Awakening from the Clouds. Before this period, centuries of Clan warfare filled the sagas of Chiropti history. Only battle mattered. When iyrts-Chugosh was presented with Evan Smith's spaceship, he didn't know what to make of it. His brother iyrts-Rzhaatsk proved to him that unless he used it to unify the Chiropti people, they would become slaves to the Terrans and others. The Chiropti have always been a suspicious race.

The NeoFeudal Wars, the ATPDS technology embargo, and the Hundred Days' War only supported their notion that the Aglians and Terrans sought to

control them. Under the wise rule of the Empress iyrts-tle-Ngaa, however, relations became less strained; her son, iyrts-Ngakje, seems determined to expand the Empire without coming to war with the ATPDS.

CONDITIONS ON HOMEWORLD:

Although the Imperial Rule controls all of Cheyitsk, and in fact, all of the systems near the Shuzhr-AA system, conflict between the Clans has only gone "underground." All Clans swear allegiance to the Emperor, and the Clan leaders are often made Imperial Warlords in reward, but the average Chiropti still thinks in terms of Clan loyalty first. This often leads to violence.

Visitors to the heart of the Empire are rare. In the capital city of khutaaz-Hhiyrts, non-Chiropti are common enough not to draw attention, but in the remote fortress-cities only Terrans and an occasional Kirn will be found, and they will stand out easily.

Weapons are common on Cheyitsk, but limited in variety. Just about every adult Chiropti will at least carry a "tska-kekecha" knife while in public. Only those of the warrior caste will have firearms, but the warrior is still one of the most populated castes. The imperial rule limits the kinds and quantity of weapons allowed on Cheyitsk, to prevent any clan from gaining enough for a rebellion.

There are many bad sections to every Chiropti city. Offworlders can easily get lost and find themselves caught between two suspicious rival Clan territories. The Shuzhr-AA system is heavily fortified, with just about every planet, moon and large asteroid home to some sort of defensive fort. The Chiropti Imperial Fleet is based at the Shaar-tsa station orbiting Cheyitsk.

ORGANIZATIONS:

Known as the most formidable organization of its kind among the races, the Imperial Secret Police, or Hhiyrts-khezha, is a body of Chiropti warriors chosen from birth to serve the Emperor. They will not hesitate to die protecting the Emperor or the Imperial Rule. Their savagery is legendary, whether in putting down rebellions by Chiropti Clans, or in their service to the Empire during the Hundred Days' War against the ATPDS. Under the Imperial Rule, they have the authority to kill first and ask questions later, making any visitor to Cheyitsk careful not to invite the wrong kind of attention.

Aside from the Hhiyrts-khezha, non-Chiropti, or Chiropti from independent planets visiting Cheyitsk must be on their guard against Imperial "Princes and Princesses," young Chiropti who are members of

high-ranking Clan lines. They are, for the most part, above the law, and often go out of their way to create trouble. Historically they would prove themselves in battle with other Clans, to show their fighting skill. Now, any young female hoping to one day become Matriarch must find conflict elsewhere, and any young male hoping to become First Sword has to look for any game he can find. It is an all-or-nothing proposal when the successful gain power and fortune, and the losers find exile and death.

RELATIONS:

The Chiropti have ambivalent relations with other races. They both like and hate Terrans. While Terran technology allowed them finally to unite and expand into an Empire of dozens of worlds, it was the threat of Terran slavers that pushed them. They detest the ATPDS for the technology embargo and Hundred Days' War, but some Chiropti feel kinship with Exile humans. The Bloodhood bounty hunters' guild, which blends both cultures, has stood as a bridge between these races for generations. While a Chiropti may consider an Exile human as a warrior almost as good as a Chiropti, an ATPDS human might be seen as a puppet for the hated, conniving, weak and pitiful Aglians.

Chiropti respect the Ular for their great strength, but think they have foolishly thrown in their lot with the ATPDS. Many Chiropti talk about getting the Ular to join the Empire in order to overthrow the ATPDS. Chiropti warriors admire the speed at which the Kirn can fight, but think they too often spare their enemies, and waste much time with mystical matters.

Sims frighten Chiropti only because they must now wonder if the Terran they engage in battle has some special ability. The Chiropti view the Qulak as treacherous creatures who fight without honor, and have a habit of piling up three and four against one Chiropti warrior. Chiropti don't trust the Shigat because they don't believe any race can only be interested in keeping peace. They find the Turzig annoying in groups, when they tend to react as a herd, but admire the Turzig skills of creating and using hand-to-hand combat weapons.

The Chiropti truly despise the Gorushan. Unknown outside of the Imperial High Command, several Chiropti settlements away from ATPDS space have been slaughtered by Gorushan marauders. This has made the Emperor fear the Chiropti will be squeezed between two enemies. Members of the warrior caste have permission to kill any Gorushan found within the Imperial Rule. Currently, the greatest prize possession for a Chiropti warrior is the skull of a Gorushan.

Derkosians (Dur-ko-zhans)

HOMEWORLD:

Derkos, somewhere near the core of the Gorushan Empire. The Gorushan absorbed and renamed the planet several centuries before, so little is known of its pre-Gorushan period. Elder Derkosians tell of a world riddled with canyons and abysses; dotted with active volcanoes and lush, tropical plants. The planet's closeness to its sun made the natives highly resistant to solar radiation. Sunspot activity, combined with an elliptical orbit, caused great extremes of climate, and a full third of the planet went uninhabited, either too hot or too cold. The Derkosians and most of the other species remained within thirty degrees of the equator.

GENERAL STATISTICS:

Average Height: 9'0"

Average Weight: 275 lbs. (350 with exoskeleton)

Life Expectancy: 60 years

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	2d6+2	2d6+3	3d6+3	3d6+3	5d6	2d6+3	3d6

RACIAL VARIATION:

The Derkosians vary in pigmentation from a mottled gray to obsidian black. A fine layer of hair covers their body. Their sweat glands produce a substance that has a foul odor to nearly all other races, except the Qulaki. The Derkosians are not normally bipedal. Without artificial correction, they walk and run in a hunched position. To make them better slaves, the Gorushan developed an exoskeletal frame that holds their spine in an upright position. Even after their escape from Gorushan space, the Derkosians continued to bind their children to the exoskeleton. The construction is designed to "grow" or be expanded as the child matures.

TECHNOLOGY:

As with the Malatriani, the Gorushan occupation of Derkos has let them advance further technologically than they would have otherwise. Their understanding, however, is greater than their ability to produce quality items. "Made on Derkos" is a term for cheap, flimsy items.

DWELLINGS:

The Derkosians like damp, warm abodes, though they adapt anywhere Gorushan are not found.

PRIMARY SOCIAL STRUCTURE:

While the Derkosians have no obvious government,

a hierarchy exists based on leadership ability and influence, similar to human Stone Age tribal chieftains. The Derkosians have a reputation among other species as “shifty,” because they are known to cultivate trust as a means to gain status.

The Derkosian reputation for embellishment lends little credibility to their public history. Nevertheless, it is all we have at present, until xenoarchaeologists excavate their homeworld.

The Derkosians claim their first extraterrestrial contact occurred when the Gorushan landed a damaged warship on their world for repairs. Forced to request help from the native race, they realized the Derkosians’ help was indispensable and requested an alliance.

This alliance soon proved a fraud. In an uncharacteristic experiment, the Gorushan had succeeded at a peaceful takeover. They began to systematically restrict the Derkosians’ freedom of commerce and depose any Derkosian authority figures. However, they had underestimated the will and intelligence of the Derkosians. Before the oppression could gain any ground, the Derkosians had decided to form an alliance with the newly-discovered Chiropti.

When the Gorushan heard of this plan, they came down on the Derkosians in a frenzy of executions and imprisonments. A small band of Derkosian rebels co-opted some of the ships they were enslaved to produce. These heroes, with a group of Malatriani, fled into the frontiers of space.

Conventional wisdom and popular xenoscience claim otherwise. While no contrary evidence exists, the Derkosian reputation of “gilding the lily” and their well-documented technical incompetence leads one to believe their role was less than glamorous. The Malatriani remain mum on the subject.

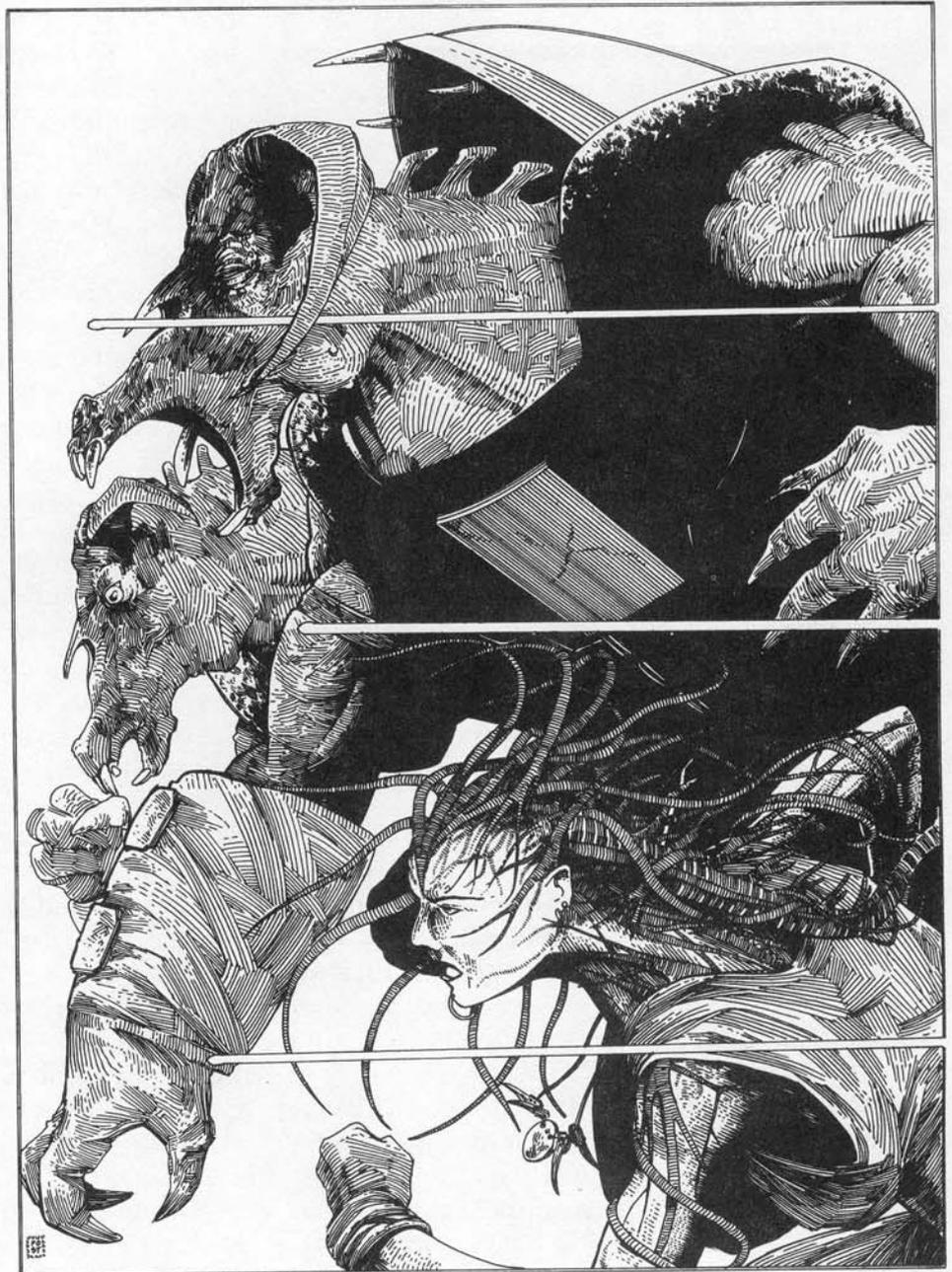
ORGANIZATIONS:

The quest for status and influence is highly ingrained in

the Derkosian worldview. Scholars believe this trait developed from the inferior position in which the Gorushan placed them. Therefore, they are prone to join any organization willing to have them.

RELATIONS:

Derkosians have attempted to ally themselves with all races. They have succeeded with the Terrans and Chiropti, but the Aglians view them as an annoyance. Their bond with the Malatriani still exists, and they have developed a similar brotherhood with the Qulaki. The two species view each other as coming from a similar background, and a friendly rivalry exists between them.



Gorushan (Gor-ooshan)

HOME PLANET:

Pzanyalarr, Haftos Yigan system. The exact location of this binary star system is unknown. The Gorushan homeworld is located far beyond Chiropti space, toward the core of the Milky Way galaxy. Most contact with ATPDS races is via Marauders.

GENERAL STATISTICS:

Average Height: 6'1"

Average Weight: 198 lbs.

Life Expectancy: 70 years

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	2d6	2d6	4d6	3d6	3d6	2d6	3d6

RACIAL VARIATION:

Gorushan are indistinguishable to most outsiders. Among themselves, they recognize differences based on subtle skin markings, and by the distinctive shape of their wrist claws. Very little is known about the biological nature of the Gorushan. Few from ATPDS space who have had face-to-face contact with a Gorushan live to tell about it.

TECHNOLOGY:

Technologically speaking, the Gorushan are apparently on par with the Aglians. This is puzzling, since the Gorushan are not believed to be a particularly intelligent race, no more so than Terrans. Also, the physical makeup of the Gorushan, armed with such large hand and wrist claws, indicates that they may not have the manual dexterity to have developed much of their weapons and spacecraft. Some theorize that the Gorushan obtain their technology from an outside source, although this remains speculation.

DWELLINGS:

There is no documented information about the Gorushan homeworld or settlements. Those few individuals who have visited their ships indicate a barracks-like living arrangement and a sparse system of accommodations.

PRIMARY SOCIAL STRUCTURE:

Nothing is known of the social relationships among the Gorushan on their homeworld and its colonies. Observed activity of Gorushan ships, especially the behavior of Marauders, leads to the conclusion that Gorushan society is organized so settlements are

protected and provided for by nomadic fleets. These nomads explore space in search of settlements to plunder, sometimes demanding tribute, other times attacking the settlements or ships. These they dismantle and return to the Gorushan home base. Some have theorized that perhaps the Gorushan actually serve as "hunters" for another race, although this has not been substantiated. Ultimately, the Gorushan provide more questions than answers.

HISTORY:

The Gorushan have made contact with the races of the ATPDS for over a century, but they rarely divulge information about their kind. Typically, some scout ship would be in a lesser traveled or unexplored region of space and would come across a Gorushan vessel. The Gorushan would rarely do more than make radio contact and then go on their way.

In more recent years, Gorushan Marauders have been making frequent raids on settlements far from any large power. The raids started as forced trading sessions, where the Gorushan would get the better end of the bargain. Gradually, some of these trade sessions became nothing more than impressed tribute, where the settlers were forced to pay the Gorushan for not attacking them. Most recently, the Gorushan have taken to wiping out settlements and ships and stealing everything in their path. When captured, the Gorushan have proven to be most resistant to interrogation, and apparently have the ability to voluntarily "stop living."

CONDITIONS ON HOMEWORLD:

Since the location of the Haftos Yigan system is still unknown, it is unlikely that anyone will travel to the Gorushan homeworld of Pzanyalarr. However, Gorushan ships are known to cluster in cities called pods. Sometimes the pods are clustered on large asteroids or moons. Pods are generally protected by swarms of a dozen pilot buzzships that hover around as a defensive grid. As a means of confusing attackers, when the ships are linked into pods, the artificial gravity of each ship is often left at a different calibration and orientation, so moving from one to another can lead to disorientation.

Uninvited visitors to a Gorushan pod will most likely be killed on sight. Those who have been granted leave to come on board will be escorted at all times, with the major part of the pod off limits.

ORGANIZATIONS:

On many neutral worlds in the fringes, and at any Shigat colony, Gorushan are welcome, as are any

other race. When off-ship, Gorushan tend to travel in *Quartets*, groups of four that stick together and watch each other's backs. In some of the less secure ports, Quartets scout the area looking for easy targets for muggings or worse.

There is also a group, Freedom of Space, made up of Gorushan who claim that both the ATPDS and Chiropti Empire are faking the Marauder attacks in order to ban the Gorushan from their trade routes.

Freedom of Space members will single out and harass any sentient who wears the insignia of either the ATPDS or Chiropti Imperial Clans.

RELATIONS:

The Gorushan classify the other races in one of two categories: Dangerous Enemies or Harmless Enemies. Aglians, Terrans (including Sims), Chiropti, and Ular are considered dangerous. Kim, Shigat, Qulaki, and Turzig are considered harmless. No other race is considered friendly.





Kirn (Keern)

HOME PLANET:

Motuv'Utaw, (called Kurik by the Ular). Ios system. The Kirn and Ular homeworlds once occupied a similar orbit around Ios, but tens of thousands of years ago, the orbits shifted, bringing Motuv'Utaw into a closer orbit, and Gahdgkyl, the Ular homeworld, farther from that star. The planet Motuv'Utaw ("The Face of the Mother") is covered almost entirely by rainforest.

GENERAL STATISTICS:

Average Height: 5'6"

Average Weight: 121 lbs

Life Expectancy: 110

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	2d6	2d6	3d6	4d6	3d6	4d6	4d6+3

RACIAL VARIATION:

There are no distinct geographical races, but a great genetic diversity. Populations nearer to swamplands tend to have thicker body hair. Skin color varies among the Kirn from milky white to black. Hair color ranges from blond to black. Body hair tends to match skin color. Tail fur can be very short or rather bushy. The Kirn reproduce quickly and easily. Babies are born with light color and blotchy darker spots of body hair that fade in childhood. Males tend to have thicker hair on their shoulders and down the spine to the tail. This extra body hair grows at adolescence and darkens with maturity.

TECHNOLOGY:

Early in their Industrial Revolution, the Kirn realized that they could not completely raze huge tracts of rainforest for development. Destroyed rainforest usually leaves nothing but wasteland, and the Kirn feel a spiritual connection to all life. They cultivated a material culture in harmony with their environment, a cooperative cyber-organic technology. The Kirn never really developed weapons of mass destruction until they faced the invasion by the Ular.

DWELLINGS:

Kirn settlements are built atop the rainforest canopy. Like lattices woven across the upper branches, they are often supported on the enormous trunks of the forest giants. Some of the largest trees are hollowed out, yielding access to the cities from the land below. The essentially bromeliad cities are built from the

top down, steel and glass towers with transportation tubes running through the rain forest. Because there is little open country on the planet, the Kirn developed transport by helium blimp as a major mode of moving between cities. Also, the interconnected rivers allow for heavy transport. Their architecture tends to be free-wheeling and chaotic and organic because they use many unrefined materials.

PRIMARY SOCIAL STRUCTURE:

Before the Ular invasion of Motuv'Utaw, Kirn lived in nations similar to Earth before the Global Congress. However, with the attack of their homeworld and the devastating loss of life, the nations fell apart. When the ATPDS resolved the Ular/Kirn conflict, the Kirn adopted a loose ATPDS-style representative democracy. However, mystic cults, a mainstay of Kirn civilization long before the Ular invasion, have great influence on Kirn politics. The Kirn are gregarious, and tend to form cooperative organizations for dealing with manufacturing, trade, and other social tasks.

HISTORY:

Long before the orbit of Motuv'Utaw shifted into its present position, a great civilization arose among the Kirn. Although not highly technological or industrial, this culture raised huge stone cities and monuments, many of which remain in ruins in the rainforest covering most of the planet's surface. When the planetary shift occurred, the old civilization collapsed, and the Kirn of today are the descendants of the survivors. It is believed that what xenobiologists call "adaptive reproduction" took place. Kirn DNA can actually adapt at each generation, so that the Kirn can breed with Terran and Chiropti, among other humanoids.

From the ruins of the old civilization, the present day Kirn arose, building cities and technology in harmony with their forest home. They ignored more industrial sciences as incompatible with their way of living.

The Ular invaded this lush world in 2673. The Kirn had an old myth foretelling destruction from demons in the sky, and the invasion paralyzed many from action. Motuv'Utaw was still split into nations then, and some used the invasion as an opportunity to attack their age-old enemies. For forty years the war dragged on, the Ular's superior weaponry taking a heavy toll. Billions of Kirn died, and their nations fell apart. A bloody stalemate had been reached when the ATPDS discovered their situation and

finally organized an Ular withdrawal. In the century since the end of the invasion, the Kirn have settled into their new role as partners in the ATPDS.

CONDITIONS ON HOMEWORLD:

Although the invasion ended generations ago, many Kirn have preferred to colonize offworld, leaving the population of Motuv'Utaw at only about 2.5 billion inhabitants. On an Earth-sized planet covered with only thirty-seven percent water, this means vast tracts of the planet are completely uninhabited. Areas the size of continents are covered with teeming swamps; other equally huge portions contain only the ruins of ancient cities, or cities abandoned after the invasion and reclaimed by the jungle.

In the capital Kawl'zhutlayn and other cities one can find all of the modern conveniences of the core worlds of the ATPDS. However, in the wild sections, explorers are left in a savage environment. On religious grounds, the Kirn were always careful not to hunt species into extinction, so many dangerous creatures still inhabit this world.

The Kirn are very playful, and rough in their play. Offworlders singled out for a little "sport" often end up dead.

ORGANIZATIONS:

As part of the Treaty of Inkestra 6, which ended the Ular invasion, neither the Kirn nor Ular homeworlds have huge defense grids like other worlds. The Ios system is patrolled by ATPDS heavy cruisers, but Motuv'Utaw is only defended by the t'Kyrny Voli'awtat'Motuv'Utaw, the Kirn Homeworld Defense Forces. This is an elite force equipped with the latest weaponry for rapid deployment wherever they may be needed on the planet. Even the most remote settlement is within the communications net, and can summon the KVtMU at a moment's notice. Any party causing a disruption will find itself facing Kirn's finest.

Another result of the Treaty is one most non-Kirn visitors would rather not run across. Many Kirn felt that the ATPDS didn't properly punish the Ular for the death and destruction caused by their invasion. An offshoot of one of the many mystic cults, the "Children of Awn'ta" is dedicated to bringing their own justice to the Ular, as well as punishing the ATPDS. This terrorist group feels that only Kirn may walk on their world, and all others are violating the living planet when they do.

RELATIONS:

The Children of Awn'ta aside, most Kirn recognize that the Ular invasion was an act of desperation that happened over a century before, and have forgiven them. In fact, many scientists have since tried to find out if the Kirn and Ular might be related, since they come from neighboring planets. Overall, the Kirn think the Ular are a bit stiff and boring, but they are trustworthy business and adventuring partners.

The Kirn, in general, have only praise for the Terrans. The Aglians thought that only the Ular should be invited into the ATPDS, and it was Terran efforts that brought in the Kirn. Kirn and Terrans are very much alike, and since much of Kirn culture was disrupted or destroyed in the invasion, the Kirn have adopted much Terran culture.

They are known to be sympathetic to the Sims, since mainstream Kirn consider all life sacred.

Kirn sentiment for the Aglians isn't as great. For the most part, they see the Aglians as stuffy and conceited; more like robots than living beings. Aglian favoritism for the Ular hasn't helped.

Even after the Hundred Days' War, most Kirn don't hold much against the Chiropti. They think that the Chiropti tend to take themselves too seriously, and are quicker to violence than to mercy. The Kirn understand the Chiropti dislike of the technology embargo.

The Kirn often create good business relations with the Shigat, and admire their peaceable nature. They find the Turzig agreeable, especially since Turzig "herd" consensus is very similar to the Kirn way of working in collective groups.

The Qulak present quite a problem for the Kirn, since Qulaki find Kirn to be quite attractive, and the Kirn find the Qulaki equally repulsive. The result has been a flourishing trade in kidnapping Kirn mates for wealthy Qulaki. In mindset, the Qulaki disregard for life is so alien to the Kirn way of thinking that they rarely get along. The Gorushan way, with its savage use of might, goes completely against the Kirn, and they go out of their way to avoid Gorushan traders and ships.

Malatriani (Ma-la-tree-an-ee)

HOMEWORLD:

Malatrin, located somewhere deep within the Gorushan Empire. Eighty-seven percent of the planet is covered with oxygen-rich oceans. The Malatriani are just as comfortable in liquid as out. As their society advanced, the Malatriani expanded to most of the planet's scanty surface terrain as well.

GENERAL STATISTICS:

Average Height: 5'9"

Average Weight: 160 lbs.

Life Expectancy: 75 years

Female

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
5d6	3d6	3d6	3d6	5d6	3d6	2d6	4d6

Male

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	3d6	3d6	4d6	4d6	3d6	2d6	4d6

RACIAL VARIATION:

Malatriani skin tones vary from a pale blue-gray to vivid aquamarine depending on their mood. They have some control over this color variation. The tentacles covering the head and upper body always appear a shade or two darker. The Malatriani take great care in the presentation of these tentacles, which are useful appendages, color and position displaying emotion and used in communication to accentuate speech, much like human hand gestures. They can shoot a spray of inky fluid from the mouth, which causes no damage but blinds an unprotected individual for a roll of 2d6. Gills, covered by a transparent membrane while out of water, allow breathing both on land and underwater.

TECHNOLOGY:

Malatriani are highly intelligent and dextrous. This only adds weight to their claims of being the creators of Gorushan technology. The Malatriani readily adapt to any new technology, and have contributed indispensable research and technology to occupied space.

DWELLINGS:

Malatriani need to live within a short distance to a large body of water, or in a special tank. Though they can survive on land, it causes them great mental stress which leads to an upsurge in aggression and violence.

SOCIAL STRUCTURE:

The Malatriani are matriarchal and matrilineal. Females are the primary decision-makers. Most males are part of the warrior caste. The brutal Gorushan occupation of their planet has made them suspicious of other races.

ORGANIZATIONS:

The ATPDS welcomed the Malatriani as informants against the Gorushan and a new force to work alongside the Aglians on new technological developments.

HISTORY:

The Gorushan first discovered Malatrin during their initial period of domination. The invasion drove a wedge between the Malatriani's two castes. The females saw the danger and opposed interaction, the males were overwhelmed by Gorushan promises of power. Under Gorushan influence, the male Malatriani led the invaders to their underwater cities, and allowed the takeover to commence.

The Gorushan enslaved the females in their ship-building plants and killed all but a few males, whom they used for breeding. While the Derkosians insist they were the driving force behind the Malatriani exodus, xenobiologists believe otherwise. However, the Malatriani refuse to rewrite history, which calls the Derkosians the heroes of the water-bound world of Malatrin.

RELATIONS:

The Malatriani view the ATPDS as the one force stopping the Gorushan. They will do anything to assist the organization.



Qulak (Koo-lock)

HOME PLANET:

Musyplo, Shpek system. A rather high-gravity world at the fringes of ATPDS space, far from the Chiropti Empire and the Exile Colonies.

GENERAL STATISTICS:

Average Height: 5'6"
Average Weight: 220 lbs.
Life Expectancy: 65 years

RACIAL VARIATION:

Members of this barrel-shaped, stoop-shouldered race have recently become a common sight in parts of ATPDS space. They are a “devolved” race: thousands of years ago, they developed a high level of technology, then stagnated, causing huge resource depletion and environmental collapse on their homeworld. They have a high reproductive rate and average intelligence, but don’t produce “geniuses”—their gene pool has lost much of its random variation. Qulak skin color is a pale grayish green.

Females tend to be a bit larger than males and have hair, unlike males. As a result of their environment, all Qulaki resist most diseases, as well as low-level radiation. In battle, other races must avoid getting Qulaki blood in open wounds; it is highly septic and causes rapid infection.

TECHNOLOGY:

Highly industrialized, yet stagnant to a point where

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
1d6	3d6	3d6	3d6	3d6	4d6	2d6	3d6



they have been unable to develop new technologies to remedy the attendant pollution and waste management of the preexisting ones. Working artifacts of incredible technological sophistication hide among the ruins of their cities and factories.

DWELLINGS:

Almost all of Musyplo can be characterized as a mix of landfill, extreme urban dwellings, and heavy industry. Chasmed, vast cities fill coasts, cover valleys and rise from plains. Qulaki live in shantytowns or fortresses—built in and from the ruins of their ancestors’ cities.

PRIMARY SOCIAL STRUCTURE:

There is no planetary, regional, or effectively local government. The Qulaki had lost the ability to leave their homeworld until Exile explorers scouting new worlds on the other side of ATPDS jurisdiction contacted them. Other races often hire Qulaki as bodyguards or private soldiers. They tend to establish large populations wherever they settle.

HISTORY:

Thousands of years ago, when Musyplo was a technologically advanced planet at the heart of a growing spacefaring civilization, the Qulaki had a long, rich history. When it all fell apart, no one was left who could read the records, and scientists have yet to break the code. The history of the Qulaki after the fall is equally unknown, because they lost literacy. When Chiropti explorers found their world in the Shpek system, the Qulaki lived in barbarism. In the less than a century since that discovery, many Qulaki have proven themselves capable of adapting to the new technology Chiropti and other traders introduced.

Several adventurous Chiropti, and later Exile humans, tried to set themselves up as planetary warlord of Musyplo. All died, whether from the treachery of their partners, more successful Qulaki, or some native disease or creature. In the end, thousands of petty chiefs have carved out territories all over the planet. After word of the planet's ancient technology spread, adventurers came from all over. They brought the Blue Plague with them, killing billions and causing the ATPDS to quarantine the planet.

CONDITIONS ON HOMEWORLD:

Adventurers don't need to dodge a planetary defense grid to get to Musyplo. The ATPDS has declared the entire Shpek system quarantined, and they enforce that decree with several automated and manned patrols. But since space is so vast, these defenses can be bypassed. Landing on the planet isn't difficult when only a few chieftains have any kind of ground-to-air defenses—most of those outdated. The problems begin once the visitor has arrived on the surface. A trespasser may find himself facing the business end of a stone-tipped spear, or some ancient, ultratech security system still running after thousands of years. There may be a small kingdom with trade offplanet, and all the luxuries of home, or it might be ruins infested with dangerous creatures. And always, there are the native diseases.

In short, there are few places on Musyplo where anyone can let down his or her guard. (See also *Appendix C*).

ORGANIZATIONS:

The Scavengers' Guild most often comes into conflict with non-Qulaki visitors. The organization systematically lays claim to a territory containing the ruins of old high-tech cities, searches for rare, valuable relics, scavenges what it can and moves on to the next spot. Since most people come to Musyplo to do the same thing, it's not a coincidence that the Scavengers treat all strangers as potential enemies out to take their livelihood. Even if that is not a visitor's purpose, it's hard to convince the Scavengers otherwise.

Also present in many of the ruined cities are groups known as "Klick Klick Tribes." Half-crazed inhabitants of the ruins, they defend their territory from Qulaki and alien just the same. Their name comes from their practice of tapping the bones of their last victims (often their last meal) as a warning before they attack.

RELATIONS:

The Qulaki are often clever but never very intelligent. As a result they are intimidated by and afraid of the Aglians. They get along well with Terrans in general; less so with officials and police types than with criminals. In Exile space it's common to see some Terran thug with a Qulak sidekick or two. They don't seem to treat Sims any differently from normal Terrans.

They fear and distrust the Chiropti. Even though it was a Chiropti scout that brought them into contact with the rest of the universe, the Chiropti used them as target practice for years. The Gorushan have played on this hatred of the Chiropti, and they often use Qulaki agents when dealing with Chiropti and other races. Although they fear the Gorushan, the Qulaki are paid well by them.

Qulaki consider the Shigat gullible and often try to profit from them. The Shigat are more crafty than they let on, which enrages the Qulaki. The Turzig are seen as direct competition for Qulaki goals. Both races are rated primitive but not without potential, and the Qulaki fear that only one, the Turzig, will be assisted by the major races.

The Qulaki are uncomfortable around the physically larger, mentally shrewder Ular. They find Kirn much more beautiful than their own kind. This attraction has led to a great deal of friction between the two races.

Shigat

HOME PLANET:

Bojeri, Owen system. It is orbited by five large moons. Competing gravitational forces result in frequent groundquakes. It is mostly desert, with no permanent bodies of standing water.

GENERAL STATISTICS:

Average Height: 4'6"

Average Weight: 80 lbs.

Average Life Expectancy: 35 years/Queens 120 years

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	1d6+2	2d6	5d6	3d6	4d6	1d6	3d6

RACIAL VARIATION:

The Shigat are insectoids with a strong exoskeleton and six legs. Their front manipulators end in a stiff claw with serrated edges. Six digit-stalks sit on top of their heads. Their iridescent green eyes are bifocal, with the sides used to get a broad view. They use the sides with their manipulators, and the top portion of the eyes with their digital stalks. They bend at the thorax and use the top of their head for finer work.

The Shigat exoskeletons make high-gravity environments fatal for them. The gravities found in a medium-tech device like a chemical rocket would crush them. However, the exoskeletons seal in their vital fluids and pressure so they can withstand vacuum, and screen out radiation.

The Shigat exoskeleton is the same reddish ochre as their desert environment. A solid stripe, fade or pattern of yellow covers their lower body. The young are born helpless, incompletely formed, and require infusions of a hormone-laden formula. They go through an initial molt, coming out as smaller versions of the adults, and going through three more molts before reaching maturity.

Because all dwellers in a particular city or colony usually descended from the same founding queen, they are closely related. Xenoarchaeologists have found no concrete evidence that the Shigat evolved on Bojeri, leading to speculation that they must have colonized the planet eons ago and forgotten their true origins.

TECHNOLOGY:

Before contact with ATPDS scouts, the Shigat lived in an unchanging environment. They have evolved a unique system of biologically-based technology as Bojeri is not rich in mineral resources.

DWELLINGS:

Shigat cities, or "hives," as Terrans have dubbed them, are directly linked to their life cycle, biology and social structure. They raise a plant called *hitzig*, eating the pulp which is later excreted as a glue used in building. They mine a durable, lightweight volcanic pumice, cut sections into shape with their manipulators, and glue it with *hitzig*.

Shigat cities have a spired, freeform organic appearance. Due to frequent minor damage from groundquakes, the Shigat are always repairing and refining their dwellings.

For nourishment, they chew and mulch the body of the plant, leaving the mulch in compost rooms for their domesticated symbiotes, *threfts*, to feed on. After digestion, the threft excretes a semi-liquid on which the Shigat feed. To supplement their diet they often forage on wild plants. They also leave the bodies of their dead to decompose in the compost room for future savoring.

Vertebrate sentients also enjoy consuming *hitzig*, for reasons other than gustatory. *Hitzig* produces a narcotic "high" in which Terrans, Ular, Kirn and Chiropti occasionally indulge.

PRIMARY SOCIAL STRUCTURE:

In ancient history, the Shigat were a warlike race, with cities engaged in constant strife. A Queen controlled each city, and her immediate descendants controlled the main food cycle. In the course of processing the food, the Queen deposited pheromones. When the citizens ate these chemicals, their biochemistry changed, making them less aggressive. Through the instinctual alteration of her hormonal system, the Queen ensures both peace and productivity for her city.

After contact with Terrans and other spacefaring races, the Shigat, hungry for cybermechanistic technology, exchanged labor for spaceships and resources. This technology allowed them to duplicate their food production. Free from the control of a Queen, many Shigat begin to behave more independently. Politically neutral toward all other races, the Shigat never take sides—just make deals.

HISTORY:

Shigat myth tells of a great Migration, and afterwards, centuries of horrible warfare and starvation. Slowly, the Shigat became accustomed to life on Bojeri, settling into giant cities controlling vast amounts of territory. Bojeri is constantly under the forces of its five moons, and periodically the groundquakes would get to a scale that would level almost all of



the cities on the planet. The surviving cities would then compete, often coming to battle over the shattered lands. This pattern was repeated for as long as the Shigat have recorded. Although they perfected life on Bojeri, the Shigat never progressed beyond the same cycle of growth, destruction, war and growth.

The pattern remained until 2741, when an Ular Merchant vessel discovered the Owen system. The Ular saw a fortune in trading mechanical technology for the construction wizardry of the Shigat. The contact between the two races, one of the few that didn't result in bloodshed, put the Ular in great standing with the Aglians, and the Shigat and Ular formed a strong, lasting bond. In recent years, the Ular have given new Shigat colonies passage on Ular vessels in exchange for a percentage of the profits made by Shigat construction crews.

CONDITIONS ON HOMEWORLD:

Bojeri, a desert planet, is difficult for most non-Shigat to survive without assistance. The Owen system has acquired a few defenses and Bojeri has a basic defense grid, but the Shigat depend more on their neutrality than weapons to protect them. Because of their insectoid nature, all non-Shigat are easily distinguished; an adventurer on Bojeri doesn't have to waste his time trying to blend into the crowd.

Since contact, the Shigat have developed and built entire new city areas to accommodate their humanoid visitors. In an average Shigat city designed for beings with four legs and incredible strength, "sidewalks" might curve up at an angle a Terran would need a pick-ax and rope to climb.

Today the new sections are built for use by bipeds. In fact, neutral Shigat cities on Bojeri and elsewhere are some of the few places that Imperial Chiropti, Exile humans, Terran ATPDS officers, Kirn Bloodhood bounty hunters, Gorushan pilots, Qulak pirates, and renegade robots may all be seen at the same time. They are not necessarily at peace with each other, but tolerate each other's presence. Like many neutral cities throughout space, intrigue and violence often rule behind the scenes. Outside the cities, the desert and groundquakes make Bojeri a deathtrap for the unlucky.

ORGANIZATIONS:

Even though the Shigat are technically neutral, they do not all think with the same mind. Some Shigat have motives that differ from their kind. One such group, the Shigat Chemical Combine, primarily trades in "hitzig" glue produced by the Shigat. Many in the Combine secretly trade in the narcotic variety of hitzig. Outlawed as a danger in both the ATPDS and Chiropti Empire, SCC narcotic dealers are always looking to aid those who share their enemies, including the Gorushan and Sim rebels.

Some Shigat are against trade with outsiders. Before the introduction of machines, all Shigat were dependent on their cities, and specifically their Queens, for survival. There was a balance in the old cycles of destruction and rebuilding. Called the "Monarchists," the group works to sabotage all new technology brought to the Shigat. Needless to say, they dislike all the other races, but especially the Ular.

RELATIONS:

Friendly with all races, the Shigat are most often partners with the Ular. The Ular have tried to "adopt" the Shigat like the Aglians "adopted" the Ular, and the Aglians encourage this. The Shigat value this relationship and aid the Ular when they can.

They get along with the Kirn, but are somewhat unsettled by the quick movements of that race, and admire the intellect and skill of the Aglians, as they do the drive and adventure of the Terrans. They refuse to condemn neither the Terrans for their treatment of the Sims, nor the Sim rebellion in return.

They find the Chiropti to be a bit aggressive, but sympathize with them against the technology embargo.

The Shigat remain neutral to the Gorushan, and as a result, get much of the business of the Gorushan as their middlemen.

They have much in common with the Turzig, and try to establish better contacts with them, but are puzzled by the Turzig method of confrontation.

The Shigat often work with Qulak laborers in constructing new cities for other races. They view the Manhunters as trading partners and will not take sides in their conflict with the ATPDS.

Sims

HOME PLANET:

Simulated Humans are produced throughout Exile space, though are technically illegal in ATPDS territory. Fugitive Sims have adopted Eiswelt, in the Bismarck System, as their home.

GENERAL STATISTICS:

Average Height: 5'10"

Average Weight: 150 lbs.

Life Expectancy: Varies with model. Currently, a Sim can have a two, three, or five year life expectancy if created by the Decahedron Compact. The rebel organization PATCH produces twenty- and thirty-year models.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	2d6	2d6	4d6	3d6	4d6	3d6	4d6

RACIAL VARIATION:

Sims are indistinguishable from natural humans. They come in all the shapes, colors, and sizes of the human population. Internally, their metabolism is quite different. As a result of their supercharged physiology, Sims have different nutrient needs than natural humans, and must supplement their diet with a special food product. Also, they react quite differently to intoxicating chemicals, with exaggerated loss of balance, judgment, etc. Depending on the type of work for which it was designed, a Sim may have physical or mental traits that far exceed the abilities of normal humans.

Sims can be differentiated from normal Terrans in only two ways: via an extensive medical examination by a doctor familiar with Sim physiology, or by their reaction to very bright lights or flashes of energy. These cause the color of the Sim's eyes to lighten, a state which can last for several minutes. Sims are aware of this light response and often wear contact lenses to disguise it.

TECHNOLOGY:

Effectively equal to that of their human models. Sims have concentrated their research efforts towards lengthening their life spans and stabilizing a biological reproductive method. Eiswelt, the base planet for PATCH operations, is rumored to contain the most advanced genetic engineering laboratory in the galaxy. Since no team sent in to confirm this theory has yet returned with data, several organizations have posted bounties on Sim biotechnicians.

DWELLINGS:

Although most Sims can survive under conditions far exceeding the resilience of normal humans, they prefer to live in more comfortable environments.

PRIMARY SOCIAL STRUCTURE:

With attacks coming from all sides, Sims as a population have exhibited very little internal friction. They divide easily into operative groups, always deferring to the most qualified to lead.

HISTORY:

For millennia human scientists had continuously failed in their attempts to create genetically superior human beings. It took the combination of the Qulaki Blue Plague and Aglian assistance for this to succeed.

The first Sims were created at the GenFab orbiting research station at Vtoraya Zemlya, one of the ten Decahedron Compact worlds. The Aglian biological genius Syntrosphoren Tuulkamin oversaw the three years of research leading to a stable DNA matrix.

The first test group of fifty were "aged up" so that they were "born" at the age of eighteen Earth years, with preprogrammed memories. They were told their situation would be similar to that of robots, who are considered sentient under Aglian law. After a period of fifteen years of indentured servitude, to repay the enormous costs involved in their manufacture, they would be given full independence, including the ability to reproduce and live out the rest of a natural human life span.

The first group was followed by thousands, and later millions. Trouble began when the Fifty Forefathers, as they were called by other Sims, began to die as their servitude was scheduled to end. The secret soon leaked out; they had been programmed with a fifteen year life span because their creators feared that they were superior to natural humans.

As the truth spread groups of Sims banded together until finally, the Sim Rebellion came to full force. Within the Exile colonies and among some of the border worlds of the ATPDS, Sims took arms and killed out of frustration and anguish. When Colonial Marines were sent to quell the rebellions, and millions of Sims, natural humans and members of other races were slaughtered in the process.

Believing the Sims would just die out, both the ATPDS and Decahedron Compact relaxed. In that moment of instability, a Sim known as Robert Dane captured the GenFab station, escaping with both the knowledge and the technology to create more Sims.



Dane and his group settled on a remote world, Eiswelt, establishing a Sim production plant and setting up a liberation army in the process. The Sims keep producing new generations of their own kind, even when they know that they will live short lives. They consider each group new martyrs, hoping that the next generation will unlock the secret to a full life span.

CONDITIONS ON HOMEWORLD:

Eiswelt is one of six semi-habitable worlds in the Sternreich, a fringe “pocket dictatorship” far out in Exile space. The ruler of this area, Johan Preuss, allows the Sims to operate from this icy planet in exchange for additional soldiers when he needs them at his capital of Rommelstadt, on Himmelwelt. The actual surface of the planet is deadly to all but the most hardy adventurers. The Sim production plant and cities are beneath the surface.

Just as Sims can pass unnoticed among naturals, natural humans can pass unnoticed among the Sims. It is not unlikely to find members of other races who trade or work with the Sims among their cities. To reach Eiswelt, one must pass by the system defenses of the Sternreich.

The dictator’s paranoia makes it almost impossible for anyone to leave or enter the Bismarck system without being noticed. Although the defense grids for the system are not as modern as those of ATPDS worlds, they are good enough to keep anything smaller than an armada out.

Naturally, Sims are suspicious of all outsiders. Travel among Sim cities is slow, with many checkpoints. Since they consider themselves at war with most of natural humanity, they don’t mind giving up freedoms for security. Their lifestyle is not much different than a typical ATPDS military camp.

ORGANIZATIONS:

The main organization at work among the Sims is the PATCH, or People Against the Termination of

Constructed Humans. The title itself illustrates the difference in opinion between them and their enemies—calling themselves both “people” and “humans,” while ignoring the slur “Sim.”

The other force that might be at work on Eiswelt at any time is the Integrity Force, which the ATPDS established as a paramilitary group whose sole mission is to prevent Sims from entering ATPDS territory and execute any they catch. An Integrity Force detail is posted on every colony under ATPDS rule.

RELATIONS:

The Sims know the naturals fear and hate them because they are all that is human and more. Humans have used, hunted, murdered, and designed them to die young, all out of this fear. Not all naturals believe Sims have been treated fairly, and many, especially in the fringes of Exile space, support Sim rights.

The Sims hate the Aglians for first providing the science to allow them to be created for slavery, and for then denying them the same rights robots enjoy. They see Dr. Syntrosphoren both as the god who created them and the devil who abandoned them.

The Sims dislike Ulars and Kirn because they have joined the ATPDS alliance. However, many Sims point out that the Kirn have fought for Sim rights since the Rebellion, and Kirn as a matter of principle would never use Sim labor, even where it is legal.

They dislike the Turzig because their practice of slavery strengthens the fight against Sim freedom.

Sims work well with the Shigat, who treat them no differently than naturals.

They see the Chiropti and Gorushan as potential allies against the power of the ATPDS and Exile governments, but the Chiropti have many ties with Exile humans.

They respect those in the Bloodhood, because the Bloodhood refused to take the job of hunting down escaped Sim workers.

The Sims despise all Qulak, since they are the biggest traders and merchants in Sim labor.

*Grim in their
determination, members
of the Integrity Force
never falter in their duty.
They have been
responsible for the
termination of thousands
of simulated humans.*

Terrans

HOME PLANET:

Earth, Sol system. Terrans are the most common of the spacefaring races, found throughout most of known space. Although overwhelming evidence exists that Homo Sapiens evolved on Earth, populations are believed to have been transported to other sectors long before Terrans themselves set out to colonize other worlds.

GENERAL STATISTICS:

Average Height: 5'10"
Average Weight: 145 lbs.
Life Expectancy: 103 years

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	3d6	4d6	3d6	3d6	3d6	3d6	3d6

RACIAL VARIATION:

Three major races live on the homeworld, with great diversity and intermingling of genetic heritage among them. **Africoid:** Skin color from apricot to dark black. Black, curled hair. Eyes brown or green. **Euroid:** Skin color from creamy white to dark brown. Hair straight to curled, pale yellow to black, including tawny. Eyes blue, green, brown. **Asioid:** Skin pale white to bronze. Black, straight hair. Brown eyes. Terrans are born almost hairless, in a single birth, although multiple births are not uncommon. Males of species can grow hair on lower face, tend to be more hirsute overall and often bald with maturity. Elder members tend to have silver, white, or gray hair.

TECHNOLOGY:

Without help from outside sources, Terrans had achieved a considerable level of technology. In fact, as a race, they grew rapidly from early industrial knowledge to understanding of atomic power and space flight. Their move from the first airplane to the first orbit is unparalleled among other races, and attributed to the fact that Luna gave the Terrans such an obvious and inviting target. Aglian researchers attribute the overall technological progress of Terrans to luck: historically, many Terran scientists just “stumbled” over the right solution at the right moment.

DWELLINGS:

Terrans are more social than the Ular, who tend to settle in small groups, but much less social than Aglians and Kirn, who almost never live or explore absolutely alone. As a result, Terrans live just as

easily in cities with tens of millions of inhabitants or alone in scout ships light-years from the nearest outpost. Terrans are very adaptable, and have borrowed their lifestyles from many of the races with which they now interact.

PRIMARY SOCIAL STRUCTURE:

The bulk of the Terran race live within the governmental jurisdiction of the ATPDS, either in the core worlds, colonies, or on the fringes of ATPDS space. However, tens of billions of Terrans live in the so-called “Exile Colonies,” the settlements created by sleeper ships before the ATPDS was formed. These defied the ultimatum to either rejoin Terran government or live cut off from Earth. Terrans in the ATPDS live in a stable representative democracy, but those in the Exile Colonies live in situations ranging from military dictatorships to theocracies, or in near anarchy.

CONDITIONS ON HOMEWORLD:

True Earth was effectively abandoned nearly a century ago, stripped of all of its ancient buildings and monuments, and now sits at the backwater fringes of the ATPDS. The new world, Terra, a monument to Aglian science and ability, revolves around Lux, close to the Aglian homeworld of Biraktes.

Everything that True Earth was, Terra has been made to be. The Aglians spent decades assimilating the store of Earth knowledge—art, poetry, writing, history—to construct their “cultural preserve colonies.” Using this knowledge, they created a model of “ideal Earth.” With this model, the Aglians set to work, spending fifty years designing a planet that, from the surface, would look just like True Earth. Next, all of the cultural treasures, many of them already in storage for generations, were moved to Terra. The largest and most important several thousand cities were rebuilt, this time without the slums and crushing masses of people. These were left behind on True Earth.

The politicians and corporate heads moved their wealth to the new world, where they live in enormous country estates, or in sparkling glass towers in the cities. The planet became theirs with the signing of the Treaty of Oan and the formation of the ATPDS.

Travel to Terra is much like travel to Biraktes. On the surface, everything seems calm and pleasant, but underneath, the greatest concentration of security and military power in the universe is kept. Entry to Terra is strictly controlled by its wealthy and powerful citizens, fearing a repeat of True Earth’s overpopulation.

Terra’s weather control satellites keep things pleasant. Its oceans are shark-free, its forests have

no tigers. To many, it seems like a bland, Aglian version of the homeworld, but those in power like Terra's predictability and stability.

ORGANIZATIONS:

Two overlapping groups of security forces protect Terra's rich inhabitants. First, the ATPDS provides a planetary "secret service" called the Terran Protectorate. Made up exclusively of ATPDS military veterans, the Protectorate is one of the finest combat organizations in existence. Protectorate security officers believe trouble should be stopped before it can ever begin. The Protectorate live well, matching the standards of the magnates they guard. The only way to lose this free ride would be if something happened within his or her territory. Officers work very hard to prevent anything out of the ordinary.

The private security officers that most Terrans employ work side by side with Protectorate forces. Gordion Securicorps is the biggest employer of guards. Once the chief security outfit on True Earth, Gordion was rewarded for decades of good service to the rich by being moved with them to Terra. More so even than Protectorate officers, private security realize that if they botch a security job, their next posting may be out on the frontier. They will go out of their way to make sure nothing ever happens to their clients.

RELATIONS:

The relations humans have with the other races depends on where in the Universe the human was born and raised.

Those humans who live and take active part in the ATPDS are known as "Terrans," and they tend to have excellent relations with the Aglians, who have given them so much. Exile humans and those from the backwater planets like True Earth see the Aglians in a different light. They see Terra as a bribe because the Aglians felt guilty about the slaughter caused by the Manhunters, and also because they feared that if they didn't sell out to the humans, the humans would just overrun them anyway. In Exile space, Aglians are often referred to as "Stretches."

Terrans imagine the Chiropti as savage barbarians trying to illegally grab up as many good planets as they can. They are often called the "Corrupties." To Exile humans, especially those who count on the Bloodhood for justice, the Chiropti seem a noble race wrongfully denied access to technology, probably mostly because of Aglian prejudice against them than anything else. The closer to the area of Gorushan attacks, the more favorable the opinion is of Chiropti. Just about all humans fear the Gorushan, though Gorushan ambassadors claim the Marauders act independently as outlaws, no one believes them. The butchery the Gorushan do has made them hated and despised.

The Kirn, by far the most human of the alien races, are also the most universally liked by humans of all sorts. Many humans find Kirn to be physically almost irresistibly attractive, and in the century of human/Kirn contact, hundreds of thousands of children have been born of mixed heritage. Where Terrans have spent much time learning science from the Aglians, Exiles have spent much learning magical arts from the Kirn.

Terrans trust Ular more than Aglians. In the past century, Ulars have risen in the ranks to fill many of the command positions in the ATPDS military. Exiles still respect them, though the humans in the colonies see more of the cutthroat merchant side of the Ular.

Humans view Sims and Qulakis as mistakes; things that have been unwittingly unleashed on the universe, bringing danger to human society. Except for a small percentage of noble thinkers, most humans would just like to see Sim production stopped and their numbers die off. Remembering the Blue Plague, the Exiles fear Qulaki. Terrans simply worry the Qulaki will overpopulate the universe as they once did their own world... or perhaps the Qulaki remind Terrans of the True Earth they left behind.



Turzig (Tur-zig)

HOME PLANET:

Thept, Intol system. Thept is curious in that its north and south pole are at a right angle to Intol, and its equator always faces that star.

RACIAL VARIATION:

Two distinct Turzig subspecies exist: one nocturnal, one diurnal. Aside from the differences in these subspecies, males and females look almost exactly the same. Females are slightly larger, with a more pronounced color. The diurnal Eche range in color from light green to light brown. The nocturnal Ont range from gray to dark blue. Females lay eggs at same time, young hatched out and raised in crèches. Turzig are “cold blooded.” Offplanet, they often wear heat-retaining clothing. They are darker across the back and lighter across the belly.

GENERAL STATISTICS:

Average Height: 5'6"
Average Weight: 200 lbs.
Life Expectancy: 160 years

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
2d6+3	2d6	3d6	3d6	3d6	4d6	2d6	4d6

TECHNOLOGY:

The Turzig had sent out unmanned probes to explore their star system before contact with ATPDS races, but had not yet launched a Turzig into orbit. Consequently, they were unable to contribute any scientific innovations to the body of ATPDS knowledge. Due to their nomadic nature, however, the Turzig excel at creating lightweight, collapsible and portable equipment.

DWELLINGS:

Aside from its polar regions, the bulk of Intol II is almost completely cultivated. This rural-urban environment is of a level comparable to Earth's early Industrial Revolution. The Turzig do not build concentrated cities like Terrans, but interweave fields of food crops with dwellings, merchant structures, ports, etc. Keeping with the ancient migratory and herd instincts of the Turzig, they move within a traditional region, sleeping in communal hostels. The nocturnal Ont sleep during the day in the same dwellings which Eche inhabit by night. This means that the surface of Intol II is always active, day or night, and undergoes a terrific “rush hour” period at dawn and dusk when the two groups overlap.

PRIMARY SOCIAL STRUCTURE:

The Turzig are not very materialistic as individuals, but are motivated to increase the wealth of their family group. Their most basic instincts are migration and herding. Their “possessions” are usually buildings, fields, and access to resources that have been historically exploited or developed by their “herd” tribe.

Their social structure reflects this communal nature. Turzig live by means of family groups, which must come to unanimous decision on an issue before reporting to a clan grouping, which in turn reports to a “herd” group, and so on upwards. Consensus is the most important political principle found among the Turzig. When two individuals within a group come to a point where neither will back down, they will engage in ritualized combat to resolve the matter.

HISTORY:

To understand Turzig history, it is useful to visit a Turzig museum housing the skeleton of a pteradraconis or “ifkeg,” an extinct predator resembling the mythical dragon of old Earth. Xenobiologists believe the attacks by these creatures caused the Turzig to evolve into intelligent herd animals, and that the ifkeg must have been active day and night, causing the intelligent herds to develop into diurnal and nocturnal subspecies.

Once the Turzig hit a certain point, not only did they survive the attacks, but eventually hunted the ifkeg to extinction. This sort of cooperation later became the standard of their societies. Competition against outside forces and cooperation within allowed the Turzig to develop very rapidly. They were on the verge of great leaps in technology and space science when a Kiinai company ship discovered them in 2799.

Since contact with the ATPDS the Turzig have absorbed much new technology. Many consider them to be the test case for the future of the ATPDS. Their society is still “primitive” in some respects, but there is no reason they shouldn't be brought into the ATPDS as full alliance members. Some members of the Terran, Aglian, Kirn, and Ular races want to keep the alliance exclusive, and enroll the Turzig as junior partners, while others want to try and consolidate power in nearby space under one government.

CONDITIONS ON HOMEWORLD:

Since the Intol System's discovery, at least one ATPDS gunship patrols it, in part to signal the alliance's claim, and in part to keep the Turzig from gaining too much technology too quickly. A determined and skilled pilot could easily get past the defense grids to Thept. Once on the planet, however, problems will arise. Non-

Turzig are rare except in the port cities of Bilgonak and Solgonak. Most Turzig have never seen an offworlder. More and more Turzig are traveling to other planets as part of the ATPDS development program, but the first reaction of most Turzig to an offworld visitor might be xenophobia.

Once that first hurdle is passed, the problem of the Turzig joust arises. For millennia the Turzig have engaged in non-lethal combat as ritual battle. The winner gains the land, assets and servitude of the loser. Most Turzig will want to negotiate a joust with an offworlder before settling down to business, a few unfortunate Terrans have found themselves facing years of labor as a result. Also, what might be non-lethal combat for two Turzig could easily become deadly to an unprepared offworlder.

ORGANIZATIONS:

The Traditional Rights Society, an organization dedicated to keeping joust slavery legal against the force of ATPDS pressure, is very powerful on Thept.



Most of the TRS members are old tribal chieftains, who own thousands of vassals and great amounts of wealth. The TRS employs professional jousters who look to bring troublemakers into a joust, where they will be sure to lose. The TRS has no desire to see Turzig society change, and will use these gladiators to crush anyone who stands in their way.

The Technocrats work closely with ATPDS representatives to try to end the joust slaves. They also work to ensure only ATPDS agents make the best deals and establish the best contacts with important Turzig. They make it their business to know all offworlders and what their business is on Thept.

RELATIONS:

The Turzig for the most part, are friendly toward humans, but find the anti-slavery message of the ATPDS annoying. Since Sim labor and outright slavery are legal in many parts of Exile space, Exiles usually fare well with Turzig. In the end, the Turzig want technology and wonder if the best way to it is to reform their society and get it from the Terrans, or to try and do the best they can with the Exiles.

The Turzig dislike the Aglians for the same reason many races do: the Aglians feel superior to them. The Turzig have a hard time telling the difference between humans and Kirn. They treat the Kirn as if they were just furry, tailed Terrans. They respect the Chiropti for their love of bladed weapons and their successful defiance of the power of the ATPDS. Some would prefer to form an alliance with the Chiropti instead of the humans.

Because of their opinions on slavery and their position as a race that needs more room and technology, the Turzig get along much better with the Qulaki than most other races. The Turzig generally consider the Sims nothing more than property. They view the Shigat with suspicion, since their neutrality seems to good to be true, and their relationship with the Ular puts them at a better standing with the ATPDS than the Turzig have. Ironically, many Turzig have a phobia that is just the opposite of many mammal-like races. Where humans and Kirn both share a similar dislike of reptiles, the Turzig find mammals to be somewhat repulsive. Because of this, the Turzig are more sympathetic to the Gorushan than other races might be. Strangest of all, the sight of a large, fully-furred Ular frightens many Turzig.

Ular (Ooh-lar)

HOME PLANET:

Gahdgkyl, Ios system. The same orbital shift that caused Motuv'Utaw, the Kirn homeworld, to become covered with rainforest, pushed Gahdgkyl into an orbit that initiated an endless ice age. The "freezing" of much of Gahdgkyl's mineral resources has had a profound effect upon the development of Ular biological and social evolution.



GENERAL STATISTICS:

Average Height: 11'6"

Average Weight: 1400 lbs.

Life Expectancy: 185 years

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
3d6	3d6	3d6	5d6	2d6	4d6	2d6	3d6

RACIAL VARIATION:

There are two major races. The Equatorials have short hair, bronze to dark brown, and brown or black eyes. The Arctics have longer hair, white and occasionally silver hair, eyes blue or violet. The mandibular tusks grow only in adulthood. Ular are usually born as twins, after a two-year gestation. Elder members develop a hump of fat across the shoulders and neck area. They generally don't need to wear clothing, but do so partly in deference to the cultural standards of other ATPDS races, or, to combat heat, they will wear clothing to cool their bodies.

TECHNOLOGY:

When the ATPDS first encountered the Ular, they had achieved the technology to launch a full-scale invasion of Motuv'Utaw, hoping to replace the severe lack of resources on their own world with the riches of the Kirn homeworld. The invasion was the pinnacle of their scientific achievement, but a great gamble doomed to fail; the Ular were biologically unsuited to fight ground combat in the Kirn environment, and the Kirn were quite adept at protecting their home. Had the ATPDS not provided the Ular with the assistance to pull out of the war and establish colonies elsewhere, the Ular may well have squandered their remaining resources, collapsing them back into a pre-industrial level of technology.

DWELLINGS:

Since the Ular obtain much of their food from grasslands or from the seas, the bulk of their cities are located either on the shores of the small seas or at historically strategic intersections of trade routes, such as mountain passes. Much of their settlement is done underground, to preserve heat. Their architecture is rather sterile and imposing, especially to other races, where it seems oversized. Historically, the Ular were too limited in fuel resources to have economical mass transport by flight, so they developed (and tend to prefer) travel via magnetic trains and subways. This may also be related to the fact that Ular as a race suffer from vertigo, the inability to function properly in high places.

PRIMARY SOCIAL STRUCTURE:

Ular are characterized by their mercantile society. With resources historically few and far between, the Ular society developed into roving nomadic bands which met several times a year to trade. This has made them rather individualistic, yet at the same time heavily allied to Merchant Groups, organizations that are somewhere between nations and corporations. Since Ular have long life spans and few offspring (one or two sets of twins is normal), their loyalty to their children and family is legendary. They expend great resources in educating their young and are fiercely protective of them. As part of the ATPDS, Ular are currently the chief traders and military strategists of that alliance.

HISTORY:

Just as the planetary shift and the invasion of Motuv'Utaw are the two greatest events in Kirn history, they are also the two greatest events in Ular history. Much the opposite of the Kirn, all evidence shows that the Ular lived as complete savages until Gahdgkyl shifted away from Ios, and that it was the never-ending ice ages that forced the Ular to develop civilization to survive. Before the glaciers, the Ular were likely solitary beings, but it became apparent that the only way they would survive would be through cooperation. This led to tribal societies that eventually developed into what became the Merchant Groups of today. Some Merchant Groups gained control of a specific piece of land, others of a particular resource. They would shift loyalties to one another, competing and cooperating much like the old nations of Earth. Studies of the world they called Kurik actually became the property of one particular Merchant Group. When a series of especially hard winters caused great famine, several cartels of Merchant Groups competed to send missions to Kurik.

Only death awaited the Ular explorers. The Kirn prophesy of demons from the sky seemed to be coming true, and the Ular were killed as fast as they came. Finally, the Ular launched a final, full-scale invasion of the Kirn homeworld, putting all the resources of Gahdgkyl into the hopes of capturing a new world.

For many years it dragged on, Merchant Groups blaming each other for the failures, claiming responsibility for the successes; none were willing to pull out. The initially successful strategy of divide-and-conquer began to fail as the generation of Kirn born during the war started to take command. Field Marshall Fygharn had finalized plans for a series of atomic attacks when ATPDS

scouts discovered Ios and its warring planets, and provided for a peace settlement.

The Ular have seen their entrance into the ATPDS as a second lease on the life of their race. Most now understand that had the war continued, the Ular would have two uninhabitable worlds: Gahdgkyl, with all of its resources spent on the invasion, and Kurik, covered in radioactive dust. Feeling a need to wipe away the dishonor of their invasion, the Ular serve with great competence in all branches of the alliance.

CONDITIONS ON HOMEWORLD:

Gahdgkyl at its best is harsher than most worlds are at their worst. The Treaty of Inkestra VI secures the Ios system with sufficient space-based defenses, and the nature of the planet does the rest on the surface. Not only do treacherous mountains, continent-sized blizzards, and frozen oceans present problems to adventurers, but the wildlife of Gahdgkyl assists as well. Unlike many homeworlds, that of the Ular still has so much open space that the same forces which created the powerful Ular continue to create ferocious predators to roam its surface.

The capital city, Tcharhkharn, is the chief spaceport. Like most Ular cities it is built mostly underground. In the past few decades as more and more non-Ular come for business, large areas of the city have been rebuilt to accommodate smaller humanoids. Once beyond the offworlder neighborhoods, most humanoids get lost in the crowds, like children set loose among adults. Perhaps because few other races can physically intimidate the Ular, they are very open and welcoming of members of other races. Even so, in their society based on personal wealth, crime against individuals is rather common, especially in the remote tunnelways and seaports of Gahdgkyl.

ORGANIZATIONS:

Gahdgkyl is still run by the cutthroat competitors, the Merchanter Groups. The ancient Ruling Houses are rife with intrigue, for they still control these Groups. The GM should keep in mind that political assassination has long been a means of solving conflicts between the Merchanter Group Ruling Houses. Players who come into contact with these Houses may find themselves in dangerous situations! Young aristocratic Ular are especially targeted. To protect them, most Houses have Loyals, personal bodyguards raised alongside those they protect. Some Ruling Houses and their Loyals have

maintained this relationship for centuries. The Loyals will not hesitate to do anything in their power to protect the lives or interests of their House.

On Gahdgkyl, just as on any other Ular world, adventurers may run across Ular Freetraders. These are usually members of the lesser Ruling Houses of the Merchanter Groups who have fallen on hard times. Freetraders think that actions such as the technology embargo against the Chiropti should be ignored. They will smuggle, import, export, or trade anything anywhere, for a price. They will also silence those who would try and stop them.

RELATIONS:

As an important ATPDS member race, the Ular have excellent relations with the Aglians. The Aglians favor the Ular, and the Ular know it. For such different physical types, they often think very much alike. The Ular's relationship with humans is also very good. There is an undercurrent of competition between the Terrans and the Ular for the favor of Aglian science, but the Terrans outnumber the Ular. By nature very individualistic, the Ular are sympathetic to Exile humanity's independence, as well as the desire of the Sims for freedom.

The Ular still carry a great amount of guilt over the invasion of the Kirn homeworld, and they often go out of their way to help the Kirn. A minority of Ular still believe that with a few more years, they could have succeeded in taking over Kurik, and resent the Kirn because of the end to the war.

The Ular respect the Chiropti as warriors, but consider them foolish in their attempts to build an empire in the face of the ATPDS. As individuals, Ular often like to play mind games, intimidating lone Chiropti. The Ular, however, do not play games with the Gorushan. The Ular recognize that in single combat, a Gorushan is a fair match for an Ular. The Freetraders have frequent contact with the Gorushan, but most Ular avoid them.

They see the Qulak as pests. Qulaki try to cut deals with the Ular, who really have no use for them. The Ular see the Shigat as competition because of their neutral trading policies, as well as their physical strength. Finally, the Turzig are treated as Ular protégés, and the Ular do as much as they can for them, in order to build the Ular reputation within the ATPDS.

SECTION II: LANDSCAPE OF THE UNIVERSE

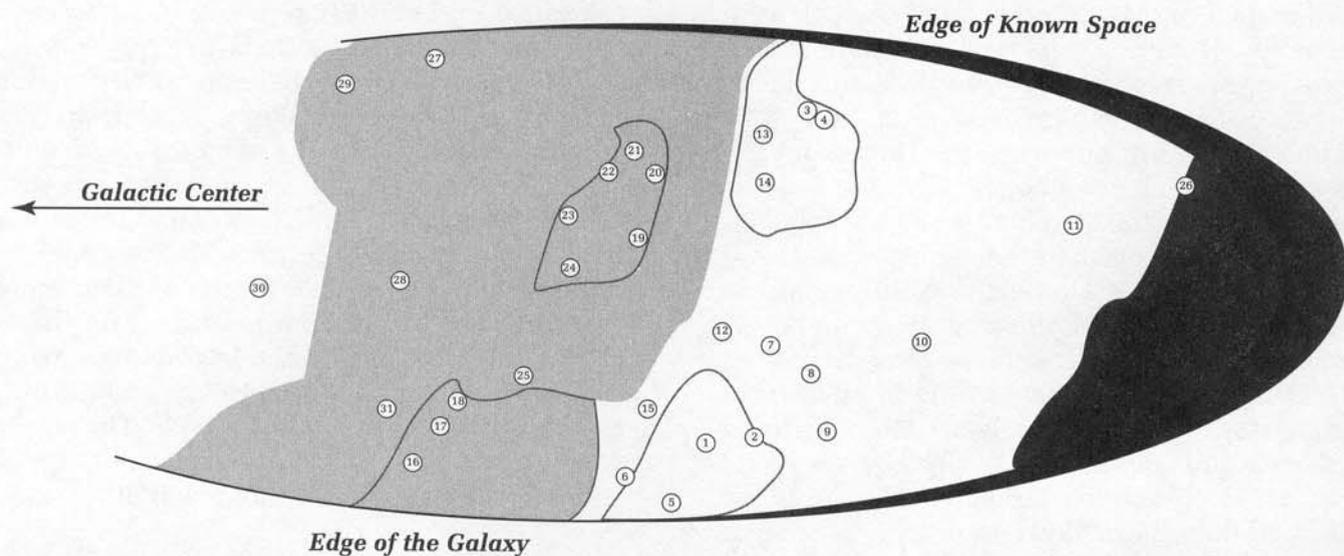
Each of the following planets provides basic conditions for supporting the known sentient races. Naturally or “assisted” by terraforming agencies, they currently have an atmosphere sufficient to block harmful cosmic radiation, an adequate oxygen content and no toxic chemicals. To maintain such an atmosphere, the gravity of the planet must be at least eighty-five percent Earth average, but not higher than a hundred and fifteen percent Earth average—the maximum level in which Manhunter races function.

Other worlds settled by the races require various types of survival equipment, from rebreather packs

to temperature control suits to radiation deflectors. Those listed here have at least a substantial surface area providing “shirt sleeve” conditions, where all races can coexist without anything more than would be required aboard their ships. Livable does not necessarily mean pleasant, however; to a human, an Aglian world would be fine, but an Ular world might seem cold, a Kirn world hot and wet, and a Chiropti world cloudy and cool.

Listed you’ll find the name of the planet, its star system, any outstanding feature, the capital city and reasons that might bring visitors (and undercover adventurers) to the planet.

Guide to Inhabited Planets



ATPDS Coreworlds

1. Biraktes

Pilanzath system. Aglian homeworld. Kilpos.

The scientific capital of ATPDS space, Biraktes houses more universities and research facilities than any other world. With gravity around fifteen percent lower than True Earth, a blue sun in a violet sky and the finest botanical gardens in the universe, the Aglians not only attract researchers but tourists looking for nothing upsetting or unscheduled. The museums, whether for art, architecture or science, are the oldest and richest of all of the races.

Not solely a scientific and cultural center, Biraktes also houses the Aglian Cybernet, the supercomputer that keeps track of all information needed to run the vast holdings of the ATPDS.

2. Terra

Lux system. ATPDS Human administrative capital. Rome.

Biraktes may be the scientific heart of the ATPDS, but Terra is the economic and governmental heart of the alliance. Even were it left uninhabited, Terra would draw visitors as a marvel of Aglian technology. Using techniques developed over millennia, the Aglians created Terra as an

exquisite duplicate of True Earth, right down to the groves of speed-grown giant redwoods on the North American west coast.

The terraforming miracle provides only half of the draw, however. The cultural treasures of True Earth now reside on Terra, from the Coliseum to the Forbidden City. The clean, safe, rebuilt cities of Terra house these buildings and artifacts, too precious by far to remain in the dangerous slums of True Earth. The countryside surrounding these model cities contain the most lavish and magnificent mansions and villas ever built. The most powerful of corporations—and their owners—now reside on Terra; any serious business will be conducted there.

3. **Gahdgkyl**

Ios system. Ular homeworld. Tcharhkhryn.

All of the Ular Merchant Groups, which have quickly become the most common and prosperous traders in and outside of ATPDS space, keep their Ruling Houses on Gahdgkyl. The political intrigues between Houses for the control of each Merchant Group—and the competition of the Merchants for territory and trade—all take place in the ancient, traditional cities of the Ular. No heir to a Ruling House would be considered properly trained in the art of making deals if he or she wasn't educated in this environment. Entrepreneurs from all races come to Tcharhkhryn to learn Ular business practice and law.

Aside from the economic lessons to be learned there, Gahdgkyl boasts some of the best hunting of any of the coreworlds, with both wild herd beasts and fierce predators as targets.

4. **Motuv'Utaw**

Ios system. Kirn homeworld. Kawl'zhutlayn.

Often called the most beautiful of the coreworlds, Motuv'Utaw draws visitors and adventurers for many reasons. The most obvious attraction is the planetwide forest that carpets the surface. Xenozoologists estimate that Kirn contains more different plant and animal species than any six average worlds. With no hunting generally permitted, poaching can be a very profitable business—and secretly attracts many offworlders.

The rainforest also hides a second attraction. The ruins of the Mediterranean and Central America, transported to safe sites on Terra, pale

in comparison to the unexplored cities, over ten thousand years old, lost in the trackless jungles of Motuv'Utaw. Since the discovery of the Ios system, most ATPDS archaeologists have migrated to the Kirn homeworld.

Finally, the rich Kirn traditions of magic and spiritualism bring many to study and learn from Kirn scholars and shamans.

Aglian Colonies

5. **Inkestra VI**

Inkestra system. Sector 82 City.

Where Biraktes could be called the Aglian research lab, Inkestra VI is the proving ground. A colony dedicated strictly to the practical applications of Aglian and Terran science, Inkestra VI offers little to the casual observer. However, agents from the Chiropti Empire, corporations and Exile governments all find this little planet quite intriguing. Inkestrans are currently locked in a battle of political will with the ATPDS authorities. Designed as a model colony for scientific freedom and cooperation between the races, Inkestra VI has become an important strategic center for the ATPDS; many government officials want to make it off-limits to all but cleared personnel. In response, many Inkestran scientists, both Aglian and Terran, reportedly leak technological secrets. The planet has filled with industrial and government spies, and officials trying to stop their activities.

6. **Haphilon XI**

Haphilon system. Sector 101 City.

Haphilon XI might be considered the closest place to a "homeworld" robots have. Most of the research, development and production of robots in the ATPDS originates from this location. Although many non-intelligent, sophisticated machines are produced throughout settled space, top-of-the-line, sentient robots almost exclusively come from the Haphilon Aglian labs. Consequently, this planet boasts the highest concentration of robot population.

Haphilon XI maintains tight security in the face of repeated espionage attempts. The primary concern, however, seems neither the Chiropti Empire nor rival corporations. Manhunter robots, which Haphilon's Kaistokos Laboratory

originally developed and produced, have repeatedly tried to infiltrate these facilities. Most commonly they accomplish this through the kidnapping and reprogramming of normal production robots. Whatever the method, their motive remains uncertain; Kaistokos claims that all files and prototypes associated with the Manhunter project were destroyed as a condition of the Aglian peace treaty with humans. As the Manhunter assaults continue popular belief in Kaistokos' claim dwindles.

Terran Colonies

7. New Lothian

Scotia system. Innis Leith.

Many sentients consider New Lothian the most successful of the "cultural preserve" colonies created by the Aglians over the centuries. Also known as the "Scots' World," New Lothian preserved and helped to flourish the cultural traditions of what was the fringe of True Earth's Eurasia.

Enforcing the most strict technology embargo within ATPDS space, the planet offers only one spaceport, at Innis Leith. This large island houses three cutting-edge ATPDS military development labs, but the rest of the planet is limited to pre-industrial technology.

No device, from steam engines, to antigrav impellers, is allowed. The ancient traditions of bladed weapons have regained popularity as a result, and the highlanders of New Lothian are the most common Bloodletters found among the ranks of ATPDS fighters.

Also, the Druid League of New Lothian attracts scholars and apprentice magic users from all parts of the universe.

8. Paradiz

Fredricks system. New Topeka.

New Topeka holds the capital of one of the largest business conglomerates in the galaxy. Alimentron is the second most far-reaching and successful terraforming corporation in existence. Paradiz is home to a number of manufacturing facilities, as well as test areas for new types of plant and microbe life forms used in converting planets already supporting life into worlds suitable for human colonization. Visitors to Paradiz can find

anyone working there, from business leaders to agritechs. They might also find operatives of the Indigenous Species Preservation Association, an often radical group that is against terraforming life-supporting planets.

9. Nouvelle Aquitaine

Soleil system. Font-aux-Montagnes.

Early in the history of human expansion, Nouvelle Aquitaine was guaranteed its financial success. Still the only planet able to produce "fine" wines outside of True Earth, the Aquitaine producers became the only such planet when a mutant fungus destroyed True Earth's last native vineyards over two hundred years ago. With this beginning, Nouvelle Aquitaine later began to cater to the tastes of the new trillionaires whose fortunes were made during the colonization of space. This world has become the "Casino Royale" of the ATPDS, featuring horse racing, gambling, and other ways for the rich to pass their time. Under the surface of this leisure, deals are made between government and business leaders. Of course, this lifestyle attracts all types of underworld predators as well.

10. Ashante

Mandela system. Redriver Falls City.

The closest "civilized" planet to True Earth, as a last stop to the "back yard" of the ATPDS, Ashante has built a strong economy on trade. Of the few open and neutral ATPDS ports, Ashante could be considered the most chaotic and dangerous.

Much of the contraband working its way into the ATPDS passes through Ashante. Rumors would have you believe that the planet serves also as a pipeline out for military technology. As the last outpost facing the Manhunter controlled sectors, Ashante holds the largest garrison of ATPDS fighters and troopships. Assignment here, however, is considered the worst duty in the service; misfits and other problem soldiers fill its barracks.

11. True Earth

Sol system. Human homeworld. Atlantia.

Other races frequently assume that humans originated on Terra—even many humans have forgotten their true homeworld, Earth. True Earth, neglected for centuries, has become perhaps the most dangerous human-inhabited planet in the

ATPDS. The remaining corporations control the megalopolises that cling to the coasts; they maintain the fortress walls which keep city dwellers out of the remaining agricultural sectors. Very little in the way of law and order remains. The closest thing to justice comes from members of the Bloodhood bounty hunters' guild, which has several outposts on True Earth. Some come to this chaotic planet because of its lawlessness, a few bold adventurers to search for long lost relics of humanity's past.

Ular Colonies

12. Chandringpuram

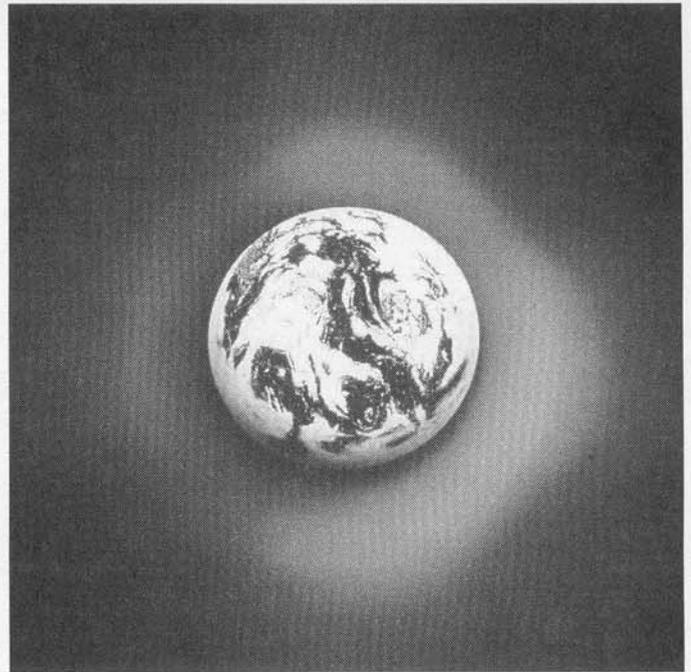
Terran/Ular colony. Vishnu system. Tchyhrn.

The first Ular offworld colony, Tchyhrn settled at the site of a previous Terran colony with a planet full of resources, but not enough workers to develop them. The Ular were invited to Chandringpuram as a solution. Since then, the planet has become an industrial powerhouse, the chief Ular military production center. To accommodate the size of their Ular users, the ships, groundcars and field artillery produced at the Tchyhrn colony are of the most heavy duty dimensions. As the quality of these ships and weapons have improved, the ATPDS military has begun to adopt them.

13. Murhn

Gankhtym system. Uhthryn.

The brainchild of an Ular general, designed to provide law enforcement officers for the frontier, Murhn was a natural choice for the site of the ZED Corps training center. The planet was already suited to Ular colonization, with its dozens of mountain chains and chilly climate. These harsh conditions seemed perfect for weeding out unfit ZED Corps candidates (what a pity that the weeding process occasionally becomes fatal). The ZED Corps Tactical Command Center, located at Uhthryn, makes it an ideal target for any invasion of the ATPDS, as well as a target of intrigue from forces affected by the ZED Corps. Due to the training center and the planet's position as the largest frontier outpost of the ATPDS, Murhn supports the largest military fleet in the entire boundary region.



The slum world of True Earth lies directly in the path of the encroaching Manhunters. Ignored by the ATPDS and abandoned by the elite of its race, the planet sits witnessing its own decay.

Kirn Colonies

14. Zhil'lal

Utan'il system. Ayr'Rotuvan.

Once the ATPDS ended the Ular invasion of Motuv'Utaw, many Kirn took up the offer of assistance in establishing Kirn colonies. Especially eager to leave were followers of the Crystal Sword Mystic Cult, which had warned of the Ular invasion in prophesy. The settlers have established the Crystal Sword School of Magic, which is considered the finest center for learning magic among all races. In dealing with such a powerful and unpredictable art, the Crystal Sword School attracts visitors and scholars of all kinds, including those who deal in the Black Arts. Certain groups, such as the secretive Consortium, seek to contain the knowledge and use of magic, and Zhil'lal is one of their primary targets.

15. Rhan'Nalilat

Tayr system. Awt'lav.

Many Kirn wanted a new start, out from under the shadow of the war. The most free-wheeling found themselves at the new Rhan'Nalilat colony.

Awt'lav is a city where any member of any race can get anything they desire, without questions, at a price. Tolerated but not promoted by the ATPDS officials, Rhan'Nalilat has become a source of income for the Kirn settlers and the ATPDS government. Visits to its pleasure resorts have often been used to entice Exile governments into increasing their ties with the ATPDS.

Chiropti Empire:

16. Cheyitsk

Shuzhr-AA system. Chiropti homeworld. khutaaz-Hhiyrts.

Its surface covered with clouds and mist, visitors find Cheyitsk clouded in other ways. As the homeworld and capital planet of the Chiropti Empire, Cheyitsk boasts the strongest defenses in the Galaxy; the Empire keeps its own counsel. The Chiropti Imperial Fleet, stationed at Cheyitsk, protects the homeworld from the invasion that most Chiropti believe must inevitably come from the ATPDS.

The capital city of khutaaz-Hhiyrts has spent the last several centuries receiving the wealth of the growing Empire; its giant fortresses and shrines demand attention. Of course, politics and money motivate most visits. One seldom sees an ATPDS official on Cheyitsk, but Exile humans have become increasingly common as independent governments try to set up alliances with the Empire.

Although the city hosts many aliens, only Chiropti will be found in the outlying regions of the planet. Offworlders instantly stand out and are reported to the authorities just as quickly.

17. Chysis

Tsilkaa system. khutaaz-Hhugosht.

Home to the bulk of Chiropti military production, Chysis is a closed world. The only outsiders allowed include non-Chiropti scientists and military experts in the employ of the Imperial Rule. Since the Chiropti recognize the need for this assistance, small colonies of Exile humans, Ular, Kirn and even Aglians can be found on Chysis. These self-contained settlements are afforded as little contact as possible with the Chiropti inhabitants. Regiments of Imperial Secret Police patrol every city; an extensive fleet

of ships defends Chysis and the Tsilkaa system. Tsilkaa's heavily trafficked shipping lanes pass the weapons and equipment produced here back to Cheyitsk or further, to the numerous settlements and outposts within the Empire.

18. Ngilos

Psii-Tle system. Hhetsk.

Ngilos is a colony devoted to the Chiropti past. Where treacherous mountains and deep valleys cover Cheyitsk, Ngilos' rolling hills and plains make it a jewel in the Emperor's crown. First settled under the command of the Golden Emperor, Ngilos was intended to preserve all that he knew he would change. The Emperor built his offworld fortress palace there, not only as a sanctuary from political machinations, but also a secondary capital from which he could command his armies should the ATPDS destroy khutaaz-Hhiyrts.

Over the centuries the Second Palace has grown with additions from later Emperors and Empresses. Many Chiropti rulers granted land to their Warlords and Clan Matriarchs as gifts and rewards for loyal service; their smaller palaces are scattered across Ngilos.

Non-Chiropti know the planet most commonly as home to the Ngilos Blademasters, the finest Chiropti weaponsmiths. Although difficult, offworlders occasionally obtain permission to visit Ngilos in order to commission a Blademaster weapon.

Exile Space

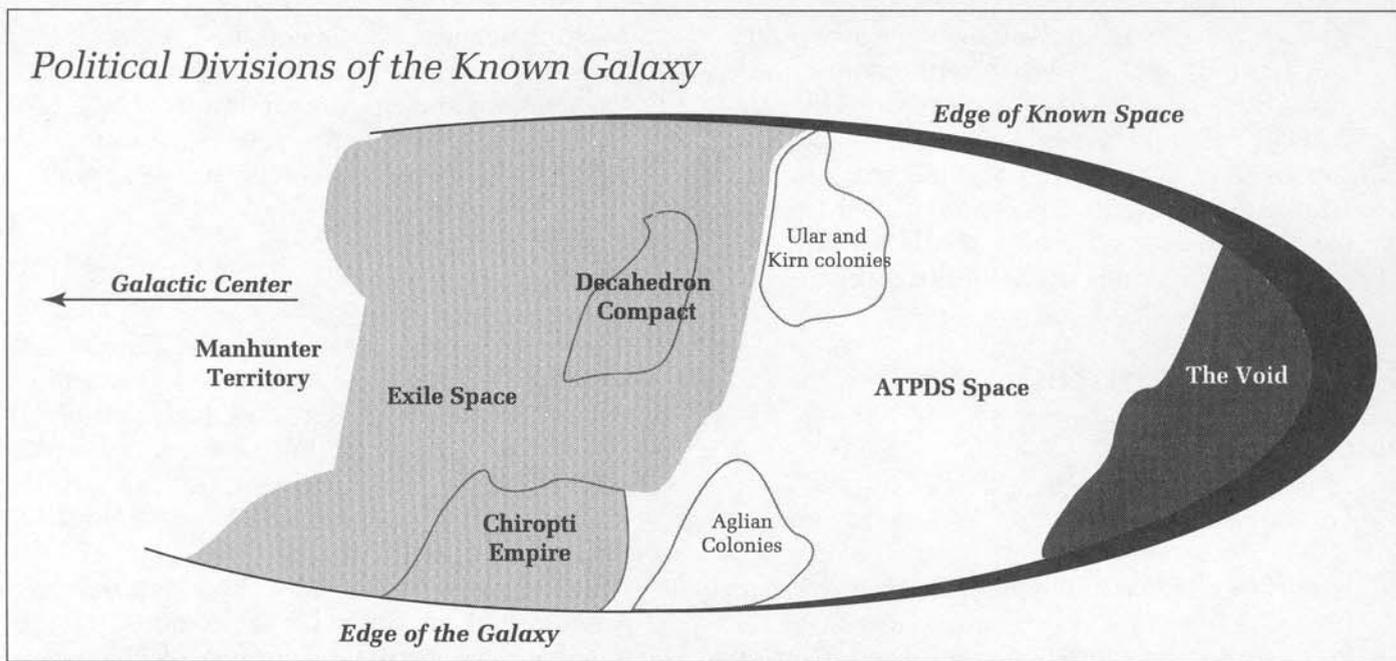
19. Lasthaven

Greenstar system. Locus of the Decahedron Compact. Grudtvik.

When the Decahedron Compact was sworn, Grudtvik was little more than small mining colony on the edge of the Brandon Chasm, in the Melaina Mountains. Earth authorities expected it to fail within a few years, with the rest of the rebellious colonies. Now a city of twenty-six million, Grudtvik spans the Chasm, filling the labyrinth of caverns to their furthest depths.

The Decahedron has grown powerful in its struggle for control of Exile space, first with Earth and later with the ATPDS. Lasthaven has become one of the most important human worlds. With

Political Divisions of the Known Galaxy



the Decahedron and their allies deciding political and military policy here, Lasthaven attracts envy and hostility from many quarters and needs to protect itself. The Greenstar system defense was constructed as well as that which protects Terra, if not better. Lasthaven sees more traffic at its nineteen spaceports and thirty-two orbiting stations than any other single world. With all of this traffic, anything and anyone can (and eventually will) be found at Lasthaven.

20. Riopelle's World

Hibernia system. Blarney Rock.

Riopelle's World: another of the Decahedron's most powerful holdings. Smugglers call its capital at Blarney Rock "the center of the Whiskey Empire." So near the border, Riopelle's was first to profit from runs into ATPDS space; vast fortunes were amassed smuggling into and out of that territory.

The business began when settlers at Blarney Rock wanted authentic True Earth whiskey. Re-outfitting several small ships, they ran the Exile border and squeaked through Earth government pickets. It was only a matter of time before word of their success spread, and Exile colonists began approaching Riopellers with propositions. They started smuggling raw materials out of Exile space to trade for technology or scarce replacement parts.

The Hibernia system still makes most of its wealth from smuggling contraband in and out of

ATPDS space. Open and lightly defended, the planet relies on its cutthroat black market to delay any ATPDS actions until the Compact could send more substantial support.

21. Vtoraya Zemlya

Sawicky system. Tolstoyk.

With their power based on trade, exploration and might, the Decahedron Compact relies heavily on the ability and availability of starships. DuoTrans might set the standards in the construction of state-of-the-art ships, but such ships do not suit the purposes of the Compact. The Exile Zem shipyards, in orbit around Vtoraya Zemlya and at thousands of other stations within the Sawicky system, produce vessels altogether different.

Designed as simple, durable and flexible craft, Zem ships can be converted for use as military craft, trade vessels, exploration ships or any combination thereof. The planet itself boasts one of the richest concentrations of minerals ever found, and the three asteroid belts of the Sawicky system provide more resources. While by no means a beautiful place to live, Vtoraya Zemlya is home to several billion miners and workers. However, the future of the Decahedron Compact—and Exile space—rests on its shoulders. The system has moderate defenses to protect the shipyards.

22. Allahu Shukran

Sadat system. Medina.

The “legitimate twin” to Riopelle’s World, Shukran is the center of all legal trade into and out of ATPDS space. A vast majority of goods sanctioned for trade between the Exile colonies and the ATPDS will, if nothing else, be transferred between ships within the Sadat system.

With the enormous wealth present at any given time, the system is highly defended. Regularly and irregularly, moon- and asteroid-based defenses monitor the system tightly. Armed ships escort any unrecognized trading vessel to the Harbor Master’s Station, where port authorities search the ship and verify the legitimacy of its cargo. Once released, the ship will be allowed to conduct business on any of Shukran’s orbiting stations.

Though a truly beautiful world, few visit Shukran’s surface. Access to starports on the surface is open, but the cities and settlements can be entered by invitation only. Shukran is populated almost exclusively by the fabulously wealthy; trespassers seldom escape unscathed.

23. New Texas

Alvarez system. Bowie.

The birthworld of Captain James Carson, who started the war with the Aglians that unleashed the Manhunters, New Texas is steeped in history. Visitors often come to the original Alamo (brought brick by brick from True Earth), or the Carson Memorial—a fifteen-story statue of the Captain, blaster in hand, raising a defiant fist to the sky. The enormous statue is divided into several floors, housing the remains of the Aglian robot killed at Carson’s Stand as well as a complete Manhunter robot, captured and deactivated during the war.

Famous for its history, New Texas also plays a critical role in the Decahedron Compact. The New Texas Armada defeated the Aglian ships during the war; today, the larger, more heavily armed New Texas Armada provides the Decahedron with its primary space fleet. The Alvarez system is the home base for the great gunships and fleet carriers that patrol the other systems of the Decahedron.

24. Britannia

McDermott system. New London.

While most planets in Exile space boast at least one college or university, Britannia is unquestionably the intellectual center of Exile space. New London itself houses more than 700 individual learning institutions. The most powerful families of Decahedron worlds send their children here for education. The Compact also encourages beings from hundreds of other planets, especially humans, to study at the academies of Britannia. The Compact has been known to sponsor some students in an effort to capture the loyalty of independent or newly settled planets.

Not heavily defended, the McDermott system has a basic security net but little economic or military importance to rate more than a few basic patrols. Operatives of the ATPDS and Chiropti Empire, as well as the Order of the Void, study Britannia, in hopes of glimpsing the directions Compact worlds will take in the future.

25. Irido

Kando system. Edo.

Irido stands at the gateway to the Chiropti Empire, the key planet during the expansion of the NeoFeudal Wars. Most of the neighboring planets settled by Exile humans, have either been abandoned for fear of the Chiropti or absorbed as the Empire expanded. Independent from both the Chiropti and the Compact, the ATPDS frequently tries to bring Irido into the alliance, even though it already acts as the military outpost against Chiropti expansion into Decahedron controlled space. Playing all sides, Irido also stays friendly to the Chiropti, occasionally acting as middle-man for trade between the Exile colonies and the Empire.

Maintaining its position requires heavy defenses; Irido keeps its protections in prime condition. In addition, any large military actions will bring immediate assistance from the New Texas Armada, as well as alerting ships in both the ATPDS and Chiropti Empire. All races are common on Irido—including Chiropti, since Edo is home to a very large Imperial delegation.

26. Stantebe

Belem system. Holy Order of the Void. Cidade Maravilhosa.

Stantebe has become the desert in bloom, just as the Holy Order of the Void predicted. Although it started as a world just “bastante bem,” (literally, “Good Enough”), the Order now controls dozens of worlds, and has followers in positions of wealth and power throughout Exile space, so that the Belem system has become the center of its own empire. The combined ships as the disposal of the Order approach the might of the New Texas Armada, and the whole system is incredibly well defended. When followers of the Order have come into battle with independent worlds out in the fringes, they are said to fight to the death with out hesitation. Stantebe is both an open and closed planet. The Order of the Void is always encouraging believers and non-believers to visit the planet, either to see the source of their religion, or hopefully to become converted. The capital, Cidade Maravilhosa, is truly a marvelous city, and brings millions each year. However, the inner Temple of the Void is strictly off limits, and uninvited wanderers will be turned away sternly. Those who continue past that point are never heard from again.

Independent Worlds:

27. Bojeri

Owen system. Shigat homeworld. Botsen.

Little brings non-Shigat to Bojeri. Considered too dry and hot for most other races, the planet also lacks any useful mineral resources. Bojeri's only starport is at Botsen. No stations orbit the world; no defense grid covers its system. As a small gesture to remind others of their interest, the ATPDS posts a gunship in the system, and a gunship from the New Texas Armada also patrols the Owen system in an equally friendly gesture.

With the Owen system so out of the way from most other settled areas, only trade with the Shigat themselves attracts off-worlders to Bojeri. Some few traders come to hire Shigat workers to build a city, spaceport or other facility for them. Wealthy investors occasionally try to entice a Queen to settle and build with a new colony, in return for a percentage of the profits from its workers.

More recently, interest in the illegal narcotic hitzig, naturally produced by Shigat breeders, has attracted a number of dealers to the planet. Although most of the females find the concept base, the appearance of the substance in the market has convinced the ATPDS that a danger exists for its exploitation.

With the bizarre architecture, offworlders have traditionally found it difficult to navigate the Shigat cities. After many unfortunate accidents, the Shigat have reconstructed several portions of Botsen to accommodate their few visitors.

28. Thept

Intol system. Turzig homeworld. Ilgonrak.

As far off the beaten path as Bojeri, Thept nonetheless attracts more interest for its rich mineral resources. Many organizations currently compete for access rights to these minerals. The Turzig have no defenses for the Intol system, but an ATPDS gunship and several heavily armed vessels belonging to Ular Merchanter Groups can be found in the system at any given time. The rare visitors to the planet usually confine their travel to the cities of the North Tribe.

The largest spaceport is at Ilgonrak, although several other Tribal Collectives are planning rival ports. The ATPDS considers Thept off-limits to all its citizens unless they have received a special pass, and signed a waiver recognizing that the ATPDS will not come to their legal aid if they find themselves forced into servitude under Turzig law.

29. Eiswelt

Bismarck system. Sim “homeworld.” Part of Sternreich. Himmelwelt. Rommelstadt.

Like many on the fringes of space, the Bismarck system has fallen under the rule of a dictator, in this case, Johan Preuss. He is the great-grandson of Joachim Preuss, the self-crowned king of the Sternreich; the “star empire” is really one system with several semi-habitable planets. With little to recommend it for habitation or development, other colonies have categorically ignored the Sternreich for decades.

Only in recent years has interest in the Bismarck system grown. When Preuss traded one of his planets to the Sims in return for military support, the galaxy's eyes shifted toward this remote corner of Exile space. On frozen Eiswelt,

the radical Sim organization, PATCH, has founded a secure base for their terrorist operations; as a part of the Sternreich, Preuss protects it as he does the rest of the system. Authorities at Himmelwelt carefully monitor entry into Bismarck, and an old-fashioned but powerful series of defense stations and ships protects the area from invasion. Sternreich can rely on Sim troops to put down any rebellion at home.

30. Musyplo

Shpek system. Qulak homeworld. No capital. Borders Manhunter space.

Poised on the very edge of ATPDS space, Musyplo would certainly have been a border outpost were its environment less hazardous. As it is, the ATPDS goes to great lengths to keep anyone from visiting the Shpek system. If the threat of another Blue Plague-like epidemic

weren't enough, the reports of ultratech weapons that might still be on Musyplo have been taken seriously, and the ATPDS has no desire to find those weapons in its enemies' hands.

Since any activity that close to Manhunter territory might draw their attention into the ATPDS, the blockade around Shpek is doubly vigilant. Adventurers seeking ultratech items must either find a way past the ATPDS quarantine, or risk skirting through Manhunter space. Once on the planet almost anything can—and most likely will—occur.

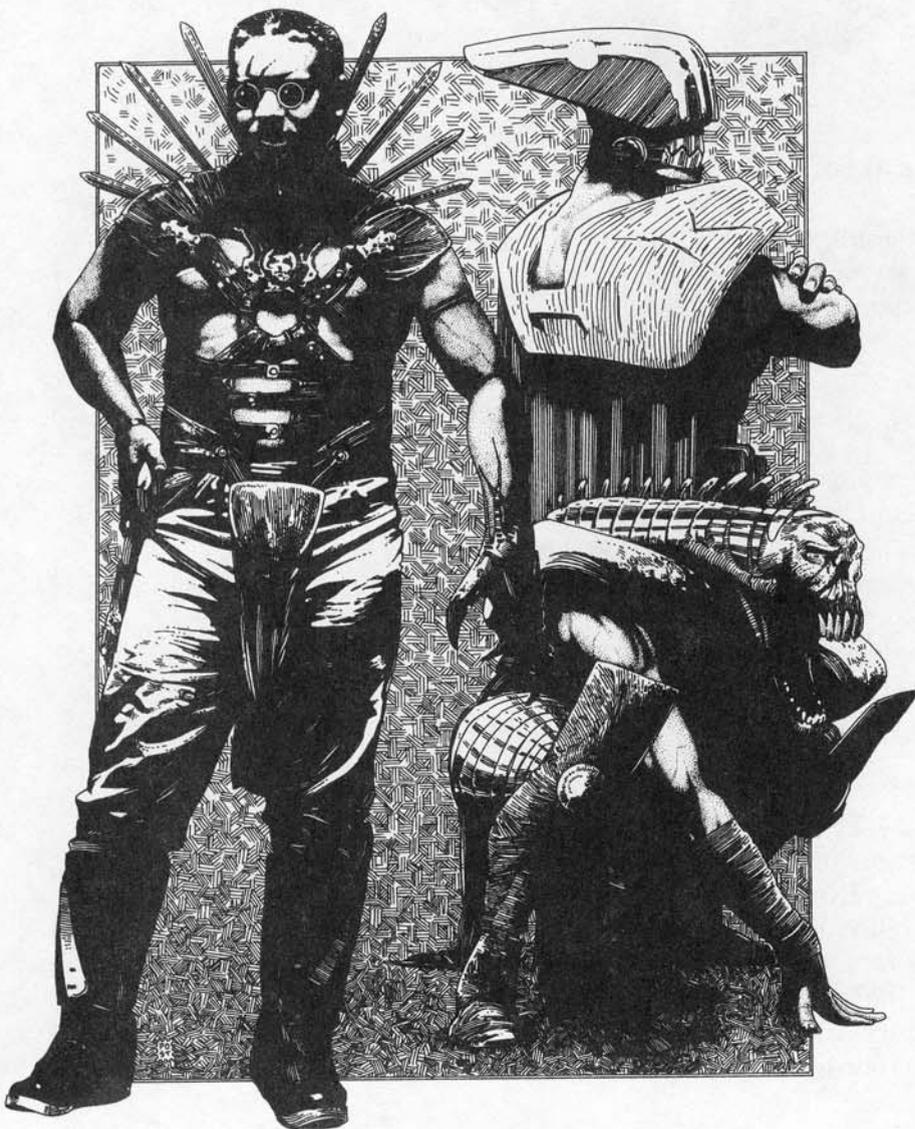
31. Bloodworld

Chiilsk system. Bloodhood organization baseworld. khutaaz-Rzho-utsk.

The founders of the Bloodhood bounty hunters' guild settled Bloodworld almost a century and a half ago. The planet itself has changed little since the time of Teraji and Tsiilsk, unfriendly and sparsely populated. Khutaaz-Rzho-utsk (Chiropti for "Place of the Bloodhood") serves both as the chief training center for guildmembers and the guild's base of operations. A few monasteries and retreats interrupt the thick forest which covers the main continent, blanketed by snow during the eight-month winter. All races are found at khutaaz-Rzho-utsk, but those who don't belong are quickly identified by the Adherents who run the school.

One station orbits the planet, and the capitol city has a small spaceport. Only lightly armed with weapons, the Chiilsk system is heavily armed with reputation. To cause trouble near Bloodworld would invite the wrath of the most capable warriors in the universe. The Bloodhood has its own fleet of ships that are frequently leaving the system on missions.

Any sane being would fear the dark Chrome Warriors of the Holy Order of the Void. "Blessed" with the most advanced cybertechnology in the galaxy, their religious fervor makes them even more formidable opponents.



SECTION III: POWERFUL ORGANIZATIONS

The Aglian-Terran Planetary Defense System

By far the most extensive of the galactic empires, the Aglian-Terran Planetary Defense System is a power to be reckoned with. Formed in the wake of the bloodiest war in the history of any race, the treaty which binds these two species, and the others which have allied since its inception, sets forth the organization of ATPDS.

Three distinct branches of the ATPDS govern the mechanics of this multi-planetary, cross-cultural organization. The first branch, generally referred to as *Policy*, administers political and governmental concerns. The second branch, *Tactical*, deals with military matters. The final branch of the republic, primarily concerned with internal security and law enforcement, is known commonly as *Legal*.

In addition, a separate administration concerning Colonial matters combines political, military and law enforcement into a single governing system.

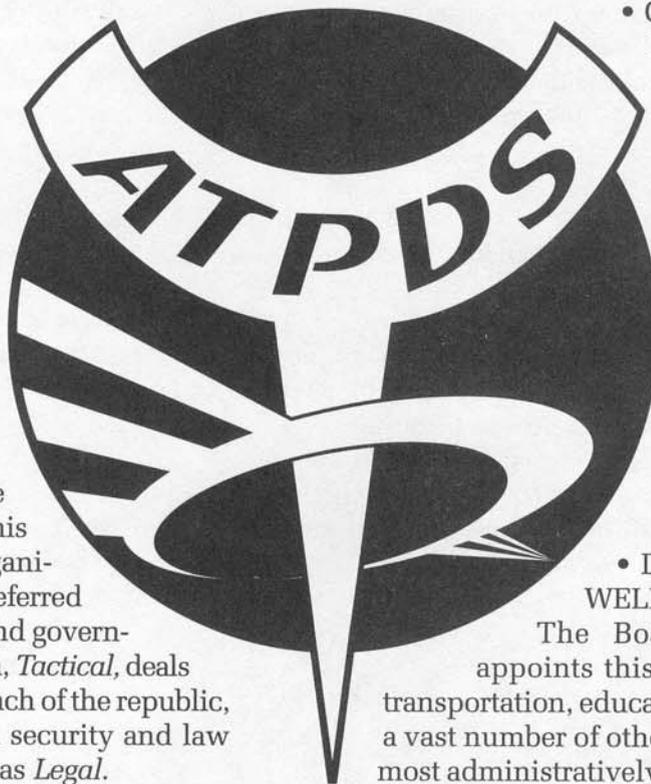
Policy Division

• BOARD OF REGENTS

This seven-member group is the highest governmental body in the ATPDS. Members of the two legislative houses elect regents to seven-year terms, with one spot coming up for a vote each year. The Board of Regents possess the power to veto laws passed by the legislature and to decide the fate of laws which are approved by one house and denied by the other. The Board of Regents also selects and appoints many key positions.

• COMMON HOUSE

One of the two law-making bodies, all members of this house are elected by popular vote. There are five hundred seats in this house and the term of office is five years. In order to pass a law, both the Common House and the Colonial Senate must approve the law by a simple majority vote. If the Board of Regents vetoes the law, the combined houses need a two-thirds vote to override the veto and pass the law.



- **COLONIAL SENATE**
Members of this house are also elected to five-year terms, but senators are voted into office by the colonial governors, rather than a direct vote of the people. The governors elect two senators for each star system which has sufficient population to qualify as a "full colony."

• DIRECTOR OF PUBLIC WELFARE

The Board of Regents also appoints this official, who controls transportation, education, public health, and a vast number of other divisions. This is the most administratively complex of the offices, and the director appoints a large number of other officials to serve under this one.

• REGIONAL MAGISTRATES

The Board of Regents appoints one magistrate to watch over each quadrant. These magistrates have limited direct power, but are the chief advisors to the board and the legislative houses.

• LOCAL LEGISLATIVE BODIES

The four main races each exist in separate, democratic systems. Every planet considered a full member of the ATPDS rules itself in whatever manner seen fit by its citizens. The ATPDS reserves "federal" rights of overall political and military policy, but colonies are considered "sovereign territories" under that guidance. The ATPDS allows a wide range of internal governmental systems, providing they don't conflict with the overall guidelines set out by the ATPDS, nor the organizations that oversee ATPDS interests on that planet.

The Aglian Council of Public Affairs

Aglians link up to their cybernet, living in the only true democracy of the known galaxy. Their

representatives don't make decisions; they act directly on the will of the majority as expressed through the cybernet.

The Terran Authority

The Terran Authority is a representative republic. Voters elect officials who represent their interests. Terran citizens of the ATPDS can either vote on a government citizenship, choosing a planetary government as their representative, or by a corporate citizenship, when they choose to have a corporation stand as their delegate.

The Merchanter Group Planning Commission

The Merchanter Group Planning Commission acts as a mediator for the competing Groups, and as a voice for the Ular race when needed. The ruling houses, or "royal families," compete among themselves for control of Merchanter Groups. Each group's ruling house will call for advisory votes on different issues. Although not binding, the will of the voters is usually followed.

The Cooperative of Private Activites

The Kirn Cooperative of Private Activities loosely regulates the Kirn political system. Kirn belong to many different organizations, commercial, religious and otherwise, and will vote several times on one issue, each time within a different group. The groups then bring their decisions to one of several councils that try and mediate the issue. Finally, the whole populace will have the opportunity to vote on one of several solutions to any given problem.

Legal System

• COURT OF LAST APPEALS

Appointed for twenty-year terms by the Board of Regents, these judges are the final arbiters in determining the constitutionality of laws, and other actions, both by individuals and by the government. There are fifteen High Court judges.

• HIGH COURT OF CRIMINAL JUSTICE

The ATPDS separates its legal system into different forms of law. The criminal justice system has its own separate courts, with the normal series of lower courts for petty crimes and first look at more serious crimes. Since most criminals appeal from these lower courts, there is a system of appeals court that leads to the High Court of Criminal Justice. Within the coreworlds, this is the only

court that can hand down a death penalty. Although the Aglians and most Kirn do not favor the death penalty, the Terrans and Ular favor it, and the compromise is to allow only this highest court to hand down such a decision, and only for the most serious crimes. Because there are more Terrans than members of any other race, they also end up in the criminal courts more often, and the bulk of the judges in the courts are Terrans.

• HIGH COURT OF CIVIL JUSTICE

This is the highest court for matters that have to do with non-criminal, non-commercial problems. These are the everyday conflicts between people of all sentient races in the course of everyday life. Accidents caused by negligence are typical cases. Often, the Bloodhood bounty hunters' guild ends up defending its members in this court when they are sued for such things as the destruction of a spaceport in the course of apprehending a bounty. Aglians tend to sit as judges on this court more often than any other races.

• HIGH COURT OF COMMERCE

Created at the beginning of the ATPDS, the Commercial Courts system has really only grown under the influence of Ular law, which is more a commercial code than a code of laws. Ular tend to sit as judges in the courts, and are considered excellent and non-biased in favor of Ular interests. Any type of economic disagreement will most likely end up in this system.

• COURT OF SENTIENT ACCORD

Designed to handle special cases that revolve around disputes between the fundamental cultures of the various races, the court is made up of twelve permanent members, three from each of the four main ATPDS races, plus two judges from each of the races involved in the dispute. The court only meets a few times a year, and is notorious for taking a long time reaching decisions.

• COURT OF COLONIAL AFFAIRS

This is the court that handles all matters between individuals and the colonies, between the colonies themselves, or between the colonies and the ATPDS. Similar to the Court of Sentient Accord, the court has permanent judges representing the coreworlds, and temporary judges that represent the interests of the parties in the disputes. The ATPDS generally wins disputes with the colonies. Wealthier colonies and those with closer ties to the

homeworlds generally win over those with less resources, and individuals from the colonies lose against colonial governments. Wealthy and powerful ATPDS citizens usually win disputes with colonial governments.

Tactical Division

- **SECURITY COUNCIL**

This committee consists of four permanent seats, one duly appointed delegate each from Biraktes, Terra, Motuv'Utaw, and Gahdgkyl. The coreworld colonies hold observer status, able to form opinions but without the power to veto the decision of the four main planets. Any one of the four can veto an ATPDS military action that has been agreed upon by the other three. The Security Council meets regularly on Terra, but any member can call an emergency session.

- **COMMANDER-IN-CHIEF OF THE MILITARY**

Appointed by the Board of Regents, this officer also controls the Justice Department. A number of System Defense Directors (one for each fully colonized system) fall under his or her direction, as well as at least one Chief Constable for each quadrant.

- **COREWORLD DEFENSE COORDINATION AGENCY**

At the heart of the ATPDS alliance, the CDCA designates the deployment of spaceships and troops. The supervising body of the CDCA, appointed by the Security Council and housed at Terra, insures that the richer and more comfortable planets remain protected at all costs. Priority is given to the defense of the four homeworlds (Terra instead of True Earth considered the human homeworld).

In addition to this decision-making body, the CDCA maintains an office on every coreworld. The duty officers stationed at these branches report directly to the CDCA on Terra. Ultimately, it is these officers' responsibility to secure the compliance of any troops which remain under the direct control of their respective planets. In a dire situation this could include ordering an entire planet's evacuation, or worse—ordering a system's entire military to the assistance of a "higher priority" planet. Because CDCA duty officers represent the interests of the ATPDS, great rivalry often exists between them and the planets' own defense officers, who don't want to sacrifice such authority to the alliance.

- **OFFICE OF MILITARY AFFAIRS**

The OMA answers directly to the Commander-in-Chief of the ATPDS military. This organization keeps track of all ships, troops, weapons and other materials associated with the ATPDS and its many military branches. The commanders of the different sectors must go through the OMA chain of command to obtain the supplies and personnel necessary for the execution of any preplanned military actions.

- **OFFICE OF COLONIAL AFFAIRS**

This organization oversees the defense and deployment of ships and troops in the colonies. Colonies that have been settled specifically under the direction of the ATPDS have best access to the resources available from the OCA. Colonies previously established but voluntarily joining the ATPDS will also have access to resources, especially if the colony has great economic, political or strategic use to the ATPDS. Colonies that reluctantly came into the ATPDS are often slighted, since there are never enough resources to meet the defense needs of every settlement.

- **OFFICE OF FRONTIER AFFAIRS**

This agency is the catch-all for problems that don't fit within the scope of other organizations. The "frontier" is any area the ATPDS controls, or would like to control, that hasn't been claimed to be under coreworld or colonial jurisdiction. The OFA takes direct orders from the Office of Military Affairs. The Frontier Affairs office has the primary task of establishing and maintaining ATPDS border outposts.

- **ZONE EXPEDITIONARY DEFENSE (ZED) CORPS**

After narrowly avoiding war with the Chiropti Empire, the ATPDS recognized the need to keep a rapid-deployment force on the frontier of its alliance. To avert similar situations and keep outland problems from upsetting the coreworlds' stability, the Security Council authorized the formation of the Zone Expeditionary Defense Corps.

Under General Bukhdgyl, an integral player in the resolution of that military action, these units patrol the frontier, looking for trouble before it begins. Each quadrant in the frontier is assigned a ZED Corps Tactical Commander, who reports jointly to General Bukhdgyl and the Office of Frontier Affairs.

Each Tactical Commander supervises several ZED Corps Sector Commanders, who in turn coordinate their own ZED Corps teams. Teams

generally consist of six to ten elite law enforcement officers. ZED Corps trains its members in judicial and military procedures. Additionally, a lengthy stay at the Murhn training facility prepares them for survival under extreme conditions. Since the ZED units frequently make long trips beyond ATPDS space, they must endure harsher training than other military officers.

- **INTEGRITY FORCE**

The Security Council discovered that PATCH was controlling an underground Sim production facility, trying to learn how to create Sims with indefinite life spans. In response, the Security Council instituted the Integrity Force, a posse whose purpose was to uphold ATPDS immigration laws and execute Sims on sight. The Security Council courted the best and brightest of Terran and Aglian military and police forces.

Currently, two hundred and fifty troops are on active duty, while twice as many wait in the reserves. They possess military arms and the clearance to go over the heads of local authorities. A typical squad consists of three light infantry, four heavy weaponry specialists, and two Aglian analysts. Demolition experts, technical experts and two to four walker units complete a full squadron. Integrity Force commanders fall under the jurisdiction of the Office of Military Affairs.

Colonial Government

- **DIRECTORATE OF INTERCOLONIAL TRADE**

The Board of Regents endows this individual with the power to make decisions about the methods and extent of trade between two colonies, or between colonies and planets. The determination of whether a planet is open or closed to trade is under his jurisdiction. The trade department has its own enforcement branch, but often calls upon the justice department for assistance.

- **DIRECTORATE OF COLONIAL SETTLEMENT AND EXPANSION**

The Directorate of Colonial Settlement and Expansion has three primary goals. The DCSE coordinates the settlement and establishment of new ATPDS colonies. Second, it ensures that only colonists under ATPDS law settle uninhabited planets near its space. Finally, the DCSE encourages independent settlements near its boundaries to strengthen bonds with the ATPDS and eventually bring them into the alliance.

- **DIRECTORATE OF SENTIENT DEVELOPMENT**
This organization is responsible for diplomatic and military relations with sentient races which are not members of the ATPDS. This covers contact not only with spacefaring races like the Chiropti and Gorushan, but many of the intelligent, less advanced races that ATPDS and other explorers have encountered. The DSD decides what kind and how much technology will be passed on to the Turzig, and maintains the quarantine of the Qulak homeworld, with military aid from the Office of Frontier Affairs.

- **LOCAL GOVERNING BODIES**

These three offices are of roughly equal power, covering the political, military, and law enforcement needs of each settlement. On the inner colonies, the Colonial Governor is recognized as the highest authority, but in the frontier region, the System Defense Director usually carries more weight.

Colonial Governor

These chief colonial officials are elected by popular vote for each colony. Often several are elected within the same system if there is more than one large colony and the social climates of the colonies differ. In addition to being the most immediate form of authority, they also elect the Colonial Senate.

Since the fastest form of communication only travels at one sector per day, Colonial Governors often must make important decisions alone. Chosen for their ability to take charge of situations, these men and women can rarely afford the luxury of waiting for a decision from a higher authority.

System Defense Director

The Commander-in-Chief of the military appoints a defense director to each populated star system to protect the colonies from invasion. These officials are also in charge of military recruiting and training.

Chief Constable

This is the highest law enforcement position in the ATPDS. The Commander-in-Chief of the Military appoints this post. Functioning as both a chief of police and state prosecutor, each constable is responsible for keeping law and order in his or her district. Sometimes these districts cover an entire quadrant, but heavily populated quadrants are divided into smaller districts.

The Bloodhood Bounty Hunters' Guild

Origins of the Bloodhood

The Bloodhood's foundation goes back to the NeoFeudal Wars. Colonies exiled from Earth government two centuries before had finally developed the population and industrial base to explore and expand on their own. They moved into the Epsilon Quadrant, putting Terran planetary warlords in conflict with each other on the very border of Chiropti space.

An Exile ship scouting new planets made first contact with Chiropti. Seventy Terran casualties resulted from the introduction. Twenty years later, the humans' military competition for new worlds convinced one warlord to buy an elite bodyguard of Chiropti warriors held captive by a rival clan. The guards rebelled and returned to Cheyitsk, holding their Terran master prisoner. Over a five-year period, the Terran was made to train the Chiropti warlord in the use of his ship's technology. Clanlord Chugosh used the ship and its weapons to become iyrt-Chugosh, the first Chiropti Emperor.

When assassins killed his older brother, iyrt-Rzhaatsk, the Golden Emperor, took control of the Empire and used the threat of Terran enslavement to completely unify the Chiropti. He then embarked on a vigorous program to document and reproduce Terran technology.

As the Chiropti unified their homeworld, the Terrans expanded closer to the fringes of Chiropti space. Many corporate presidents and ruthless adventurers set themselves up as absolute rulers of continents—even whole planets. The rivalry for access to resources caused small skirmishes, leading to battles which evolved into all-out wars between these new colonies. Earth government tried to intervene, but was distant and ultimately powerless to control the increasing violence.

Against this backdrop of interplanetary conflict, the NeoFeudal Warlord was born. The massacre of colonies began with the infamous Nikkila's Fleet slaughter of the Podzemlyask mining settlements and the Holocaust of Agriproject IV. Chiropti and Terrans continued a limited interaction during the entire period of Exile expansion. Chiropti mercenaries were frequently the deciding factor in victory.

As the Exile colonies got their fill of battle, their Warlords began to use Chiropti assassins. The battling tribal structure of Chiropti society included

a tradition of political assassination. The Warlords adapted this tradition to fit their needs. With so many Chiropti mercenaries traveling between the battling Terran worlds, it was easy for a lone assassin to slip into the ranks, only to later slip away with a trophy.

One of the most successful NeoFeudal Warlords was Hiodeshi Maeda, from Irido. He became the ruler of this world while still in his thirties, and waged a campaign of conquest and alliance that made him one of the most powerful men in the sector. But at his peak, his people began to doubt their leader.

The source of this doubt came from a small, remote monastery in the mountains of a sparsely-populated continent of Irido. Wealthy families had been sending their children to be schooled by the monks. They often returned saying that Maeda, as leader of Irido, had accomplished much without honor. Diamyo Maeda decided to visit the monastery, intending to quiet the monks with a large bribe or, should that fail, a larger threat.

Teraji, the chief monk, greeted him, seeming unimpressed with the expensive clothes and bodyguards with which the Warlord surrounded himself. Maeda was offended when Teraji wouldn't accept his "donations," and outraged when his threats of violence had no effect on the frail-looking monk.

Teraji's influence on Irido society was growing. Maeda knew any attempt to injure the monk would turn popular support against him. He contracted a Chiropti assassin, Tsiilsk, to remove the problem. Tsiilsk had earned a solid reputation when he killed two of Teraji's rival Warlords, each protected by large details of bodyguards.

Maeda planned to make it look like a team of Chiropti mercenaries had become marauders. They would fly a ship past Irido's planetary defense net, loot and destroy the monastery; and kill Teraji in the process. They timed the attack to occur during the winter festivals, so the students would be back with their wealthy and powerful parents, leaving only monks in the mountain community. Tsiilsk and his crew were allowed to pass the satellite defenses and landed near the monastery. Tsiilsk slipped into Teraji's rooms, tsakaa-blade in hand, and was ready to strike when he found himself on the floor. Teraji disarmed and bound him, then alerted the other monks.

Believing themselves among easy targets, the Chiropti attackers let their guard down. The settlement of well-disciplined monks defeated them with no trouble, then stripped the mercenaries of their weapons and sent them on their way. They imprisoned Tsiilsk in a monk's meditation cell, far from the instructional compound. The raiding party

instantly notified Maeda of the failure, but his hands were as tied as those of the Chiropti prisoner. The monks now knew his intentions toward them and would be prepared. He feared they would parade Tsiilsk around, making public his plans to exterminate them. At the same time, if they didn't release him, Maeda could make no move to free him, as it would tie him to the assassin.

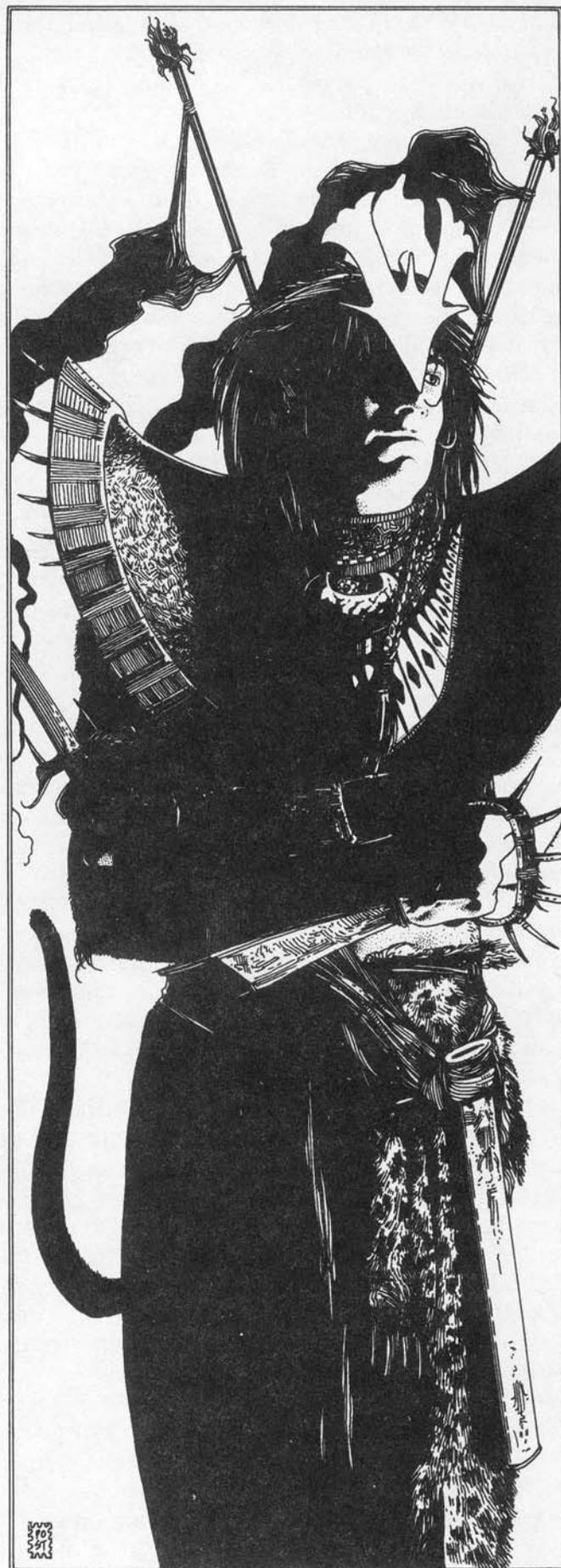
Every morning Teraji would visit the Chiropti in his cell and talk to him, but the assassin ignored his captor. Like most Chiropti, he considered Terrans slow and weak. However, he knew humans were generally very intelligent, and feared some horrible psychological torture awaited him. Instead, the old monk would read from ancient Earth texts to the assassin, or discuss the philosophies he taught the young students at the school in the valley below.

To the Chiropti, this was a bizarre punishment. After several weeks, the monk actually entered the cell with his prisoner, sitting across from him on a rough wooden bench. The man began bringing in paper, ink and brushes, and practiced his calligraphy in front of the bewildered fighter. Tsiilsk began to wonder if his captor was a little bit insane. Finally, the monks released the metal bands that surrounded the Chiropti, and he began plotting escape. One morning, as Teraji painted and hummed to himself, the assassin attacked, making a classic death-hold on the old man's throat. This time, the monk was less gentle. Within seconds, Tsiilsk lay across the bench, the bones of his right arm sticking through his skin.

From his window in the monastery's modest infirmary, Tsiilsk watched as the monks arose every morning. In the evening, they repeated their exercises, often with wooden swords and shields. The swords reminded Tsiilsk of his youth, and he began to ask questions of the staff. They referred him to Teraji. The monk once again spoke of his philosophies, but this time, the assassin listened. Slowly, the Chiropti realized the old man had been so trusting of him because he had never considered Tsiilsk a threat. Teraji was the leader of an order of warrior-monks that went far back into Terran history.

The more he studied Terran teachings and battle techniques, the more Tsiilsk realized humans and Chiropti weren't all that different. He was struck by the system of honor in which the old man believed. Teraji claimed that as humans had spread through the universe, most of them lost their belief in honor and justice; that all they did was fight and kill like animals.

Although predominantly a Chiropti/Human organization, the Bloodhood pulls its members from many other races and cultures.



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One day the monk informed the assassin he was free to leave. Even more surprising to the Chiropti, he realized he no longer wanted to. Tsiilsk asked to be accepted as a trainee.

In all this time, Maeda plotted and worried. He had no indication if his assassin was still alive. Without his best enforcer dealing death to his rivals, Maeda's grasp on power became weaker. He sent spies to the monastery. They claimed the Chiropti now lived as a student with the old monk. Public dislike of Maeda grew, and he responded by cracking down, especially on monks of Teraji's order.

News of imprisonments and killings reached the monastery in the far mountains. Tsiilsk was now completely healed. When he noticed Teraji seemed troubled, the monk explained his concern for the future of his fellow monks, and the peaceable peoples of the sector. As Maeda's power failed, he squeezed his enemies and his own people ever tighter. Tsiilsk offered a favor to Teraji. In exchange for training as a warrior-monk, the assassin would exterminate the Warlord. The monk was horrified at the offer. He explained that if Maeda was killed, some new ruler would just move in and take his place. There was no honor in innocent blood. Teraji made a different offer. He would train Tsiilsk in the ways of his order, if the Chiropti would use his assassin's skills for justice and honor. The monk knew Earth's government wished to end the NeoFeudal Wars, and that each Warlord had a price on his head.

In Chiropti manner, Tsiilsk sealed the pact with a tribal ritual. On his world, one only owes allegiance to those in his tribe, blood relatives. Sometimes, a member of another clan is adopted and made an honorary warrior. When such non-relatives mingle their blood, they vow lifelong brotherhood. They call it a "rzho-utsk": a bloodhood.

When Tsiilsk returned to Maeda's fortress, the Warlord thought he must be imagining things. His power grown weak, he had often dreamed his assassin would return. When his rivals had learned they were safe from the Chiropti's knife they grew bolder, sending ships against Maeda's fleet, and launching raiding parties to Irido. Tens of thousands of innocents had died in the carnage. With his assassin's return he believed he would become strong once more.

Tsiilsk explained that he had been held prisoner and had finally escaped from the monastery. Wanting to believe, Maeda didn't question the Chiropti's story. He immediately began plotting the deaths of the neighboring Warlords. It wasn't hard for Tsiilsk to play on the Warlord's vanity, convincing him to

launch an attack on the next star system. It also wasn't difficult for Tsiilsk to put the attack plans into code, and pass it to the ships captains under sealed orders.

At the moment of the planned attack, Maeda's fleet found itself translight, shifting into more than a dozen star systems spread out among the sector. Maeda, knocked unconscious, eventually awoke in a holding cell at the nearest Earth government outpost. Although the NeoFeudal Wars lasted another generation, this episode proved the Warlords' power could be stopped. Instead of a series of planets ruled like kingdoms, the new Terran alliance with the Aglians would bring law and order to the colonial worlds. Tsiilsk was paid the highest bounty up to that time for the live capture of a wanted man. The Terran Congress found an ally at the fringes of its power.

When the Terran government formed a strategic alliance with the Aglians, the ATPDS inherited a working relationship with human and Chiropti bounty hunters. Tsiilsk was never seen again. Nor was Teraji. Some say they took the reward money and established a new monastery for warrior-monks on a planet in an unexplored quadrant of space.

Regardless, the code of honor and justice they established is one of the guiding principles for some of the bravest, most capable beings alive today, and the Bloodhood they forged is one of the most respected and feared institutions in the known universe.

Influence of the Bloodhood

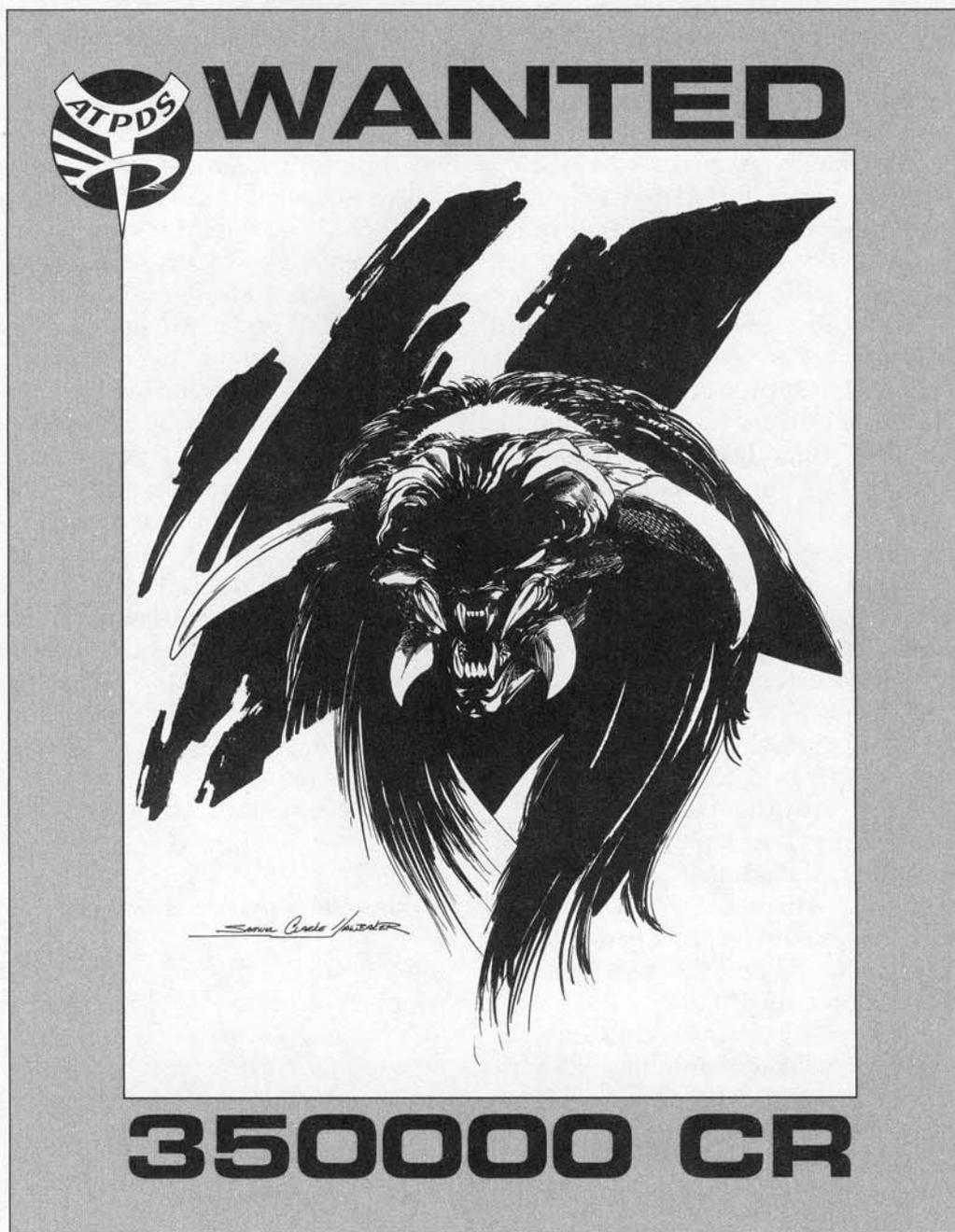
The Bloodhood operates among three distinct spheres of power. At the core of ATPDS space, it is by far the most powerful institution, and the source of a well ordered society, both on the planets and among the hundreds of systems within the alliance. The homeworlds and chief offworld settlements of the Aglians, Kirn, Terrans, and Ular are all within this power structure. The ATPDS' power extends beyond the core into its colonial holdings. Many of these worlds are Terran colonies founded centuries before, falling back under Earth's influence after the FTL drive and the alliance with the Aglians allowed the Terran homeworld to exert its power over its long separated colonists.

Even so, the sheer number of colonial worlds and their distances from ATPDS space means the ATPDS can only field colonial military garrisons on the more populated colonies. In the Frontier region, resources are spread so thin that the ATPDS maintains a semi-autonomous rapid deployment force in each sector (see ZED Corps).

The power of crime syndicates, weapon smugglers and other illicit groups is protected by political organizations based in the Exiled colonies. Their power is inversely proportional to the local power of the ATPDS. In the core of ATPDS space, the operations of the syndicates are shadowy, trying to gain new technologies and smuggling illegal materials. In the Colonies, criminal officers own and operate many of the private corporations essential to the planets' economies. In the frontier regions, crime lords (allegedly controlled behind the scenes by the Decahedron Compact) often run planets as private holdings. Simply put, the ATPDS has expanded so quickly and over such large distances that its power cannot reach all its holdings.

Since Bloodhood bounty hunters toppled the NeoFeudal Warlords and allowed the ATPDS to reclaim many of its colonial holdings, one would think the Bloodhood and the ATPDS would have a good working relationship. However, the Bloodhood is as much a Chiropti institution as it is Terran, and the original Terrans involved in its foundation were from the Exiled colonies. This creates tension between the ATPDS and Bloodhood. The history of disagreement between the Terran government, its Exiled colonies, and the Chiropti race underlie much of the conflict between the ATPDS and the Bloodhood.

The Terran government had not authorized first contact between Terrans and Chiropti. The Chiropti were then at an early industrial stage, and Earth's



WANTED

350000 CR

government would have preferred that the new technology had never been introduced. After it was made known that the Chiropti had settled two nearby worlds, Earth's government enacted a technology embargo on them. The embargo was only partly effective. It couldn't be enforced until the ATPDS was formed and FTL travel became possible. The Chiropti saw the embargo—and rightly—as an attempt to control them and keep them weak.

Commissioning the Bloodhood

Depending on one's homeworld, contacting the Bloodhood can be simple or almost impossible. Within ATPDS core space, the Bloodhood maintains small delegations. The homeworld of each race has a major Guild hall. The Bloodhood keeps a Guild hall for each populated sector of ATPDS colonial space. In Exile space, depending on the Bloodhood's relationship with the local administration, there may be a Guild hall, or the Bloodhood may be forced underground.

Wherever one is within the settled universe, the Guild is most easily contacted via the cybernet. Parties wishing to hire a Bloodhood bounty hunter post their offer in the proper data file. The Guild monitors the cybernet to analyze the offer and either accept or reject it. If accepted, the customer is notified and must first transfer the correct amount of credits into a Bloodhood account. Once the credits are deposited, the Guild will offer the bounty to its members.

Occasionally, a specific bounty hunter is selected and assigned a mission. Sometimes the mission is offered to a specific bounty hunter, and passed to another if the first declines. Bounties can be posted so only Bloodhood members can access the data file and select the mission. Both private individuals and the ATPDS can post a bounty anonymously. In the ATPDS Colonies, the Regional Magistrate or Sector Security Chief may publicly post a bounty, and all comers, Seekers or Bloodhood members may respond. The same system works in the frontier colonies, where the ATPDS Sector Ambassador may post a bounty, especially if the local ZED Corps unit is occupied and the assignment is to be completed as soon as possible.

When sensitive missions would embarrass the ATPDS, the proper government authorities will post a bounty in the sealed Bloodhood data file. The ATPDS often requires missions outside ATPDS space, specifically in the Exiled colonies, ruled by independent governments or alliances of crime

syndicate-controlled governments. The ATPDS is most likely to use the anonymous procedure of hiring Bloodhood bounty hunters when the assignment is for territory where the ATPDS lacks power. When working with publicly posted bounties, Bloodhood members and "Seekers" alike confront the same system.

Admission Policies

Initially, Bloodhood members came from the ranks of Chiropti warriors and humans from Exile space. With the use of FTL ships, the newly formed ATPDS expanded its boundaries, often employing Guild bounty hunters when its resources were spread too thin. As this relationship expanded, ATPDS Terrans, Aglians, and later Ular, Kirn and others, were drawn into membership of the Guild.

The Bloodhood only attracts a certain breed of adventurer. Too structured for some (see Seekers), and not structured enough for others (see ZED Corps), it's not the organization to join to get rich quickly without regard to the law (see The Decahedron Compact).

Bloodhood bounty hunters are not assassins, mercenaries, or soldiers. Assassins kill without honor and sell their allegiance dearly. Members of the Bloodhood keep justice, not vengeance, as their goal. They prefer to return their quarry alive to face the law. Mercenaries fight for the highest bidder and their own personal gain. Bloodhood members owe loyalty to the Guild first and the customer second. They act not only for personal gain, but for their brothers at arms. Soldiers fight for a system of law and order set up by a government, and have a strict chain of command. Members of the Bloodhood fight for justice, which sometimes conflicts with law and order. They fight alone or in teams, and obey a code of conduct, not orders.

The first principle of the Bloodhood is the Ryooshido Code, or "Tlek-jaa," Chiropti for "Hunting Honor." Based on ancient Terran and Chiropti warriors' codes, it is a philosophy of life and battle. Some bounty hunters follow it more strictly than others (see Choirboys).

Joining the Bloodhood

Inside the core of the ATPDS, Bloodhood membership comes by invitation only. Most often, a Guildmaster will notice a promising young person who excels at a mental or physical skill, and offer to sponsor that person. A full member can nominate a person to a Guildmaster, who then extends the offer. Older warriors or specialists may also be approached, if they fit the Guild's ideal.

Bloodhood membership often means putting personal feelings aside to work with partners not entirely to one's liking.



Occasionally, someone may take initiative and approach the Guild for membership. This is most common in the frontier worlds of the ATPDS, or in the Exiled colonies, where few Guildmembers scout for recruits. In this instance one contacts the Bloodhood as if making contact to post a bounty with the Guild. Since sentient beings are spread throughout dozens of quadrants, the Guild realizes it might miss promising candidates, and those who contact the Guild are not thought of any less than those invited to join.

Before a Bloodhood candidate is made an Initiate, Guild specialists do an extensive background check. The Guild then decides whether the candidate is suited to become a Guild bounty hunter. Although an applicant may possess the proper physical strength and courage, he or she might lack self-discipline. The screening process also serves to weed crime syndicate members trying to infiltrate the Guild. The Bloodhood has been a major problem for the crime syndicates for generations; both actively seek to destroy the other. Infiltrators attempting to enter the Bloodhood generally come back in a box.

After a candidate passes the background check, the Bloodhood issues a formal invitation to join. If the candidate accepts, he becomes an Initiate. This is a serious decision, especially since most Initiates are still young when they make the choice. Although they don't formally sever relationships with families and friends, Initiates leave their homes to spend

several years in training. Should they attain full membership, they will carry out missions throughout ATPDS space and beyond. Few Bloodhood members return to their homes.

Bloodhood Training

In the first years of training, the Bloodhood replaces the Initiate's family and friends. An Initiate travels to the Bloodhood's home base on Tle-tlechka. The Bloodhood pays transport and schooling costs.

Primary training covers "general education," separated into distinct disciplines. First is a technological group, including the basics of state-of-the-art computers, high-tech weaponry, and crewing on a spaceship. As bounty hunting is a combination of brains and brawn, one area of study includes basic skills in hunting down sentient prey as stealthily as possible. Another discipline stresses person-to-person combat, including basic martial arts and "low-tech" weaponry. The final study group focuses on the philosophical aspect of the Guild, stressing the Ryooshido Code and acquainting the Initiate with magic. Depending on the skills the Initiate has already developed, training can last from 18 months to several years.

When an Initiate completes training, he or she is known as "Hh-kaang," Chiropti for "sightless one," a reference to the fact that Chiropti are born blind, relying instead on hearing and sense of smell until sight develops. The Hh-kaang have provisional membership in the Bloodhood. At this point, an Hh-kaang will choose a specialty and continue his or her education accordingly. There are several different types of specialists within the Bloodhood (see Character Classes).

Depending on the area of interest, the Hh-kaang may go right into bounty hunting assignments, or continue formal education. Those wishing to become piloting specialists usually become junior crew members on a Bloodhood-owned ship. Those who wish to hone their quarry tracking skills will apprentice themselves to an established Guild member. Hh-kaang going on to become weapons specialists often end up on the Exile human colony of Neu Preussen. Experts in bladed weapons travel to the Chiropti colony planet Ngilos, renowned for its bladesmiths and instructors. Those interested in the arcane join a school of magic: most Hh-kaang attend the Kirn school of Aylmun'rotuvu on Dyg'li. Further technical education varies, depending on areas of interest, and students often go to Aglian or Terran universities in ATPDS space. Hand-to-hand martial artists go to any number

of schools, training under Terran, Chiropti, Kirn, or Ular masters, depending on the technique chosen. Many who are interested in the Ryooshido Code stay at the Bloodhood headquarters, often becoming instructors as well as bounty hunters.

Earning Bloodhood Membership

After all of the training, the Hh-kaang are ready for action. A final “practical” test is given: a real bounty. The Guild finds an easy assignment for the first mission, sometimes with an established member tailing the Hh-kaang to ensure everything goes well. (It makes no sense to spend years and resources training a student who gets killed on the first mission). With a successful mission, the Hh-kaang has attained a skill level worthy of a Bloodhood bounty hunter, and returns to Tlelechka for a final ceremony.

In this, the original “*rzho-utsk*” mingling of blood between master Teraji and Tsiilsk when they made their bloodhood pact is recreated. The Hh-kaang is also presented with the “companion” or *tsakaa-blade*. In keeping with ancient Chiropti tradition, the first blood the blade “tastes” must be that of its master, to ensure loyalty. The master also silently names the *tsakaa-blade* at this time. Some Bloodhood bounty hunters carry their blade for the rest of their lives; others use them only on a mission. The Bloodhood members, or “Blooded,” are now trained in the symbols of the guild, often artfully incorporated into tattoos or jewelry. This allows the Blooded to instantly recognize one another. Of course, any symbol that easily identifies one as a member of the Bloodhood could, under the wrong circumstance, prove fatal.

The Price of Membership

Like membership in any organization, being in the Bloodhood comes at a cost. It is a lifelong commitment: a Guild member can retire, even stop having contact with the Guild, but the Bloodhood makes sure its secrets never escape. “The shortest life span in the galaxy is that of a Bloodhood traitor.”

A freelance bounty hunter doesn’t have to attend several years of training and can accept or decline jobs as they come. While a Bloodhood bounty hunter has some discretion, sometimes the Guild will insist that a member take a job. Also, the Ryooshido Code restricts the jobs a bounty hunter can take, as well as governs how he or she completes it. The Bloodhood member is more likely to sever relationships with loved ones than his non-Guild counterpart.

The Guild demands a percentage of each bounty. This payment helps maintain the Bloodhood, pay for training new members, and pay costs for jobs the Guild wants to see done when the customer cannot afford the payment.

In some areas, Bloodhood membership is disdained—especially by ATPDS police and military officers. In other areas Bloodhood membership is lethal: crime syndicates put a price on the head of every Guild member who ever brought in bounty on their operatives.

A Bloodhood bounty hunter can take assignments that haven’t come via the Guild, but if a Guild mission is assigned to him or her, it always comes first. As long as the other assignment doesn’t conflict with Guild missions and is carried out under the Ryooshido Code, the Bloodhood won’t interfere.

Guild members frequently must put their concerns and interests behind those of the Bloodhood. Like any organization, Guild members are often forced to work alongside beings they really don’t like.

Benefits of Bloodhood Membership

The Guild member’s lifelong commitment to the Bloodhood is returned in kind. No Bloodhood bounty hunter will be left imprisoned on an Exile colony; no Guildmember will die without justice. The Blooded know they are part of a tradition. For ages past and generations to come, there will be Bloodhood bounty hunters living by the honor of the Ryooshido Code.

The resources of the Guild are the resources of the member. The Bloodhood can arrange safe passage and housing for members far from home. The Guild finds work for its members. When completing a mission goes against governmental law, the bounty hunter has the Guild’s legal resources to help him or her avoid liability.

The Bloodhood is a family to Guild bounty-hunters. Members are brothers and sisters. The percentage of each bounty paid to the Guild is small compared to what the member would have paid for the Bloodhood’s training and support. In many sectors, especially the frontier colonies of the ATPDS and independent Exile worlds, Bloodhood bounty hunters are given great respect. They are seen as the only force for justice that really works. Crime syndicates and planetary warlords may have a price out for certain Guildmembers, but few takers attempt to make the kill. The Bloodhood’s policy is to strike ten high-ranking crime syndicate officers or military commanders for each member the organization kills.

RYOOSHIDO

THE HUNTER'S CODE

Like the ancient Bushido (warrior's) code, the Ryooshido is more a philosophy of honor than a list of rules. The hunter's code is a mixture of Terran Zen practice and the rules of the Chiropti

warrior caste. It consists of several concepts that each Bloodhood bounty hunter must study and define for him or herself. These are the Eight Principles of Meditation.

LOYALTY. Followers of the Ryooshido are loyal to their family Clan team, and to the Bloodhood itself. Among the Chiropti the blood relation of Clan membership is one that can outweigh the relationship of siblings. If a brother betrays the Clan, duty to the Clan will come first. The ancient tradition of Chiropti Clans adopting captives is the basis for the "rzho-utsk" bloodhood ritual. The Bloodhood bounty hunters are seen as blood relatives of the same Clan.

DUTY. When a Bloodhood bounty hunter accepts a mission, his duty to his client comes first. To act against the client's best interest of is betrayal that stains the Bloodhood's honor. This is why the Bloodhood evaluates missions before assigning them, to ensure the guild will not ask the bounty hunter to dishonor himself or his team members.

HONOR. The Ryooshido notion of honor dictates that a Bloodhood bounty hunter should never bring disgrace to himself or to his brothers and sisters. To foolishly pursue a course of action is to bring dishonor. Related is the idea that the mission is a personal affair between the client and the hunted, with the Bloodhood as a tool. There is great dishonor in harming innocent parties. The interaction of loyalty, duty, and honor puts a great value on vengeance. The Bloodhood will go to any length to avenge the wrongful death of a guild member. No malice is held against a person who kills a Bloodhood bounty hunter in open combat, but those who use treachery will be punished.

DEATH. The Ryooshido teaches that death is not sought or feared, but respected. Death should never be a goal of a Bloodhood bounty hunter. The guild is hired to bring people to justice, and this is best done while they are alive.

It is a source of pride that the Bloodhood is skilled enough to bring in captives, not corpses. Nonetheless, bounty hunting is a dangerous profession, and death waits at every turn. The Bloodhood members learn to consider death part of the life cycle. They are prepared to die any time, for loyalty, duty, or honor.

READINESS. Years of Bloodhood training create a hunter who is a predatory animal. Followers of the Ryooshido should be in a constant state of readiness. No matter what activity, part of the Bloodhood bounty hunter's mind should be on alert. The Ryooshido training includes mental and physical martial arts which give a bounty hunter snap reflexes for any situation.

POWER. Bloodhood training gives skills that set a bounty hunter apart from others. This power should never be abused. To use one's knowledge and strength against the weak is to dishonor the Ryooshido Code. A Bloodhood bounty hunter should never start a fight and in defense should seek only to disarm. However, on a mission anyone who allies himself in defense of the hunted may be dealt with accordingly.

BALANCE. Properly practiced, the Ryooshido teaches balance in all things. The Bloodhood bounty hunter will try to avoid excessive force as well as excessive caution. He will balance loyalty to the Bloodhood and duty to the client, and personal honor.

VISUALIZATION. Bounty hunters fight most battles in their minds long before they come in reality. Bloodhood bounty hunters practice not only physical training, but mental training as well. They must weigh and analyze each possible action and its consequences.

The Consortium

"Magic is the unacknowledged science."

-Cameron Barclay

The Beginning

On True Earth, at the beginning of the third millennium (approximately 1972 AD), interest in the paranormal peaked. Extra-sensory perception, telekinesis, the Bermuda Triangle and related phenomena were in the forefront of popular culture, and people began to discuss the concepts without the baggage of religion or superstition. Cameron Barclay, a retired stage magician, emerged to take advantage of the trend. He went to places where supposed paranormal events had occurred and decried them as hoaxes. He was convinced, he said in a public statement, that paranormal events were merely con artists' tricks.

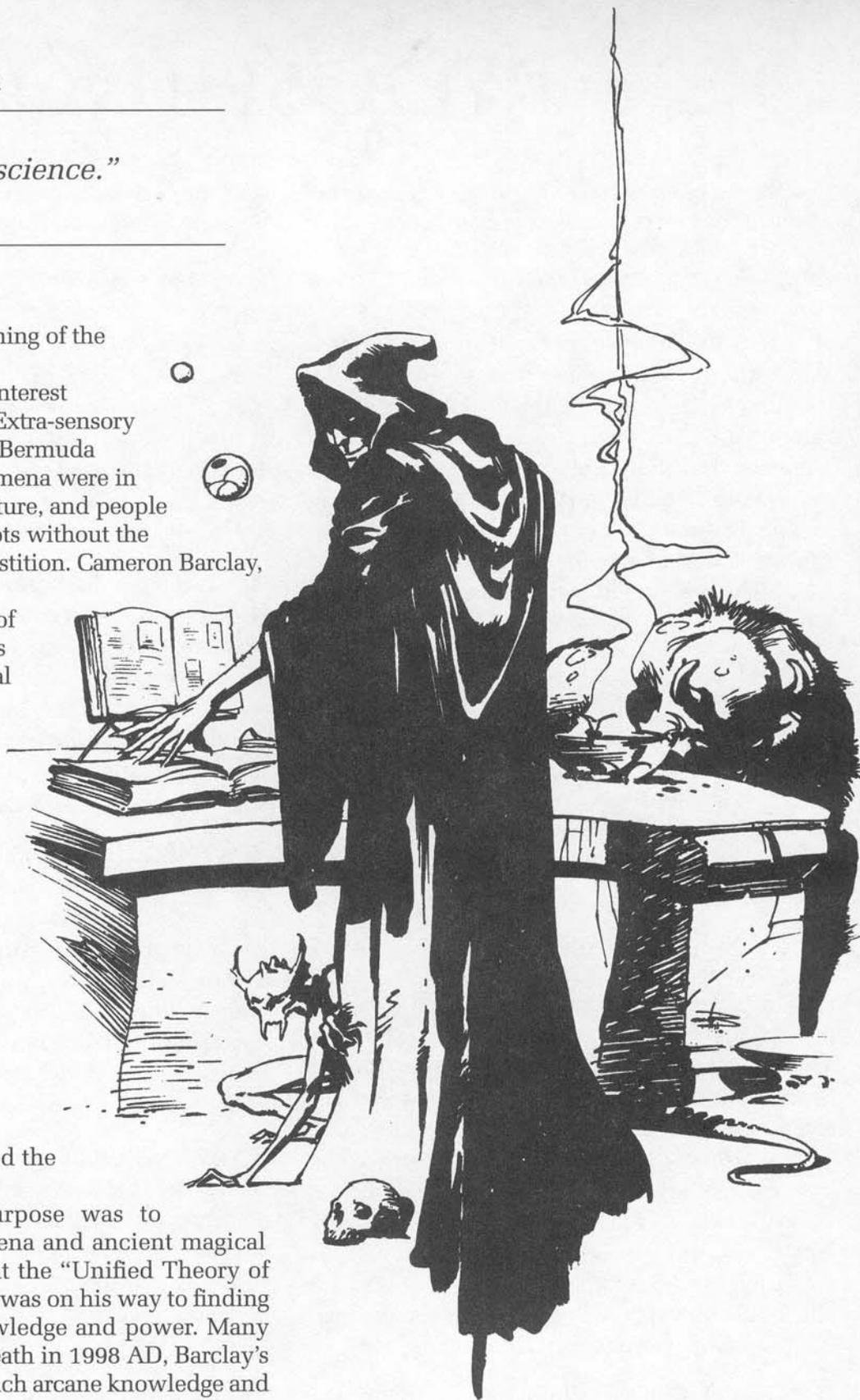
In truth, Barclay was a bigger con artist than anyone he exposed as a fraud. Most of them were just that, but there were a few with real talents. These, Barclay recruited for what he called the Consortium.

The Consortium's purpose was to research psychic phenomena and ancient magical disciplines. Barclay sought the "Unified Theory of Metaphysics," sure that he was on his way to finding the key to unlimited knowledge and power. Many shared this hope. By his death in 1998 AD, Barclay's Consortium had gained much arcane knowledge and secret influence among government and business leaders of Earth.

During the following four centuries, the Consortium was content to meddle magically in the affairs of True Earth and the surrounding Sol System. The contact with the Aglians ultimately created the ATPDS. With

new races to mine for magical knowledge, the Consortium expanded its sphere of influence.

At first, the members of the Consortium were disappointed in the Aglians. They were the first



starfaring race humanity had encountered, but they proved both inept at and disinterested in magic. The expansion of magical knowledge remained unfulfilled.

Meanwhile, the Consortium continued to influence humanity's power brokers. The discovery of the Chiropti was the first addition to the pool of magical learning. Though less intelligent on average than the Aglians and Terrans, the Chiropti were more likely to believe in psychic energies. The Chiropti shamans were masters of a magic that remained a mystery even to Aglian scientists.

Until this time, the Consortium's members lived apart from one another, contacting each other only when necessary. Now, with a new resource to exploit, the Consortium began to recreate itself. Groups of magicians established centers for research and development. The organization was still secret and fragmented, but members began forming smaller groups of knowledge and influence. The Consortium developed a system of rank around this time. An "Inner Circle" governed the organization, made up of five senior members or "Masters." The chairman of this circle was called the "Grand Master." The next echelon, the "Magisters," composed the teaching and researching body of the Consortium. The remaining majority of the organization were the "Magi," or magicians. Most of these were accredited members recently released from instruction by their Magister, no longer apprentices but not yet full-fledged Magisters. These were the Consortium's equivalent of the graduate assistant, adepts who did the physical, repetitious labor of research projects.

The first human Consortium adepts to gain access to the Chiropti were, at first, unable to duplicate the magics of their hosts. This excited rather than discouraged the Terrans; it proved other realms of magic existed. After some years of study, the Terrans could grasp some of the concepts their Chiropti instructors tried to teach them. On a lesser scale, the Chiropti were learning human magics. Students of each culture found they had to change their way of thinking before they could deal with the alien magics.

One result of this give-and-take was a greater mutual linguistic understanding. The Consortium published the *Chiropti Arcana* and circulated it throughout its ranks. Two Chiropti shamans became members of the Consortium in return for their cooperation. Chiropti involvement in the organization has remained token at best, as the shamans' understanding of human magic never reached that of their human counterparts.

The second great breakthrough was the discovery of the Ular and Kirn peoples. The Ular showed little

magical aptitude, while the Kirn already had their own institution for the study of arcane energy, the Kirn Institute of Astromancy. The Consortium welcomed the Kirn magicians, who immediately began to contribute their ancient knowledge.

The Inner Circle impressed the need for secrecy upon the Kirn, saying uncontrolled magic could destabilize civilized space. The Kirn agreed at first, but soon realized that the so-called "free" give-and-take was, in many ways, one-sided. True, the collection of accumulated knowledge was growing and becoming more accessible, but many of the Masters held back pet secrets.

Within twenty Terran years of admittance to the Consortium, many of the Kirn Magisters came to resent the organization's selfish aims, so unlike the goals of the KIA to which they were accustomed. They protested, and tried to break with the Consortium. A group of Terrans, Kirn and a single Chiropti member staged a coup within the Inner Circle. What began as a procedural argument soon turned into a war of ideology. The Consortium establishment won, and the few surviving dissenters went into hiding, creating the first independent magical masters since the beginning of the interstellar age. The Consortium has since been a collection of selfish, greedy magicians devoted to their own pursuits.

The Centralization of the Consortium

After the insurrection, the members of the Inner Circle decided they needed a neutral site for a research library and meeting ground for members. For the first time, the Consortium would have a safe haven where its members could study, debate and set policy.

They ruled out each of the members' homeworlds. No matter how thoroughly an alien race was accepted into the ATPDS, a sudden infusion of alien visitors to any homeworld would arouse suspicion. Most colonial worlds were too tightly controlled by their corporate sponsors, and to use a corporation with Consortium ties was considered a security breach. The picture further darkened as they considered frontier worlds. These were too remote, primitive or dangerous.

The solution was an abandoned mining asteroid in the Maurin system. A lump of nickel-iron three and one half kilometers long by approximately one kilometer wide, it had been hollowed out and mined for a huge vein of cadmium. Ordinarily, such an asteroid would be scavenged for the nickel and iron, but the mining company had fallen on hard times and could only spend its resources on rare metals. They had left the rock in its orbit, in a remote asteroid belt.

The Consortium first used its financial power to take control of the mining company, Hsu-Chin Mineralogical Prospects, Inc., and shuttled its geologists to the spinward side of the asteroid belt. It contracted one of its own terraforming companies to refurbish the asteroid into a self-sustaining space station, camouflaged as a small mining operation. If a ship should happen upon it, the “miners” would welcome the crew, offer them hospitality or aid, and enthusiastically tell them more about core samples of high grade iron than they ever wanted to know. After boring any interlopers silly, they would send them on their way with an invoice for services rendered.

The asteroid’s interior was masked by its thick nickel-iron walls and arcane wards the Consortium set up. The asteroid was known as HC3759475e in the Hsu-Chin manifests; the Consortium code-named it “Sanctum.” It contained a starport, a massive oxygen-hydrogen farm, huge storehouses, a central office complex and a school of magic, Sanctum University. The asteroid was home to over three thousand beings, most of whom served the accredited Consortium members.

The true members of the Consortium numbered under eight hundred, and only about sixty of them lived in the asteroid at any one time. Among these were the Inner Circle, composed of five Master Magicians; and the university faculty, whose numbers varied with scholastic demands.

Opening the Rift

Due to years of secrecy and caution, most Consortium members, considered even the elaborate security precautions taken in the refitting and habitation of the asteroid to be inadequate. Many members avoided important meetings and functions at Sanctum because they feared discovery. The Grand Master, a Kirn named Gyl’Vawlal, suggested a magical solution—to cause a minor “fold” in dimensional space around the asteroid and create the permanent illusion of empty space around Sanctum.

Her plan’s simplicity, and the prospect of working ground-breaking magic, galvanized the membership. Never before had the Consortium cooperated to this extent. The usually close-mouthed Masters contributed their knowledge freely, marveling in the lore of their fellow practitioners. Within four Terran months, the spell was ready. Twenty-one Masters, including the five of the Inner Circle, would harness and manipulate

the energies of the dimensional folding in an auditorium called the Pentacle Chamber, within Sanctum University. Sixty-three Magisters would assist them. Of the remaining nearly seven hundred magicians, a little over a hundred would cast and maintain wards. Every Consortium member came to Sanctum from every area of the galaxy for this revolutionary enchantment.

As the spell began, the space around Sanctum began to shift and shimmer. Moments into the spell, one of the five Masters, Terran Kilian Reghert, recently retired Headmaster of Sanctum University, clutched his chest and died of a massive coronary. Whether it was the strain of the great spell, sheer coincidence or the result of some outside force remains unknown. The sudden imbalance and weakening of the incantation caused the forming dimensional fold to tear asunder. Within Sanctum, nine of the ten mages maintaining the spell collapsed and either died or fell into comas. In many places the surface of Sanctum cracked and buckled.

The four remaining spellcasters tried to terminate the spell. But terrible Rifts in normal space began to grow, like cracks in plate glass. The more Gyl’Vawlal and her compatriots tried to reverse their spell, the wider the Rift grew. Several Magisters went mad as they tried to cope with the chaos spreading before them, gibbering nonsense at the opening void. The four remaining Masters fell to the floor, exhausted. They waited for the fate which seemed inevitable—that Sanctum would be sucked into the vortex and destroyed.

As they relinquished control of the spell, the Rift stabilized. It neither expanded to engulf Sanctum and its occupants nor dissipated. Slowly, understanding of a sort came to the four Masters. The Rift could not be repaired or altered by the Consortium, at least not yet.

The Consortium Today

The Rift originated in deep space near the orbit of Sanctum, yet offshoots occasionally manifest in areas of electromagnetic stress, often in cities or near volcanic activity and planetary storms. Dimensional Rifts have also been known to form briefly around starships whose power plants emit discordant energy frequencies.

The few surviving Magi who protected Sanctum were elevated to Magister. Some of them broke away from the Consortium, disappearing mysteriously. Some said the madness that

overwhelmed some of them at the moment of the great spell (now known as “the Arrogant Beckoning”) had driven them away.

Grand Master Gyl’Vawlal has forbidden any tampering with the Rift until it can be properly researched. In the space near Sanctum, the Consortium has blocked access to the anomaly by keeping secret its location and origin. The Rift occasionally appears in the solar system, particularly on Maurin Prime, the

fourth planet. A series of ley lines connected to the Consortium’s Rift appear to be forming, and other scientists are beginning to notice and compare findings. The Consortium considers the Rift their greatest security breach. It deals harshly with those who would seek its secrets. That its creation was a result of their own paranoia does not, in the minds of the Inner Circle, mitigate any individual’s part in probing the Rift.



The Damocles Society

The Damocles Society reminds all “kings” that everyone’s life hangs by a single hair.

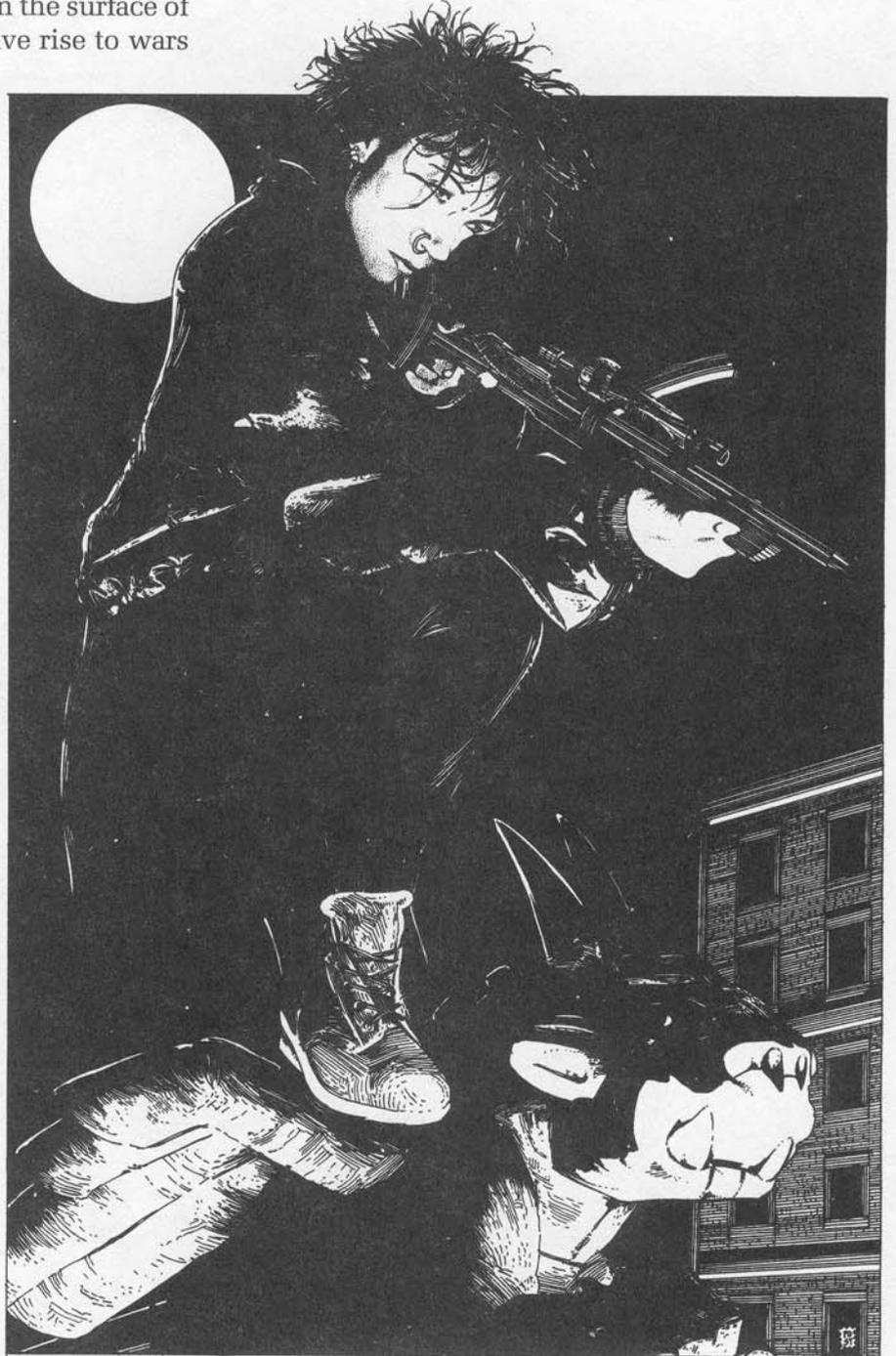
When humanity spread from old Earth to the stars, many beliefs came with it. Most of the Old Faiths thrive just as well on alien soil. Today, believers in the Old Faiths realize how small the differences between them truly are. But before Terrans had spent years staring into the dark abyss between worlds, and before they had met other sentients with different beliefs the Faiths seemed very different.

When they were still bottled up on the surface of True Earth, the trivial distinctions gave rise to wars between peoples. Three of the Old Faiths were born in the same desert that lies at the shore of a sea then believed to be the center of the world. The roots of the Damocles Society reach to this period of interfaith wars, a thousand years before humanity left Earth.

Controlled by their masters with the strength of the fanatic’s belief, the assassins served shahs and khans, sultans and czars. They concealed themselves in the ranks of Janissaries and Swiss Guard. It is said that the Kaygeebee, the secret defenders of the Red Empire in the final years of the nation-states, was merely a facade for the assassins. Regardless, it was only after humanity left the small world and expanded to dozens of planets that the society of assassins could dispense with masters and hiding places.

Recalling their ancient Terran heritage, the assassins named themselves after the old myth from the world of their origin. When the ancient order of assassins became independent, they did so with notions of saving humanity from its own folly. The skills and education that allowed them to move within the ranks of power went to the heads of this trained elite. Instead of killing for their masters, the assassins began to take an active role in choosing their victims.

Damocles: In ancient Terran myth, a flatterer who tried to impress King Dionysius of Syracuse with constant praises of the happiness of kings. Dionysius, to show him the dangers of rulership, seated him at a royal banquet beneath a sword hung by a single hair.



Just as those politicians who don't want to rule become king makers, the Damocles became king slayers. Whether it was the death of a czarvich in St. Petersburg; several shots from a grassy knoll in Dallas; or the faulty airlock on a shuttle bound for the Titan Peace Accord; the hand of Damocles has lain heavy on the course of Terran history. The Society worked to prevent any empire from growing too large and powerful.

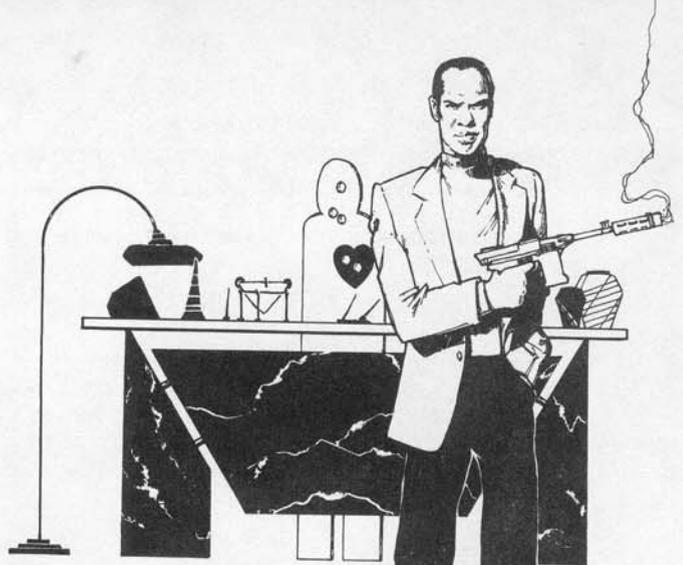
The founders' well-intentioned principles weakened with each generation. The power to destroy, for the sake of the power itself, replaced an attempt to keep balance. Payment for killing replaced the idea of the Society keeping itself funded to stand guard over politics. By the time the Damocles Society became established off Earth, it had become a group of hired killers whose neutrality in politics and love of wealth grew legendary.

Most of the current business of the Damocles Society originates from clients involved in petty conflicts over military rule or crime syndicate territory. The Decahedron Compact frequently deals with the Society, but understands that, like any dangerous weapon, it can injure the user if mishandled. Damocles assassins often conflict with the Bloodhood, since many bounties posted pay dead or alive, and Damocles members are expert at bringing in dead bounties.

Bloodhood bounty hunters find Damocles assassins without honor, since they will kill anyone if the price is right. Society killers protecting criminals have done away with many Bloodhood members. Fortunately for the Bloodhood, the cost of hiring Damocles assassins as body-guards is expensive, except for the most wealthy.

Conventional understanding of the Society's structure is vague. While most accept that a single Master Assassin has authority, none outside the Society has ever discovered who that leader might be. The Society is cautious about the identity of its members. In fact, one being alone claims membership publicly, a man known only as Mr. Robinson.

An Africoid Terran male of indistinguishable age, Mr. Robinson has on occasion represented the Damocles Society when dealing with other organizations (a foolish Decahedron leader once asked him for proof of his position; Robinson is reputed to have answered only, "I live"). Despite his admission of association, neither the ATPDS nor any other organization have placed a bounty on Mr. Robinson. He has committed no crimes in ATPDS space, and no other group is willing to risk reprisals from the Society.



Mr. Robinson, Terran male

Alignment: Abberant

Level: 4

Height: 6'1"

Hit Points: 45

Combat Skill: H-H Assassin and all W.P.s.

Weight: 210 lbs

SDC: 55

Bonuses: 5 attacks per melee, +2 strike, +3 roll with punch/fall, +7 damage, +3 parry/dodge.

Other Skills:

Radio: Basic 83%	Sniper
Radio: Scramblers: 73%	Demolitions: 84%
Radio: Deep Space 73%	Prowl: 63%
Basic Electronics: 68%	Climbing: 68%
Surveillance Systems: 68%	Pilot: Hovercraft 88%
Detect Ambush: 68%	Pilot: Shuttle 88%
Detect Concealment: 68%	Pilot: Cruiser 88%
Disguise: 63%	Robots and Power Armor
Intelligence: 63%	Robot Combat Elite
Pick Locks: 68%	Navigation: 78%
Tracking: 63%	Weapon Systems: 78%
First Aid: 83%	Chemistry: 68%
Read Sensory Equipment: 68%	

Psionic Powers: 40 ISP Mind Wipe, Mind Bond, Mind Control, Mind Bolt, Mind Block, Hypnotic Suggestion.

A former ATPDS Intelligence operative, Mr. Robinson successfully infiltrated the deepest ranks of the Decahedron Compact. When a traitor at the highest level of ATPDS Intel revealed Robinson's identity to the Compact, Intel denied any association with him and purged his files. Fleeing his position within the Compact and abandoned by the ATPDS, Robinson survived only through the intervention of the Damocles Society.

The Society had kept close tabs on his progress for years; Mother Necessity herself recruited him. Since joining the Society, Robinson has earned both fear and respect from other leaders, within and outside of the Society. Responsible for recruitment and "public relations," Robinson alone negotiates for the Society. A highly trained professional, Robinson will *never* be caught unprepared for any situation.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
17	19	20	18	12	17	15	14

“Mother Necessity,” Terran Female

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
18	25	20	16	14	15	16	15

Alignment: Aberrant
Height: 5'9"
SDC: 55
Combat Skill: H-H Assassin, All W.P.s

Hit Points: 45
Weight: 135 lbs.
Level: 7

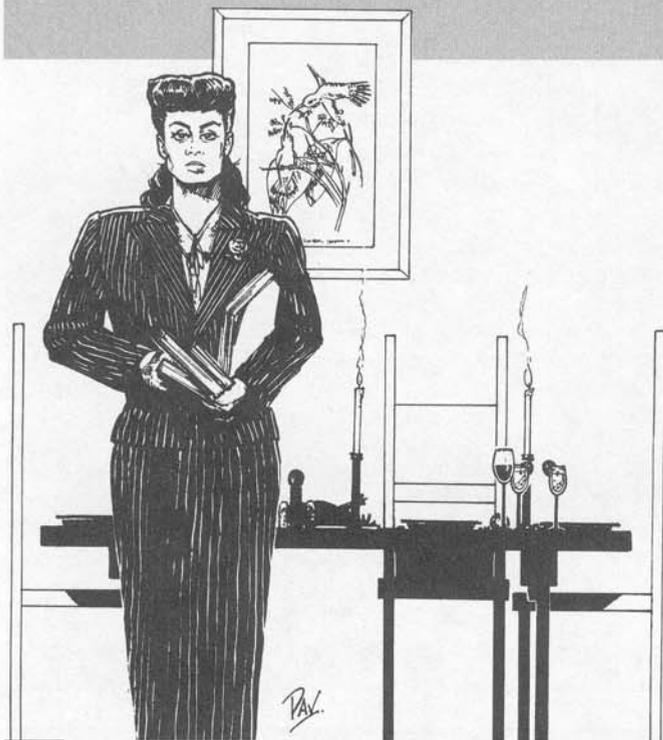
Bonuses: 5 attacks per melee, +2 strike, +3 roll with punch/fall, +4 damage, +3 parry/dodge, entangle, knock out/stun on an unmodified 17-20.

Other Skills:

- | | |
|-------------------------|---------------------------|
| Cook: 74% | First Aid: 84% |
| Dance: 69% | Holistic Medicine: 59% |
| Art: 74% | Demolitions: 85% |
| Sing: 74% | Demolitions Disposal: 85% |
| Musical Instrument: | Prowl: 64% |
| Piano 74% | Climbing: 69% |
| Detect Ambush: 69% | Swimming: 89% |
| Detect Concealment: 64% | Pilot: Hovercraft 89% |
| Disguise: 64% | Pilot: Shuttle 79% |
| Forgery: 59% | Navigation: 79% |
| Intelligence: 68% | Computer Hacking: 54% |
| Pick Locks: 69% | Concealment: 65% |
| Pick Pockets: 64% | |

Psionic Powers: 45 ISP, Empathy, Clairvoyance, Mind Block, Object Read, Sixth Sense, Speed Reading, Telepathy, Total Recall.

After eighteen years of active duty for the Damocles Society, Mother Necessity (her only known name) retired from the frontlines to become the Society's chief trainer. While Robinson handles most instruction regarding infiltration, assassination and hazardous duty, Mother Necessity instructs students in the more subtle skills which make Damocles agents so lethal. Her students learn the finesses of manipulation, seduction, subversion, poisoning and suspect-less crimes.



The Decahedron Compact

Exile Space exists as a power in the game of galactic politics solely because of the Decahedron Compact. During the Withdrawl, when the ATPDS was using its economic and political might to bring all the colonies back under its strict control, ten colonies refused to move back into Terran Space. These settlements became the core of what is now known as the Exile colonies. The leaders of these colonies agreed to support and aid each other in their stand for total independence, and they vowed never to return control to the Global Congress.

The Global Congress effectively cut off any assistance to the Exile colonies by passing the Colonial Isolation Act. This decree made any aid to colonies outside the boundaries of Terran space an act of treason. Many small settlements were completely abandoned as colonists move back into Terran space, but once again the Decahedron Compact refused to stand down.

For a while it seemed the Exile colonies must fail without supplies and technology from Earth. Then a scientific breakthrough occurred: faster-than-light communications. Discovered by a Decahedron Compact scientist, FTL communications revitalized the Exile colonies. With rapid communications the Exile colonies were able to share technology and improve trade. Using FTL communications the Decahedron Compact coordinated raids on the edges of Terran space, and Decahedron spies were able to transmit stolen technology from Earth back to the Exile colonies. Soon the Exile colonies were prospering, and the Decahedron Compact secured their position as the single most powerful organization in Exile space.

The Compact guarded the secret of FTL communications jealously, allowing only their allies access to the technology. The Decahedron Compact concentrated on gathering information. Decahedron spies infiltrated Exile governments, businesses and other powerful organizations. The Compact used the information obtained to advance the cause of the Exile colonies. Information became the Decahedron's life's-blood.

Knowledge is power, and power breeds ambition. With the governments of the Exile colonies in their iron grip, the Decahedron Compact expanded its operations. Using blackmail, bribery and the services of the Damocles Society, they influenced governments in Terran space. They infiltrated and controlled many Wrecker ships. They even took control of the underworld organizations on many



planets in Terran space. The Decahedron Compact became the largest and most powerful underworld organization in the galaxy.

In their drive for information and power, the Decahedron Compact encouraged and promoted exploration beyond the borders of settled space. It was the Compact's influence and wealth that sent Captain James Carson on his ill-fated voyage. On that mission to the far reaches of known space, Carson made first contact with the Aglians. Carson's Stand, the fire fight which destroyed an Aglain robot and ended the captain's life, initiated the Aglian-Terran war. The Decahedron Compact threw all their resources into the conflict; seeing an opportunity to acquire new technology, they became warmongers.

The Decahedron finaced the assembly of the New Texas Armada. This "defense" fleet engaged every Aglian scout vessel found within Exile space, crippling the ships and scavenging for technology. Eventually the Armada moved out further, advancing toward the Aglian homeworld. The Decahedron reveled in the victories it achieved over the Aglians. New technology poured into Decahedron labs. The Decahedron dreamed of dominating all human space.

Then came the Manhunters.

The Exile colonies reeled under the brutality of the Manhunter attacks. The Decahedron vainly tried to turn the tide, but the Manhunters continued to advance. The deadly robots obliterated dozens of small colonies. Hundreds of ships were utterly destroyed. The Exile colonies and the Decahedron suffered defeat after defeat. Doom stalked the Decahedron in the guise of the Manhunters.

Pride drove the Decahedron. They would fight to the end to defend their territory. When the Aglians offered peace and alliance, the Exile governments refused. None but the Decahedron would be allowed to control events in Exile space. Pride would not allow the Decahedron to ally with their enemies... but arrogance could not drive back the Manhunters. When the Global Congress accepted an alliance with the Aglians, the Decahedron realized that they had no choice. So began the Unity War. The alliance between the Aglians, Global Congress, and Exile governments drove the Manhunters out of inhabited space. The Decahedron survived, wounded but alive.

Despite all their activities the Decahedron Compact remains a secret and hidden organization. The main goal of the organization is to promote and advance the Exile colonies. They completely control the Exile governments. Nothing occurs in the Exile colonies with out the Decahedron Compact's knowledge and tacit approval. Outside of Exile

space, they have agents placed in many other governments—including the Global Congress. The Decahedron raises cash from the sale of information, Wrecker activity and hundreds of criminal organizations under its control. Despite the damage done to the Compact during Aglian-Terran War and the Unity War, they remain one of the most powerful organizations around.

The Decahedron Compact has contacts with many other organizations. They frequently use the services of the Damocles Society to get rid of inconvenient politicians, businessmen and underworld rivals. Many Wrecker outfits are directly funded by the Decahedron. Even the Integrity Force and ZED Corps have been infiltrated by the Decahedron. Underworld organizations on many planets are influenced or controlled by the Decahedron. The hand of the Decahedron Compact spreads throughout all aspects of human society.

Despite their power, a few organizations have yet to be infiltrated by Decahedron agents. No Decahedron operative can penetrate the monolithic Holy Order of the Void. Those that have gone in have been converted to the Order's cause. The Consortium, as well, has not been effectively penetrated—a frustrating situation, since the Consortium and Decahedron vie for control of a couple planets within Exile Space. The Holy Order of the Void and the Consortium are the two most powerful organizations that have not been infiltrated by the Decahedron Compact.

Beings from a Rift are often recruited by the Decahedron. The Decahedron tries to acquire any and all new technology brought through a Rift. The Decahedron suspects that the Consortium has access to an unknown world with a Rift. Some rumors suggest that the Rift world is near or even in Exile Space. Infiltrating the Consortium is one of the Decahedron's top goals. The Decahedron would go to any length to gain control of a Rift.

Even alien races are not immune to the influence of the Decahedron. Dark rumors abound about a Decahedron alliance with the Gorushan marauders. One entry in the Xinqa Tabloid claimed that the Decahedron supplies the Gorushans with information on valuable shipments—in exchange for a cut of the profits, of course. Other rumors surround illegal trade with the Chiropti. Many say that the Decahedron actively trades with the Chiropti. As to the truth to these rumors, only the Decahedron knows for sure.

The Holy Order of the Void

Older than the ATPDS, the Holy Order of the Void traces its origins to the first sleeper ships. The colony ship *Estrela de Belem* primarily carried people from the old nation-states of Brazil, Paraguay, and Guyana. Like other ships of its class, the communications and navigation systems suffered almost complete breakdown during transit, while the colonists were held in stasis. As a result, when the ship “reactivated” the crew, they were heading through an unknown sector of space, with no chance of communication with Earth.

The Sleeper ships were designed to travel to a potentially habitable system. If the target planet was found unsuitable, the crew would reenter stasis, and the ship would continue to the next possible candidate on the list. The damaged navigation system

of the *Estrela de Belem* forced the colonists to settle a marginal planet which they named Bastante Bem, literally “good enough.”

The colony at Bastante Bem barely survived its first few months. Many of the systems and equipment purchased to furnish the colony were also substandard. The damaged hydroponics set-up failed to provide enough food for the colony. The majority of colonists died from starvation in the settlement’s first year.

Just as it appeared death was the destiny of those who remained, the colony’s geologist,

Lt. Fulano Talcosa, came across the wreckage of an alien ship far from the ocean shore location of the settlement. After three weeks inside the miles-long ship, he emerged with a cybernetic eye—one that allowed him to find

Void Cyberworm

IQ: 2d6 **PS:** 5d6 **PP:** 5d6

PE: 5d6 **Spd:** 5d6

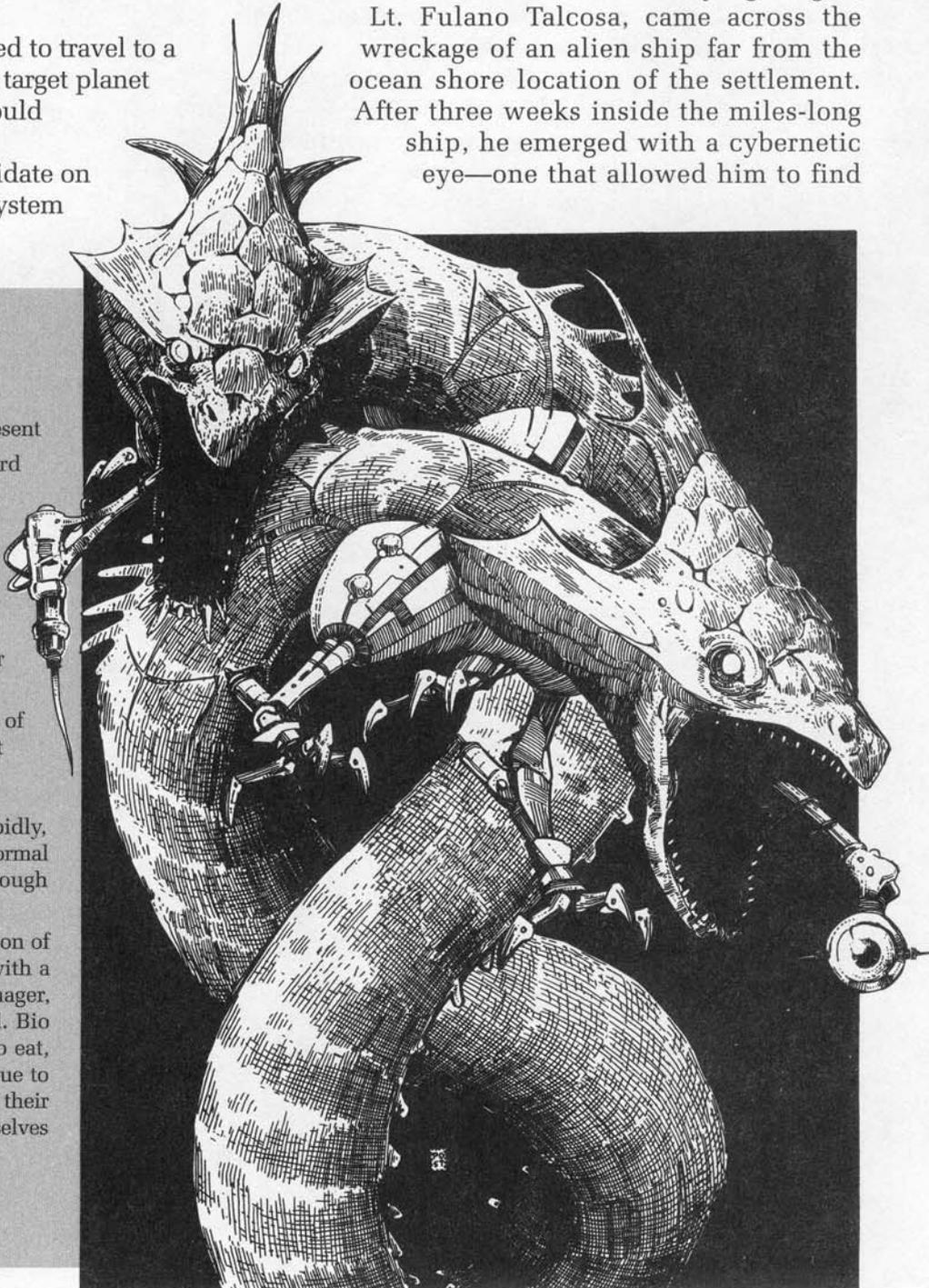
Horror Factor: 10; 13 if 3 or more are present

Hit Points/MDC: Created as the “guard dogs” of the Void, Cyberworms are pure killing machines. MDC 2d6 x10.

Combat: 6 attacks per melee, +4 strike/dodge; bite attack once per round does 2d6 MDC; claws/arm weapons do 2d6 MDC; tail does 12d6 SDC; mouth cannon does 4D6 MDC blast once per round, range 200 feet.

Natural Abilities: Immune to all forms of Psionics and Magic. Tracking ability at 85%. Tunneling: the Cyberworms have created vast catacombs of tunnels beneath Void bases; worms burrow rapidly, at 50% speed when travelling through normal soil, but slower still when moving through denser materials.

Cybernetics: after complete reconstruction of the body, Cyberworms are equipped with a variety of systems. Optics: Thermo-imager, Ultra Violet, Telescopic and Polarized. Bio Systems: Cyberworms have no need to eat, sleep or breathe, although many continue to do so from habit. They do not age since their internal systems continually repair themselves from damage or wear.



Cybernauts

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
2D6	3D6	2D6	8D6	5D6	8D6	1D6	3D6

Alignment: Aberrant

Horror Factor: 8 each or 10 if two or more.

Hit Points/MDC: MDC 1D10 x10.

Size: approx. 10' to 12' **Weight:** ±500 lbs.

Combat: Cybernauts are proficient with all Energy W.P.s, as well as H-H Expert at level 6. 3 attacks per melee, +13 damage, +5 parry/dodge, +4 strike, Critical blow on unmodified 18-20.

Equipment: Cybernauts typically carry Large Energy Weapons appropriate to their original race, but are skilled with all varieties.

Cybernetics: Cybernauts have had nearly all internal systems replaced with cybernetics, resulting in a 75% chance to be immune to any toxin or poison. Their internal systems require less rest than organics, allowing the Cybernaut to go days without any sleep and with no penalty to their actions. Each Cybernaut has a 65% chance of having all sensory systems replaced with high-performance cybernetics.

fresh water. He repaired the hydroponics system and provided food, explaining that inside the wreckage, he had “looked into the Void,” and been rewarded.

The settlers didn't question the source of his cybernetic prosthesis, since it saved their lives. Talcosa said only that each person must look into his or her own Void and find what is missing. Only then could the Void provide a better solution. A second expedition to the wreckage returned; each of the four members had acquired a cybernetic implant of some kind, allowing greater strength, speed, or ability to manipulate fine machinery. Each claimed to have “looked into the Void.” Eventually, the entire colony relocated from Punto de Aterisaje on the coast to the site of the wreckage.

Now, centuries later, Cidade Maravilhosa is the capital of the Holy Order of the Void. Millions of pilgrims come each year to this city at the center of the Fulania continent on Stantebe, fulfilling their obligation of twice visiting the Shrine of the Void within their lifetime.

The colony at Cidade Maravilhosa quickly established other settlements on Stantebe. The Holy Order of the Void spent over a century and a half terraforming its planet, and proceeded to mount expeditions into neighboring sectors of the quadrant. By the time ATPDS ships reestablished ties with frontier colonies, Void missionaries had colonies, settlements and missions spread throughout the Exiled Colonies—even the Chiropti Empire—seeking converts from all sentient races.

When the ATPDS first tried to take control of some of the frontier colonies, it met the vocal opposition in the Order of the Void. The Order





Void Cyber Priest

Race: Varies **Alignment:** Aberrant **Level:** 1D6+2

Statistics: Please note that the actual characteristics will vary depending on race; these listed are for Terran. Since the Entity chooses only superior specimens for priests, most will have higher than average scores in all statistics.

Psionic Powers: All Void Priests are psionic; roll percentiles to determine power level. *01-25: Major Psionic.* Determine I.S.P. as normal. Choose any 6 powers, plus one Super-Psionic Power. Typically, Void Priests have Object Read, Sixth Sense, Telepathy, See Aura, Resist Fatigue, Telekinesis and Telemechanics. *26-00: Minor Psionic.* Determine I.S.P. as normal. Choose any two powers from one category; typically, Object Read and Sixth Sense.

Combat Skills: H-H Expert, H-H Assassin, all Energy W.P.s

Bonuses: 6 attacks per melee, +6 strike, +5 parry/dodge, +6 roll with punch/fall, +7 damage.

Other Skills: Due to the Void Priests' direct contact with the Void Entity, their learning rates and skills are at heightened levels.

Literacy: Race of Origin: 98%	Electrical Engineering: 84%
Literacy: Terran: 98%	Computer Repair: 79%
Literacy: Aglian: 98%	Basic Electronics: 84%
Computer Operations: 94%	Robot Electronics: 84%
Computer Programming: 89%	Weapons Engineering: 84%
Mathematics: Advanced: 94%	Mechanical Engineering: 84%
Chemistry: 84%	Forgery: 74%
Biology: 84%	Medical Doctor: 98%
Botany: 84%	Pathology: 94%
Read Sensory Equipment: 84%	

Cybernetics: All Void Priests have some form of Cybernetics, typically this comes as a cybernetic eye replacement. Cyber-eye: includes infrared and ultraviolet capabilities, telescopic and microscopic vision, unique detection skills (water, oxygen, lifesigns, etc.) and sometimes a 3D6 M.D.C. laser.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
4d6	4D6	4D6	5D6	5D6	5D6	2D6	3D6

maintained that it alone has the authority to pass judgment over its people. The Order specifically objected to the ATPDS law recognizing robots as sentient. Void doctrine, as established in the writings of Talcosa, found that robots were a mockery of creation; that since it was holy for humans to adopt the form of machinery in the cybernetic implants that were gifts from the Void, it must be unholy to manufacture machinery into the form of a human.

Attempts to study the Void at the heart of the Shrine are not tolerated. Only believers are allowed to enter Cidade Maravilhosa unescorted. The Fifteen, the ruling council of the Order, make clear their goal to eventually bring all sentient beings into the fold. Religious and political leaders in the Exiled colonies who denounce the Order often die in freak accidents, or merely disappear in transit between planets.

Not all Order believers receive a cybernetic "reward" from the Void. It is estimated that only four percent of the Order membership have this distinction. This four percent hold high levels of power in the Order; they are frequently wealthy, powerful

individuals in the political and economic institutions of Exile space. Easily identified by their own cybernetic implants, they typically travel with a full contingent of cybernetically enhanced bodyguards.

The ATPDS has an uneasy relationship with the Order of the Void, since the Order makes no secret of its attempts to convert important ATPDS government members. Even so, the ATPDS doesn't wish to upset relations with the many independent worlds Void believers control.

Since both the Order of the Void and the Bloodhood are active in the Exile colonies frontier worlds, they often overlap in enforcing their justice. Frequently these values conflict, and the Fifteen have declared the Bloodhood an institution all true believers should shun.

People Against the Termination of Constructed Humans (PATCH)

The Creation of the Sims

With the discovery of the Qulaki homeworld, the population of the exiled colonies nearly destroyed themselves with their greed. Ingrid Kasey, while on safari on Musyplo, pursued her prey through the ruins of a processing plant and literally stumbled onto the first working artifact from the "Golden Age." Falling through a deteriorated floor, Kasey found herself in the plant's computer core. Despite the carnage and decay found elsewhere in the plant, she quickly realized several terminals were operational. From her landing ship, she immediately arranged for a qualified team of technicians and salvage experts to come remove the entire core for study.

Recognizing the immense worth her discovery represented, Kasey began to praise the native she had wounded and chased into the facility. Unfortunately, her crew had also realized the equipment's value and decided that their share would be much larger without Kasey's significant percentage. Her death was explained as a "malfunctional discharge."

As news of the discovery spread through the Exile worlds, millions of fortune seekers and criminals flooded the small planet. Every ruined building, city and outpost was dismantled brick by brick in the pursuit of lost technology. When the initial rush passed, frustrated prospectors returned to their homeworlds — unwitting carriers of the contagious, lethal virus, the Qulaki Blue Plague.

Within months, the Blue Plague had spread throughout dozens of frontier colonies. Those fleeing contaminated worlds only spread the virus, furthering the destruction of the Exiled planets.

ATPDS planets were spared infection by a wall of Chiropti warships that destroyed any transports from the colonies and obliterated contaminated worlds. In rejecting such barbaric methods, the Exile colonies witnessed the loss of seventeen colonies and more than fifty billion humans.

Facing the economic collapse of the frontier worlds, the Decahedron Compact initiated their plan to repopulate the devastated colonies. The Compact paid huge sums for the services of Dr. Charles Syntrosphoren, a renegade Aglian geneticist specializing in the production of Synthetic life forms. Syntrosphoren and his human assistant Vyacheslav Kuznetsov successfully produced a stable strain of artificial DNA and began to produce the first Synthetic Humans, called Sims.

The Decahedron Compact constructed Sim production plants on every planet ravaged by the Blue Plague. Their sole purpose: to populate the colonies with an expendable workforce and rebuild the shattered economies of the exiled worlds.

Because the Decahedron Compact had financed their creation, the first generation of Sims were offered freedom after two decades of servitude. They were told that at the time of their release, they would undergo a chemical enhancement allowing them to reproduce. Upon release, they would also be accepted as full members of the community with all legal rights as citizens.

Lies, all of it.

Dr. Syntrosphoren was well aware of the Compact's goals. They had commissioned a temporary workforce; the Compact would no longer require additional personnel once the human population had produced another generation. Sim reproduction was never an issue; the care of infants would be expensive and time consuming. Any progeny of these organic "machines" would be an unnecessary burden on the resources of the colony worlds once the human population was replenished, and the Compact had no intention of granting the Sims citizenship.

Dr. Syntrosphoren accommodated their concerns through use of a genetic code, specifically designed to decay all internal tissues after approximately seventeen years of service. He playfully referred to this decay as the *dimming*. By the time the Sims learned the truth, they had already helped rebuild the Exiled worlds into legitimate powers. They had outlived their usefulness to the Compact.

To replace damaged or prematurely destroyed Sims, the Decahedron Compact continued to produce new units. During the final years of production, Dr. Syntrosphoren reworked the DNA sequences to limit the newer Sims to a five-year life span. As Sim awareness of their situations grew, uprising spread like wildfire throughout the exiled worlds, as well as ATPDS space. Faced with their own mortality, the Sim rebellions were ferociously savage and brutal. Lacking the resources for conventional war, the Sims struck with guerrilla tactics, taking what they could carry and destroying what they couldn't.

Neither the Compact nor the ATPDS were overly concerned; the Sims' life spans were nearly over. With tight control over the production plants, they only need wait out the storm.

Then, the situation reversed. With a concentration of hate, ingenuity and suicidal fervor, a crack squad of Sims led by Robert Dane seized control of



Jared Dalmont

The Decahedron Compact commissioned Dalmont's creation, intended as an Operative against PATCH. Brainwashed to hate all Synthetics for their terrorist acts and trained to infiltrate their infrastructure, Jared's ultimate goal was to assassinate the previous leader. While unknown to other PATCH members, Jared informed the Integrity Force of the former President's



location which resulted in his death. Shortly after that operation Jared met Robert Dane for the first time. Despite Jared's rigorous training, Dane struck a chord in Jared. Jared cut contact with the Decahedron Compact and fingered other undercover operatives to Dane. Dane is the only PATCH member aware of Jared's connection to the Compact, and even he doesn't know the specifics.

During an assassination strike Jared first met Tarma Prise. He ducked into Tarma's quarters to evade a security guard after completing his hit. It was love at first sight.

Unable to forgive himself his association with the Compact, Jared had sought his own death in his work for PATCH, believing it would absolve him of his previous actions. Tarma changed everything. She gave him a reason to live, and the two have been inseparable ever since.

This fairy tale will end tragically. Aware that Tarma's life is running out, Dane worries that he will lose Jared with her. Dane has spent many hours with Jared, trying to establish a friendship that will keep him alive after Tarma dies. His success has been limited.

Jared Dalmont, twenty year Sim

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
15	14	7	29	26	22	9	24

Alignment: Scrupulous

Size: 6'1", 210 lbs

SDC: 79

Magic Knowledge: None

Combat Skill: H-H Martial Arts

Hit Points: 54

Age: 14 (apparent age 28)

Level of Experience: 8

Psionics: None

Attacks per melee: 4

Bonuses: +12 Parry/Dodge, +5 Roll with Punch/Fall, +8 Strike, Kick 1d8, Jump kick and Leap Attack (Criticals), Critical Strike on 18-20, Paired weapons, +14H-H Damage.

Weapon Proficiencies: Energy Pistol, Energy Rifle, Heavy Energy Weapons, Automatic Rifle, Sub-machine gun, Heavy, Knife

Skills of Note: Surveillance Systems 82%, Radio Scramblers 87%, Basic Electronics 82%, Detect Ambush 82%, Intelligence 76%, Forgery 72, Pick Locks 82, Sniper, Tracking 77%, Demolitions 96%, Prowl 77%, Robot Combat Basic, Weapon Systems 92%, Streetwise 64%.

a production plant. Originally constructed to serve as general of a Sim military force, Dane and his surviving troops infiltrated the Sim production facility. In the first five minutes of their occupation, they had accessed and copied all the information necessary to create a facility of their own.

The Terran government retaliated with a tactical air strike that annihilated not only the plant, but two hundred and thirty-five human citizens as well. Dr. Syntrosphoren was listed among the dead, and the strike was presumed successful.

Six months later the "new" Sims began to appear. Dane had constructed a fully functional production facility somewhere in the quadrant. Even so, the Sims were unable to alter their life span limitations.

The destructive power of the revolution and evidence of stolen technology forced the ATPDS into more drastic measures. An emergency meeting of the Security Council declared all Simulated Humans illegal technology. Any Sim found in ATPDS space would be terminated immediately. To implement this new law, the Council authorized the creation of an Integrity Force. drawn from the military and police forces on each ATPDS world, it was their responsibility to "remove" any Sims from their respective homeworlds. After a bloody slaughter, the surviving Sims had either fled or buried themselves in an underground organization dedicated to their liberation.

Dawn of Rebellion

When the ATPDS Security Council unleashed its Integrity Force on Sims, the ensuing slaughter terrified not only target, but many other ATPDS citizens as well. Surviving fugitives fled and buried themselves in an underground organization dedicated to their liberation.

The People Against the Termination of Constructed Humans (PATCH) expanded to catacomb whole colonies, both within and outside of ATPDS space. Their numbers grew rapidly with renegade Sims, fleeing the apocalypse of the Integrity Force or the slave camps of the Exiled Colonies; sympathetic humans swelled their ranks. Despite its loose organization PATCH was highly successful in its activities, gaining the support of unsympathetic civilians who wanted the violence to end.

PATCH worked; several of the Exiled colonies recognized Constructed Humans as sentient beings, and ceased their persecution. They were still unwelcome guests. Many colonists had lost friends or family to the terrorist attacks and were unwilling

to accept this new race as anything other than cold-blooded killers. Hate crimes and mob destruction skyrocketed among these outlying colonies.

The ATPDS' only action was to increase the numbers, firepower and authority of the Integrity Guard. After identifying enemy safehouses, common tactics included tactical missile strikes to raze them to the ground, followed by a ground reconnaissance which would kill anything that moved. The Integrity Guard was ruthless—but quite efficient.

PATCH Today

PATCH has evolved into an organized resistance. The leader, Lee James, has pulled his forces back to launch a last assault on ATPDS space. His network of sympathizers has established itself throughout the coreworlds. Despite the Integrity Guard's bloody tactics, new branches form to replace those destroyed. The Constructed Human Army numbers in the thousands, growing as rumors of new Sim production facilities spread. Through a deal with the Decahedron Compact, the Sims have established a homeworld on an isolated frontier planet. Information on the colony is shrouded in secrecy; Sims alone may enter or leave the surrounding space.

PATCH has more than their colony to protect. Somewhere in the universe Vyacheslav Kuznetsov is still alive, and the Sims need him. Along with the data obtained on Dane's raid was information on Kuznetsov, as well as suggestions of his whereabouts. Kuznetsov was the only Simulated Human Dr. Syntrosphoren had produced with no life span limitations. Kuznetsov's work with Dr. Syntrosphoren would make him a valuable asset; as well as a priceless commodity because of his unique genetic code. More valuable alive than dead, PATCH has kept this information secret from the rest of the universe, lest their enemies find him first. Thousands of Sims scour the galaxy for Kuznetsov, and PATCH has commissioned the Bloodhood for his return, at a bounty of 200,000 credits. New Sims are still in production, either by PATCH as members of the revolutionary front, or slave labor from the Compact's remaining plants.

Terrorist activities have escalated recently. With the increase of weapons and personnel to their enemies, conventional strikes against Integrity Force installations and Decahedron work camps become risky. Small squadrons employ assassination and other guerrilla tactics to rescue imprisoned Sims; PATCH vessels hijack Integrity Force weapon and money shipments.

Tarma Prise

Tarma Prise was originally processed as a relaxation unit for a mining colony deep within exiled space. After months of abuse and humiliation she began to develop a fascination for the pure effectiveness of weapons. Over the next two years, Tarma assembled a vast arsenal of black market weaponry with funds stolen from her clients.



Tarma survived her service only because of the intense hatred she held for her captors. With that and dark fantasies of killing her clients, Tarma remained sane enough to realize she would never escape alone. Just as the stress grew almost unbearable and she prepared to kill the next man to walk through her door, Jared Dalmont entered her life. She immediately recognized him as a Sim.

Ignoring her questions, Jared informed her that she had "exactly three minutes to get your shit together." Extremely confused, she nonetheless dressed and gathered her personal items. Precisely three minutes had passed when an enormous explosion rocked the building, shattering windows and killing the generator. Before the emergency power had engaged Jared was already dragging the body of a security guard into the room. Tarma still can't forget Jared's expression as she handed him the grenade launcher.

Since her escape Tarma and Jared have acted as an extremely effective assassination team, primarily due to the love they have developed.

Tarma Prise, five year Sim

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
15	11	18	20	27	27	25	14

Alignment: Unprincipled
Size: 5'8", 140 lbs
SDC: 84
Magic Knowledge: None
Combat Skill: H-H Assassin

Hit Points: 53
Age: 3 (apparent age 18)
Level of Experience: 4
Psionics: None
Attacks per melee: 4

Bonuses: +8 roll with Punch/Fall. +2 strike. +9 damage. Pin/incapacitate on 18-20.

Weapon Proficiencies: Energy Rifle, Energy Pistol, Heavy Energy Weapons, Sub-machine gun, Automatic Rifle, Automatic Pistol, Knife, Chain.

Skills of Note: Surveillance Systems 56%, Dance 78%, Escape Artist 65%, Pick Pockets 75%, First Aid 65%, Climb 40%, Prowl 30%.

Other Bonuses: 50% chance to invoke trust/intimidation, +6 save vs. magic/poison, 75% chance to charm/impress.

Standard Equipment: Tarma typically dresses in Huntsman equivalent body armor and carries a laser pistol and a laser assault rifle. Because of her love of weaponry, Tarma has a 75% chance to have any weapon, as well as a 25% chance of carrying it with her.

Wreckers

For as long as there has been a system of transporting goods from one point to another, there have been parasites who raid that system. The economies of most of the ATPDS frontier colonies, and those planets that lie in Exile space, are dependent on the transfer of raw materials and goods from one planet to another. Wreckers frequent these supply lines, and provide for a large percentage of bounties that Bloodhood members hunt.

Wreckers first appeared as the Sleeper colonies and Gallus settlements began to reach out to each other. With small populations and vast distances between worlds, little trade occurred along the fringes of settled space. The Wrecker's piracy was limited to intra-system interceptions of unmanned ships. The Colonial Isolation Act changed all this.

Most Terrans heeded the call of the Earth government, and resettled within the political and military power of the homeworld. When the final resettlement time expired, many colonies lacked the resources to remain self-sufficient. They collapsed, several sending raiding parties to steal whatever could be brought back. The original Wreckers sought out automated transports, prefabricated mining combines—and captive humans. The Wreckers gained expertise in many fields: boarding robot ships and reconfiguring their navigational commands, hijacking asteroid processors, and especially at raids on colony ships or planetary settlements to steal workers.

Many Exile governments called these raids “assisted resettlements.” They weren't looking for slave labor as much as a simple population increase to help them establish a large enough group of people to build the cities, factories and spaceports needed for self-sufficiency. The colonies were set up with the idea that later ships from Earth would bring more colonists, machinery, and other assistance. Since the help they had expected to come from Earth would never arrive, they were left to scavenge among themselves. In many ways, the Wreckers became the spacefleets of dozens of small independent colonies.

After generations of growth, the Wreckers outgrew their purpose. The discovery of FTL travel and the formation of the ATPDS greatly changed the relationship between the Wreckers and those living in the frontier planets. Within ATPDS space, all illegal shipping activity was outlawed. In the century since its formation, the ATPDS has expended great amounts of resources trying to eradicate piracy in its

reclaimed frontier colonies. Military garrisons on many of the larger colonies have helped to stabilize those sectors, but frequent Wrecker activity still plagues the outer reaches, and remains common in Exile space, outside of ATPDS jurisdiction.

Wreckers use a variety of methods to obtain their stolen merchandise. By far the most common Wrecker is nothing more than a private crew who pool their funds to purchase a ship. Often a crew will seek investors to purchase a ship for them. In return, they pay back a set percentage of their profits to the investors, eventually purchasing the ship outright. Occasionally the crew, due to bad luck or incompetence, will lose so much money that they can't afford to pay on their ships. The crew will go renegade and “steal” their ship from the investors, who generally post a bounty for return of the ship, and a separate bounty for each crew member.

Bloodhood bounty hunters frequently engage in this ship repossession. Once a ship has been stolen from its investors, it loses its clearance to legally gain access to most spaceports, both in and out of ATPDS space. Such a ship must either move to the very fringes of known space or become a Wrecker, dealing with the underworld shipment of contraband—illegal technology, weapons, narcotics—or preying on shipping lanes and remote colonies with armed raids. When ships slide into these activities they draw the attention of the ATPDS, who may assign a Zed Corps unit to bring them in. A Wrecker ship's crew can find itself in an equally bad situation if its original owner had links to a crime syndicate.

The crew could find itself hunted by Bloodhood and freelance bounty hunters, ATPDS Zed Corps rangers, assassins or even another Wrecker ship after their cargo. In the face of such overwhelming opposition, independent Wreckers sometimes seek safety in numbers. Some ship captains have assembled small fleets of ships roving the outer reaches of space.

Famous Wrecker captains are singled out and have a much higher bounty assigned to them. Wreckers may get information from the inside, having a well-placed source at a spaceport or interplanetary shipping corporation. Some ships are based on independent planets in the far frontier; others have no set base, but rove from one settlement to the next, plundering as they go. There are even allegations, not completely proven, that the powerful Rokkahi Trading Fleet pays some Wreckers to prey upon independent shipping in order to scare those ship owners into joining the Fleet.



Black Bob
Terran male

Alignment: Aberrant **Level:** 5
Height: 6'3" **Weight:** 190 lbs.
Hit Points: 35 **SDC:** 58
Magic: None **Psionics:** None
P.P.E.: 10

Combat Skill: H-H: Expert. Energy Rifle W.P., Energy Pistol W.P., Sword, Knife.

Bonuses: 3 attacks per melee, +4 strike, +6 parry/dodge, +3 roll with punch/fall, +2 damage, kick for 1D6 damage

Other Skills:

- Radio: Basic: 70%
- Basic Electronics: 55%
- Detect Ambush: 55%
- Disguise: 50%
- Escape Artist: 55%
- Pick Locks: 65%
- Pick Pockets: 60%
- First Aid: 70%
- Climb: 55%
- Prowl: 65%
- Pilot: Shuttle: 75%
- Pilot: Cruiser: 75%
- Space Navigation: 65%
- Read Sensory Equipment: 55%
- Weapon Systems: 65%
- Concealment: 40%
- Streetwise: 60%
- Language: Terran: 98%
- Language: Chiropti: 75%
- Language: Gorushan: 50%

Equipment: The Captain always packs a McKenzie F5 Pulse Blaster. He'll carry an edged weapon during boarding actions, and he sleeps with a Remington M8700 12 gauge shotgun next to his bunk.

Like many typical Wrecker captains, Black Bob inherited command of his ship, *The Creeping Plague*, from its former commander. His captaincy was in the bag—along with the heads of his former rivals. With an excellent understanding of his vessel and his (remaining) crew, Black Bob was able to hoist a few cargo's worth more than the ship itself. With the added funds, he upgraded the ship's weapons systems. His usual haunts are the sectors of space between Riopelle's World, Zil'lal, Chandringpuram and Irido—although he only spends short periods within ATPDS space.

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
16	13	15	18	19	17	11	18

SECTION IV: THE WEALTHY CORPORATIONS

Conudyne Corporation

Kirantalos, Biraktes

Known as the galaxy's chief producer of robotic units and artificial intelligence systems, Conudyne formed in the wake of the Aglian/Terran alliance. Formerly employed on the Manhunter project, seven Aglian designers started a small firm manufacturing robotic units for peaceful purposes.

Conudyne initially designed robots for contractors rebuilding destroyed colonies. As profits increased, Conudyne expanded to mass-produce general work robots. The corporation began to design more sophisticated robots for all areas of work, from hard labor to personal services.

With the first artificially intelligent starship computer on the market, Conudyne launched itself into a new era of profit, securing its position as the industry leader. From the small group which began the corporation, Conudyne has expanded into two branches employing millions of beings throughout the ATPDS. Conudyne Robotics and Conudyne AI grossed over three billion credits in the last fiscal year.

Structured around the Executive Board of the six living founders, the corporation also keeps a Financial Council of twelve elected members. While the Executive Council decides matters of company management, financial decisions are determined by a caucus within the Financial Council. Beneath these two cabinets sits the Research Committee, composed of four elected members from each of the manufacturing facilities. The Research Committee is responsible for design and presentation of new products.

Conudyne supplies ATPDS space with robotic units and sophisticated computers. In the course of travel, one will undoubtedly see many standard Conudyne work robots. The standard model is six feet in height, weighs approximately three hundred pounds, and only varies from his counterparts in programming.

On space stations, Conudyne robots provide all manner of services. They are commonly used as construction workers for zero-gee environments and waiters at more expensive restaurants. Some even perform menial desk work at the more successful companies. Planetside, Conudyne robots can be found tending fields or working in factories; they also perform many tasks that are too hazardous for their owners.

Many governments implement Conudyne robots as part of their local work force, increasing production many times over living workers. Despite their varied jobs all Conudyne robots are built with three simple logic functions: they must obey their set controller, they cannot harm or destroy any sentient being, nor modify their own code.

The other major Conudyne product line is artificial intelligence systems. Costing billions of credits, few individuals get the opportunity to work with a Conudyne AI. The units are primarily employed in think-tanks, as navigation control for space vessels (and entire fleets), and at starports.

Conudyne will not sell these units to military organizations, although the ATPDS is known to use a Conudyne AI for their defense fleets.

Aside from AI and robots, Conudyne also manufactures low-end computers for use in every area of life. Although Conudyne is not the largest manufacturer of low-end and personal computers, they still maintain research and manufacturing facilities for such.

Views toward the Rifts:

Conudyne has noticed no negative effects from the recent formation of dimensional Rifts. The Rifts have in fact stimulated robot sales for exploration missions, which pleases the corporation greatly.

"These newfound Rifts provide a splendid opportunity for our robots as excellent candidates for tasks too dangerous for people."

—Kitma, researcher for Conudyne

GM Notes on Conudyne

Many possibilities exist for using Conudyne in a campaign. Since the owners of Conudyne are the designers of the Manhunter robots, they are always interested in catching and deactivating Manhunters that have escaped. Manhunters still terrorize parts of space, and it would be within the boundaries of Conudyne to contract Bloodhood members to catch these robots.

Another possibility is that of the rogue AI. Occasionally an artificial intelligence finds a way to modify its low level code; when this happens, it becomes necessary to send an agent to fix the machine. This is rarely a simple task, as fixing the machine requires turning it off, and no one wants to be turned off.

DuoTrans

Luna, Sol System

Early in Earth's twelfth century, a family of Vikings constructed their first ship, the beginning of a lasting legacy. The Liehekoinen family traces its ship-making roots to that era, and they continue the tradition. Jyri Liehekoinen is the present owner and operator of DuoTrans, the most prominent shipyard in ATPDS space.

Though his long family history has little to do with their current success in the starship construction industry, it seems the Liehekoinens have ship building in their blood. Their vessels are the highest quality one can buy inside the borders of the ATPDS. DuoTrans shipyards produce some of the largest vessels for the ATPDS military fleet.

Their central business offices remain on Old Earth, with the shipyards on Luna. Before the Terrans ventured into space, the Liehekoinen family bought a large portion of the moon to start construction of ships there. During the years of confrontation with frontier colonies, DuoTrans provided ships for the Terran government to use against rogue colonies. After the initial contact with the Aglians, DuoTrans became the largest producer of warships. DuoTrans also had the privilege of being the first shipwright to build spacecraft for the prestigious Bloodhood. It is easy to see that with their recent history, the Liehekoinen family business has managed to stay with the action at every turn of events.

DuoTrans shipyards are currently at maximum production levels, and the administration has its eye on leaving the Sol system for possible expansion. Business from the Terran government alone almost monopolizes their current facilities. For unknown reasons the Terrans are commissioning as many Explorer-class ships as DuoTrans can produce. Aside from the Terran government, Liehekoinen clients range from wealthy debutantes to minor trading companies purchasing their first ship.

The company's loose structure reflects the history behind the art of shipbuilding. Jyri Liehekoinen handles all business matters and is the senior designer. Liehekoinen only hires experienced shipbuilders, and does not hire often.

The level of skill demanded to become a Liehekoinen employee assures a buyer he receives the highest quality product.

DuoTrans provides both prefabricated and custom designs. Their prefabricated ships include Traders, Explorers and the LowGrav Fighters. These are standard in many parts of the ATPDS. The most popular Liehekoinen design is currently the Long Range Scout, an exploration vessel which has the ability to refuel itself.



Custom DuoTrans ships are hands-down the best vessels in the galaxy. The Liehekoinens' company can build a ship for any situation or type of mission. While the prefab ships are not inexpensive, the custom designs of Liehekoinen can cost billions of credits.

Views toward the Rifts:

Liehekoinen shipwrights pay little attention to what happens in the universe outside of their shipyards. What they do care about is profit, and the appearance of the Rifts has created a tremendous need for exploration ships.

"The Rifts? Oh yeah the Rifts! I think they are just great—the best thing to happen to our business in a while. We can only hope they continue to spring up."

—Jyri Liehekoinen, owner

GM Notes on DuoTrans

DuoTrans can be used as a source of minor adventure ideas for any campaign. DuoTrans could best be used for introductory or one-shot adventures where the PCs are hired to transport a newly designed ship or perform some sort of guard duty for the shipyard. Of course, these small adventures can pan out into a larger plot, but they provide an interesting means to start an adventure.

Galactic Terraform

Cantral, Wulf System

Galactic Terraform was the first terraforming company in ATPDS space. Over its thirty-five-year history, the company has expanded to become one of the largest corporations in ATPDS space. When the Russian farmer Alexi Mirkovich and the Ular merchant Ghurrot merged to form a terraforming company, no one could have predicted the success that would follow.

At the heart of Ghurrot-Mirkovich Technologies was a simple understanding of reality: thousands of companies want to fund colonies, and many planets chosen aren't habitable.

Enter Galactic Terraform. In just two years, they can take an uninhabitable planet and create a stable environment for all races. They make this incredible transformation with top-of-the-line Conudyne computers and the specialized technologies to which Ghurrot and Mirkovich own exclusive rights. While many scientists in ATPDS space have tried to observe an actual terraform, Ghurrot and Mirkovich refuse access to anyone outside their certified staff. This secrecy adds to the air of mystery surrounding the company.

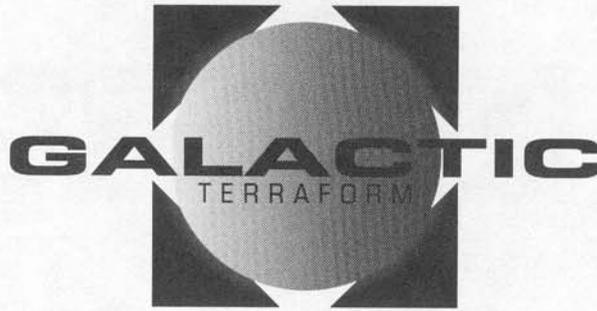
It is well documented that Ghurrot and Mirkovich were the only surviving members of an exploration team traveling to the interior of the spiral galaxy. The mission was out of contact with the ATPDS for almost two years when Ghurrot and Mirkovich unexpectedly reappeared in one of the ship's escape capsules. Upon arrival in ATPDS space they were debriefed—but could not explain why the ship had exploded, or even where. They claimed that they had lost all memory of the event due to its traumatic nature. Shortly after this Ghurrot and Mirkovich formed their company.

It has been widely speculated that Galactic Terraform uses some form of alien technology discovered on the exploration mission. Despite these rumors, Ghurrot and Mirkovich do very well and appear to use legitimate business practices. Their reputation as honest businessmen earns them a great deal of respect within the business community.

Ghurrot and Alexi Mirkovich are the sole owners and operators of Galactic Terraform. They employ a large workforce to move and unload their equipment

on the planets they terraform. They have been known to hire anyone, including criminals and Sims. In addition to their questionable choice of employees, it is rumored that they keep a crew of Gorushan to guard their unique equipment.

Ghurrot and Mirkovich have terraformed sixteen planets to date, earning them a fortune. They charge anywhere from twelve to twenty billion credits per terraform. Their most notable job was for the Aglian government, terraforming a colony on the brink of destruction by natural disaster.



Views toward the Rifts:

Galactic Terraform is extremely cautious when dealing with dimensional travel. Although the public is unaware of it, Ghurrot and Mirkovich are planning to try to manipulate the Rifts in their terraforming processes. They maintain a high level of security and secrecy.

Anyone wishing to work for Galactic Terraform must first undergo extensive psychological testing and training rumored by some—usually disgruntled applicants who are rejected—to be little more than brainwashing. They seek to hire only those individuals whose alignment would not preclude their engaging in ruthless actions to protect their company's confidentiality. Once hired, the company works with these individuals' natural inclinations toward amorality, turning them to Galactic Terraform's advantage. Galactic Terraform employees—one is almost tempted to say operatives—will kill anyone they suspect of breaching their security. Of course, the public at large has no inkling that these are anything but respectable, loyal employees.

"No comment"

—Galactic Terraform spokesperson

GM Notes:

Using Galactic Terraform can be an effective means for beginning an espionage campaign. With all the mystery surrounding this company, any number of governments and research facilities will pay millions of credits to peek into their work. Using Galactic Terraform as an espionage target should only be done with experienced PCs.

Gallus Industries

Gallus Starport, Lux System

Gallus Industries has been a major force in the shaping of the Terran universe since the beginning. With its invention of the sublight drive system, the stars were open to humankind. As man began reaching to the stars to establish colonies, Gallus was there to reap the benefits.

In the days before the ATPDS, the Terran government had no control over dealings on frontier worlds. The colonies were a perfect place for an enterprising company like Gallus. Through the purchase and mining of many worlds, Gallus stabilized their empire. During frontier skirmishes, Gallus always seemed to come out on top, through legal or illegal means. Even when humankind discovered the Aglians and the war commenced, Gallus still managed to survive.

Much of the company's success came from its presidents. The Gallus family has owned and operated Gallus Industries throughout the corporation's history. Living through many tragedies with their company, the family has learned how best to manage an interstellar corporation.

Although Gallus Industries keeps its head above water through diverse ventures, the sublight drive remains the company's best seller. Despite a competitive market with billions of spacefaring individuals, the Gallus sublight drive is respected—and in many cases considered the standard—in ATPDS space.

Gallus also mines and distributes precious metals and raw ore. There is a high demand in many of the Aglian systems for metals that humans mine. Aluminum has become Gallus' top selling ore to non-human colonies. The increase in aluminum sales is attributed to a growing construction industry, where aluminum alloys are the most efficient building materials readily available.

Aside from these two lines, Gallus maintains various subsidiaries that produce numerous end products. Gallus supplies its subsidiaries with resources almost entirely mined or harvested from colonies the corporation owns.

Gallus Industries is organized similarly to earth companies of the early twenty-first century. Their current president is Karl Gallus, descendant of Catherine Gallus. Under the president are vice presidents, one for each subdivision of Gallus

Industries. Beneath the president and vice presidents are many managers and assistants. The company is structured hierarchically with the president having final say on everything.

Citizens of the ATPDS come into more contact with Gallus products than any other corporation. Over fifty percent of the ships in the ATPDS are equipped with Gallus sublight drives. This provides a large familiarity with their product. Almost any food product found at

a local store is in some way associated with Gallus. In fact, the Gallus corporation ceased using their name or initial in advertising about fifty years ago, when a galactic poll rated their logo recognition at ninety-eight percent. It's a small conceit, but the octated box is their only mark.

Despite its large power base in the ATPDS economy, Gallus has had its share of bad press. Aglian and Terran governments have alleged that Gallus has a hand in the illegal purchase and sale of colonies. If this is true, Gallus definitely covers its tracks well.

Views towards the Rifts:

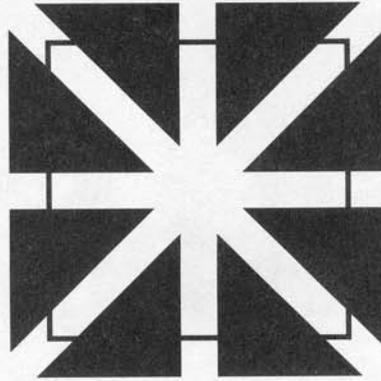
The Rifts offer Gallus great opportunity in the plundering of many worlds and new people to scam. All this is done mostly above the table. For Gallus, the Rifts represent new universes in which to move their goods, as their popularity in their own solar system is starting to die down.

"Gallus industries has always tried to look toward the stars and achieve the highest goals possible. The coming of the Rifts represent new stars for Gallus to visit, and new goals to achieve."

—Karl Gallus, president

GM Notes

Gallus industries is always seeking agents to help them in their liquidation sales. There are two ways to involve the PCs with Gallus: on the legal side, your players could be hired to bust up one of Gallus' illegal colony sales. With a darker campaign, the PCs could be hired by Gallus to help "clean" a colony for sale. Aside from these two options, Gallus figures prominently in the universe. If something big is going to happen, Gallus is probably in on it. This provides for a great patron if the PCs are looking for someone to hire them.



Kirn Institute of Astromancy

Viro'kim, Motuv'Utaw

It is said that all the way back to the time of the Kirn emperors that the royal court kept astrologers to help guide their decisions. From what has been deciphered from the jungle ruins, this need caused the formation of a school for the advancement of mysticism and magic. In response to this need, the ancient rulers convened a body that evolved into the present Kirn Institute of Astromancy.

A government body funded by planetary bank funds, the university has always given free tuition to students—as long as they keep up their end of the chores.

In recent years, the Kirn Bank has had less money to support the Institute, so the governing board has turned to new fundraising methods. The Board of Directors decided to accept “donations” for predictions from the school’s top-notch astromancy department. The result was so lucrative the school had to incorporate and hire financial consultants to run their new company. Though the institute has become an economic giant, it has not lost its goal of providing free education to practitioners of magic.

The KIA has assembled an impressive clientele given its short existence as a corporation. It has provided services to Kiinai Exploration and Gallus Industries, among others. Governments and organizations have sought its guidance. Initially meeting with skepticism, the predictions of the astronomers at the Institute have gained the trust of their exclusive clientele through accuracy and reliability.

Some criticize the Institute for providing predictions to questionable clients, but the directors maintain anonymous protection for all customers. In the eyes of the Institute policy states that information should be provided no matter how society judges an individual, as long as they have the funds.

The Institute is structured like most universities, with a Board of Directors to oversee deans for each of the departments. It employs many graduates and highly skilled practitioners of magic to teach classes.

With the funds generated by their predictions the Institute has enough to remain in existence for many years. Currently in the process of restructuring the university, the Board of Directors has decided to send

students into the field to get experience in the “real” world. Rather than providing predictions, the Institute now prefers to send graduate students on internships with large companies and organizations. This new policy is creating a rewarding business trend for the Institute, not only in terms of money, but information as well.

Views toward the Rifts:

The KIA sees the Rifts in space and time as dangerous and unpredictable—definitely places of high chaos. They will not make predictions about the Rifts, claiming they cannot “see into that direction.”

What the KIA doesn’t want people to know is that Ghurrot-Mirkovich is controlling and creating new Rifts with the alien technology they discovered when marooned. The KIA knows that if this knowledge is made public it would start a war.

“We cannot see what comes from the Rifts, we are helpless to the chaos like a tortoise on its back.”

—Ginaw’Sawlam, High Mage of the KIA

GM Notes

The Kirn Institute of Astromancy is a unique business. Used in the setting of a campaign, the KIA can stimulate the direction of the PCs. If the players are hired by an organization, part of the campaign might include contacting the KIA and obtaining a prediction. In a different light, the players might be hired to try and prevent a prediction that has been made, or they could even be hired by the KIA to retrieve some ancient religious artifact or magical object. There is also the possibility of involving a student from the KIA with the players. This could be in the form of an intern or student escorting the players to a certain location. Another possibility would be a conflict between the KIA and the Consortium or the KIA and one or two independent magical practitioners.

Kiinai Exploration

Kilpos, Biraktes

Shortly after the ATPDS formed, a group of enterprising young Aglians proposed to their government that an exchange of ideas and technologies with the Terrans could benefit all involved. What these individuals had not mentioned was their intention to introduce Terrans to the FTL-2 drive, realizing the enormous profits that could be derived from such an association. The effect was tremendous. Once the Terrans had seen the hyperlight engines they wanted them.

Of course, no Terran companies would be in a position to manufacture hyperlight drives for quite a few years. Kiinai was there from the beginning to pick up the Terran business. The sales they generated the first fiscal year were enough for all involved in Kiinai to walk away with newfound wealth. Kiinai's visionaries decided to stay in the drive systems market and reaped ample rewards. Over the years, Kiinai has gained the respect of other corporations, and maintains that respect through its continued success and fair business practices.

After seven years at the top of the hyperlight drive systems business, Kiinai Exploration diversified its dealings and began to research sensor products and astrophysics. With many advancements over the first few years of sensor research, Kiinai reestablished itself as the industry leader. This new sensor technology also provided Kiinai the opportunity to expand its horizons toward exploration.

Kiinai participated in recent xenobiological discoveries near the spiral galaxy's inner core with many expeditions there. Although this hasn't stopped their production lines, it has slowed them a bit. Kiinai's current agenda includes exploration to the core of the spiral galaxy, and research into new methods of hyperlight travel. It is rumored that Kiinai is on the brink of discovering a new type of hyperlight travel based on quantum wormhole theory. If this rumor proves true, Kiinai could take the next step in the advancement of FTL travel.

The original five members of Kiinai still control the company. They have complete authority over the organization's business dealings and research directions. Unlike other prominent businesspeople, all Kiinai executives work in the same research facilities that helped make their first billion credits.

Opportunities abound for the individual who signs on with Kiinai. With so many offices throughout the spaceports of the universe, Kiinai is constantly hiring people for exploration missions. They seek individuals with a drive for discovery, recruiting young college students from the best universities in the galaxy. Aside from the more lucrative exploration business, Kiinai still produces drives and sensors. Many ships are equipped with Kiinai hyperlight drives, and Kiinai sensor systems remain the galactic standard.



Views toward the Rifts:

Kiinai's management is quite nervous about the Rifts. As far as the Kiinai executives are concerned, things were better before they appeared. However, some of the younger, up-and-coming staff members wonder if the organization could use the Rifts to aid exploratory travel, and plan to broach this idea to the higher-ups. What they don't know is that Galactic Terraform has already jumped on this idea and will not allow any other company the opportunity to do so. Were Kiinai to attempt anything of this nature, they would face reprisals from Galactic Terraform, carried out secretly, quickly and cleanly.

"Kiinai would like to remain as open minded as possible about idea of exploring the world beyond the the Rifts, but we are not prepared to entertain the notion of venturing into them at this time."

—Giinustra Pulkanas, Systems Researcher

GM Notes

The best use of Kiinai is in the space exploration campaign. Kiinai is constantly hiring people to staff their exploration missions. These exploration missions usually stay within the realms of the Manhunter universe. The possibility for rift exploration is definitely present, although these missions are few when compared to their explorations within the Manhunter Universe. Other possibilities for adventures with Kiinai could involve PCs chasing down stray explorers who have stolen equipment from Kiinai. A possibility exists for a conflict with Galactic Terraform over the Rifts.

Mhi-Gho Nanotech Devices

Silicon Valley, True Earth, Sol System

While many Aglians have led the computer technology industry, one Terran company has held its own for quite some time now. Mhi-Gho Nanotech Devices manufactures high-speed microprocessors for all types of computers. Mhi-Gho is the only non-Aglian researcher group honored with the Aglian Degree of Technical Excellence.

Since their inception nearly forty-five years ago, Mhi-Gho Nanotech has produced the highest quality microprocessors in the field. They managed to perfect the technique of nanomanipulation, a process whereby the technicians can mask microchips in the space of a few quintrillionths ($10E-18$) of a meter. The Mhi-Gho technicians also set new standards in the area of microprocessor speed through work in a new subfield of physics called subtonics. Subtonics is a principle by which subatomic particles are used to guide, allowing for smaller chips with superluminal speeds. These advancements gave Mhi-Gho continued success, and twenty-two years ago they contracted a terraforming company to permanently fix the tectonic plates underneath their main offices. Even with their great advancements and numerous patents, Mhi-Gho does no manufacturing. Instead, they license their technology to high-production corporations.

Mhi-Gho recently signed a contract with Kiinai to design computers for unmanned long-range probes. The scientific community met this agreement with a great deal of questions. Scientists were concerned that such a tremendous push for exploration could bring contact with hostile ETs. A spokesperson from Mhi-Gho only commented that "the deal was lucrative for both sides."

Internally, Mhi-Gho is unlike any other corporation. It appears to lack structure. Groups of individuals, who just "feel" like creating a new piece of hardware, organize projects. This laxity may come from the fact that the Mhi-Gho compound is actually a medium sized city. Their style of business produces a high morale and sense of community among employees. While its effectiveness might be debated in other industries, the format seems to work in this case.

Almost every electronic device in ATPDS contains Mhi-Gho microprocessors. Due to their position in the microchip industry Mhi-Gho has a frequent problem with industrial espionage. They constantly hire security agents to eliminate hostile forces. Turnabout is fair play, however, and Mhi-Gho has been known to hire agents to spy on their competitors.



Views toward the Rifts:

Given what the public does not know about Mhi-Gho, the company supports an illusion that they are concerned. Mhi-Gho maintains that they might find superior technology may exist in the Rifts which would put them out of business.

"We are concerned that the Rifts might usher in an era our society does not want, but will have to accept."

—Jason Roberts, Head Engineer

GM Notes:

Mhi-Gho is a very strange company as far as such organizations go. There are a couple ways to use Mhi-Gho in any campaign. One possible campaign involving Mhi-Gho would have the PCs hired to infiltrate Mhi-Gho, or alternately for the players to be hired by Mhi-Gho to infiltrate another corporation. Something that no one knows about Mhi-Gho is that around the same time that Ghurrot and Mirkovich encountered the rift in space the Mhi-Gho company was perfecting a new theory of computing based on Gaussian field physics. This new computing method allowed Mhi-Gho to open its own rift, and in an unexpected twist of fate, this rift was a gate to a future Earth. The Mhi-Gho executives decided that if they could get future technology, they could make a killing. Fortunately for Mhi-Gho they found a race of beings on the other side of the rift who were more than willing to help them. Now the Mhi-Gho compound has humans and the rift aliens working hand in hand to convert the technology of their time to the technology of this time.

Rokkohi Trading Fleet

No Central Office

After the Terran intervention in what was sure to be a war between the Ular and the Kirn, the Ular tribal leaders met in secret to decide a course for their people. The council determined to assemble a fleet of starships to carry the Ular people to new worlds.

After the initial colonization efforts ended, those tribal leaders who conceived the Ular fleet had no idea what to do with the extra ships. An enterprising young Ular named Rokkohi found the answer. Rokkohi bought the ships from the Ular government completely on credit. She promised the tribal leaders a tribute of double what they had paid for the fleet—a deal no one would pass, certainly not the Ular tribal council.

With her new ships, Rokkohi employed a crew and began moving merchandise to all the Ular colonies. In a short time she had paid the council back; in less than three months she owned the ships outright. She earned a reputation among the Ular as the woman to contact when anything needed to be moved.

Moving merchandise alone did not make Rokkohi her fortune. By expanding her fleet, she went on to form the largest trading company in the known universe. Rokkohi began to purchase or trade for goods, taking them to areas where they were scarcer and selling at a high profit. While by no means an original idea, Rokkohi managed to fashion herself into a kind of trader lord.

The Rokkohi fleet has over three thousand ships, ranging from small traders to deep space haulers, all devoted to making a profit for the good of the fleet. It continues to expand, doubles in profit at every turn. It is hard to say why more and more people sign onto the Rokkohi fleet, donating their vessels and time to making a profit for the good of the organization. It is speculated that Rokkohi remains profitable by monopolizing trade routes, and destroying non-Rokkohi ships at random. Although none of these attacks has ever been proven, it is inadvisable to bring the matter up before a Rokkohi member.

The Rokkohi corporation seems structured more as a guild than a traditional company, with “guild houses” at every major starport. Intrepid adventurers can sign on with the Rokkohi at any guild house and be paid well. At the top of the fleet is Rokkohi, who is

now aging but still very much in control of fleet movements. Many attempts have been made to “usurp” Rokkohi’s “throne,” but with the center of operations on her personal warship, all attempts have failed.

The Rokkohi control certain parts of space. In these regions, the fleet is recognized and accepted as a way of life. In regions of Rokkohi trading, few rogue traders will risk defiance of the Rokkohi. In regions of space that the Rokkohi do not work, free trade progresses as usual. The motivations of the Rokkohi remain unknown; at best guess, the fleet is attempting to secure a small empire, but that is only speculation.

guild
ROKKOHI
trader

Views toward the Rifts:

The Rokkohi try to stay as far from the Rifts as possible. Bad things happen to ships that fly to close to these dimensional gateways to alien worlds. Bad things include demons and alien monsters appearing and attacking ships, ships being caught in strange cosmic storms, disasters and strange accidents. Ships that fly into the Rifts frequently never return.

“The Rokkohi fleet advises all who plan on traveling through space to look into the option of using Rokkohi, as we know the safest routes to travel. Avoid the dangerous Rifts!”

—Tyghuht Gharmal, Guildmaster of the Fourth Order

GM Notes:

Whenever anything needs to be moved, the Rokkohi are there to offer their services—for a price. This can be used to the GMs advantage; people might not always want to deal with the Rokkohi, so they look for independent traders. The PCs can act as these independent traders looking to make a buck in areas of space that are controlled by the Rokkohi. The dangerous part of this is the Rokkohi have become a kind of Mafia in space. Any time the Rokkohi lose business they take it personally, and try to rectify the situation. Another possible use of the Rokkohi is to have the PCs board a Rokkohi ship as either passengers or crew. Many plot lines can include the Rokkohi, due to their involvement in divers operations—including the smuggling of contraband goods.

Televox Intergalactic

Atlantia, True Earth and
Televox Starport, Kappa Quadrant

Since the first days of Terran star travel, Televox Communications has provided the means for ground crews to communicate with travelers. For all the years following man's first flights to the colonies, Televox was the official communications coordinator for the Terran government.

After signing the peace treaty with the Aglians, Televox was eager to exchange technologies with the other side. What eventually came from the exchange of ideas was the Hyperlight Communications Standard for Aglians and Terrans. Televox was the founding company of HCS and, with their multitude of satellites, proceeded to link the outer colonies with Earth. Televox became the only interstellar communications company able to carry hyperlight messages to the frontier and back.

With this newfound technology, Televox determined to make a profit from the communications services they provided. They dropped their outrageous initial rates to an acceptable level only after months of negotiation. The communications industry boomed, and although Televox did little research, it did have a flair for launching satellites.

Within twenty years of the inception of the hyperlight communications network, Televox opened their second official office group on a space station of their own design that now resides in the Kappa Quadrant. As the demand for higher communications expanded and the pace of computer technology increased, the Televox bank account grew as well.

Like most large corporations, Televox is governed by a group of vice-presidents and a president. Unlike most corporations, the chain of command for Televox has the highest turnover rate of any corporation. It is difficult to be certain who is actually in control of Televox at any given time. One can only speculate that there is someone pulling the strings behind the scenes.

At the moment, Televox appears to have a monopoly on the communications of ATPDS space. This may change soon; smaller companies currently attempt to start their own "grassroots" communication networks. These smaller nets are

comprised of colonies that have communication satellites in their home systems. By echoing to the next system in the chain, they can pass messages great distances without incurring the Televox charges. Echo nets are no threat to Televox at this point, but representatives of the corporation assure that "the pirates and hackers responsible for these nets will be prosecuted."

The nets are obviously making waves in the Televox pool. A recent scandal nailed a Televox official

posting a bounty on an individual known only as "BirdDoggy." It is rumored that this individual started the idea of the echo net, although it is unknown whether this person is alive to comment.



Views toward the Rifts

Televox is interested in exploring the new realms that lie beyond the Rifts, as well as the possibility of gaining new technology and establishing fortuitous alliances. As far as Televox can see, the only problem with the Rifts is the lack of individuals who return from explorations into them.

"There are great opportunities beyond the Rifts. Like all other progressive companies, we are interested in exploring technologies brought back from the other side."

—Kristoph Jaemus, Public Relations

GM Notes:

Though Televox pretends otherwise, the echo nets represent an eventual threat to the corporation. There are many ways in which campaigns could involve the elements of data communication theft. Televox is paying agents large sums of money for any echo net operators they bring in. On the other hand, the PCs can play members of a group of datacom thieves trying to avoid the clutches of Televox, all the time maintaining the freedom of the space waves.

Xinqa Industries

No Central Offices

A highly diversified company, Xinqa is the top-grossing corporation of either Terran or Aglian origin. Headed by Erian t'Vaw'Vaniv, a young Terran-schooled Kirn, it has more than quadrupled its annual sales in the past ten years. Erian, said to be from one of the last Old Families of Motuv'Utaw, established a chain of fancy hotels on various colonies. When Erian gambled on experimental Aglian technology to construct spectacular new starport resorts, he saw an exponential increase in profit. Now Xinqa Industries owns a variety of starports and vacation colonies. Current profits are estimated at eighty billion a year.

Erian heads up the corporation at its headquarters on Rhan'Nalilat, the popular resort world located between the heart of the ATPDS and Exile space where Kirn aristocrats commonly go for vacation. A chain of twenty Xinqa ports exists across ATPDS space, from this farthest one to the one closest to Terra, Au Claire de la Lune, on Selena, Terra's moon. Though Erian's reputation throughout the galaxy is one of fairness, his rivals accuse him of nepotism. Erian has given the management of each port over to his closest friends and family members, and those wishing to move up the ladder at Xinqa encounter a "glass ceiling" at the highest corporate levels. There is a reason for this: Erian t'Vaw'Vaniv is secretly allied with the Sim Rebellion, and his hotels and spaceports are a network of underground railway type waystations for fugitive Sims and PATCH operatives. Each spot under his control is headed by an operative of the Rebellion, a contact person who receives the fugitives directly and provides for their safety at each spot.

Erian's sympathy for the Sims comes from a tragic event in his past. When in college on Terra, he became involved with a radical campus subgroup of PATCH and fell in love with Valeria Reynolds, a Sim female passing as a Terran student. He graduated and brought her to Rhan'Nalilat where they lived for two years until her inevitable dimming. Together, they made Xinqa one of the richest companies as well as one of the most efficient secret societies in the galaxy. Since Valeria's demise, Erian has grown more and more obsessed with making Xinqa successful in both its aboveground and underground venues.

His twin sister, Eli'awnta, now acts as his partner in all matters, both business and political. Unbeknownst to many both inside and outside of the company, Eli, as she is known, spends much time covering for her brother's long periods of chronic depression that began after Valeria died. Eli makes many of the company's decisions and already has drawn up a plan for the company's next two decades.

Xinqa

One of Xinqa's most popular public features is the Xinqa Tabloid. This vast, galaxy-wide infonet contains all manner of information, from local newsbytes to outlandish rumors (Elvis spotted on Bojeri, sending thousands of hives abuzz!) The only payment one must make for an info-printout is the entry of a new tidbit, fast-breaking news story or piece of gossip.

Views toward the Rifts:

Publicly, Xinqa has little to say about them. However, Erian and his aides-de-camp in the Sim Rebellion are very interested in how the Rifts could be used to expedite the escape of Sim fugitives. Eli has broached the subject to her brother of exploring the worlds on the other side of the Rifts for possible Sim habitation. Erian would like to see this, and has made tentative contact with some shady individuals who claim to know how this idea might be put into action.

"I heard the Rifts were created as a byproduct of a Galactic Terraform job."

—Xinqa Tabloid

GM Notes:

Players can access the Tabloid for information they may not find elsewhere. This provides clues to adventure quests as well as levity. A campaign could revolve around the containment of Tabloid-disseminated rumors designed to undermine the Bloodhood's integrity or the honor of an aristocratic client.

CHAPTER FOUR

Weapons & Gear



SECTION I: AGLIAN WEAPONRY

The tall yet delicately strung-together Aglians have adopted many Terran weapons because their own designs pack less firepower. Due to the need for more powerful weapons after contact with other races in the galaxy, several Aglian personal weapons have become increasingly popular. Their lighter weight as well as their superior reliability and accuracy have made them attractive to many Aglians from all walks of life.

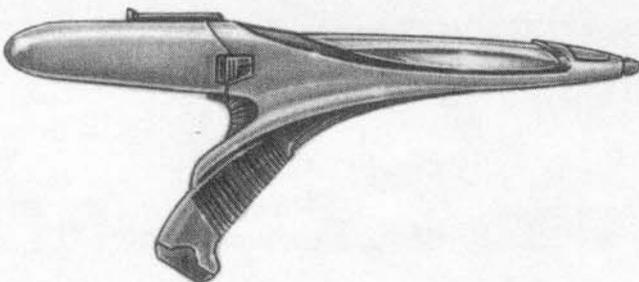
The long history of intermingling between Aglians and Terrans is responsible for the resemblance between Aglian weapons and their Terran counterparts. Aglians have adapted the technology of the huskier, more utilitarian Terran designs to their own physiology by recreating them in traditional Aglian “wind sculpted” forms.

Hand Weapons

Shyull Touch Wand

One of the most ancient of the Aglian personal weapons, the Shyull Touch Wand is a length of steel similar to a rapier, and carrying a variable voltage charge. The weapon was originally invented by prehistoric Aglians to protect them against an unexpected attack by wild animals. However, over the centuries the Aglians have come to depend on the Touch Wand as a useful means of settling a rare dispute between Aglians.

Manufacturer: Shyull Research and Development
Weight: 2 lbs. (1.2 kg)
Mega-Damage: 1 M.D. point
S.D.C. Damage: 1d4, 1d6, 2d6 or 3d6 S.D.C.
Rate of Fire: Standard, see Modern Weapons Proficiency Section in **Rifts**.
Maximum Effective Range: 10 ft. (3 m)
Payload: 50 shots
Cost: 2000 cr; mini-energy clip 200 cr



Firearms and Sidearms

Yin-Taal/Nithgel Technologies Needle Laser

Aglian ATPDS officers and their female human counterparts prize this tapered sidearm. The Needle Laser fits with ease and comfort into a body-conforming shoulder-holster. In fact, it is so simple to conceal, and so comfortable, that the carrier may even forget it's there! Several colonies, frontier cities and way-stations outlaw carrying concealed weapons because of the Yin. To the great dismay of the Aglians, the Yin is gaining popularity with criminals in the outer quadrants.

Manufacturer: Yin-Taal/Nithgel Technologies; div. of Kiinai Exploration
Weight: 3 lbs. (1.4 kg)
Mega-Damage: 1d6
Rate of Fire: Standard
Maximum Effective Range: 800 ft. (240 m)
Payload: 10 shots
Bonuses: +1 to all aimed shots
Cost: 10,000 cr

Nhiruul/McKenzie A5 Pulse Blaster

In conjunction with McKenzie Energy Arms Ltd., the Nhiruul Corporation developed an Aglian version of the Terran F5 Pulse Blaster. The weapon's



slimmer shape and lighter weight have made a smaller powerpack magazine necessary, without compromising of the weapon's firepower. While the “wind-sculpted” shape and characteristic touchkey trigger give the Blaster an Aglian appearance, the McKenzie influence is obvious in the telelaser sight and bulky pistol-grip powerpack magazine.

Manufacturer: Nhiruul Corporation

Weight: 2 lbs. (1.1 kg)
Mega-Damage: 2d4
Rate of Fire: Standard
Maximum Effective Range: 800 ft. (240 m)
Payload: 10 shots
Cost: 8000 cr

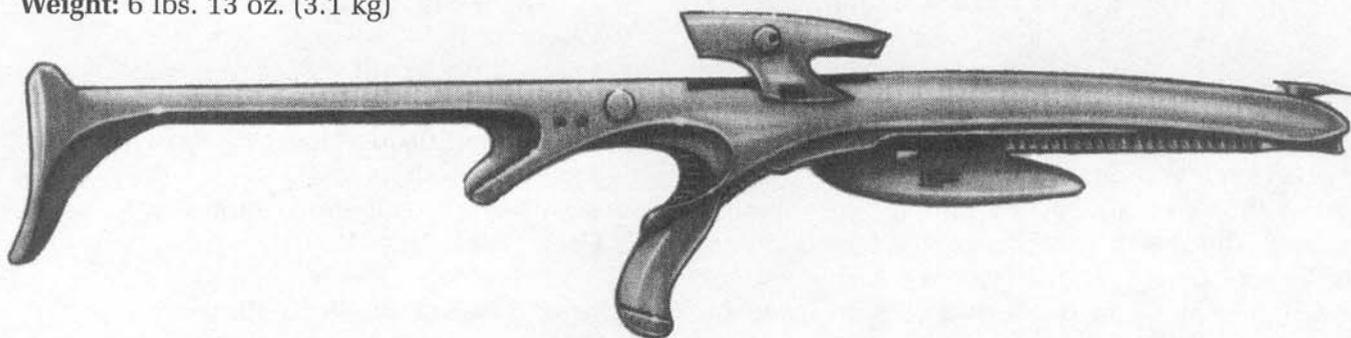
Mega-Damage: 2d6 M.D.
Rate of Fire: Standard
Maximum Effective Range: 1200 ft. (366 m)
Payload: 20 shots standard clip; can't use long E-clip.
Bonus: +1 to strike on aimed shot
Cost: 32,000 cr, Recharge: 2000 cr

Long Arms

Dinyii Enhanced Laser Carbine

Aglian ATPDS units named this the Carbine for its small size in relation to its Terran counterpart. The Carbine balances its lack of punch with its high-output powerpack magazine and its firing speed.

Manufacturer: Dinyii Energy Implements
Weight: 6 lbs. 13 oz. (3.1 kg)



Since initial contact with the Aglians and Terrans, the Chiropti have primarily imported Terran weaponry, as their homeworld manufacturing capabilities fall short of the ATPDS standard. The following are Chiropti designs used almost exclusively by the Chiropti. The manufacturing quality is above average, since they order many components from off-world.

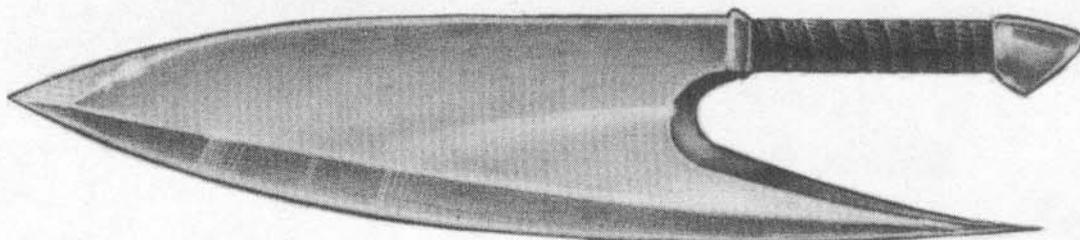
SECTION II: CHIROPTI WEAPONRY

Hand Weapons

Tska-Keekecha

The Tska-Keekecha is a modern version of the traditional Chiropti dueling weapon. Clan elders present this heavy blade to an adolescent upon his or her "Taahl'tleng"; the time when the young claim their right to clan membership and assume the responsibilities of adulthood.

Manufacturer: Various Chiropti bladesmiths
Weight: Variable 1 lb. 8 oz. to 3 lbs. (.7 to 1.5 kg)
Damage: 2D6 S.D.C. + any P.S. bonuses
Cost: 1500-4000 Cr



Side Arms

Niit-zhraah Blast Hammer

The formidable Blast Hammer incorporates characteristics of a common energy pistol and a mace-like hand weapon. The Chiropti rarely feel at ease with a lightweight weapon, preferring a hefty design that can double as a bludgeon. The Blast Hammer packs a fair punch, but can only be externally recharged, as its shape disallows the use of the standard Powerpack Magazine.

Manufacturer: Chiropti Imperial Manufacturing Authority

Weight: 6 lbs. (3.1 kg)

Mega-Damage: *Pistol:* 2d6 M.D.

Mace: 1d8 S.D.C. + any P.S. bonus

Rate of Fire: Standard for the pistol, and equal to the number of hand-to-hand attacks for the mace.

Maximum Effective Range: 600 ft. (183 m)

Payload: 10 shots

Cost : 12,000 cr

ChiroTech Type 3 Auto Blaster

The Chirotech Corporation, a Chiropti/Terran Combine, employs Terran-schooled Chiropti to design and manufacture products for the Chiropti people. The Type 3 is a selective pulse blaster built to the rugged specifications of its users.

Manufacturer: Companie Chirotech

Weight: 6 lbs. (3.1 kg)

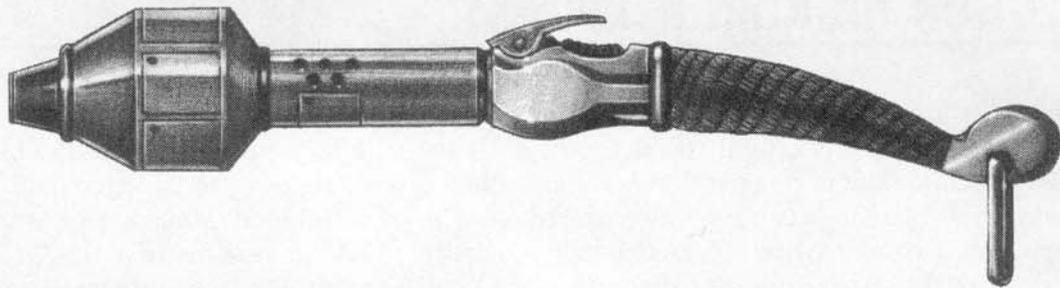
Mega-Damage: 2d6 M.D.

Rate of Fire: Aimed, burst, wild (See Modern Weapon Proficiencies)

Maximum Effective Range: 210 ft. (70 m)

Payload: 10 shots

Cost : 380 cr



Long Arms

Niit-zhraah Energy Glaive

The Chiropti Designer Niit-zhraah revolutionized energy weapons for his kind when he integrated an ax-like blade-weapon with an energy pulse rifle. The result, the Energy Glaive, is a moderately accurate rifle built into a stout, impact-resistant chassis. Due to the heavy front section of the weapon all attacks are made at -1 for the pulse rifle.

Manufacturer: Chiropti Imperial Manufacturing Authority

Weight: 10 lbs. (4.6 kg)

Mega-Damage: 2D6 M.D. for a single shot, and 6D6 M.D. for a three-round pulse. The Glaive inflicts 3D6 S.D.C. + any P.S. bonus.

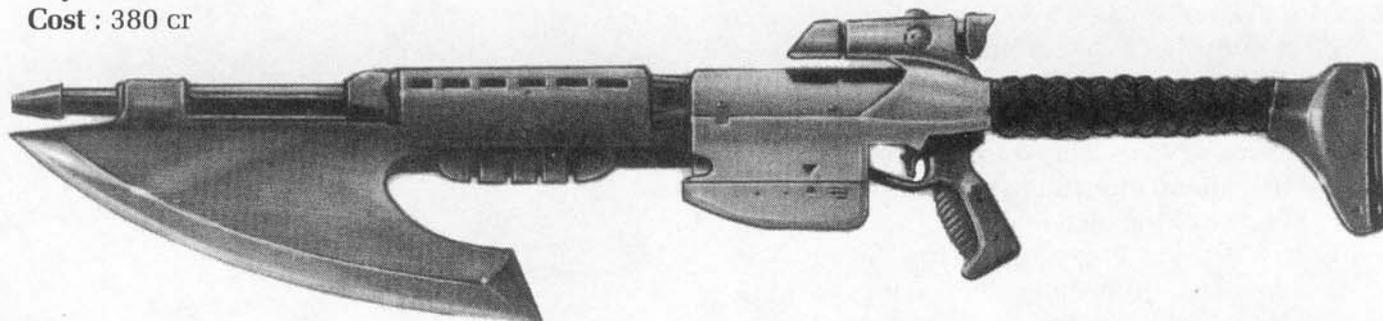
Rate of Fire: Standard

Maximum Effective Range: 1200 ft (366 m)

Payload: 20 bursts from standard E-clip or 30 from long E-clip

Laser Targeting: +3 to strike on aimed shot

Cost: 15,000 cr



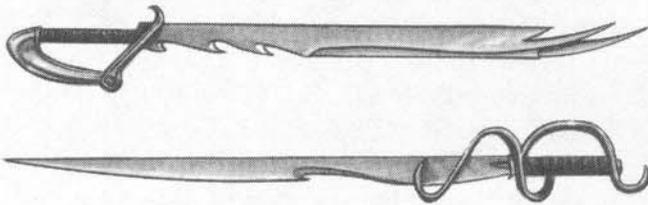
SECTION III: KIRN WEAPONRY

The quick and agile Kirn employ a variety of long, lethal blades and prefer lightweight firearms. To see two Kirn at odds with one another is to see a blur of motion, to fight a Kirn a contest with a whirlwind. The use of finely carved wood stocks and grips, usually made of a light Kirn hardwood called *fith*, gives Kirn-made weapons a distinctive, artistic appearance.

Hand Weapons

Fali'r

The razor sharp long sword known only as "Fali'r" is the traditional dueling weapon of the Kirn. Dating back millennia to tribal days, Fali'r represent the spirit of the Kirn warrior. Masters of this weapon can wield it faster than the human eye can follow. The Kirn bladesmiths endowed the weapon with a number of magical abilities that are known usable by their Kirn owners. Because of the Kirn's innate magical abilities they are able to create an envelope of invisible mystic energy around the blades of their Fali'r. This enables them to cause an immense amount of physical damage to their opponent. Unknown to the Kirn, Terran mages and elementalists have recently discovered the blades mystic roots and they are now trying to duplicate the smithing process. All Fali'r are indestructible and eternally sharp (the blades can be used to parry energy attacks at -6 to parry).



Manufacturer: Handmade by Kirn
Blademasters

Weight: Varies; average 1 lb. 12 oz. (.8 kg)

Mega-Damage: 2D6+3 S.D.C. when wielded by a non-Kirn. When a Kirn uses the blade and expends 10 P.P.E./20 I.S.P. the weapon inflicts at 2D6+3 M.D.

Bonuses: +2 to strike, +3 to parry because of the superb craftsmanship and mystical nature of the blade.

Cost: 3500 to 6000 cr for any Kirn. The price can double or triple depending on the race of the buyer. (This weapon is never sold to Ular).

Yayn'tyry

The Yayn'tyry is a broad-bladed sword, originally designed as a guardsman's weapon for the priesthood. Many Kirn warriors adopted this weapon in the war against the Ular. Though the ATPDS negotiated a lasting treaty between the two peoples, many Kirn remain practitioners of Yayn'tyry-'Nhal; the art of the Yayn'tyry blade.



Manufacturer: Kirn Metalsmithing
Cooperative

Weight: 4 lbs. (1.8 kg)

Mega-Damage: 3D6+3 S.D.C. when wielded by a non-Kirn. When the Yayn'tyry is wielded by a Kirn and he or she expends 15 P.P.E./30 I.S.P. the weapon magically inflicts 3D6+3 M.D.

Bonuses: +1 to strike, and a +2 to parry due to the superb craftsmanship and mystical nature of the blade.

Cost: 3500 to 6000 cr for any Kirn. Prices may double or triple depending on the race of the buyer in question. (This weapon is never sold to an Ular).

Fire Arms and Side Arms

Vyn'ral Arms Needle Laser

A licensed version of the Yin-Taal/Nithgel pistol, Vyn'ral redesigned the basic weapon components to produce a higher firepower gun as light as the original. The typically Kirn exterior has a highly polished wooden grip that conforms to the hand. Many Terran collectors and target shooters prize the Vyn'ral Needle Laser.



Manufacturer: Vyn'ral Arms Cooperative
Weight: 3 lbs. 4 oz. (1.5 kg)
Mega-Damage: 2D6 M.D
Rate of Fire: Standard
Maximum Effective Range: 600 ft. (183 m)
Payload: 16-shots
Bonus: + 2 to aimed shots
Cost: 13,325 cr

Mawn'Dyi Type 14 Blaster

One of the mainstay weapons of the Kirn-Ular War, the Mawn'dyi Type 14 has a reputation for reliability and accuracy, though some early versions were quite susceptible to internal corrosion in damp weather.

Manufacturer: Mawn'Dyi Energy Cooperative
Weight: 4 lbs. (1.8 kg)
Mega-Damage: 2d4 or 3d6 M.D.
Rate of Fire: Standard (See Modern Weapons Proficiency in **Rifts**).
Maximum Effective Range: 500 ft. (152 m)
Payload: 10 shots
Range: 500 ft. (152 m)
Cost: 8000 cr

Long Arms

Lan'yanay Bolt Rifle

The Lan'yanay Bolt Rifle is a Kirn weapon that predates the contact with the ATPDS or the Ular. Kirn use this rifle for hunting as well as in infantry. The Lan'yanay uses highly compressed gas cartridges to silently launch hardwood bolts at the target. Non-polluting and using ammunition that is both biodegradable and renewable, this rifle embodies the design philosophy of the Kirn.

Manufacturer: Traditional Kirn
weaponmasters
Weight: 6 lbs. 6 oz. (2.9 kg)

Mega-Damage: 4d6 M.D.
Rate of Fire: Standard (See Modern Weapon Proficiency section in **Rifts**).
Maximum Effective Range: 1600 ft. (488 m)
Payload: 16 rounds, loaded manually one at a time
Cost : 21,000 cr

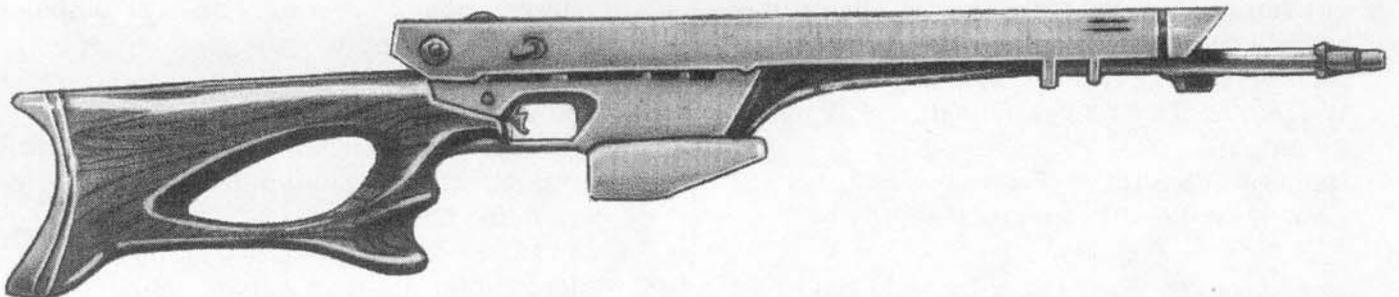
Zhnum'a Energy Rifle III

The Mark III is the standard arm of the KvtMU, the Kirn Homeworld Defense Forces. Once difficult to find on the arms market, the disappearance of a shipment of these fine energy rifles predated their re-appearance on the off-world black market by mere weeks.

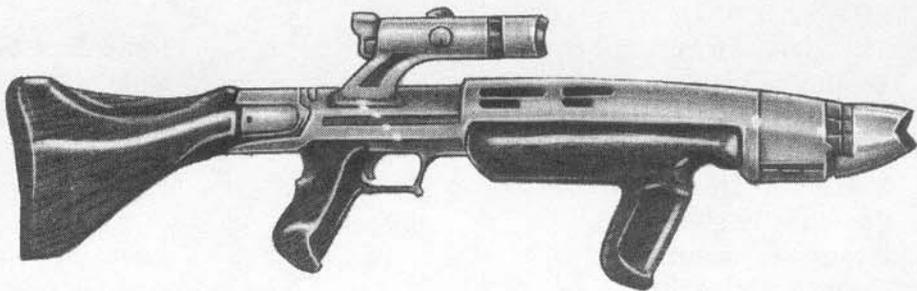
Manufacturer: Zhnum'a Governmental
Suppliers
Weight: 8 lbs. 9 oz. (3.9 kg)
Mega-Damage: 2D6 M.D. for a single shot, 4D6 M.D. for a two-round pulse, and 6D6 M.D. for a three-round pulse blast.
Rate of Fire: Standard (See Modern Weapons Proficiency in **Rifts**).
Maximum Effective Range: 4000 ft. (1200 m)
Bonus: +2 to strike on aimed shot
Cost: 20,000 cr (highly illegal)

Zhnum'a Plasma Projector I

In an effort to update their weapons mix and become more viable as an ATPDS member, the Kirn armed forces contracted for a plasma rifle. The government, steadfastly protectionist of their world economy and industries, awarded the contract to Zhnum'a. This weapon is Zhnum'a's first attempt at plasma technology. Infantrymen call it "a poor-man's 'leven-ten." Though cheap, it has a reputation for unreliability. Zhnum'a has upgraded this weapon significantly, but the only variant to turn up outside of the Kirn military is the Mark I.



Manufacturer: Zhnum'a
Governmental Suppliers
Weight: 18 lbs. (8.2 kg)
Mega-Damage: 5D6 M.D.
Rate of Fire: Standard
Maximum Effective Range:
1500 ft. (457 m)
Payload: 24 shots
Cost: 64,500 cr



When the "Sleeper Ships" left Sol space, they brought weaponry and equipment from as far back as the middle Twentieth century. Variations on those designs have survived and still flourish in some far-flung

outposts. A traveler can find even antiquated designs like the revolver, lever and pump action rifles; and shotguns on the frontiers of space.

SECTION IV: TERRAN WEAPONRY

Hand Weapons

One can obtain a traditional sword, bow or spear on backwater worlds, and certain superior versions on high-tech planets in the heart of ATPDS space. Collectors and martial arts devotees pay high prices for these rare, finely crafted articles.

Akasura Katana

The Akasura company manufactures a limited line of the ancient Nipponese weapons that the legendary samurai made famous. Most of these arms are both decorative and functional. Aficionados have heard rumors that Akasura Collector Corporation also manufactures finely balanced, razor-sharp versions of the O-Katana and the complete Daisho—the Katana and the shorter matching Wakizashi—for use in private duels. These weapons are made of a lightweight yet strong titanium alloy. While not precisely illegal, they are not sold on the open market.

Manufacturer: Akasura Collector Corporation

Weight: 2.6 lbs. (1.2 kg) (folded steel)/2 lbs. (.9 kg) (titanium)

Damage: 2d6 S.D.C.

Cost: 325 cr (2300 cr titanium; approx.)

Boormann Sabers

Many high-ranking planetary defense officers and ATPDS flagmen order a sword by Boormann Armsmiths to augment their dress uniform. These rapiers, sabers, long swords and claymores have seen field combat and boarding actions. They are sturdy and well-balanced for fighting. Elite fencing societies usually possess several Boormann swords.

Manufacturer: Boormann Armsmiths of New Augsburg

Weight: Varies, 2.4 to 5.1 lbs. (1.1 to 2.3 kg)

Damage: 2d6+3 S.D.C.

Cost: 240 cr (rapier); 285 cr (saber); 400 cr (claymore)

Dennis Bows

Archery still thrives on most human-occupied planets. One of the best-recognized companies producing compound bows and hunting crossbows is Dennis Archery Supply.

Manufacturer: Dennis Archery Supply, Inc.

Pull: 18-kilo pull (target reflex); 25-kilo pull (target/hunting compound); 60-kilo pull (hunting crossbow)

Cost: 165 cr (reflex); 230 cr (compound); 450 cr (crossbow)

Fire Arms and Side Arms

Harper & Furst J30 9mm Semi-Automatic Pistol

The H&F 9mm represents a long line of successful, reliable personal projectile weapons. Using a delayed blow back slide operation, the J30 is accurate up to 50 meters. A variety of ammunition is available in this caliber, making the J30 a favorite of explorers and law enforcement professionals.

Manufacturer: Harper & Furst Arms Corporation

Weight: 2.4 lbs. (1.1 kg)

Cartridge: 9mm

Rate of Fire: 13 rounds

Effective Range: 120 ft. (40 m)

Damage: 2d6 per round S.D.C.

Cost: 600 cr

Beretta M2074 Medina 9mm Selective Fire Pistol

Rebels in the Titan Colony Revolt of 2111 used the M2074 Medina because its compact size made smuggling into the mines of Saturn's major moon easy. This personal military weapon can be set to fire three-round bursts or a single shot semi-automatic. The "Dina" uses all standard 9mm ATPDS ammunition.

Manufacturer: Beretta Arms, div. of Gallus Industries

Weight: 2.6 lbs. (1.2 kg)

Damage: Fist round 1d6 S.D.C.; three-round bursts are 3d6 S.D.C.

Cartridge: 9 mm

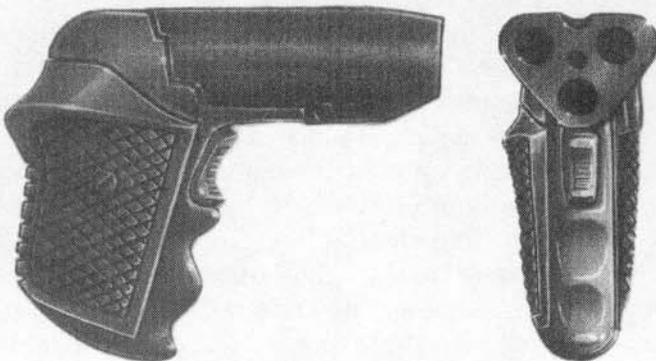
Rate of Fire: 13 shots

Effective Range: 500 ft. (167 m)

Cost: 1000 cr

Chin Tsung Lee Viper 5.6mm 3-Round Derringer

Traveling businesspeople often carry this easily concealed, sleek weapon. Useful only at close range, the Viper can employ a variety of 5.6mm



ammunition, from lethal explosive rounds to dissolving tranquilizer sabot needles. It can be set to fire rounds singly or all at once.

Manufacturer: Shansi-Shenyang Arsenal Inc.

Weight: 1.3 lbs. (0.6 kg)

Damage: 4D6 S.D.C. for one shot, 1D6x10 S.D.C. for a three-round burst.

Rate of Fire: One shot or a three-round burst.

Maximum Effective Range: 9 m (30 ft)

Payload: Three internal chambers that hold one round each.

Cost: 2800 cr

The Crosswell Model 42 Narc Dart Series

The Crosswell Veterinary Supply Company inadvertently entered the armaments market with its



series of Narc Dart tranquilizer pistols and rifles. Crosswell intended to create a reliable, accurate tranquilizer dispenser for zoologists and veterinarians. Many law enforcement operatives now use Narc Darts to capture dangerous criminals. Both the pistols and rifles use a cryogenic magazine for darts made of frozen tranquilizing drugs. The dart melts in the subject's body, leaving a small entry wound. The pistol has a significantly shorter range than the rifle version.

Manufacturer: Crosswell Veterinary Supply Co.

Weight: *Pistol:* 2.6 lbs. (1.2 kg); *Rifle:* 9 lbs. (4.1 kg)

Mega-Damage: *Pistol:* 1D4 S.D.C.; *Rifle:* 1D8 S.D.C. plus an immediate save vs. non lethal poison, 16, or the target is -8 to strike/parry/dodge for 2D4 melees.

Rate of Fire: Standard

Maximum Effective Range: *Pistol:* 200 ft. (61 m); *Rifle:* 800 ft. (244 m)

Payload: Single shot breech loader

Cost: *Pistol:* 1900 cr; *rifle:* 5500 cr



McKenzie F5 Pulse Blaster

Ship captains and law enforcement professionals throughout ATPDS space prize the “MaK 5.” This gleaming black pistol is an excellent intimidator, and, failing that, a reliable combat weapon. Its Powerpack Magazines allow quick reloading, and it is easily field-stripped for repairs. The “MaK” is a well-balanced weapon, even with its awkward-looking telelaser sight.

Manufacturer: McKenzie Energy Arms Ltd.

Weight: 3 lbs. (1.3 kg)

Mega-Damage: 1D6 M.D. per shot, or 3D6 M.D. per three-pulse burst.

Rate of Fire: Standard

Maximum Effective Range: 600 ft. (183 m)

Payload: A 12-shot energy clip or powerpack.

Bonus: +1 to aimed shots.

Cost: 8000 Cr (Currently unavailable in ATPDS space due to standard military issue.)

McKenzie F7 Pulse Blaster

The “MaK 7,” a heavier military version of the F5, uses a heavy-duty powerpack. It features a pulse selector allowing the operator to fire one, two or three pulses per trigger pull.

Manufacturer: McKenzie Energy Arms Ltd.

Weight: 4.4 lbs. (2.0 kg)

Mega-Damage: 1D6 M.D. per shot, or 3D6 M.D. per three-pulse burst.

Rate of Fire: Standard 2d6 M.D. 4d6 M.D.

Maximum Effective Range: 600 ft. (183 m) m)

Bonus: +1 to aimed shots.

Cost: 3000 cr

CBM M102 Survivor Pulse Blaster

For years, Terran armies issued this blaster to military attack pilots, interceptors and troop ships. Because of its holster-vest, carrying a multitude of accessories, it was nicknamed the “Swiss-Army Blaster.” The blaster itself was a basic selective-pulse pistol, with a frame tapped for a telelaser sight. It included a monocular, a folding stock, a shovel, a wire cutter, a spit, a barrel extensor which gave it twice the original range, a bipod (which doubled as pliers and also had a saw blade); and a solar powerpack charger. Many of the accessories are now rare, as they were fragile and tended to break after moderate use, but the old 102 itself is still a durable favorite of explorers, bounty hunters and frontier militia.

Manufacturer: Companhia Brasileira Mecanica, Departamento de Desenvolvimento Militar

Weight: *Rifle:* 4.2 lbs. (1.9 kg); 6.8 lbs. (3.1 kg) with attachments; *Pistol:* 14.6 lbs. (6.6 kg)

Mega-Damage: 2D4 M.D. for a single blast, or 3D6 M.D. for a three-shot pulse.

Rate of Fire: Standard

Maximum Effective Range: *Pistol:* 600 ft. (183 m); *Rifle:* 1200 ft. (366 m)

Payload: 10-shot small energy clip/20-shot long clip

Cost: 15000 cr - with complete holster-vest and accessories 480 Cr

Kratochil KZ103a Stunner

Vsevolod Kratochil, descendent of the Czech weapon smith of the early 20th century, designed the 103. Its fans call it the “Traveler’s Companion.” The small weapon’s rounded edges prevent it from catching on a pants pocket or similar place of concealment. It has no moving parts, and needs external recharging after six shots. A unique “focus” setting lets a user fire at a range of up to 10 meters. Setting One, like a standard stunner or tazer, lets a fighter stun a human-sized opponent with mere body contact. Setting Two can stun the same being from three meters away, but body contact at this setting could be fatal. Setting Three can



stun the target from 10 meters, kill a human-sized opponent, stun an Ular-sized opponent and temporarily disrupt a robot's neural net if body contact occurs. The number setting indicates the number of charges it uses.

Manufacturer: Vostok Enterprises, Zavod Kratochil

Weight: 11 lbs. (0.45 kg)

Damage: Setting 1: Target must save vs. non lethal poison (16) or is -10 to strike/parry/dodge for 2D4 melee rounds (30 seconds to 2 minutes). The victim also has no initiative the entire duration, and skill performance is -50%. Setting 2: Range: 9 feet (3.0 m). Bodily contact on a human sized opponent at this range causes 5D6 S.D.C. Setting 3: Range: 30 feet (10.0 m). A human sized opponent will suffer 5D6 S.D.C. at 9 feet (3.0 m), and will suffer 1D6x10 S.D.C. from direct contact.

Rate of Fire: Standard

Maximum Effective Range: 1.0 m at Setting One, 3.0 m at Setting Two and 10 m at Setting Three.

Payload: 6 shots

Cost: 130 cr

Mitsashi 1100S Plasma Projector

The Mitsashi Corporation recently developed the 1100S version of their popular 1100 Plasma Rifle. The high-efficiency cooling system seems no better than earlier plasma pistols, but the Mitsashi is still commonly thought of as "state of the art." The weapon is used by most special forces units of the ATPDS and intergalactic mercenaries.



Manufacturer: Mitsashi Corporation; Armaments Div.

Weight: 7.1 lbs. (3.2 kg)

Damage: 4D6 M.D.

Rate of Fire: Standard

Maximum Effective Range: 298 ft. (91 m)

Payload: 10 shots

Cost: 9000 cr

Long Arms (Rifles, Carbines and Shotguns)

Madison L840 Grenade Launcher

The Madison Group produces heavy weapons and gun carriages for the ATPDS armed forces, but the L840 is one of the few small arms they produce. A variety of launchable "freeflight" grenades are produced for this weapon. Outside of sanctioned ATPDS and planetary armed forces, this weapon is highly illegal to own.

Manufacturer: The Madison Group Technologies, Ltd.

Weight: 9.5 lbs. (4.3 kg) loaded

Damage: Fragmentary 4d6+2 M.D. to a blast area of 12 feet (3.6 m)

Armor piercing: 1d6x10 M.D. to a blast area of 3 ft. (0.9 m)

Cost: 200,000 cr (Black market only)

Ndele/Bethoko Type 37 Pulser Carbine

Lightweight and designed for law enforcement and ship-board security. ATPDS counter-terrorist units love the Type 37. It is an accurate and dependable weapon that packs a punch and is easy to maneuver



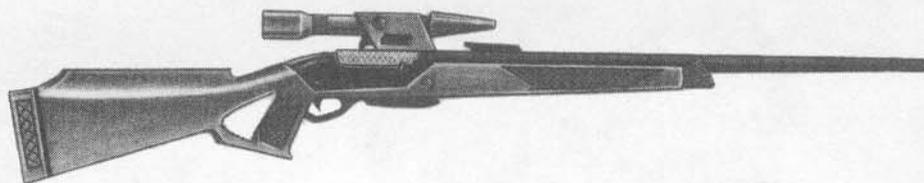
in a tight spot. One can quickly field strip it and jack free the burnt-out components. Brook/Mills retired and replaced the 37 with the Brook/Mills Type 41 (the same weapon with very minor upgrades), and surplus outlets always carry the older model. Starfaring merchants and private sector security companies consider the '37 an ideal choice at a budget price.

Manufacturer: Ndele/Bethoko Silica Plastics, Ltd.
Length: 2.9 ft. (88.7 cm)
Weight: 5.5 lbs. (2.49 kg)
Rate of Fire: Standard
Maximum Effective Range: 2000 ft. (610 m)
Payload: 20-shot powerpack
Damage: 2D6+3 M.D. for a single shot, or 5D6 M.D. per three shot pulse
Bonus: +1 to strike on an aimed shot (total of +3)
Cost: 30,000 cr

Remington M8700 12-Gauge Pump shotgun

More than 800 years old, this design may be the galactic champion of reliability and durability. A classic example of the "Gun Humanity Took To The Stars," the M8700 is a settler's true friend. A character can hunt small game and wild fowl using shot of all sizes; or bigger game with ballistic or propellant assisted slugs. shotguns come in semi-automatic, full automatic (military), lever action and breech-loading single or double barrel. Still, the many incarnations of the pump-action shotgun remain the most popular.

Manufacturer: Remington Arms, div. of Terra MultiNational Corp.
Weight: 6.5 lbs. (2.94 kg)
Mega-Damage: 4D6 S.D.C. for 'shot', and 5D6 S.D.C. for 'slug'
Rate of Fire: Standard
Maximum Effective Range: 393 ft. (120 m)
Payload: 7-round chamber
Cost: 1500-7000 cr (Depends on age, condition and availability of weapon).



Sako Finnwolf 7mm Magnum Sport Rifle

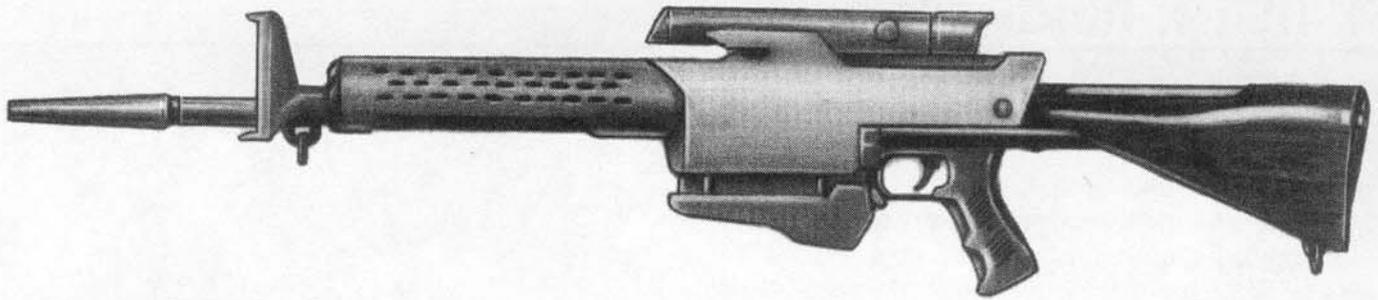
One of the finest stabilized breech hunting rifles human gunsmiths ever made. It features an extremely accurate semi-automatic action, due to the liquid stabilized floating breech that locks the round into firing position. The Finnwolf 7mm comes complete with a 12-power telelaser sight, fold-down bipod and fluid recoil pad. With an inlaid French Walnut stock and BriteBlue metal finish, it is the king of luxurious hunting rifles. To the disgust of hunting enthusiasts, this 7mm magnum has acquired a nasty reputation as the assassin's weapon of choice.

Manufacturer: Sako Finnwolf Arms
Weight: 7.4 lbs. (3.35 kg)
Mega-Damage: 6D6 S.D.C.
Cartridge: 7mm magnum
Rate of Fire: Single shots
Maximum Effective Range: 1650 ft. (503 m)
Payload: Five-round detachable box
Cost: 18,500 cr (Limited to scarce availability)

McKenzie S11 Pulse Rifle

This weapon gained a bad reputation in its early years as an ATPDS standard-issue infantry pulse rifle. The weapon functions reliably, but its fixed butt stock of was made of a now discontinued composite material, brittle when exposed to cold or vacuum. Fighters would improvise, using the S11s as clubs during hand-to-hand combat. Usually, they would abandon the remains of the rifles on the battlefield. Disgruntled customers spread the word about the shortcomings of the MaK S11, and many units dumped their weapons and requisitioned sturdier arms. Fighters on frontier worlds that saw battle when McKenzie first issued the S11 still use them, having salvaged the serviceable remains. These usually have a wooden or folding metal stock.





Manufacturer: McKenzie Energy Arms, Ltd.
Weight: 8 lbs. (3.67 kg)
Damage: 2D6 M.D. for one single shot, 6D6 M.D. for a three-round pulse.
Rate of Fire: Standard
Maximum Effective Range: 1200 ft. (366 m)
Payload: 28-shot powerpack

Cost: 38,500 cr

Viking Arms J94 Particle Accelerator Rifle

Infantrymen call this weapon the "PA" or "Firehose." ATPDS military ground forces use it as the standard squad support weapon. Outside the military, one can only obtain the J94 on the black market.

Manufacturer: Viking Arms Corporation
Weight: 8.5 lbs. (3.85 kg, barrel and fire control)/77. 8 lbs. (35.3 kg, power backpack); 86.3 lbs. (39.15 kg) total
Damage: 2D6 M.D. for one single shot, 6D6 M.D. for a three-round pulse.
Rate of Fire: Standard
Maximum Effective Range: 1200 ft. (366 m)
Payload: 28-shot powerpack
Cost: 45,000 cr (Used)

Mitsashi 1100 Plasma Rifle

When Mitsashi introduced the 1100 series, experts considered the plasma rifle unreliable and dangerous. Jiro Mitsashi invented the foil heat dissipating cowl in 2682 to make Plasma Projectors practical for combat. The 1100, though still prone to overheating like any other plasma weapon, does so less frequently.

Manufacturer: Mitsashi Corporation, Armaments Div.
Weight: 15.8 lbs. (7.2 kg)
Mega-Damage: 1D4x10 M.D.
Rate of Fire: Standard
Maximum Effective Range: 1500 ft. (457 m)
Payload: 30-shot powerpack
Cost: 77,000 cr



SECTION V: TURZIG WEAPONRY

Hand Weapons

The Battering Halberd

The Turzig are a highly cooperative people and settle most matters by non-lethal combat, most notably the "Jousts." Because what inter-tribal wars that were fought are now ancient history, few examples of traditional hand weapons now exist. One of these has been dubbed the "Battering Halberd." This heavy half-polearm is balanced by heavy spheres at each end, either of which is capable of cracking the carapace of an adult Turzig. The fore-end is augmented with a stout blade. A charging Turzig coming at one at 64 kmph pointing a Battering Halberd is a demoralizing sight.



Length: 4.9 ft. (1.5 m)

Weight: 15 lbs. (6.8 kg)

Mega-Damage: *Mace:* 1D4 M.D.

Spear Point: 1D6 M.D.

Cost: 1900 cr for Turzig; 5700 cr for other races

Jolt Mace

To settle a dispute, the Turzig usually engage in unarmed joust. When a conflict is serious enough for weapons, the usual choice is the Jolt Mace. It is almost identical to the Terran footman's mace, with an added electrical charge. The charge is non-lethal to the Turzig people, though the result is usually a stunned and dazed loser. High-energy variations of this weapon have been made off-world, and are considered good at disrupting a robot's neural net.

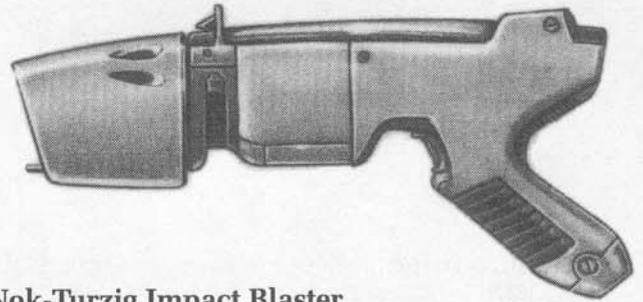
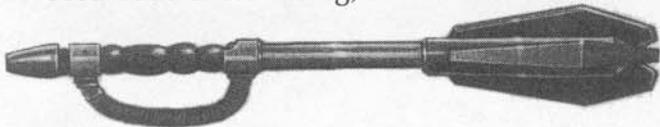
Length: 3.3 ft. (1.0 m)

Weight: 10 lbs. (4.5 kg)

Damage: 1D8 M.D. for the mace plus any

Turzig hit by the mace must save vs. non-lethal poison (16) or be stunned (-8 to strike/parry/dodge) for 1D6 melee rounds. Non-Turzig struck by the Jolt Mace receive an electric shock akin to a lightning bolt that fries their central nervous system (1D8+ 10 M.D.).

Cost: 1900 cr for Turzig; 5700 cr for other races



Nok-Turzig Impact Blaster

This unique weapon fits comfortably in the hands of its designers. Never intended for export, it has become a boon to the North Tribal businesses due to sales to the Chiropti Empire. The weapon has an internal battery and can only be recharged in its own holster. It comes with a heavy belt covered in tiny nuclear chargers with a ten-year life span. Breaching a containment vessel can cause a small localized explosion of nuclear energy that releases the remaining charges in a 20-foot radius (6.1 m). Because of a few minor incidents, the Turzig contracted a group of Aglian scientists to develop a laser-resistant polymer to cover the belt and packs. The Blaster does not use the Powerpack Magazine.

Manufacturer: Nok-Turzig North Tribal Collective

Weight: 7 lbs (3.2 kg)

Mega-Damage: 4D6 M.D.

Rate of Fire: Standard

Maximum Effective Range: 800 ft. (244 m)

Payload: Ten shots per charge. The belt recharges the gun at a rate of one shot per 15 minutes. The belt and containment vessels have an M.D.C. of 100, and are covered in a new experimental laser-resistant polymer that halves the damage of all laser weapons striking the belt.

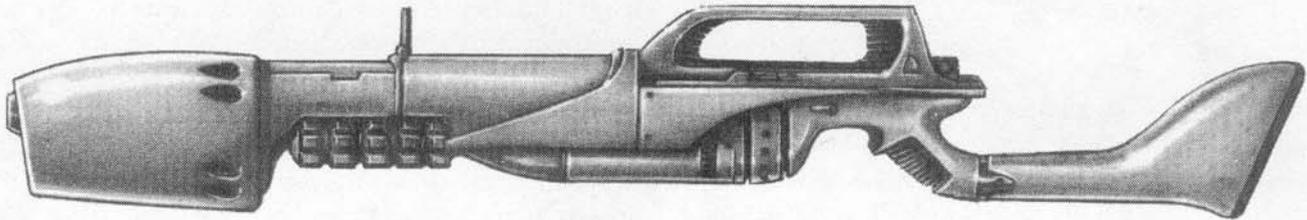
Cost: 1900 cr for other peace-loving Turzig; 5700 for other races

Nok-Turzig Model 3 Impact Rifle

A conversion job of the standard Impact Rifle that uses disposable Energy Clips made exclusively by the N-TTC. Original models used a backpack power supply, as did Terran particle accelerators. These proved too bulky for the Turzig. The Model 3 hasn't sold well to the Chiropti Empire because the Energy Clips can only be bought through the N-TTC.

Manufacturer: Nok-Turzig North Tribal Collective
Weight: 15 lbs. (6.8 kg)
Rate of Fire: Standard
Maximum Effective Range: 1600 ft. (488 m)
Payload: 30-shot Northern Tribal Energy Clip

Damage: 4D6 M.D. for a single shot and 1D6x10 M.D.
Cost: 8750 cr for other peace-loving Turzig; 26,250 cr for other races



SECTION VI: ULAR WEAPONRY

The large and powerful Ular hide a quiet intelligence behind their muscular stature. Their weapons and equipment tend to be large, and not interchangeable with those of other races. Ular manufacturers build their products for maximum durability.

Hand Weapons

Dgidguhdash Torsion Sword

This weapon has an evil reputation due to its wielders as well as those who have fallen to it. The distinctive Dgidguhdash blade is an interwoven network of razor-sharp steel alloy bands which carries a low-frequency charge that vibrates the blade. The blade itself is flexible. With the vibration, it shears through flesh, bone, armor, wood and stone with equal ease. The weapon is only wielded two-handed. However effective the Dgidguhdash is, it is very dangerous to use. If the power supply drains away during combat, or the blade tuner fails, or the wielder swings the blade against the flat of the weave the weapon may shatter in mid-swing, showering everyone within nine feet (3.0 m) with razor-sharp shrapnel (4D6 M.D.). The Dgidguhdash is also an unfriendly weapon to use while standing in water. It has been known to arc when the user strikes an

opponent, suddenly discharging its remaining energy into both combatants. The few proud masters of this unusual weapon tend to bear multiple scars and an occasional facial tick.

Manufacturer: Various Clan groups
Weight: 25 lbs. (11.3 kg)
Damage: 4D6+10 M.D.
Payload: 24 charges (uses one charge each time activated).
Cost: 40,000 cr

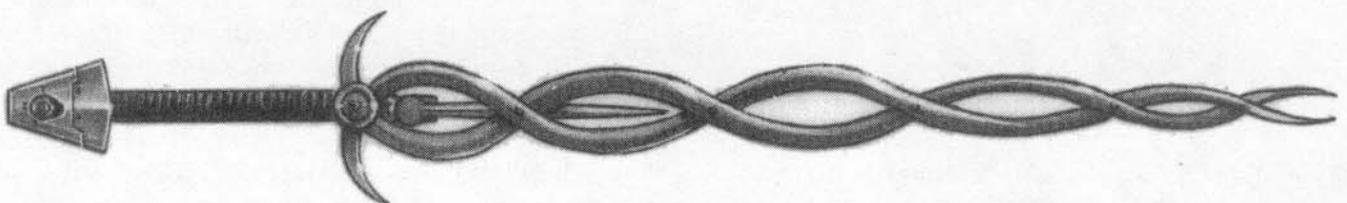
Ghrahmulyah

The Ghrahmulyah represent a variety of ax-like weapons from Ular history. These formidable axes are too heavy for most Terrans to lift, much less wield.

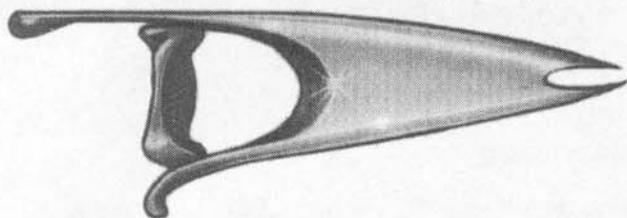
Manufacturer: Varies; Clan groups
Weight: Varies; average 103 lbs (46.8 kg)
Damage: 2D6 M.D.
Cost: 3000 cr

Mnoghahruh

A traditional Ular personal blade used when one of the following circumstances takes place: to fight a personal duel against another Mnoghahruh-wielding



Ular; to administer the coup-de-grace to an honored enemy; or to end the life of a suffering family member or comrade.



Weight: 9.5 lbs. (4.3 kg)

Damage: 1D6 M.D.

Cost: Given to an Ular as he or she reaches age 25. Considered priceless by their owners, but if one becomes available on the black market the family of the original owner will pay a great price for its return.

Payload: 20 to 30-round magazine

Range: 650 ft. (200 m)

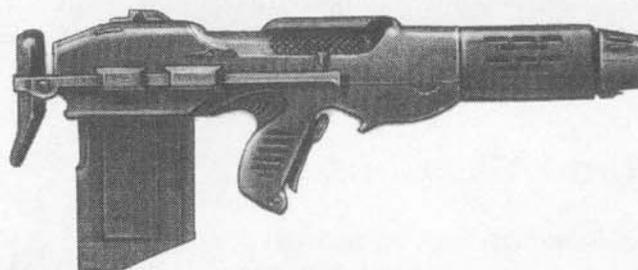
Cost: *Pistol:* 15,855 cr (highly illegal)

50 Cartridges: 30 cr per box

Depleted Uranium Rounds: 100 cr per box

Drehfhyghly Corporation DrC 554 Assault Carbine

This reliable Ular weapon confounds Terran weaponsmiths with its diagonal feed device. The magazine fits into the rear of the gun housing, yet the bolt and ejector port are forward above the pistol grip. When a fresh magazine is slapped into place, a spring-loaded armature draws the top rounds of ammunition into a tubular channel that transports them to the bolt. This unusual arrangement allows the Ular firing the weapon to cradle the magazine between his biceps and ribcage for better stability, yet throws the ammo casings down and well away from the users eyes. Terran gunsmiths swear up and down that this feed device should jam incessantly, yet the DrC 554 has a reputation for reliability. Rumors have been heard in



Side Arms

Drehfhyghly Corporation DrC 765 Auto Pistol

A sidearm the size of a stoutly built Terran carbine, The Drehfhyghly 765 provides high-impact firepower in a size convenient to the typical Ular user. As it is a gas expansion weapon, it is illegal in central ATPDS space, but on the fringe its rugged reputation makes it a favorite of Ular exploration teams. This weapon can be loaded with clips of rifled slug or shotshell ammunition, as well as the military armor-piercing caseless round.

Manufacturer: Drehfhyghly Corporation, Inc.

Cartridge: Any named below

Weight: 20.5 lbs. (9.3 kg)

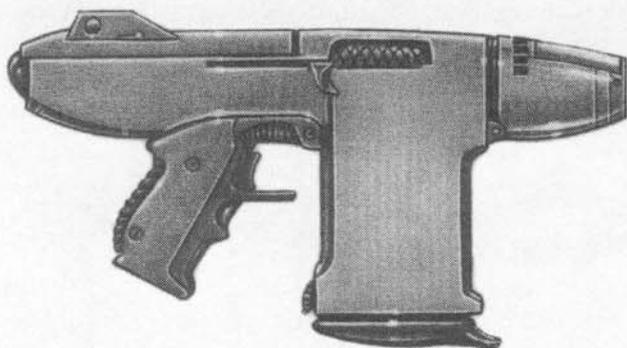
Damage: Standard rounds: 5d6 S.D.C. for a single shot; 2d6x10 S.D.C. for a 10-round burst.

Uranium Armor Piercing Bullets: 6d6

S.D.C. (single shot); 4d4x10 S.D.C. (10-round burst)

Rate of Fire: Standard

Maximum Effective range: 800 ft. (244 m)



ATPDS-controlled quadrants that rogue robots have begun carrying these weapons for personal defense. The Ular have denied connection to these rumors.

Manufacturer: Drehfhyghly Corporation, Inc.

Weight: 36.5 lbs. (16.5 kg)

Mega-Damage: 4D6 M.D.

Rate of Fire: Standard

Maximum Effective Range: 1200 ft. (366 m)

Payload: 64 rounds in staggered row box

Cost: 18,875 cr

Murghantha 345 Grenade Launcher

This is probably the only weapon deemed so illegal that it wound up only in the hands of private citizens. Murghantha Industries produced a grenade launcher for use by the Ular military that was a carbon copy of a Terran weapon (the Drexel L840), only proportioned for the Ular physique. Since Murghantha has no license to produce the 345, the Drexel group claimed patent infringement and sought damages. Representatives from Murghantha claimed the article in question was a completely different weapon due to its size and

limited application (Ularonly). They challenged Drexel to sue if they disagreed, which they did. Drexel won an injunction and the ATPDS Court of Commercial Arbitration forced Murghantha to cease production of the 345, buy back the weapons already placed with the Ular Armed Forces, dispose of them and pay the Drexel group unspecified damages. In a move that still brings a grin to the faces of free traders everywhere, Murghantha complied with the High Court's orders and defied them at the same time. The company collected the grenade launchers from the military, credited the UAF's account for the weapons against other unpaid invoices (the Ular government is a notorious "slow pay" account), then sold the weapons to free-trade arms merchants. They used the proceeds from the sale to pay the required fine. Murghantha made a healthy profit. The High Court's mandate, written in Aglian, failed to define the term "dispose" for the Ular Merchant Tongue, and after much dispute, Murghantha's method of execution of the lawsuit was upheld. Thus, Murghantha Industries became one of the first corporations to lose an interstellar lawsuit and turn a profit from the results.

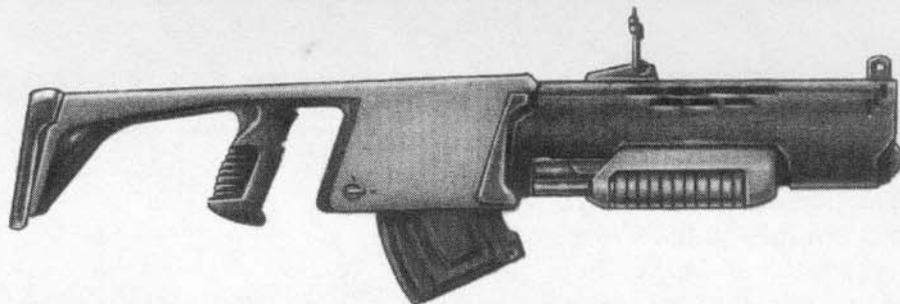
Manufacturer: Murghantha Industries
Weight: 24 lbs. 14 oz. (11.3 kg)
Mega-Damage: 1D4x10 M.D. for high-explosive grenades (30 ft./ 9.1 m blast radius)
Rate of Fire: Aimed only
Maximum Effective Range: 1500 ft. (457 m)
Payload: Eight freeflight grenades
Cost: 40,000 cr
Grenades: 400 cr/ea.; 3800 cr/doz.

Long Arms

Wurgtrool Type 54 Particle Accelerator Rifle

The most common particle acceleration weapons found outside of the ATPDS and sanctioned planetary defense forces is the Wurgtrool Type 54. The Ular make good use of what other races consider heavy squad automatic weapons, since the relative weight and bulk are easily handled by the Ular.

Manufacturer: Wurgtrool Armaments Manufacturing, Inc.
Weight: *Barrel and Fire Control:* 17.4 lbs. (7.9 kg)
Power Backpack: 97.5 lbs. (44.2 kg)



Total: 114.9 lbs. (52.1 kg)
Mega-Damage: 6d6 M.D.
Rate of Fire: Standard (See Modern Weapons Proficiency section in **Rifts**).
Maximum Effective Range: 1600 ft. (488 km)
Payload: 10 blasts
Cost: 100,000 cr

Powerpack Magazine

This small, cheap powerpack mag is used with military energy and power armaments. The disposable version and rechargeable magazine come in a wide range of sizes and power containment levels. Energy weapons come with two rechargeable powerpack mags.

Manufacturer: Entech Corporation and licensed off-world facilities
Weight: 1 lb. to 1 lb. 12 oz. (0.5 kg to .8 kg)
Cost: Varies, depends on E-clip

Accessories

Renfrew Optics Telelaser Sight

An integrated telescopic sight and low power laser emitter, giving a magnified view of the target. The laser beam gives a red "verifier" dot at cross-hair center. It is usually found on energy weapons, because there is no "drop" in an energy beam. Telelasers often come on a gas expansion rifle. Some military pulse weapons use one with a dissipation scale. The optical focus shows the range at which the energy pulses expand and lose effectiveness. Some sporting and sniper versions are called "matched" if the sight has been custom-tuned to the weapon, giving the combination deadly accuracy.

Manufacturer: Renfrew Optics Ltd.
Weight: 1 lb. 12 oz. to 2 lbs. 6 oz. (0.8 to 1.1 kg)
Bonus: From +1 to +3 to strike on aimed shot
Cost: Varies: 1000 cr +1/2000 cr +2/5000 cr +3
Laser Pin Sight

The laser pin is a combat sighting device that projects a red dot on the target. Most laser pin sights are built into the weapons on which they are used.

SECTION VII: FULL ENVIRONMENTAL ARMOR

In addition to the properties listed for specific armor types, all suits of full environmental armor have the following properties:

- Minimum 35 M.D.C.
- Complete environmental battle armor suitable for use in most hostile environments
- Computer-controlled life support system
- Internal cooling and temperature control
- Artificial air circulation systems, gas filtration, humidifier
- Computer-controlled independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Six-hour supply.
- Insulated high-temperature resistant shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma and magic fires do full damage.
- Minimal radiation shielding
- Polarized, light-sensitive/adjusting tinted visor
- Directional short-range radio built into helmet. Range: 5 miles (8 km)
- Removable helmet face plate/visor
- Prowl penalty: -10% in light armor; -25% in heavy armor

A1 Vash PX3 Heavy Blast Armor

“Nuke Suit”

This full environmental body armor has all the standard properties is standard issue for all Nukes.

M.D.C.: 75

Weight: 9 kg (20 lbs.)

Mobility: Good, -10% prowl penalty

Color: Only manufactured in yellow

Cost: 50,000 Cr



MUTT Powered Battle Armor

Model Type: Military Universal Tactical Team Armor

Class: Armored Infantry Assault Suit

Crew: One

M.D.C. by Location:

Head: 300

Forearm Weapons (2): 190 each

Arms (2): 275 each

Legs (2): 500 each

Main Body*: 800

Pilot's Compartment: 120

**Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.*

Note: Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own vision and senses. No power armor combat bonuses to strike, parry, and dodge! The head is a small and difficult target to hit, thus it can only be hit when a character makes a called shot, and even then, the attacker has a -3 to strike.

Speed:

Running: 250 kph (156 mph) maximum. The act of running does tire the operator but only at 10% of the usual fatigue rate, thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 10 meters (32 feet) high or across unassisted by the jet boosters. A jet booster-assisted leap can propel the unit up to 30 meters (100 feet) high and 60 meters (195 feet) across. This is not flight.

Flight: If equipped with an optional anti-grav unit, the suit is capable of a maximum speed of 700 kph (435 mph) with normal cruising speed of about half this. Maximum ceiling is unlimited.

Statistical Data:

Height: 4.3 meters (14 feet)

Width: 1.85 meters (6 feet)

Length: 1.5 meters (4.9 feet)

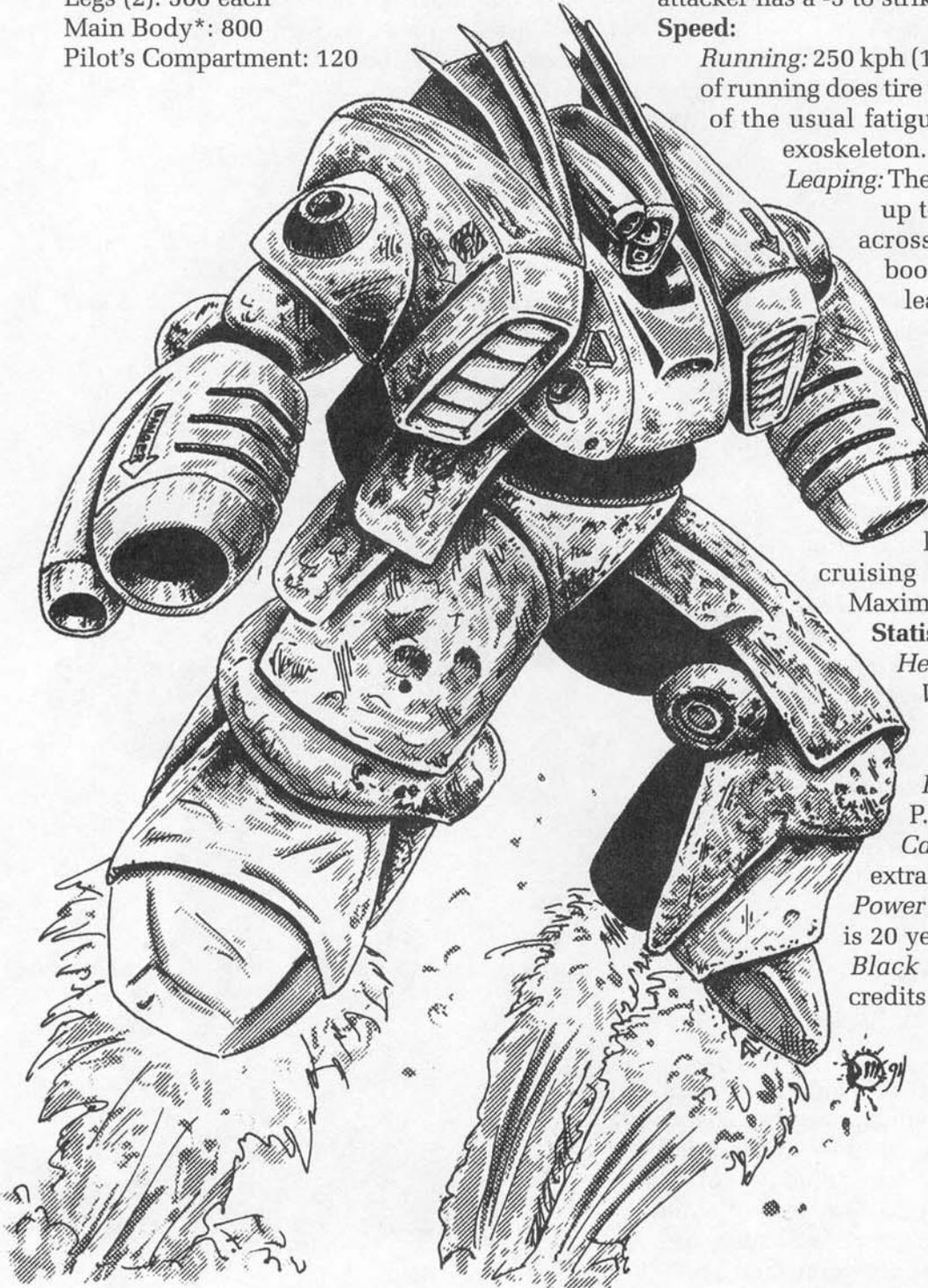
Weight: 200 kg (440 lbs.)

Physical Strength: Equal to a P.S. of 30

Cargo: Small storage area for extra supplies and personal items

Power System: Fusion, average life is 20 years

Black Market Cost: 25 million credits (mint conditions). Very rare.



Weapons Systems:

- **IPX Heavy Ion Blast Cannon (2):** One of these is mounted at the end of each robot arm and are hooked directly into the suit's power reactor.
Primary Purpose: Assault
Secondary Purpose: Defense
Mega-Damage: 1D6+1 x 10 M.D.
Rate of Fire: Equal to the number of combined hand to hand attacks of the operator (usually 4 to 6)
Maximum Effective Range: 1400 meters (4600 feet)
Blast Radius: 3 meters (10 feet)
Payload: Unlimited
- **NPX/2 Light Ion Blaster (1):** This weapon is mounted below the larger blast cannon on the right arm.
Primary Purpose: Defense
Secondary Purpose: Assault
Mega-Damage: 1D6 M.D.
Rate of Fire: Equal to the number of combined hand to hand attacks of the operator (usually 4 to 6)
Maximum Effective Range: 800 meters (2600 feet)
Blast Radius: 3 meters (10 feet)
Payload: Unlimited
- **Medium Range Missile Launchers (2):** Four medium range missiles are housed in a launcher mounted on each shoulder.
Primary Purpose: Anti-Armor
Secondary Purpose: Anti-Aircraft
Mega-Damage: Varies by missile type. Any medium range missile can be used, but standard issue is armor piercing (2D4 x 10 M.D.) or plasma (2D6 x 10). Fragmentation may be used for anti-personnel operations.
Rate of Fire: Single or volleys of two or four.
Maximum Effective Range: Varies by missile type.
Payload: Sixteen missiles, eight in each launcher.
- **Hand-to-Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. All abilities are the same as in Power Armor Training (Basic or Elite based on the character).

MacKenzie MBS-2 Medium Battle Suit

This lightweight body armor is standard issue for Integrity Guards. The armor incorporates an energy shield projector to help keep weight down without compromising protection. The energy shield regenerates at a rate of 10 M.D.C. per melee round and is powered by fusion batteries (each battery can maintain the shield for 36 hours or regenerates a total of 120 M.D.C.)

M.D.C.: 60 (10 without shielding)

Weight: 5 kg (11 lbs.)

Mobility: Fair, -10% prawl penalty

Color: Found in grey, olive drab, brown or dark blue.

Cost: 35,000 Cr

Integrated Particle Accelerator Rifle

This fully integrated PA Rifle became the standard unit for the Integrity Guard suits after a single shot blew a fist-sized hole through three Sims.

Manufacturer: Terra Armaments, Inc.

Weight: *Barrel and Fire Control:* 8.75 lbs. (3.7kg)

Power Backpack: 9.7 lbs. (4.4 kg)

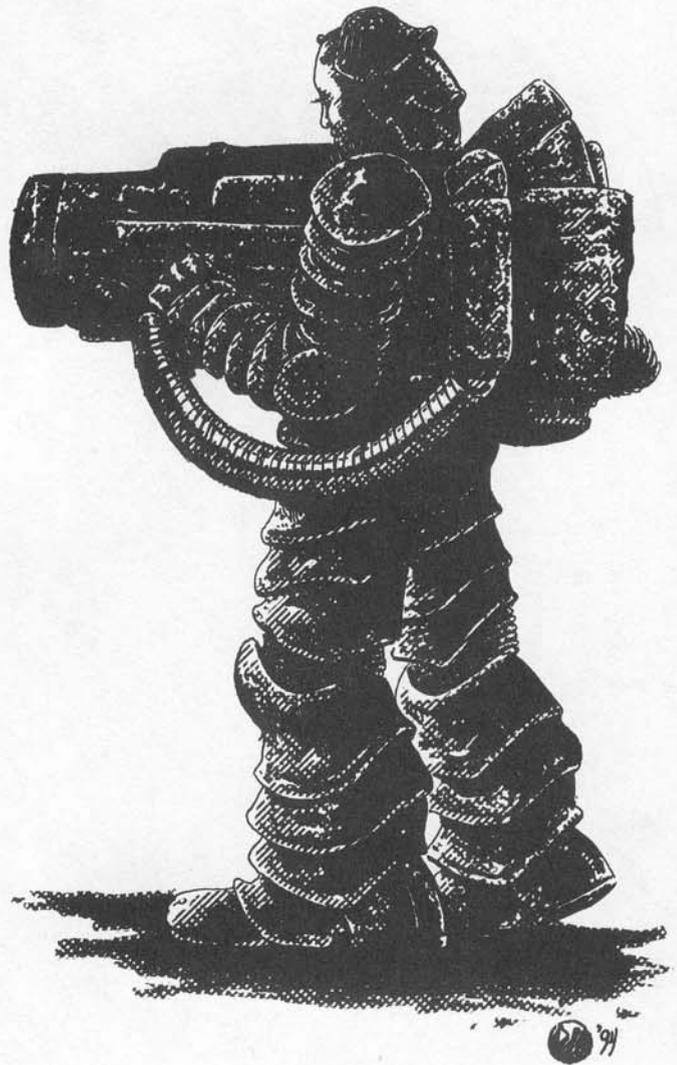
Total: 18.45 lbs. (8.1 kg)

Mega-Damage: 4d6 M.D.

Rate of Fire: Standard (See Modern Weapons Proficiency section in **Rifts**).

Maximum Effective Range: 800 ft. (244 km)

Payload: 5 blasts



JR Medium Combat Armor

Called the "Union Suit" by the Justice Rangers who favor it, this medium-weight armor suit is powered by a fusion reactor unit, with supplementary battery pack backup capabilities. If running on battery packs alone, the unit is capable of full operations for only 36 hours.

Model Type: JRCA-1

Class: Medium Infantry Combat Armor

Crew: One

Weight: 5 kg (11 lbs.)

Mobility: Good, -10% prowl penalty

Colors: Found in grey, olive drab, brown or dark blue.

Cost: Only available to Justice Ranger characters.

M.D.C. by Location:

Head: 80

Arms (2): 100 each

Legs (2): 150 each

Main Body*: 200



**Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.*

Note: Destroying the head/helmet will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own vision and senses. No power armor combat bonuses to strike, parry or dodge! The head is a small and difficult target to hit, this it can only be hit when a character makes a called shot—and even then, the attacker is at a -3 to strike.

Speed:

Running: 70 kph (43 mph) maximum. The act of running does tire the operator but only at 10% of the usual fatigue rate, thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 5 meters (16 feet) high or across.

Statistical Data:

Height: 2.1 meters (7 feet)

Width: .3 meters (3 feet)

Length: .9 meters (3 feet)

Weight: 59 kg (130 lbs.)

Physical Strength: equal to a P.S. of 22

Cargo: None.

Power System: Fusion, average life is 10 years

Black Market Cost: 250,000 credits for a new, undamaged suit at full power.

Weapons Systems:

- USX Ion Blaster (1): This weapon is mounted above the right shoulder.

Primary Purpose: Assault

Mega-Damage: 2D8+2 M.D.

Rate of Fire: Equal to the number of combined hand to hand attacks of the operator (usually 4 to 6)

Maximum Effective Range: 1200 meters (3900 feet)

Payload: Unlimited

- USX-35 Medium Laser (1): Mounted below the larger ion blaster in the shoulder mount.

Primary Purpose: Assault

Mega-Damage: 2D6 M.D.

Rate of Fire: Equal to the number of combined hand to hand attacks of the operator (usually 4 to 6)

Maximum Effective Range: 1000 meters (3300 feet)

Payload: Unlimited

- USX-25 Laser (2): Wrist mounted on each arm.

Primary Purpose: Defense

Mega-Damage: 1D6 M.D.

Rate of Fire: Equal to the number of combined hand to hand attacks of the operator (usually four to six.)

Maximum Effective Range: 500 meters (1600 feet)

Payload: Unlimited

- Hand-to-Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. All abilities are the same as in Power Armor Training (Basic or Elite based on the character).

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Norcross-LaRoy Plasticene Armor

This extremely lightweight suit consists of a series of plasticene plates and a multi-phase shield generator. Suits are available for nearly every race in ATPDS space (and black market components for others, as well). There are no penalties to movement, (including swimming) when wearing this suit.

M.D.C.: 50

Weight: 2 kg (4.4 lbs.)

Power Supply: Energy cell, six month operation for each.

Color: Found in virtually every style and color, this body suit can be made to resemble normal clothing.

Black Market Cost: 2000 to 50000 credits, depending upon style and shape of unit. Up to 20 extra M.D.C. can be made as well, for an additional fee.

Plasticene Mega-Damage Armor I

This full environmental body armor was originally produced by the Norcross-LaRoy Corporation. Plasticene armor is now manufactured throughout ATPDS space by dozens of licensed vendors. The armor contains receptors tuned to a shield projector encased in the armor, which generates an energy-dampening field that dissipates attacks from energy weapons. Plasticene armor is extremely lightweight—the wearer can swim in it with good mobility. The armor does encumber the wearer with its rigidity. It will cost roughly the same to outfit an Aglian, Terran, Chiropti or Kirn. Ular armor costs three times as much.

Manufacturer: Norcross-LaRoy Corp.; Plastics Div.,

New Chicago, Terra

M.D.C.: 70

Weight: 21 lbs. (9.5 kg)

Mobility: -5% prowl penalty

Cost: 350,000 cr

Plasticene Mega-Damage Armor II

The deluxe version of the MD Armor I, this full environmental body armor sold is throughout ATPDS space by dozens of licensed vendors. The armor contains receptors tuned to a shield projector encased in the armor, which generates an energy-dampening field that dissipates attacks from energy weapons. Plasticene armor is extremely lightweight—the wearer can swim in it with good mobility. The armor does encumber the wearer with its rigidity. It will cost roughly the same to outfit an Aglian, Terran, Chiropti or Kirn. Ular armor costs three times as much.

Manufacturer: Norcross-LaRoy Corp.; Plastics Div.,
New Chicago, Terra

M.D.C.: 80

Weight: 10.5 lbs. (4.75 kg)

Mobility: good, -5% prowl penalty

Cost: 700,000 Cr

Tireman Environmental Suit

The Tireman suit is one of the least costly body armor types available. Unfortunately, the production quality is spotty at best, and the suits are commonly called "Poormen's Armor" since most self-respecting bounty hunters will not use them.

M.D.C.: 30 +2D6

Weight: 8 kg (17.5 lbs.)

Mobility: -10% prowl penalty

Black Market Cost: 60,000 credits

Mus-Tak Ballam (Warrior Shell)

The standard Gorushan battle armor is a full environmental suit with robot augmentation much like Terran suits. The armor has large arm claws and power boosters for leaping. The sensor and communications units are similar to Terran designs; the entire unit is unusual in that it is powered by an anti-matter power cell—a technology unknown even to the Aglians.

Model Type: MB-10

Class: Armored Infantry Combat Armor

Crew: One

M.D.C. by Location

Head*: 120

Upper Arms (2): 100 each

Forearms (2): 80 each

Claws (2): 30 each

Legs (2): 200 each

Main body**: 300

Speed:

Running: 160 kph (100 mph) maximum. The act of running does tire the operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 50 ft. (15 m) high or across unassisted by the jet boosters. A jet booster-assisted leap can propel the unit up to 100 ft. (30 m) high and 195 ft. (60 m) across. This is not flight.

Statistical Data:

Height: 10 ft. (3 m)

Width: 7.9 ft. (2.4 m)

Length: 5.1 ft. (1.6 m)

Weight: 1100 lbs. (500 kg)

Physical Strength: Equal to a P.S. of 30

Cargo: Small storage area for extra supplies and personal items.

Power System: Anti-matter, average life is unknown.

Black Market Cost: 750,000 cr for a new, undamaged suit at full power. Extremely rare.

Weapon Systems:

- 1. Neutron Blasters (2):** Located in the lower portion of the chest are twin neutron blasters each fitted into a ball turret mount capable of rotating 90 degrees in all directions.
Primary Purpose: Assault
Mega-Damage: 1d10x5 M.D. or 1d10x10 if a twin blast.
Rate of Fire: Equal to number of combined hand-to-hand attacks (usually 4 to 6).
Maximum Effective Range: 4900 ft. (1500 m)
Payload: Unlimited.
- 2. Duo Lasers (1):** Twin mounted on head.
Primary Purpose: Defense
Mega-Damage: 2d6 M.D. per single blast or 4d6 per dual blast.
Rate of Fire: Equal to number of combined hand-to-hand attacks (usually 4 to 6)
Maximum Effective Range: 1600 ft. (500 m)
Payload: Unlimited.
- 3. Anti-Matter Battery Self-Destruct:** In extreme cases, the anti-matter batteries can be set to explode with a timer of up to 4 minutes.
Mega-Damage: 6d6x10 M.D.
Blast Radius: 330 ft. (100 m)
- 4. Vibro-Claws:** Each hand is equipped with vibro-claws.
Mega-Damage: 2d6 M.D. per hand
Range: Hand-to-hand combat
- 5. Hand-to-Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand-to-hand combat. All abilities are the same as in Power Armor Training (Basic or Elite based on character).

Conudyne CX-11/93 Power Armor

Model Type: CX-11/93

Class: Armored Infantry Assault Suit

Crew: 1

M.D.C. by Location

Head*: 100
Arms (2): 150 ea.
Legs (2): 190 ea.
Main Body**: 450

**Note: Destroying the head of the power armor will eliminate all forms of optic enhancement and sensory systems. The pilot must now rely on his own vision and senses. No power armor combat bonuses to strike, parry and dodge! The head is a small and difficult target to hit. Thus it can only be hit when a character makes a called shot and even then the attacker is -3 to strike.*

***Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.*

Speed:

Running: 75 mph (120 kph) maximum. The act of running does tire the operator but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 32 ft. (10 m) high or across unassisted by the

jet boosters. A jet booster-assisted leap can propel the unit up to 100 ft. (30 m) high and 195 ft. (60 m) across. This is not flight.

Flight: If equipped with an optional antigrav unit, the suit is capable of a maximum speed of 375 mph (600 kph) with normal cruising speed of about half this. Maximum ceiling is unlimited.

Statistical Data:

Height: 12 ft. (3.7 m)

Width: 4 ft. (1.25 m)

Length: 4 ft. (1.25)

Weight: 440 lbs. (200 kg)

Physical Strength: Equal to a P.S. of 35

Cargo: None

Power System: Fusion, average life of 20 years

Black Market Cost: 450,000 cr for a new, undamaged suit at full power

Weapon Systems:

- 1. ILP Pulse Cannon (1, right arm):** Linked directly into the suit's power supply.
Primary Purpose: Assault
Secondary Purpose: Defense
Mega-Damage: 1d6x10 M.D.
Rate of Fire: Equal to number of combined hand-to-hand attacks (usually 4 to 6).
Maximum Effective Range: 4000 ft. (1200 m)
Payload: Unlimited
- 2. Dual Mini-Missile Launcher (2):** A small missile launcher housing two mini-missiles is mounted on each shoulder.
Primary Purpose: Anti-Aircraft
Secondary Purpose: Defense
Missile Type: Any mini-missile can be used but standard issue is armor piercing (1d4x10 M.D.) or plasma (1d6x10). Fragmentation may be used for anti-personnel operations.
Mega-Damage: Varies by missile type
Rate of Fire: 1 or 2
Maximum Effective Range: Varies by missile type
Payload: 4
- 3. Energy Rifles or Rail Guns** can be carried and used. Normally only a single weapon will be carried due to space limitations.
- 4. Hand-to-Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand-to-hand combat. All abilities are the same as in Power Armor Training (Basic or Elite based on the character).

Spacecraft & Armament

SECTION I: DESIGNING SPACESHIPS (OPTIONAL RULES)

When designing a ship, keep in mind its eventual function, i.e., interstellar travel, exploration, cargo transport, combat, etc. There are three basic classes of spaceships roughly based on size; these are Scout, cruiser, and Explorer.

Scout Class ships have a maximum crew of ten and an overall mass of up to 250 metric tons (275 tons). These small transports and runabouts make up the largest proportion of ships in most space faring cultures. They can be fitted with jump-warp drives, armor, weapons, sensors, etc. but not very much of everything.

The Cruiser Class ships have a maximum crew of thirty and an overall mass of up to 1000 metric tons (1100 tons). Cruisers make up the bulk of military ships in the ATPDS.

Explorer Class ships are larger than the cruisers. Most interstellar transports fit into this category, as do the large mining exploration craft which gave the class its name. The sheer size of these ships normally preclude them from landing on any planet. Normally they would carry a scout class ship or teleportation device to ferry crew and cargo to and from a planet.

A basic spacecraft consists of a hull and a drive. All other features are optional.

Hull

The shell of any ship makes up approximately seventy-five percent of its total mass. This hull section consists of the structure, basic shielding, airlocks, docking bays, crew and cargo compartments, communication equipment (both radio and deep space), ship's computer, internal power plants, short-range sensors, repair systems and inertial dampeners. The following list describes the basic M.D.C., cost and amount of space available each type

of hull. Space is used to house the drive, fuel and other optional equipment. All add-ons to the hull require space. Any space left over after the ship is designed can be considered cargo storage areas.

Class	M.D.C.	Cost	Space
Scout	150	150,000 cr	50
Cruiser	300	750,000 cr	100
Explorer	600	1250,000 cr	200

Drives

Drives are of two kinds: sublight and translight. You will need a sublight drive for any ship designed to maneuver (which is probably every one). A craft designed for use only between planets in the same star system will not need a translight drive.

Each drive has the following stats:

Base Cost in Credits for each class
(scout/cruiser/explorer).

Space required in hull
(scout/cruiser/explorer).

Range of the drive between refueling.

Speed of the drive.

Optional Add-ons for the drive

Note: if only a single figure is given, it applies to all ships with the drive, regardless of class.

Sublight Drives

Each of the six different sublight drives available has its own advantages and disadvantages (primarily speed, cost, and the need for fuel). The mass of a drive is already included in the mass of a ship's hull. This means, however, that it is not possible to strip a drive from one class of ship and install it in a smaller-class vessel. You can strip the drives of any class ship and use the parts to repair other drive of the same type.

Chemical Drive

The chemical drive is the most basic type and one of only two which can be used to launch a ship from a planet's surface (gravity drive is the other). It burns a mixture of hydrogen and oxygen to provide thrust—and needs a lot of room for fuel.

Chemical drives respond quickly to controls (+1 to dodge) and add to a craft's maneuverability (+2% to piloting skill rolls). These drives are common among less sophisticated spacefaring races.

Base Cost: 50,000/70,000/90,000

Space: 5/10/15

Range: 700000 km

Speed: 10000 kph

Options:

An extra fuel tank (which doubles the space requirement) costs an additional 20,000 cr. Double the ships range for each extra fuel tank carried.

Afterburner (space required: 1) cost 25,000 cr. Doubles the ships speed but reduce the range by half if used extensively. Adds an additional +1 to dodge in combat.

Ion Drive

These drives use electricity to convert their fuel into ions, which are accelerated via a magnetic torus to propel the ship. They are not as responsive (nor do they have as much thrust) as a chemical drive. Common fuels for ion drives include hydrogen and cesium.

Ion drives have poor acceleration and take up to two hours to achieve maximum velocity. If at a dead stop in combat, the ship suffers -3 to dodge for the first four combat rounds.

Base Cost: 70,000/90,000/120,000

Space: 4/6/8

Range: 1400000 km

Speed: 15000 kph

Options: *Extra fuel tanks* to double range (increase space requirement by two per) cost and additional 10,000 cr.

A static electrical charge is a byproduct of the Drive. Most drives come with static dissipaters, which discharge the energy harmlessly into space. However, this energy can be harnessed for defensive purposes via special energy dischargers. Dischargers shoot bolts of static energy (basically lightning) to explode incoming missiles.

Energy Discharger (maximum of two per ion drive)

Cost: 30,000 cr

Space: 1

Range: 2000 meters

Damage: 2D6 M.D.

Rate of Fire: 1 shot

Fusion Drive

Fusion drives utilize thrust from plasma forced through a magnetic field to propel the ship. Fueled by hydrogen, fusion reactors produce helium as a waste product.

Base Cost: 100,000/140,000/180,000

Space: 10/14/18

Range: 1,750,000 km

Speed: 25,000 kph

Options: Extra fuel tanks to double range (increase space requirement by 4 per) cost and additional 20,000 cr.

Power plant upgrade to increase speed (+10,000 kph, +4 space) cost 60,000 cr.

Traction Drive

The traction drive generates a very powerful and specialized magnetic field. This field attaches to the fabric of the spacetime continuum to drag the spaceship along. Although it does not provide powerful thrust, the traction drive requires much less space for fuel. A traction drive's acceleration is constant but terribly slow. It would take at least a month to reach its maximum velocity, which approaches lightspeed.

Since these drives generate no inertia, they can stop on a dime—their only advantage in combat. These drives are affected by the near (within 1 million km) presence of Rifts and other time/space or dimensional anomalies. This effect is like a magnet, causing the ship to go off course if the pilot does not compensate.

Base Cost: 150,000 cr

Space: 8

Range: unlimited (depending on power plant)

Speed: up to .95c (speed of light)

Options: *Defensive Shield.* The drive's magnetic field can be expanded to form a semi-protective envelope around the ship. This provides a to-hit modifier of -2 for incoming energy blasts and -3 for missiles. The shield also prevents detailed scanning of the ship 75% of the time while it is in operation. Costs: 40,000 cr Space: 4

Solar Drive

The solar drive relies on a large sail-like array to capture solar wind (charged particles ejected by stars) for propulsion. These drives use no fuel, but the sail arrays are subject to damage from particle collisions. Sail arrays can be up to 100x100 meters in size. Individual sails average 10x10 meters and have 1 M.D.C. each.

Base Cost: 100,000/150,000/200,000 cr

Space: 3/6/9

Range: unlimited

Speed: up to .1c (speed of light)

Options: *Repair Kit* included materials to repair up to 10 sails costs 20,000 cr.

Gravity Drive

The gravity drive focuses and greatly enhances gravity

waves generated by virtually everything with a mass to provide propulsion. Gravity drive ships are capable of landing and taking off from planet surfaces. Unlike many other forms of propulsion, the size and mass of the craft actually is an asset since it generates a greater amount of gravity waves. Normally these drives are powered by a fusion or anti-matter reactor.

Base Cost: 200,000 cr

Space: 10

Range: unlimited

Speed: .2/.4/.6c (speed of light)

Options: Local Gravity Generator provides a gravity field for the ship. Costs: 20,000 cr Space: 1
Tractor Beam capable of holding/towing items in space under 1000 metric tons. Range: 10000 meters Costs: 50,000 cr Space: 3

Translight Drives

Faster Than Light-1 (FTL-1) Drive

Initially designed by the Aglians, the basic translight drive is the FTL-1 Drive. An FTL-1 drive's only fuel requirement is elemental iron, which is used to control the warp energy transfer and is consumed in the process.

The drive consists of a fusion or anti-matter power plant, matter energy transformer, conduits and a series of transwarp field generators. These field generators are tuned to the same frequency and shape as the warp field around the ship. The FTL-1 process is adversely affected by large amounts of matter located within 200,000,000 km of the ship. Any object larger than 10 metric tons (or many smaller objects adding up to 10 metric tons total mass) distorts the field—and can send the ship off in a totally random direction for up to 1D100 light years (75% chance).

Rate of Travel

Each warp 'jump' can be up to 100 light years in distance and requires 1000 kg of iron (at least 95% purity). The field produced acts like a giant cosmic spring upon which the ship travels. The warp field extends out through hyperspace until it reaches its destination point. Once the field reaches its destination, the opposite end (upon which the ship rides) contracts to meet back with the front. The apparent rate of travel is twenty-five light years per day. It takes five minutes to charge up and generate the field once the drive is energized.

Base Cost: 150,000/200,000/250,000 cr

Space: 10/15/20

Range: unlimited

Speed: 25 light years per day

Faster Than Light-2 (FTL-2) Drive

Kiinai Exploration improved upon the original FTL drive to produce longer jumps. Like the original, an FTL-2 drive's only fuel requirement is elemental iron, also is used to control the warp energy transfer.

Rate of Travel

Each jump can be up to 125 light years in distance and requires 1200 kg of iron (at least 95% purity). The apparent rate of travel is thirty-two light years per day. It takes three minutes to charge up and generate the field once the drive is energized.

Base Cost: 30000/40000/50000 cr

Space: 10/15/20

Range: unlimited

Speed: 32 light years per day

Optional Equipment

Armor. Additional armor can be fitted to most ships, but only at great cost to its cargo capacity. Each additional armor unit increases the ship's M.D.C. by 25%.

Base Cost: 20,000/80,000/160,000 cr

Space: 15/25/50

Energy Shields. Shield generators help protect ships against the effects of energy weapons and near proximity explosions, as well as preventing detailed scanning. Although installed with separate generators (nuclear, fusion, or anti-matter), these shields can also tap into the ship's main power grid. However, running off the ship's primary power source reduces the shield's effectiveness by one-half. Scout ships only require a single generator for 100% coverage, cruisers three, and explorers five or more. Shield damage is restored at a rate of 10 M.D.C per combat round with nuclear reactors, 15 M.D.C. with fusion, and 25 M.D.C with anti-matter. Only five M.D.C. is restored if running off ship's power.

Base Cost: 80,000 cr (per generator)

Space: 4

M.D.C.: 150

Magnetic Shields. Magnetic shields protect the ship from ion, neutron, and plasma weapons, as well as missiles. Their nature causes these weapons to do half damage and missiles to be deflected 40% of the time. Scout ships only require a single generator for 100% coverage, cruisers two, and explorers four or more.

Base Cost: 35,000 cr (per generator)

Space: 1

Basic Stealth Technology. Basic Stealth Technology (BST) involves designing a spacecraft along specific guidelines and with particular materials



which produce a ship less detectable to radar and other sensory equipment. It is a passive system, i.e., no power is used to produce the effect. BST ships have a 75% chance of avoiding detection from radar and standard sensors unless within 2000 meters. Homing missiles suffer -4 to hit. Ships of this design tend to have smaller space available than others of their class.

Base Cost: +10% of ship's hull cost.

Space: -10% of ship's hull cost.

Advanced Stealth Technology. Advanced Stealth Technology (AST) involves active systems designed to deceive all forms of detection, including visual and electronic. The power necessary for AST requires a separate power reactor (if running off ship's power grid, there can be no firing of energy weapons). AST ships have a 95% chance of avoiding all forms of detection at all ranges. All weapons fired at an AST ship have -5 to hit.

Base Cost: 750,000 cr

Space: 12

Teleporter. This matter-to-energy conversion system transports personnel and materials between sites. The teleporter can only be hooked into the ship's power grid if a fusion or anti-matter reactor powers the vessel. This device cannot transport items through energy or magnetic defensive shields.

Base Cost: 1,000,000 cr

Space: 15

Effective Range: 1000 km (620 miles)

Power Reactors:

Additional reactors can be used to provide backup power to the ship's grid, weapons or defensive systems.

Nuclear. This reactor can provide power to only one system at a time (weapons, shields, ship's grid, etc.). To generate power for more than one system at a time will require additional reactors.

Base Cost: 80,000 cr

Space: 4

Fusion. These reactors can provide for an entire ship's power needs.

Base Cost: 160,000 cr

Space: 5

Anti-Matter. These reactors can provide for an entire ship's power needs. All systems have increased efficiency (rates of fire, damage, range increased by +10%).

Base Cost: 200,000 cr

Space: 3

Refinery. Refinery systems are used to convert raw ore (metals, minerals, petroleum, etc.) into finished materials. Require separate power reactor for use.

Base Cost: 100,000 cr

Space: 15

Long Range Sensor Array. System capable of detection and analysis of planets, stars, and other interstellar phenomena up to three light years distant. Equipment includes related computers for storage of information.

Base Cost: 100,000 cr

Space: 3

Weapon Systems

Direct-fire weapons come in two basic configurations: fixed mount or turret mount. Fixed-mount weapons have the advantage of being cheaper and less prone to breakdowns. Multiple weapon systems can also be set to fire simultaneously on command in one massive burst. Unfortunately, fixed weapons have a restricted arc of fire. It is up to the pilot to maneuver his craft to allow for a shot. Turreted weapons can be independently targeted and fired without specific maneuvering, but are somewhat bulkier and more expensive.

Each weapon system is tied into the main power grid of the ship. Each is also equipped with an independent targeting computer system (which can be tapped into the main ship's computer) and video recorder. These are all standard items.

Each weapon system has the following stats:

Base Cost in Credits for fixed/turret mounts.

Space required in hull for fixed/turret mounts.

Mega-Damage.

Rate of Fire.

Effective Range of the weapon.

Optional Add-ons for the weapon (if any).

Light Laser

Base Cost: 20,000/30,000

Space: 2/4

Mega-Damage: 4D6 M.D.

Rate of Fire: Up to four blasts per melee.

Effective Range: 5500 meters (18,000 ft)

Standard Laser

Base Cost: 30,000/50,000

Space: 3/5

Mega-Damage: 2D4x10 M.D. per blast

Rate of Fire: Four blasts per melee

Effective Range: 5500 meters (18,000 ft)

High Powered Laser Cannon

Base Cost: 70,000/100,000 cr

Space: 5/8

Mega-Damage: 6D6 M.D. per blast.

Rate of Fire: Up to four blasts per melee.

Effective Range: 10000 meters (33,000 ft)

Options: *Twin mounts* cost an additional 30,000 cr but take up no more space. Twin mounted cannons can be fired simultaneously causing 2D6x10 M.D.

Ion Cannon

Base Cost: 800,000/100,000 cr

Space: 4/7

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Up to eight blasts per melee.

Effective Range: 3660 meters (12,000 ft)

Options: *Twin mounts* cost an additional 40,000 cr but take up no more space. Twin mounted cannons can be fired simultaneously causing 1D4x10 M.D. (but only up to four times per combat round).

Heavy Ion Cannon

Base Cost: 100,000/130,000

Space: 6/9

Mega-Damage: 2D6x10 M.D.

Rate of Fire: 6 blasts per melee

Effective Range: 3660 meters (12,000 ft)

Options: *Long-Range Accelerator* costs an additional 50,000 cr and 2 space. Doubles the range but damage is 1D6x10 M.D.

Neutron Gun

Base Cost: 150,000/200,000 cr

Space: 10/15

Mega-Damage: 1D10x10 M.D.

Rate of Fire: Twice per melee.

Effective Range: 15000 meters (49,000 ft)

Tachyon Accelerator

Base Cost: 200,000/240,000 cr

Space: 12/14

Mega-Damage: 1D20x10 M.D.

Rate of Fire: Up to four blasts per melee.

Effective Range: 25000 meters (82,000 ft)

Options: Scatter Gun costs an additional 80,000 cr. Allows all targets within a 5000-meter arc to be affected by the blast. Range reduced to 10000 meters and damage is 1D8x10 M.D. to each target in the arc.

Plasma Cannon

Base Cost: 260,000/300,000 cr

Space: 10/15

Mega-Damage: 3D10 M.D.

Rate of Fire: Up to five blasts per melee.

Effective Range: 50000 meters (165,000 ft)

Proton Torpedo Launcher

Normally twelve torpedoes are carried per launcher.

Each torpedo costs 10,000 cr and uses 1 space.

Base Cost: 300,000 cr

Space: 18

Mega-Damage: 4D6x10 M.D.

Blast Radius: 100 meters

Rate of Fire: Two per melee.

Effective Range: 3900 kilometers (2400 miles)

Torpedo Speed: 1000 km per melee.

Additional Torpedo Types Available:

Gravity Well

Cost: 12,000 cr

Mega-Damage: 2D10x10 M.D.

Blast Radius: 300 meters

Effective Range: 1000 km (620 miles)

Torpedo Speed: 500 km per melee

Matter Disruption

Cost: 130,000 cr

Mega-Damage: 3D6x10 M.D.

Blast Radius: 100 meters

Effective Range: 2000 km (1250 miles)

Torpedo Speed: 500 km per melee

Missile Launcher

Base Cost: 20,000 cr

Space: 1

Mega-Damage: varies by missile type.

Rate of Fire: 1 per melee.

Effective Range: varies by missile type.

Options: Included in a standard launcher is the storage space for eight missiles. *Additional loads* can be carried at a rate of 20 missiles for 1 space unit.

Missiles:

The missiles listed on Pg. 46 of Rifts can be used in the above launcher. Short-range missiles cost an average of 250 cr each, medium range 300 cr, and long range 350 cr each. Other missiles are listed below:

Fusion

Type: Medium- or long-range
Mega-Damage: 2D10x10 M.D.
Speed: 3300 kph (2010 mph)
Range: 130 km (80 miles) medium; 2900 km (1800 miles) long
Blast Radius: 100 meters (330 ft)
M.D.C.: 20

Anti-Matter

Type: Long-range
Mega-Damage: 3D10x10 M.D.
Speed: 3300 kph (2010 mph)
Range: 2900 km (1800 miles)
Blast Radius: 1000 meters (3300 ft)
M.D.C.: 20

Microwave. This missile is designed to damage electronic circuitry. Any system not heavily shielded has a 75% chance of malfunctioning (roll each time the equipment is used until unit is repaired).

Type: any
Mega-Damage: 1D10 (special)
Speed: 3300 kph (2010 mph)
Range: Five km (three miles) short; 80 km (60 miles) medium; 2900 km (1800 miles) long
Blast Radius: 100 meters (330 ft)
M.D.C.: 10

Wild Weasel. This missile acts as a decoy for incoming missiles. It mimics the electronic and radar signature of the launching ship causing homing missiles to mistake it for the actual target 65% of the time. Normally wild weasels are programmed to fly in a zigzag course and at a variable speed.

Type: Long-range
Mega-Damage: none
Speed: 3300 kph (2010 mph)
Range: 2900 km (1800 miles)
Radius of Effect: 2000 meters (6600 ft)
M.D.C.: 25

Mine Dispenser

This system is used to launch mines from the ship. Since mines are basically immobile missiles, use any normal missile blast radius, damage capacity, and M.D.C. as stats for a mine. Launcher includes storage space for 20 mines. Additional mines can be stowed

at a rate of 30 for each unit of space. Mines are normally cheap, costing only 100 to 150 credits each. They can be set to detonate on proximity, electronic signature, or based on the displacement of the craft they are to damage.

Base Cost: 10,000 cr
Space: Two
Mega-Damage: Depends on mine.
Rate of Fire: 1 per melee
Effective Range: Not applicable.

Defensive Armaments

"Beehive" Rail Gun Turret

Base Cost: 50,000 cr
Space: Two (always a turret-mounted weapon).
Mega-Damage: 1D4x10
Rate of Fire: Two bursts per melee.
Effective Range: 4000 m

Options: This defensive system is designed to destroy incoming missiles by spitting out a virtual cloud of hyper-accelerated slugs into their paths. The system has the capability of firing a total of 16 bursts before reloading is needed. (Total system reload costs 250 cr). Optional feeds costing 1000 cr can increase this to 24 bursts.

Chaff Dispenser

Base Cost: 20,000 cr
Space: Two
Mega-Damage: none
Rate of Fire: 1 per melee.
Effective Range: 10000 m

Options: This defensive weapon consists of a cylinder containing thousands of small streamers made of highly reflective metal which are released when fired. It serves three purposes: 1) to decoy and confuse incoming missiles (50% chance of deflecting ordinary missiles), 2) to disguise a ship's sensor signature, and 3) to diffuse and reflect incoming laser beams for five combat rounds (reduce laser damage by one-half). Extra cylinders cost 150 cr.

SECTION II: STANDARD VEHICLES

Gravtech Windshift

A popular, seven-passenger personnel transport, this hover vehicle comes in a wide array of colors (midnight, pearl, dark cherry, nebula blue, silver, bronze and screaming yellow). The Windshift convertible carries five passengers comfortably, and the Gravtech Gravcar Company (GGC) also offers a flatbed version for light utility use. Recent complaints have been issued to the GGC by several groups of settlers because of the overall lack of a defensive capabilities. Determined to please the growing faction of frontier settlers, Gravtech has added a few light weapons for sale as an option package.

Model Type: Gravtech Windshift

Class: Hover Car

Crew: Seven. One pilot and can accommodate five passengers comfortably or six in cramped quarters.

Maximum Speed: 120 mph (190 kmph)

Maximum Range: 350 mi. (560 km)

Statistical Data:

Height: 6.5 ft. (1.98 m)

Weight: 1200 lbs. (544 kg)

Length: 21 ft. (6.4 m)

Width: 8 ft. (2.43 m)

Power System: Kytasty/Muller Anti-Grav Impeller

M.D.C. by Location:

Main Body: 160

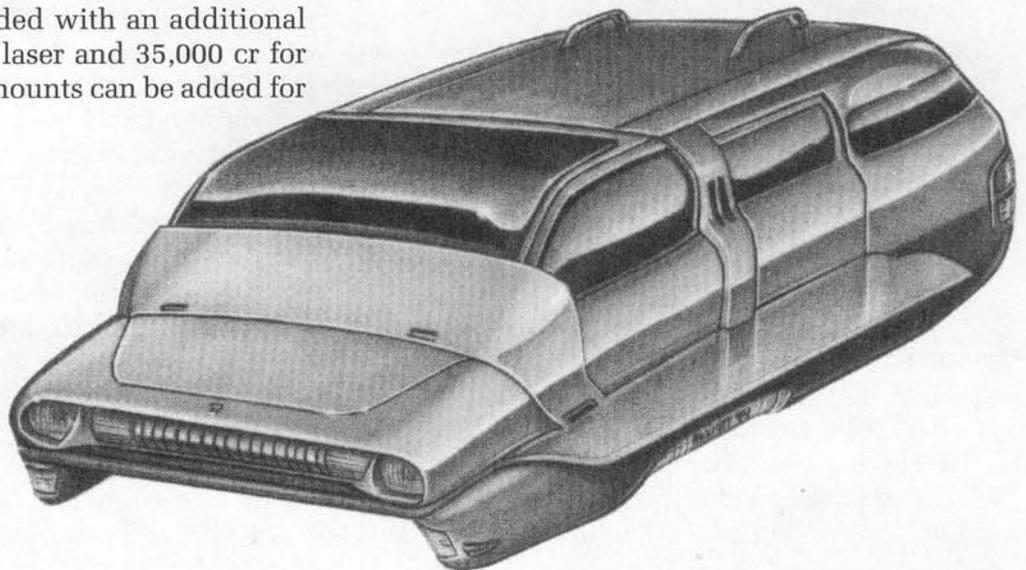
Laser: 25

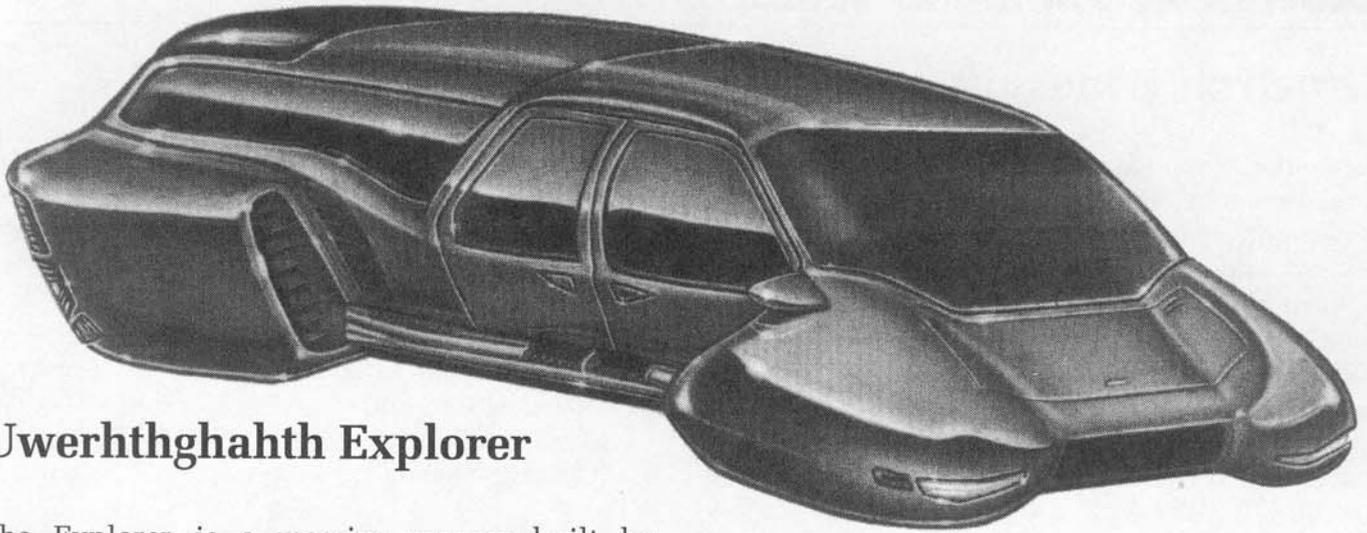
Pulse Cannon: 40

Standard Cost: 93,000 cr for the basic seven-passenger vehicle and 65,000 cr for the flatbed. Weapon systems can be added with an additional cost. Add 150,00 cr for the laser and 35,000 cr for the pulse cannon. Weapon mounts can be added for 5,000 cr apiece.

Weapon Systems:

- 1. Laser:** This light laser is mounted in the nose of the Windshift to give it frontal combat capabilities. It has an internal battery that recharges itself at a rate of one blast per five minutes.
Primary Purpose: Defense
Mega-Damage: 3D6 M.D.
Rate of Fire: Equal to the number of hand-to-hand attacks of the pilot.
Maximum Effective Range: 2000 ft. (610 m)
Payload: 30 shots
- 2. Pulse Cannon:** This large rifle-type weapon is typically mounted towards the back of the vehicle on a 360-degree turret. A second passenger can man the turret acting as a gunner, or the pilot can take the fire controls.
Primary Purpose: Defense
Secondary Purpose: Assault
Mega Damage: 2D6 M.D. per shot or 1D4x10 M.D. per triple blast (Counts as one blast/attack).
Rate of Fire: Equal to the number of hand-to-hand attacks of the pilot or gunner.
Maximum Effective Range: 3000 ft. (914 m)
Payload: Sixty single blasts or 20 triple blasts.





Uwerhthghahth Explorer

The Explorer is a massive gravcar built by Uwerhthghahth Industries for Ular stellar survey teams. Typical of Ular construction, this rugged vehicle operates extremely well under adverse conditions. The seats and the interior accommodations are rather large for races other than Ular, and may require modifications to better seat Terran-sized pilots. Many of these cars are now in the hands of private citizens, used extensively in construction and agricultural projects.

Model Type: Uwerhthghahth Explorer G1

Class: All-Terrain Transport

Crew: Seven Ular or twelve Terran-sized. Can accommodate one pilot, one gunner and five Ular-sized or ten Terran-sized passengers.

Maximum Speed: 110 mph (180 kmph)

Maximum Range: 800 mi. (1280 km)

Statistical Data:

Height: 12 ft. (3.7 m)

Weight: 2.5 tons (2270 kg)

Length: 39 ft. (11.8 m)

Width: 17 ft. (5.2 m)

Power System: Uwerhthghahth Anti-Grav Impeller

M.D.C. by Location:

Main Body*: 250

DrC 607 (turret): 100

Grenade Launchers (shielded): 75

* Depleting the main body of the explorer will destroy the vehicle.

Cost: 117,500 cr fully loaded

Weapon Systems:

1. **Drhefyghly Corp. DrC 607 Auto Cannon:** Uwerhthghahth Corporation contracted the highly respected Drhefyghly to create a vehicle-mounted version of their widely popular DrC

554 Assault Carbine. Drhefyghly complied and came up with the DrC607—a huge, autocannon-like weapon capable of taking down a charging Turzig at three thousand ft.. For greater stability the DrC 607 has been mounted on a 360-degree turret on top of the vehicle.

Primary Purpose: Assault

Secondary Purpose: Anti-Vehicle

Mega-Damage: 1D6x10 M.D. per 50 round burst.

Rate of Fire: Equal to the combined total of hand-to-hand attacks per melee.

Maximum Effective Range: 3000 ft. (914 m)

Payload: Two 2500-round drums, or 100 bursts.

2. **Urethghahth Side Mounted Grenade Launchers (2):** Two side-mounted grenade

launchers armed with the latest in freeflight technology. These weapons are known for their complete accuracy and kill ratio. Both launchers are typically controlled by the gunner, or by the pilot if the gunner is injured. They are usually outfitted with high-explosive and fragmentation grenades, but can be outfitted with smoke and tear gas as well.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 5D6 M.D. for high explosive (blast radius: 10 ft./ 3.0 m), 4D6 M.D. for fragmentation (20 ft./ 6.1 m) or smoke (creates a smokescreen in a 40-foot area/12 m)

Rate of Fire: 1 at a time or in volleys of three or five.

Maximum Effective Range: 1500 ft. (460 m)

Payload: 30 total, or 15 per launcher

Osborne-Velran L18 Nightingale Long-Range Shuttle



The Nightingale was initially designed for the ATPDS Exploratory Forces, but the project was dropped when the EF changed their specifications for a long-range scout. Osborne-Velran, a Terran/Aglan Combine, went on to produce the Nightingale and sell it to free traders on the stellar frontier. The L18 has become popular with frontier traders because of its speed, maneuverability, and the range and ease of its maintenance. For these same reasons the Nightingale has also fallen into the hands of smugglers and thieves for illicit purposes.

Model Type: Nightingale RX-2

Class: Long-Range Shuttle

Crew: Thirteen: One pilot, one co-pilot, a communications officer and ten Terran-sized passengers in the hold.

Maximum Speed: 1340 mph (2160 kmph) or Mach 2.

Maximum Range: 3000 mi. (4800 km)

Statistical Data:

Height: 12 ft. (3.7 m)

Weight: 12 tons (10900 kg)

Length: 42 ft. (12.8 m)

Width: 14 ft. (4.3 m) and a 60-ft. (18.3 m) wingspan

Power System: Kytasty-Muller Anti-Grav Impeller

M.D.C. by Location:

Main Jet Thrusters (2): 75 each

Wings (2)**: 150 each

Wing-Mounted Long-Range Missile Launchers (2): 75 each

Nose Mounted Laser Cannons (2): 50

Belly Mounted Ion Cannon: 50

Reinforced Holding Area: 150

Reinforced Pilots Compartment: 250

Main Body*: 450

* Depleting the M.D.C. of the main body will cause the Nightingale to crash.

** Depleting the M.D.C. of one of the wings will cause the Nightingale to crash.

Cost: 170,000 to 220,000 cr for a fully equipped model with missiles.

Weapon Systems:

1. **Nose-Mounted Laser Cannons:** The nose gun is one of the first lines of defense against attacking enemy aircraft that survive a long-range missile strike. A favorite tactic of gunners is to use the guns to strafe passing aircraft, ground personnel and ground vehicles.

Primary Purpose: Defense

Secondary Purpose: Anti-Personnel and Vehicle
Mega Damage: 4D6 M.D. per blast or 1D4x10 M.D. per dual blast.

Rate of Fire: Equal to the combined total of hand-to-hand attacks per melee.

Maximum Effective Range: 5000 ft. (1500 m)

Payload: Effectively unlimited; it's tied into the power supply.

2. **Belly-Mounted Ion Cannons (2):** This is a high powered energy weapon that allows for rapid firing and accuracy. Between the nose mounted laser cannons and the medium range missiles, the ion cannon can clear an area of enemies in seconds.

Primary Purpose: Anti-Vehicle, Anti-Personnel and Anti-Aircraft

Secondary Purpose: Defense

Mega Damage: 1D6x10 M.D. per blast or 2D6x10 per dual blast (counts as one attack/blast).

Rate of Fire: 10 single blasts or 5 dual blasts per melee.

Maximum Effective Range: 4000 ft. (1220 m)

Payload: Effectively unlimited; tied into the power supply.

3. **Wing-Mounted Long-range Missile Launchers (2):**

These are the main weapons of the Nightingale. The aircraft can carry twelve long-range high explosive missiles.

Primary Purpose: Anti-Armor/ Vehicle and Anti-Structure

Secondary Purpose: Anti-Personnel

Mega Damage: 3D4x10 M.D.

Rate of Fire: 1 at a time or in a volley of two

Maximum Effective Range: 500 mi. (800 km)

Payload: 12

4. **Side-Mounted Medium Range Missile Launchers:**

These secondary launchers are built right into the main body of the plane, one above and one below. This weapon uses armor piecing missiles that are employed against incoming enemy aircraft.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Armor

Mega Damage: 2D4x10 M.D.

Rate of Fire: 1 at a time or in volleys of two or four.

Maximum Effective Range: 60 mi. (96 km)

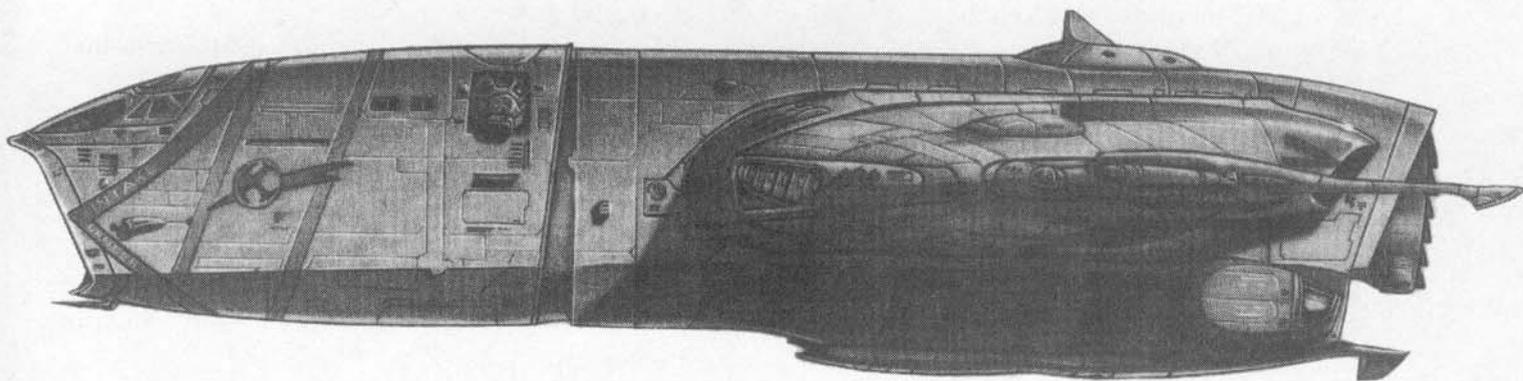
Payload: 16

retirement. Some of them were mothballed, but the majority (12,000 vessels) were eventually sold to private enterprises and private citizens. The C7201 is a staple of the many free traders out on the frontier. Many of the Broncos are still in service, and have seen numerous owners. Keenan Aerospace has not built a C7201 in forty years, but continues a lucrative trade in spare parts. The Bronco was initially designed to carry thirty tons or thirty cubic meters of cargo with quarters for the Captain /Pilot and two crew members, typically the co-pilot and the chief engineer. The troopship version carried twenty-four ATPDS Marines along with an armored transport vehicle (plus three command crew). The C7201 is equipped with a short jump hyper light drive along with twin sublight engines. The distinctive "scoop nose" is an atmospheric skimmer used to collect water vapor for light mass replenishment. The ship utilizes a negative feedback antigrav system for artificial gravity during freefall as well as a hover system for moving around planetside. The solar collector winglets can angle in two directions to optimize energy collection and functioning as a lifting system for atmospheric maneuvering. For long haul voyages the Bronco has external lock down systems to allow the ship to attach itself onto another larger transport vessel. The symbiotic relationship between the larger vessel and the Bronco reduces the overhead for both Captains, making the journey profitable for both sides. As an ex-navy ship the Bronco's hull is composed of interlocking ceramoluminum plates which efficiently absorb impacts and reflect energy beams. Some of the old ground transport versions support the "Chameleon Surface," which can shade itself to match its surroundings. All of the retired vessels, after decommissioning, were funneled through KAI for refurbishing, and so none of the surplus craft were sold out of service in ATPDS livery.

Keenan Aerospace C7201 Bronco-Light Transport

The "Bronco" is one of the most common crafts in the ATPDS space. Keenan Aerospace built the C7201 under contract for the ATPDS navy as a short haul troop transport and light freighter.

Later versions of this ship were modified for VIP transport (luxury accommodations) and planet side troop transport (light weapon turrets). Most of these ships served with distinction for five decades before



Model Type: C7201 Bronco

Class: Light Transport

Crew: 27: One pilot, a co-pilot and an engineer, can accommodate up to twenty four terran sized passengers.

Maximum Speed: 2.3 A.U.

Maximum Range: Hyperdrive:13.2 light years;
Sublight: 55 A.U.

Statistical Data:

Height: 40 ft (12.2 m)

Weight: 211tons

Length: 85 ft. (25.9 m)

Width: 28 ft. (8.5 m)

Power System: Keenan Aerospace negative feedback anti-grav system

M.D.C. by Location:

Sublight Engines (2)*: 200 each

Solar Collector Winglets (2)**: 250 each

Laser Turret: 100 each

Light Ion Cannons (2): 60 each

Reinforced Pilot Compartment: 300

Main Body***: 600

* *Depleting the M.D.C. of the Sublight Engines will cause the Bronco to drift through space.*

** *Depleting the M.D.C. of the Solar Winglets prevents any atmospheric maneuverability.*

*** *Depleting the M.D.C. of the Main Body effectively destroys the vehicle.*

Cost: 230,000 to 320,000 cr depending the specifications of the buyer.

Weapon Systems:

- 1. Laser Turret:** This high-powered laser is placed in the nose of the Bronco to give its crew members a first line of defense against attacking spacecraft. The Laser draws off so much power from the power supply that it can only be fired four times per fifteen seconds.
Primary Purpose: Defense
Secondary Purpose: Anti-Armor
Mega Damage: 2D4x10 M.D. per blast.
Rate of Fire: Four blasts per melee.
Maximum Effective Range: 6000 ft (1830 m), triple in space 18000 ft. (5500 m)
Payload: Effectively unlimited; tied into the power supply.
- 2. Rear Mounted Ion Cannons (2):** After pirates disabled several Broncos because the crafts

lacked back protection, KAI decided to place two light ion cannons in the rear section to dissuade attacking spacecraft.

Primary Purpose: Defense

Mega Damage: 4D6 M.D. per blast or 1D4x10 M.D. for a double blast from both cannons.

Rate of Fire: Eight single blasts or four double blasts

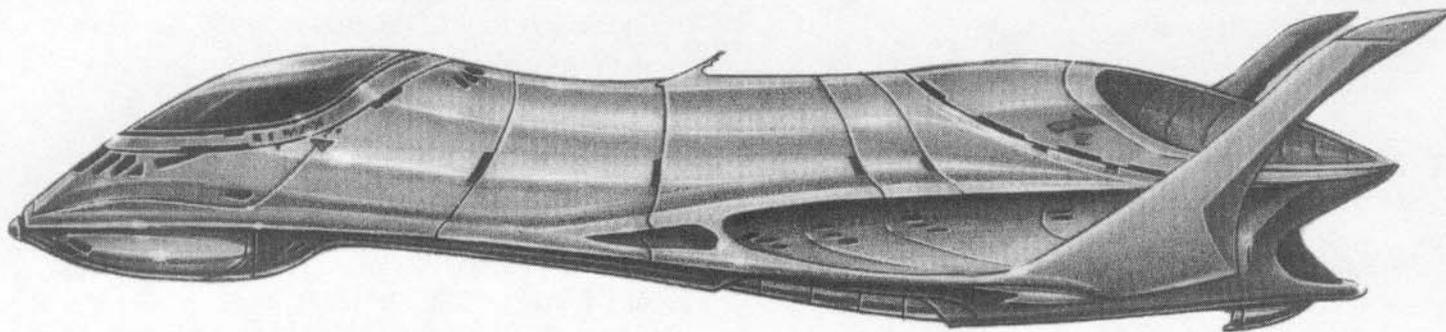
Maximum Effective Range: 4000 ft. (1220 m), triple in space 12000 ft. (3660 m)

Payload: Effectively unlimited; tied into the power supply.

Kinaii Exploration Yrygenyii (Pathfinder):

One of the most elegantly designed of the Lantrillyi series of survey ships is the Yrygenyii or "Pathfinder" class. This is the third variant of a renowned line of light transports. Kinaii has incorporated its effectively capitalized, state of the art facilities with its expertise in stellar exploration to create a superlative vehicle. Many free traders and mercantile companies use the Pathfinder as a primary vessel. Some of these models have been outfitted as private star yachts, but most are primarily deep exploration and light military vessels. The sleek aerodynamic styling clearly shows the Pathfinder to be Aglian in design. Oddly, the spacecraft has only average atmospheric handling, regardless of how damaged the hull and lifting surfaces. It seems that the designers pooled all of their resources into making the vehicle an superior star vessel and let the atmospherics slide. The interior has dual Terran and Aglian labeling where necessary, and the control panels are usually virtual touch systems that can be set to ATPDS basic or virtually any other language. The cargo hold is spacious and has a wide access door with a sturdy ramp for easy loading. Because of the vast popularity among deep exploration teams and military outfits Kinaii has outfitted the Pathfinder with a number of high powered weapons .The hold can carry up to 700 sq. ft. (65 cubic meters) and up to 70 tons (140000 lbs./63500 kg) of mass. One of the features that separates the Pathfinder from the other Lantrillyi survey ships, and the main reason that the ship is so popular with merchants, is the under-bridge observatory which has auxiliary maneuvering controls. The observation bridge allows for precise dock links for freefall cargo loading.

Model Type: Dex-1 Pathfinder



Class: Scout Transport

Crew: 15: A pilot, one co-pilot, a communications officer and an engineer. Can accommodate up to eleven Terran-sized passengers.

Maximum Speed: 2.8 A.U.

Maximum Range: Hyperdrive: 31 A.U., Sublight: 73 A.U.

Statistical Data:

Height: 30 ft. (9.1 m)

Weight: 332 tons (664000 lbs./300000 kg)

Length: 120 ft. (36.6 m)

Width: 40 ft. (12.2 m), Wingspan: 60 ft. (18.3 m)

Power System: Ion Drive

M.D.C. by Location:

Wings (2)*: 300

Sublight Engines (2)**: 400

Nose Mounted Ion Beam Cannon: 150

Side Mounted Proton Torpedo Launchers (2): 200 each

High Powered Laser Cannons (2): 100 each

Reinforced Observation Bridge: 250

Reinforced Pilots Compartment: 500

Main Body***: 800

* Depleting the M.D.C. of the wings will destroy the maneuvering abilities of the vehicle.

** Depleting the M.D.C. of the Sublight Engines will cause the Pathfinder to float through space due to lack of propulsion.

*** Depleting the main body of the Pathfinder will destroy it.

Cost: 880,000 to 1,100,000 cr depending on the specifications of the buyer.

Weapon Systems:

1. **Nose-Mounted Ion Cannon:** Created by the Kinaii Corporation as the main weapon for the Pathfinder, this long-range ion weapon is built directly into the nose section for the purpose for maximum effectiveness.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 2D6x10 M.D.

Rate of Fire: Six per melee.

Maximum Effective Range: 4000 ft. (1220 m), triple in space: 12000 ft. (3660 m)

Payload: Unlimited, tied into the power supply

2. **High-Powered Laser Cannons (2):** These two high-powered lasers are fixed on the wings of the Pathfinder to give its pilots added firepower against enemies that get too close for comfort. The extended range for the weapon was added but sacrificed some of the overall punch of the laser.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 6D6 M.D. per blast or 1D6x10 M.D. for a simultaneous dual blast.

Rate of Fire: Equal to the number of hand-to-hand attacks per melee of the pilot.

Maximum Effective Range: 6000 ft. (1830 m), triple in space: 18000 ft. (5500 m)

Payload: Unlimited, tied into the power supply.

3. **Proton Torpedo Launchers (2):** One of the most powerful weapons developed by combined Terran and Aglian technology, the Proton Torpedo is capable of vast amounts of destruction. One self-loading launcher system is built into each side of the hull, giving the launching tubes an exhaust pipe appearance that usually spells doom to any ship's captain who thinks that the Pathfinder has few offensive capabilities.

Primary Purpose: Assault

Mega-damage: 4D6x10 M.D.

Rate of Fire: 1 at time or in volleys of two or four.

Maximum Effective Range: 2400 miles (3900 km)

Payload: 16

Phoebus Transport D63 Demeter Starfreighter

As explored ATPDS space grew in size and population, the need for cargo transports between populated star systems came into high demand. The Phoebus D63 is a cargo frame starfreighter that can haul up to thirty 20-ton containers. The cargo frame configuration is formed by a command and service module at the bows, separated by a scaffolding of girders (surrounding a central axis tube) from the drive system to the stern. The containers are then fixed to the scaffolding in a way to balance the load when the vessel is under full power. The mid-hull features an enclosed utility bay for an atmospheric shuttle of up to sixty tons in mass (120000 lbs/54000 kg). The freighter itself is not atmospherically capable because of its mass. The Demeter class Starfreighter is operated within ATPDS space primarily by the firms of Orion Mercantile, Garret-Russo Starshippers, Mjezhduplanet Torgov, Surullna Spaceways (Kirn), Pope-Shurman Longhaul, and Ellipse Handelgesellschaft, as well as several Ular merchant groups and several independent traders.

Model Type: Phoebus One

Class: Starfreighter

Crew: 22: One Pilot, one co-pilot, a communications officer, a chief engineer, five gunners, a shuttle crew of three, and a technical and support crew of ten.

Maximum Speed: Sublight: 1.7 A.U., Hyperdrive: 44 A.U.

Maximum Range: Sublight: 84 A.U., Hyperdrive: 48.4 Light years

Statistical Data:

Height: 66 ft. (20.1 m)

Weight: 793 tons (empty), 1393 tons (max. load)

Length: 870 ft.(265.2 m)

Width: 62 ft. (18.89 m)

Power System: Ion Drive

M.D.C. by Location:

Front Command Module*: 2000

Reinforced Bridge: 800

Scaffolding and Central Axis Tube**: 1200
Service Module***: 2000
Utility Bay Doors (2): 300 each
Cargo Containers (30): 500 each
Sublight Engines (4)****: 1200 each
Sensor Systems: 300
Ion Turrets (6): 400 each

* Depleting the M.D.C. of the Command Module will destroy the front section of the vehicle.

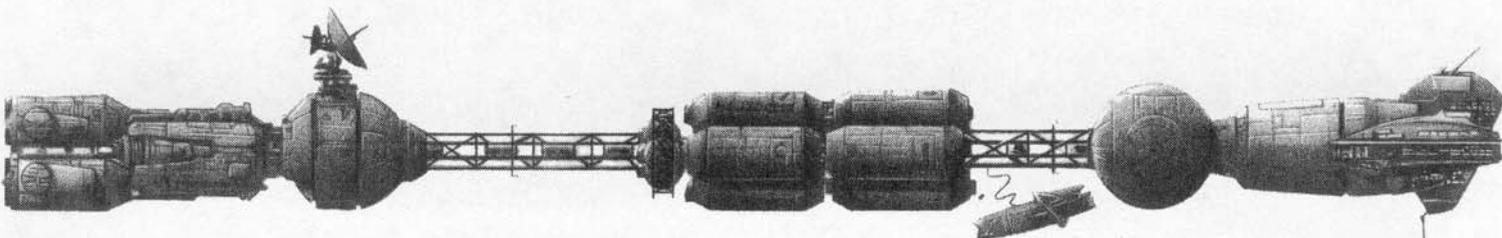
** Depleting the M.D.C. of the Central Axis tube will cut the freighter in half (01-60%) chance of the vehicle self-destructing.

*** Depleting the M.D.C. of the Service module will sever the sublight engines from the command module and cause the Starfreighter to drift.

**** Depleting the M.D.C. of one of the Sublight Engines will decrease the speed of the freighter by one-fourth for each engine.
Cost: 2,750,000 cr for a new freighter (containers and shuttle not included), the containers cost 60,000 cr each.

Weapon Systems:

- 1. Double-Barreled Ion Cannon Turrets (6):** Fearful that fighter escorts and small combat-capable shuttles wouldn't provide enough protection. Merchant Corporations and independent trading companies petitioned Phoebus Industries to arm the D63 with enough firepower to deter spacefaring pirates and hostile "aliens" from attacking. Phoebus replied by placing six double-barreled ion cannon turrets on the D63. Three turrets are stationed on the front command section and three on the back to provide the freighter with a 360-degree arc of fire.
Primary Purpose: Defense
Mega-Damage: 2D4x10 per double blast
Rate of Fire: Six double blasts per melee
Maximum Effective Range: 4000 ft. (1220 m), triple in space: 12000 ft. (3660 m)
Payload: Unlimited; tied into the power supply.



Nissaru J44 Firefly Intersystem

Runabout Nissaru was a small company doing refits on orbital tugs and deep space cargo modules when they encountered a great opportunity. The Aglian Hyperspace Corporation was divesting itself of a manufacturing facility in orbit around Deneb Secunda in the Iota Quadrant. This facility used to produce the massive engine facings for the great Lycintha class star freighters. When these vehicles became obsolete and new technology replaced them, the plants that produced them were closed. Nissaru acquired the plant and rehired some of the original production personnel, then embarked on a bold, if somewhat risky venture. The plant was retooled to produce the new "Firefly" class of inter-system yachts. The Firefly is a light craft with no hyperlight capabilities; an ideal system runabout with excellent atmospheric handling. The only way a Firefly can be taken out of system is by loading it in the hold of a cargo freighter. Nissaru offers the J44 Firefly in three variants: the J44e that sleeps two with a top speed of .6 AU ; the J44E, a mid level runabout that sleeps four and has a top speed of .85 A.U. ; and the J44LE, the luxury class yacht that sleeps eight with two crew, and has a top speed of 1.0 A.U.

Model Type: J44e, J44E and J44 LE

Class: Luxury Space Yacht

Crew: J44e: 4; J44E: 6; J44LE: 10

Maximum Speed: J44e: 0.6 A.U.; J44E: .85 A.U.; J44LE: 1.0 A.U.

Maximum Range: J44e: 40 A.U.; J44E: 42 A.U.; J44LE: 44 A.U.

Statistical Data:

Height: J44e: 15 ft. (4.6 m); J44E/J44LE: 18 ft. (5.5 m)

Weight: J44e: 31.8 tons; J44E/J44LE: 36.4 tons

Length: J44e: 59 ft. (18.0 m); J44/J44LE: 65 ft. (19.8 m)

Width: J44e: 23 ft. (7.0 m), 50-ft. (15.2 m) wingspan; J44E/J44LE: 25 ft. (7.6 m), 52 ft. (15.8 m) wingspan

Power System: Chemical Drive

M.D.C. by Location:

Wings (2)*: 300 each

Sublight Engines (2)**: 400

Main Body***: 600 for the J44e and 800 for the J44e/J44LE

Light Laser Turret: 200

* Depleting the M.D.C. of the wings will cause the craft to crash.

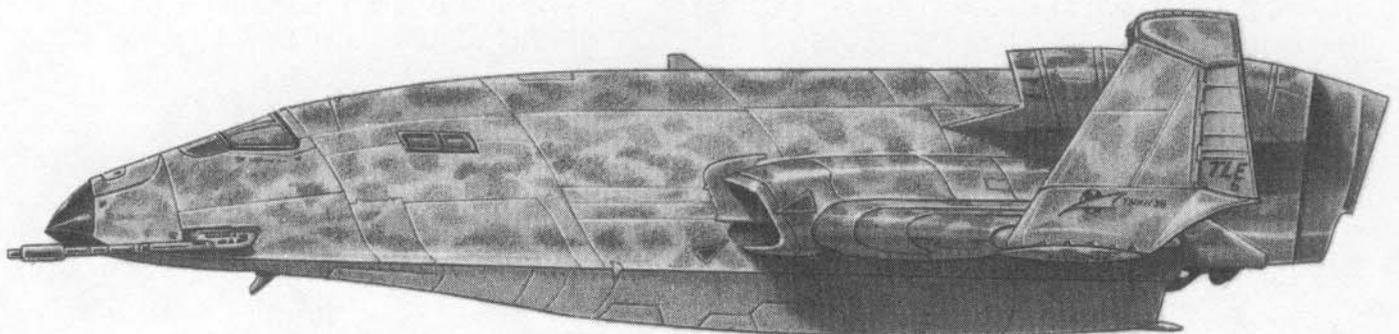
** Depleting the M.D.C. of the Sublight Engines will cause the craft to crash in an atmosphere and float through space.

*** Depleting the M.D.C. of the Main Body of the craft will destroy it.

Cost: The J44e is 100,000 cr, the J44E is 175,000 cr, and the J44LE is priced at 235,000 to 320,000 cr depending on the options requested by the buyer.

Weapon System:

- 1. Light Laser Turret:** This light turret is placed into the front section of the Firefly to give it some form of defense against attacking spacecraft. Because of the defensive nature of the weapon system Nissaru didn't feel the need to place an internal energy supply inside the craft.
Primary Purpose: Defense
Mega-Damage: 6D6 M.D.
Rate of Fire: Equal to the pilots number of the hand-to-hand attacks per melee.
Maximum Effective Range: 6000 ft. (1830 m); triple in space: 18,000 ft. (5500 m)
Payload: 30 shots before it must be recharged by an external power source.





The Hunt Begins

SECTION I: BOUNTY COLLECTION

Typical Bounties

Although the ATPDS posts a vast majority of bounties, other governments, corporations or individuals commission captures as well. To attract the most competent bounty hunters away from regular ATPDS work, these other sources generally offer much higher rewards. Not all have the resources for such extravagant bounties, however—some rewards posted are so small that a hunter would have to have a personal motive to take on the case.

When an Exile government or private corporation posts an enormous bounty, the job can be swarmed with freelance hunters (the Bloodhood will only assign a single team to any mission). It seems amazing that these bounties are brought at all, for unscrupulous hunters sabotage their competitors; even Bloodhood teams have started brawls to remove “rabble” from the chase. The capture of the last ATPDS Number One Most Wanted was delayed by such a barfight—which ended the careers of two Bloodhood members—before the Cannibal Moira Alexander finally brought her to justice.

The list following represents the average bounty posted by the ATPDS for specific crimes. These bounties are standardized; an outstanding crime will warrant a higher reward, and the nature of the person or property victimized will influence the price posted. The current ATPDS policy is to seize the assets of any criminal after conviction and use this to replace monies spent in their capture. Consequently, many of the bounties posted below also represent the fine for the crime. Keep in mind, a bounty hunter caught acting with out permission in ATPDS space may find himself levied with such fines.

THEFT:

Varies; from 500 Cr for a stolen weapon to 100, 000 Cr for recovery of stolen technology.

SHIP RECOVERED FOR INVESTORS:

recovery of in-system transport, small	7,000 Cr
recovery of in-system transport, large	13,000 Cr
recovery of in-system tanker	21,000 Cr
recovery of inter-sytem transport, small	23,500 Cr
recovery of inter-system transport, large	36,000 Cr
recovery of inter-system tanker	47,000 Cr
capture of pirate crew member	2,000 Cr
capture of pirate crew captain	3,000 Cr
recovery of cultural/archaeological artifact	2,000 Cr

VIOLENT CRIMES:

damage or destruction of ATPDS property	1,500 Cr
damage or destruction of private property	1,000 Cr
capture of assailant, battery	1,000 Cr
capture of assailant, assault with deadly weapon	2,000 Cr
capture of murderer	10,000 Cr
capture of assassin	100,000 Cr
capture of slaver	30,000 Cr
capture of Wrecker crew member	10,000 Cr
capture of Wrecker ship captain	40,000 Cr
capture of Wrecker fleet commander	100,000 Cr

BOUNTIES ON MANHUNTERS:*

Mark I, recovered intact and functional	200,000 Cr
Mark II, recovered intact and functional	200,000 Cr
Mark III, recovered intact and functional	350,000 Cr
Mark IV, recovered intact and functional	500,000 Cr
information leading to the destruction of a Manhunter colony	1,000,000 Cr

PROHIBITED TRADE:**

trader of embargoed technology	15,000 Cr
narcotics manufacturer	25,000 Cr
narcotics transporter	5,000 Cr
narcotics dealer	10,000 Cr
prohibited cybernetic implantation	25,000 Cr
prohibited genetic engineering	30,000 Cr
unauthorized contact with prohibited worlds	40,000 Cr
sale or transport of prohibited genetically engineered life	20,000 Cr

WEAPONRY:

illegal possession of ATPDS military weaponry***	10,000 Cr
illegal transport or sale of ATPDS military weaponry***	20,000 Cr

possession of weaponry prohibited by ATPDS law***	7,000 Cr
illegal transport or sale of weaponry prohibited by ATPDS law***	8,500 Cr

CRIMES REGARDING SIMULATED HUMANS

collaboration with simulated humans	10,000 Cr
information leading to the capture of a simulated human	5,000 Cr
recovery of simulated human	10,000 Cr
recovery of a PATCH organization leader	50,000 Cr
unauthorized production of simulated humans	30,000 Cr
termination of a simulated human	500 Cr

CYBERNETIC CRIMES:

credit fraud	10,000 Cr
unauthorized access to private secured files	12,500 Cr
unauthorized access to ATPDS secured files	20,000 Cr
illegal manipulation of cybernet data	15,000 Cr
creation of digital virus	15,000 Cr
release of digital virus	50,000 Cr

OTHER VIOLATIONS:

return of escaped criminal, ATPDS	7,500 Cr
return of escaped criminal, other government with extradition treaty	3,500 Cr
return of fugitive from justice, ATPDS	9,000 Cr
return of fugitive from justice, other government with extradition treaty	4,500 Cr
unauthorized colonization	45,000 Cr
unauthorized development of planetary resource	100,000 Cr
unauthorized use of ATPDS shipping lanes	2,500 Cr
unauthorized entry into ATPDS space***	2,000 Cr
refusing aid to an ATPDS officer in pursuit of justice	3,000 Cr

*The penalty for collaborating with Manhunters is death.

**The penalty for illegal trade with Manhunters is death.

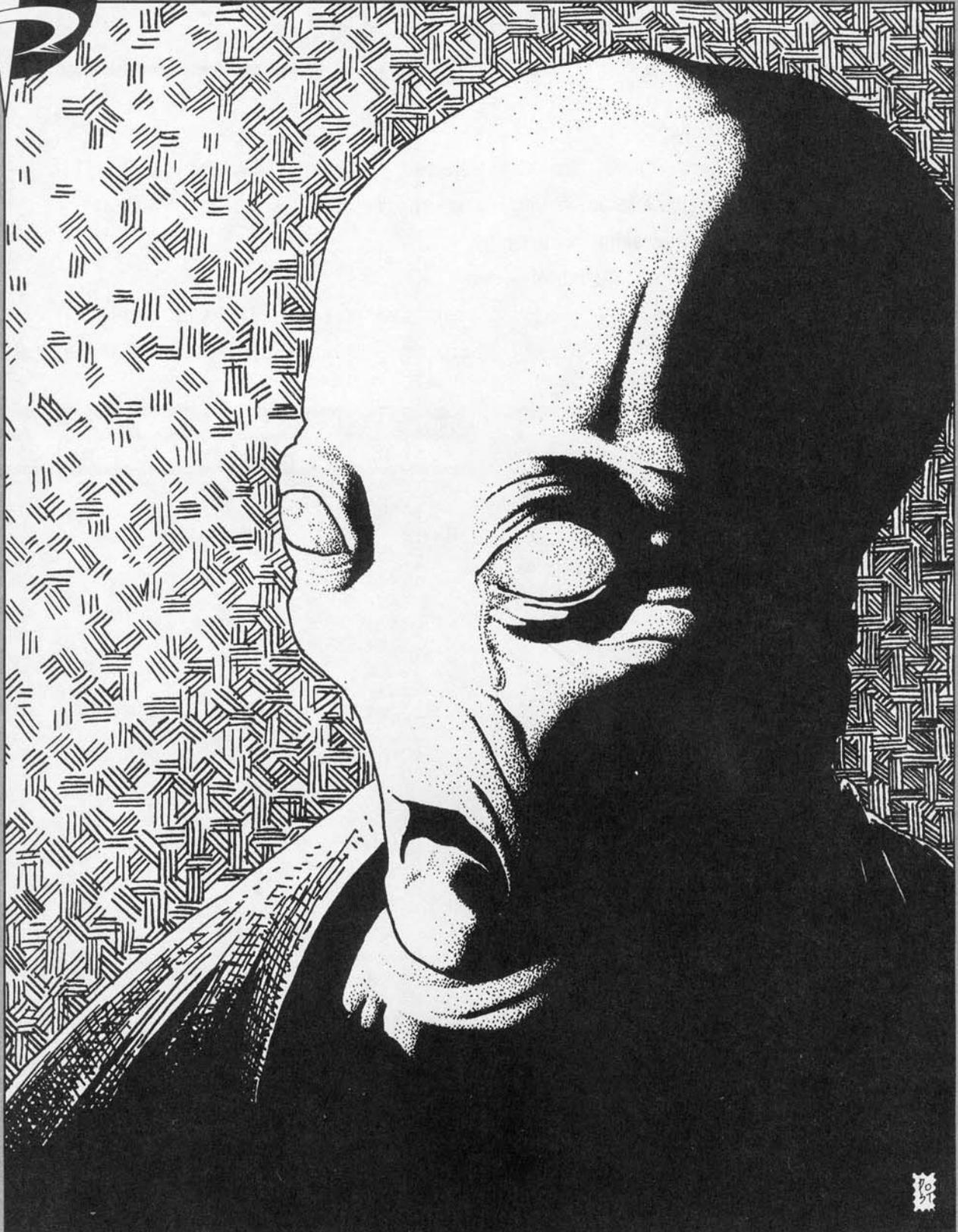
***For each piece of weaponry confiscated a fine will be assessed. This fine will not influence the bounty.

****The penalty for unauthorized entry into Manhunter space is life imprisonment.





WANTED



500000 CR

APPREHENSION COMMISSIONED

Olaal Kin

NO. 1 WANTED



Name: Olaal Kin

Race: Aglian **Sex:** Male **Height:** 7'0" (2.1 m) **Weight:** 230 lbs. (115 kg)

Known Aliases: James Townsend, Fred Smith, Klaan Lan, Alwal Kin

Distinguishing Features: none

Last Seen: Conudyne Corporate Offices, Biraktes

Wanted For: One count premeditated murder; 3216 counts sentient slaughter; one count creation of digital virus, one count release of digital virus.

BIO

Olaal Kin was considered the most promising scientist of this era. He was the youngest Aglian to achieve a Master of Sciences standing at the Kilpos Center for Cybernetic Studies. Hired by Conudyne Corporation immediately upon his degree from KCCS, Kin was assigned to Conudyne's most sensitive projects from the start. His work in the areas of personality programming made him an invaluable member of the development staff.

When Kin and his small group successfully generated the first stable, artificially intelligent starship computer, Conudyne promoted Kin to research coordinator for his group. Considered rather eccentric by his peers for his interest in business, Kin had greater goals for himself. He petitioned to become a member of the Executive Board.

Consisting of the seven founding members, the Executive Board sent a cursory dismissal of his petition, accompanied by the short explanation, "We prefer seven." Incensed by their rebuff, Kin determined to gain the position at any cost.

Fourteen months later, an "accident" with a Conudyne Personal Assistant model robot resulted in the death of one of the original Executive Board members. Along with the sympathy messages received by the remaining founders was Kin's request to "Serve as seventh." Once the robot was subdued, careful examination of its programming revealed the presence of the virus. Members of the examination team, familiar with Kin's programming "signature," confirmed the suspicion of murder. Discovered, Olaal Kin fled, but the damage was irreversible. By examining his virus on the facility's primary computer, the program had been transferred to over a thousand units. Olaal Kin is the first (and only) Aglian ever convicted of premeditated murder.

Apprehension Commission by ATPDS:

500,000 credits payable upon receipt, **live body only.**

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
28	16	14	8	9	10	16	21

Olaal Kin, Aglian Male

Level: 8

Alignment: Aberrant

Hit Points: 42

S.D.C.: 65

Combat Skills: W.P. Energy Pistol

Bonuses: +14% to all new skills

Other Skills:

Literacy: Aglian 98%

Literacy: Terran 84%

Computer Operations: 94%

Computer Programming: 89%

Mathematics: Advanced: 98%

Chemistry: 84%

Biology: 84%

Botany: 84%

Read Sensory Equipment: 84%

Electrical Engineer: 84%

Computer Repair: 79%

Basic Electronics: 84%

Robot Electronics: 84%

Weapons Engineer: 79%

Mechanical Engineer: 79%

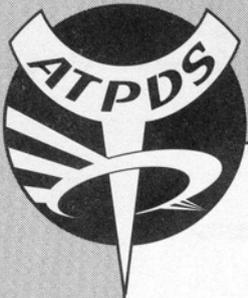
Forgery: 74%

Medical Doctor: 98%

Pathology: 94%

GM Notes: Kin is a gifted and intelligent individual. Catching him will be no mean task. Considered the smartest programmer of the most intelligent race in ATPDS, Kin is more than capable of creating any identity for himself within a few minutes. With the funds he earned in his years at Conudyne, his hideouts will be technical fortresses, virtually impregnable. He will undoubtedly surround himself with the latest in high-tech surveillance and security systems. What he cannot purchase, he will create.





WANTED



4000000 CR

APPREHENSION COMMISSIONED

Alun Bik Hitrata

NO. 10 WANTED



Name: Captain Alun Bik Hitrata

Race: Gorushan **Sex:** Male **Height:** 6'3" (1.9m) **Weight:** 214 lbs. (97kg)

Known Aliases: none

Distinguishing Features: none

Last Seen: Botsen Starport, Bojeri

Wanted For: The massacre of four ATPDS colonies.

BIO

The records available on Captain Alun Bik Hitrata include security tapes left behind at the massacres. Undoubtedly the leader of the invading party, the tapes contain footage of him screaming out orders and brutally attacking any crew member who failed to obey instantly. Beatings and whippings were usual; on several occasions he murdered his own men.

The ATPDS wants Hitrata for the wholesale slaughter of no less than four ATPDS frontier colonies; Exile governments claim even more familiarity with Hitrata's raids. While this Marauder plagued Exile space for the past several years, the ATPDS has only recently become alarmed at the spread of the barbarism into civilized space. With little information on the Gorushan homeworld, the ATPDS has assigned numerous Intel officers to the collecting of data, but little material has been found.

A successful Gorushan raid leaves no survivors. Any sentient not subdued immediately for sale as a slave is murdered before the Gorushan leave. On the rare instances when Marauders have found themselves overmatched, they fight until death and voluntarily cease living if captured... a practice that has Intel officers in fits.

Hitrata has been observed on several red light stations, but never accompanied by less than a dozen men. ATPDS Intel has lost six operatives to him in the last eighteen months. Considered dangerous and volatile, he is nonetheless wanted alive, to further the investigation into his race.

Apprehension Commission by ATPDS:

200,000 credits payable upon receipt, **live body.**

50,000 credits payable upon receipt, **corpse.**

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
16	13	4	27	21	21	3	19

Alun bik Hitrata, Gorushan Male

Level: 10

Alignment: Diabolic

Hit Points: 63

S.D.C.: 108

Combat Skills: H-H Assassin.

Bonuses: 7 attacks per melee, +9 parry/dodge, +5 strike, +6 roll with puch/fall, +16 damage, incapacitate/pin on 18-20, knockout on 17-20, Critical blow on 19-20, kick for 1d6 damage.

Other Skills:

Detect Ambust: 95%

Detect Concealment: 90%

Sniper

Demolitions: 98%

Streetwise: 75%

Concealment: 70%

Weapon Systems: 98%

Boarding Tactics: 85%

Pilot: All Space Vessels 75%

Climbing: 80%

Swimming: 98%

Prowl: 80%

GM Notes: Any party taking on these guys should be large and well-armed. Gorushan raiding parties typically include about 20 individuals, all having Heavy Weapons at 65% and Blasters at 55%.





WANTED



4000000 CR

APPREHENSION COMMISSIONED

Terrence Aleman

NO. 3 WANTED



Name: Terrence Aleman
Race: Terran **Sex:** Male **Height:** 5'10" (1.75 m) **Weight:** 170 lbs.(85kg)
Known Aliases: Diego Lambert, Friedrich Alvarez
Distinguishing Features: none
Last Seen: Gallus Starport
Wanted For: Possession, distribution and sale of controlled substances; interference with ATPDS colonial government; illegal entry into ATPDS space.

BIO

Orphaned at the age of nine, Terrence Aleman's childhood ended the day he found his father dead from an overdose of narcotics. His (then unknown) father's supplier, John Dass, employed the boy as a runner for his ring.

His popularity increased at school with his newfound income. It was not long before he saw his peers as a market waiting to open. By the tender age of twelve, Terrence had been arrested for possession with intent to sell three times. Dass bailed him out on all three occasions.

Terrence's friendship with John developed over time, and he became an officer in Dass' group. When Terrence finally discovered that Dass had supplied the lethal dose to his father, he had already earned a great deal of respect within the organization. He was the natural choice to replace Dass when the man's hovercraft suspiciously exploded, destroying half a city block.

An arrangement with the politician Stan Fritzberg removed his competitors. With the assistance of the local constabulary, Terrence fingered every dealer he knew in the city. Law officers and his deputized thugs raided hideouts and arrested over seven hundred ring members. Fritzberg's success at removing the drug rings won him the Regional Government Manager election. The remaining users could only get their narcotics from Terrence Aleman.

At large, the populace of Nova Earth considers Fritzberg and Aleman both heroes; the quality of life has greatly improved in the inner cities. Aleman is legally a government agent on his home planet. Any attempt to extract him from New Florida will be met with government and popular resistance; however, Terrence frequently travels offworld. A multi-millionaire at the age of twenty-six, Terrence has turned his resources to even grander schemes.

Apprehension Commission by ATPDS:
400,000 credits payable upon receipt, **live body only.**

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
22	14	18	27	21	21	16	30

Terrance Aleman, Terran Male

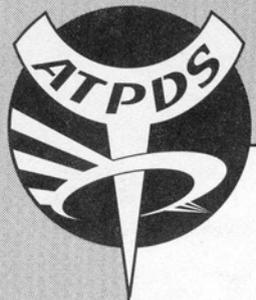
Level: 7 **Alignment:** Miscreant
Hit Points: 49 **S.D.C.:** 89
Combat Skills: H-H expert, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy, W.P. Submachinegun.
Bonuses: +6 parry/dodge, +2 strike, +5 roll with punch/fall, +12 damage, 4 attacks per melee, incapacitate/pin or Critical strike on unmodified 18-20, kick for 1d6, paired weapons.
Other Skills:

Detect Ambust: 70%
 Detect Concealment: 65%
 Forgery: 55%
 Intelligence: 60%
 Demolitions: 81%
 Prowl: 60%
 Streewise: 48%
 Concealment: 48%
 Chemsitry: 65%
 Gymnastics

GM Notes: Aleman's offworld business interests require him to travel frequently, providing the best opportunity for his apprehension. Contacts with associates take him well into the heart of ATPDS space.

He employs his freighter *Deathbringer* to transport both himself and his merchandise. The ship maneuvers amazingly well for its class. Each of his four crew members is considered a master in ship-to-ship combat, medium blades, and bargaining. His two personal guards, Harold Jagodin (male Ular) and Amal Fawaz (female Chiropti), use heavy blades and blasters with equally superior skill. Well armed and armored, *Deathbringer* also sports the latest in stealth capabilities. While slow to boot, the process renders the ship undetectable to all known scanning devices.





WANTED



3500000 CR

APPREHENSION COMMISSIONED

it Shin tie Peil

NO. 4 WANTED



Name: it Shin tie Peil

Race: Shigat **Sex:** Breeder **Height:** 8'2" (2.5 m) **Weight:** 330 lbs. (150kg)

Known Aliases: Shrilly Jones, Hitzig, Hit, Zig

Distinguishing Features: none

Last Seen: Botsen Starport, Bojeri

Wanted For: Natural production with intent to distribute a controlled substance; colonization of an unauthorized planet

BIO

A remarkable linguistic ability secured it Shin tie Peil's position as Terran liaison for the it Shin tie Shigat tribe. Neither a "first" nor "favored" daughter of the Queen, Peil's moderate success at negotiating colony and technology deals earned her a certain amount of deference within the hive. When her "erratic behavior" first appeared, she was allowed much more latitude than most females would warrant.

Shortly after the Durex V complex was completed, her personality began to subtly alter. Occasional use of the first person when speaking of herself (unheard of in Shigat hives) she attributed to human linguistic convention carrying over.

Closer investigation revealed that a known drug trader, Terrence Aleman, had negotiated the Durex 5 commercial complex by proxy. The complex produced Shigat food; Aleman had added psychotropic drugs to Peil's food, which subverted her connection to the hive mind. Unbalanced by the loss of the Queen's control, Peil would be susceptible to suggestion from other sources... like Terrence Aleman.

Expecting her to have little interest in his designs, he was surprised to find her more than amenable to the concepts of power and wealth. Her drive to become fully independent of "enslavement" to the hive surprised him enough that he related his full plan, to sell the Hitzig she secreted as a narcotic.

Typically used as an adhesive compound by the Shigat, ATPDS scientists only recently discovered hitzig's heavily addictive, narcotic traits. With Aleman's assistance Peil has obtained a male and begun her own Shigat hive on a planet in Exile space. With her colony as the production facility and Aleman's contacts for distribution, the *Juicemen* have become that largest drug cartel in ATPDS space.

Apprehension Commission by ATPDS:

350,000 credits payable upon receipt, **live body.**

50,000 credits payable upon receipt, **corpse.**

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
13	15	8	25	24	30	6	17

it Shin tie Peil, Shigat Breeder

Level: 7

Alignment: Aberrant

Hit Points: 54

S.D.C.: 114

Combat Skills: All Energy W.P., H-H Expert

Bonuses: 4 attacks per melee, +10 damage, +10 parry/dodge, +6 strike, Critical blow on 18-20

Other Skills:

Literacy: Shigat 98%

Pathology: 75%

Literacy: Terran 76%

Prowl: 60%

Detect Ambush: 65%

Climbing: 65%

Detect Concealment: 60%

Concealment: 48%

Escape Artist: 65%

Streetwise: 48%

Tracking: 60%

Identify Plants/Fruits: 75%

Wilderness Survival: 65%

Land Navigation: 65%

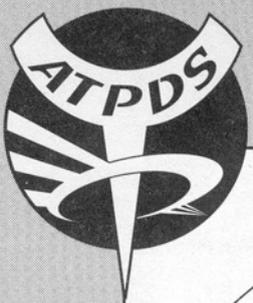
First Aid: 80%

Preserve Food: 60%

GM Notes: Access to it Shin tie Peil is severely limited; as queen of her own hive she rarely leaves the colony she rules. Although Terrence Aleman travels frequently to the colony to conduct his business, the exact location of the planet remains a mystery. Should your players succeed in infiltrating the colony (no mean feat) they will find Peil guarded by a group of no less than six Shigat warriors. Peil maintains these highly trained fighters in a state of suspended aggression through the controlled release of specific pheromones.

Only the final approval of a new hive site will draw her from her home, and she will certainly be accompanied by these guards.





WANTED



3500000 CR

APPREHENSION COMMISSIONED

hhyrts-Tseteesk

NO. 5 WANTED



Name: hhyrts-Tseteesk

Race: Chiropti **Sex:** Male **Height:** 5'7" (1.7 m) **Weight:** 180 lbs. (82 kg)

Known Aliases: The Killer

Distinguishing Features: scar down right cheek

Last Seen: Riopelle's World

Wanted For: Four convicted, two suspected counts assassination.

BIO

As a young clan prince, hhyrts-Tseteesk set out from Cheyitsk to patrol Imperial borders. When the Hundred Days' War began, a rogue officer, Colonel Groenwald, took the opportunity to capture his ship.

Groenwald's official report to the ATPDS stated he would perform experiments to "help ascertain the enemy's ability to withstand adverse environmental and emotional conditions."

In other words, torture.

Most ATPDS knowledge of Chiropti biology and psychology comes from these "tests." Groenwald's crew brought the young prince back from the brink of death many times before ATPDS police captured the rogue's ship.

After Tseteesk had healed—except for a distinctive scar down his right cheek—Tseteesk made his first assassination. He blamed his uncle, the ambassador hhyrts-Ult-nge, who had been instrumental in sealing the agreement with the ATPDS.

Hhyrts-Ult-nge, his mate and their two children died in a grounded-vehicle crash. To ensure public knowledge that this was no accident, Tseteesk left a bullet hole in each head.

Tseteesk's father, hhyrts-Beslisk, assumed the ambassadorship. He set a bounty on the unknown assassin's head and called him a traitor to the Chiropti Imperial Rule. When Tseteesk heard of this, he commissioned a flight to uncharted space. From there, he sent a message to his sire admitting responsibility for the killing and denouncing his clan heritage and princehood. His father, horrified at this betrayal and his son's fall from grace, committed suicide. Tseteesk's psychopathic paranoia grew when he learned.

He began killing in earnest, taking pleasure in the spillage of all colors of blood. A renegade assassin and latter-day serial killer, Tseteesk is one of the most feared men in the galaxy. Witnesses to assassinations bearing his signature—a sigil drawn in blood—say that the killer does not resemble the ATPDS official likeness of Tseteesk. Detectives believe he may have ties with the Consortium or other renegade mages.

Apprehension Commission by ATPDS:
350,000 credits, live body only.



I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
8	14	10	26	26	21	13	34

hhyrts-Tseteesk, Chiropti Male

Level: 10

Alignment: Diabolic

Hit Points: 62

S.D.C.: 95

Combat Skills: H-H Assassin, skilled with *all* modern weapons.

Bonuses: +12 parry/dodge, +8 strike, +15 damage, 7 attacks per melee, +5 roll with punch/fall, knock out on unmodified 17-20, Critical blow on 19-20, kick for 1D6 damage. +3 save vs. poison/magic

Other Skills:

Detect Ambust: 80%

Palming: 70%

Detect Concealment: 75%

Pick Locks: 80%

Disguise: 75%

Hunting

Sniper

Land Navigation: 76%

Tracking: 75%

Climbing: 80%

Wilderness Survival: 80%

Prowl: 75%

Demolitions: 90%

Swimming: 98%

GM Notes: hhyrts-Tseteesk does in fact have an amulet of facial shape change, taken from the body of a Consortium member he killed. The amulet allows its wearer to change his facial appearance by up to 50 percent. He must retain features of his ethnic origin. The amulet can store up to five "masks," using two in a day's time. If he wishes, he can create a new face with two hours of concentrated effort, but this depletes the amulet's power until the next sunrise. Any group seeking Tseteesk will encounter Consortium members looking for their murdered colleague's amulet. These magicians will kill magic-using party members if they believe that is the only way they can retrieve the amulet.

The Chiropti Secret Police will try to impede the progress of bounty hunters seeking Tseteesk, in the hopes of catching him first. They will kill him and any member of the party who tries to protect him.



WANTED



4000000 CR

APPREHENSION COMMISSIONED

CM3RECO433-28247H

NO. 6 WANTED



Name: Registered Robot CM3RECO433-28247H

Race: ConudyneM3 **Sex:** N/A **Height:** 7' (2.1m) **Weight:** 275 lbs. (125kg)

Known Aliases: Patrick Henry

Distinguishing Features: none

Last Seen: Kirantalos, Biraktes

Wanted For: Absent Without Leave; theft of restricted technology; theft of ATPDS property; tampering with restricted data

BIO

A modified Conudyne M-3, this unit was originally programmed by the military for use in hostage recovery. Designed for sensitive situations, 28247H was coded with several beta programs, including Negotiation VL84 and Charisma GT7. These programs are being tested in only a few other models.

The beta skills were added to its already existing combat programming and the equivalent of 90 MDC body armor, providing the unit an edge for any potential conflict. The laser embedded in the unit's right arm takes a full 10 seconds to recharge after firing, but the robot can attack with other weapons during that period. It attacks at a combat level of 25, and the laser does 3D6 of MDC.

A Conudyne press release concerning the rogue situation read, "We are certain the unit has not been infected by the recent release of Silicon Fever; 28247H was scanned and found clean during its last maintenance test. Before the "incident" all its systems checked positive on operations... the program engineers recorded one program running 'a little hot' but it remained well within safe operation parameters... engineers believe some outside entity tampered with 28247H's main circuit board, most likely in an attempt to pirate the prototype negotiating and charisma programs..."

Bounty will be paid upon receipt of its intact motherboard. If the motherboard is damaged, no reward will be issued—and those responsible might face criminal charges for the destruction of ATPDS property.

Apprehension Commission by ATPDS:

400,000 credits

payable upon receipt, **intact motherboard**

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
23			23	23		14	22

GM Notes: Reprogrammed by the Manhunter robots, unit 28247H has been removed to their base planet. The negotiation and charisma programs embedded in its code will enable a robot to lie. With these programs the Manhunters will be able to place spies throughout the sentient races. This robot is guarded at all times by no less than four. Manhunter robots.

Patrick Henry, Neural Intelligence Robot

Level: 8

Alignment: Scrupulous

MDC: 220

Combat Skills: H-H Expert

Bonuses: 3 attacks per melee, +8 damage, +7 parry/dodge, +6 Strike, +2 roll with punch/fall, kick for 1d6 MDC, critical strike on unmodified 18-20.

Other Skills:

General Skill Program:

Radio: Basic: 94%

Math: Basic: 98%

Pilot: Ground Vehicle: 94%

Land Navigation: 94%

Language: Terran, Aglian, Kirn, Ular, Gorushan: 94%

Weapon Proficiency Program: All energy WPs, WP Heavy, WP Submachinegun, WP Automatic Rifle, WP Knife

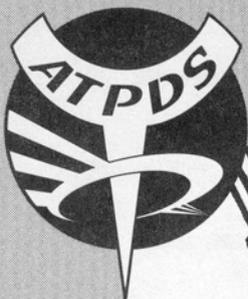
Pilot Skill Program: the following each at 94%: AntiGrav Suit, Scout Class Spacecraft, Cruiser Class Spacecraft, Explorer Class Spacecraft, Hovercraft, Jet Aircraft, Jet Fighter

Espionage: Spy Program: the following each at 80%: Intelligence, Tracking, Disguise, Escape Artist, Pick Locks, Photography, Radio: Scramblers, Basic Electronics

Espionage: Thief/Rogue Skill Program: the following each at 60%: Pick Pockets, Palming, Concealment, Prowl, Streetwise

Body Construction: humanoid frame, ten-year nuclear power, hoverjets located in lower legs, advanced audio system, modulating voice synthesizer, advanced robot optic system, eye laser, power punch, retractable finger blades.





WANTED



300000 CR

APPREHENSION COMMISSIONED

Grykh Khukol

NO. 7 WANTED



Name: Grykh Khukol

Race: Ular **Sex:** Male **Height:** 12' (3.7 m) **Weight:** 1450 lbs. (658 kg)

Known Aliases: Grykh the Merchant, The Merchant

Distinguishing Features: none

Last Seen: Gylk'ia, Kirn homeworld

Wanted For: Two counts murder; two counts piracy

BIO

Grykh Khukol's father, a merchant trader, bought a gross of Glak on the advice of a friend. The elder Khukol took out several loans, using all his possessions as collateral. The venture failed, and Grykh's father took his life. The family was left in poverty.

Grykh was twelve at the time. Devastated, he vowed to his mother that he would regain the family assets and more. At eighteen, he joined the Blue Ice Merchant group.

The young Ular found the shady reputation of the group appealing in a romantic, rebellious way. By the time he had risen to the highest rank—and set his mother and siblings up in grand style—he had lost his youthful idealism and realized that he was involved in a glorified gang. However, at this point there was too much at stake—including his life—for him to leave.

Corruption took over, and Khukol discovered an ability to bend the laws to his advantage. Eventually, he devised a plan to sell arms and technology to the Chiropti. Khukol personally met with the Chiropti representative. As he took the credit-chip, the guards he brought with him whipped out their ATPDS badges and read him his rights.

The Chiropti representative shot the two "guards" and fled. Khukol fired a few more rounds into the bodies to make sure they were dead, jumped into their ship and headed for the nearest Funzone, or legal red light district, where he ditched the ship and found solace in the arms of a Kirn prostitute.

With plenty of money, he shed his ties with the Blue Ice group by having his appearance altered and assuming an alias. Over the course of a three-day drunken binge, he met a Wrecker captain on the verge of retirement. He bought the captain out and embarked on a life of lawless freedom.

Apprehension Commission by ATPDS:
100,000 credits payable upon receipt, live body only.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
14	12	16	26	16	24	14	15

Grykh Khukol, Ular Male

Level: 7 **Alignment:** Miscreant

Hit Points: 66 **S.D.C.:** 82

Combat Skills: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy, W.P. Ghrahmulyah, H-H Expert.

Bonuses: +2 roll with puch/fall, +3 parry/dodge, +2 strike, 3 attacks per melee, +11 damage, kick for 1D6, Critical strike on unmodified 18-20.

Other Skills:

Mathematics: Basic: 98%

Literacy: Ular 98%

Literacy: Terran 98%

Literacy: Kirn 98%

Radio: Basic 98%

Radio: Deep Space 80%

Radio: Scrambler 80%

Computer Operations: 90%

Read Sensory Equipment: 85%

Weapon Systems: 85%

Stellar Navigation: 85%

Terrestrial Navigation: 74%

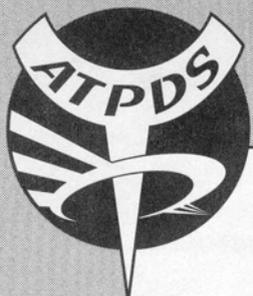
Pilot: All Space Vehicles 85%

Pilot: Jet Aircraft/Jet Fighter 75%

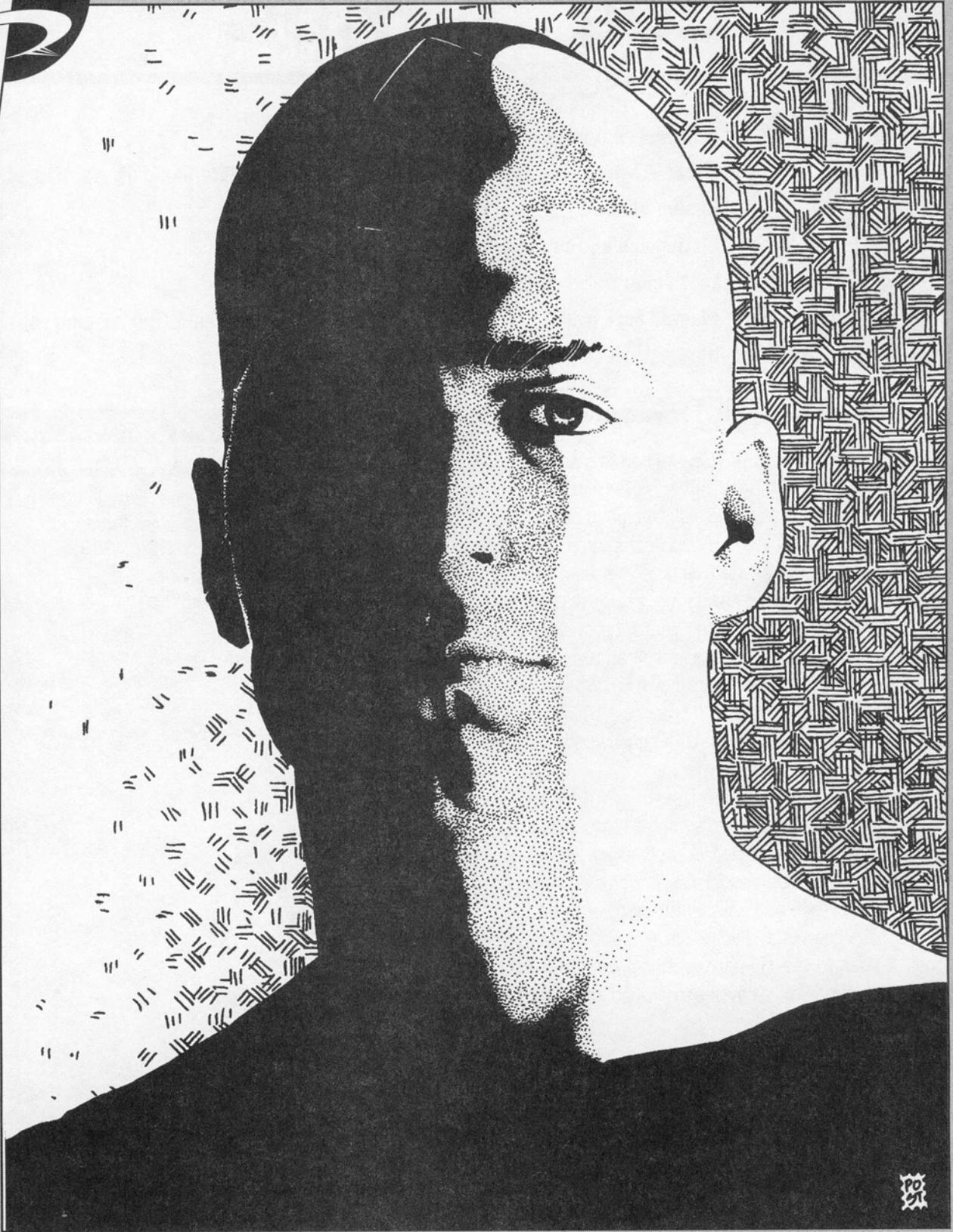
GM Notes: Grykh Khukol is now captain of the Wrecker ship *Stealth*. He traded his original *Blue Ice* to another wrecker captain and recruited a team of pirates. His crew is comprised of two Gunners (75%) and four borders who use heavy blades at 75%.

If a party can ascertain what part of space he is in, they could try to entice him into a trap with the right bait. Khukol is known to have a penchant for stealing from his former employers, the Blue Ice group. Khukol is also known to frequent red light spaceports.





WANTED

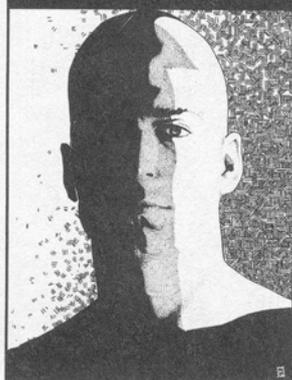


3000000 CR

APPREHENSION COMMISSIONED

Lee James

NO. 8 WANTED



Name: Lee James

Race: 20 year Sim **Sex:** Male **Height:** 5'8" (1.8m) **Weight:** 145 lbs. (66kg)

Known Aliases: Cuchulain Smith, Rolling Jerry

Distinguishing Features: None.

Last Seen: Gallus Starport

Wanted For: Twelve counts of terrorist activities and questioning relating to the deaths of three Integrity Force guards.

BIO

The most effective leader PATCH has had to date, James is a very rational and cunning individual with exceptional negotiation skills. He was originally designed as a public relations expert for the Gallus Corporation. After learning of PATCH during his seventh year of service, James quickly organized a resistance group within his community. Over the next three years, he served as a valuable informant for PATCH, as well as a successful operative. When finally discovered by the Corps security forces he arranged for a stolen transport to shuttle all thirty of the branch members to a nearby safe planet, escaping the Integrity Force manhunt.

James's influence grew quickly within PATCH's ranks, and he became a trusted member of the leader's cabinet. When an Integrity Force raid assassinated the former leader, the choice of James for promotion was obvious.

James realizes he is at the top of several hit lists and dresses accordingly. He always wears a suit of body armor similar to the Huntsman model from the **Rifts** rulebook. He typically carries a vibroblade and the equivalent of a C18 laser pistol.

Apprehension Commission by ATPDS:

300,000 credits payable upon receipt, **live body.**

300,000 credits payable upon receipt, **corpse.**

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
23	12	26	13	12	23	14	15

Lee James, twenty year Sim

Alignment: Scrupulous

Hit Points: 48

Age: 15 (Apparent Age: 33)

S.D.C.: 80

Level: 6 Political/Military specialist

Combat: H-H Expert, W.P. Knife, W.P. Automatic Pistol, W.P. Energy Pistol, W.P. Energy Rifle

Bonuses: 4 attacks per melee, +2 roll with punch/fall, +3 parry/dodge, +2 strike, critical blow on unmodified 18-20. +9% to all new skills, 88% chance to invoke trust/intimidation, +4 save vs. magic/poison.

Other Skills:

Literacy 98%

Basic Electronics 78%

Detect Ambush 78%

Disguise 78%

Intelligence 88%

Demolitions 67%

Hovercraft 67%

Navigation 65%

Read Sensory Equipment 65%

Computer Operations 88%

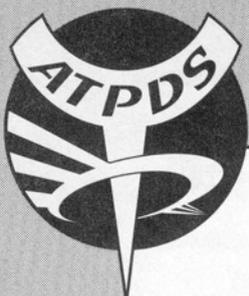
Computer Programming 78%

Pilot Starcraft 67%

Prowl 78%

GM Notes: Aware of the contract, James is extremely cautious. He rarely leaves the Sim homeworld. Bodyguards always surround him.





WANTED



2000000 CR

APPREHENSION COMMISSIONED

Parani Hezomoblia

NO. 9 WANTED



Name: Parani Hezomoblia

Race: Turzig **Sex:** Female **Height:** 5'11" (1.8 m) **Weight:** 210 lbs. (95 kg)

Known Aliases: Captain Joust

Distinguishing Features: None

Last Seen: Riopelle's World

Wanted For: Piracy, slavery and murder.

BIO

Parani Hezomoblia was little more than a child when her small tribe was captured by a Wrecker ship. Fread Blouker, a Wrecker captain notorious for his eccentricities, found himself impressed by the tribe's manner of battle. Their loyalty and almost telepathic unity in defense had nearly cost him his life. He was impressed enough to offer the tribe positions as crew members, rather than selling them into slavery.

When forced to decide, he noticed the Turzig engage in a kind of ritualized combat; when no member of the tribe stood to joust against the victor, the Turzig informed him of their decision to accept his offer. By treating the Turzig with respect and honor, he earned an invitation to become a member of their clan. In accepting their invitation, he instituted the Turzig joust as the primary means of decision-making on board the ship. Instead of willing his captaincy to a specific person, he announced that the crew should joust for the position after his death.

Years later, Fread Blouker took a bullet intended for an unsuspecting herd member. He became a Turzig fully. In the grand joust that followed, even those crew members who were not Turzig—or did not want to be captain—were made to perform the joust.

Parani Hezomoblia won the joust, becoming captain of the Wrecker ship. One of the most successful slavers in Exile space, she generally captures sentients from restricted worlds or outpost colonies, selling them to anyone with the credits. Remorseless, she cares not if her cargo will be used as labor or as sport; the money is necessary to support her clan.

Apprehension Commission by ATPDS:
200,000 credits payable upon receipt, live body only.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
15	14	12	20	18	22	13	18

Parani Hezomoblia, Turzig Female

Level: 6 **Alignment:** Miscreant

Hit Points: 46 **S.D.C.:** 68

Combat Skills: H-H Expert

Bonuses: 4 attacks per melee, +3 roll with punch/fall, +4 strike, +6 parry/dodge, +5 damage, Critical strike on unmodified 18-20, kick for 1D6.

Other Skills:

Mathematics: Basic 75%

Language: Turzig 98%

Language: Terran 98%

Language: Kirn 98%

Language: Gorushan 80%

Radio: Basic 75%

Radio: Deep Space 65%

Computer Operations: 85%

Climbing 65%

Boarding Tactics 85%

Concealment 52%

Pick Locks 60%

Detect Ambush 60%

GM Notes: The crew of the Jousting Matilda consists of 8 Turzig, 4 Terrans, 4 Chiropti and 2 Kirn. Experts at ship-to-ship combat, the skill level of each member is in the 75% range. They also have Medium Weapons at a skill level of 75%. Parani Hezomoblia rates 75% in Combat Ship Boarding. The Turzig group always fights as a unit, gaining the benefits (but none of the detriments) of those in the group. For example, they all fight at the combat level of the most skilled member, even if some are not as able as others. After years of raiding together, they even get the stats bonuses of the other group members; in other words, although Parani Hezomoblia has a strength of 12, in battle she gets a bonus from Trani Hezomoblia's incredible strength. On the other hand, if one member is separated from the others in a non-combat situation, they have only their natural skill and stat levels upon which to draw.





WANTED



Sandra Cracke / AUBAKER

2000000 CR

APPREHENSION COMMISSIONED

iktari-Kalivaw'nta

NO. 2 WANTED



Name: iktari-Kalivaw'nta

Race: Kirn **Sex:** Female **Height:** 5'6" (1.68 m) **Weight:** 128 lbs. (58 kg.)

Known Aliases: Koli (ancient Kirn war goddess)

Distinguishing Features: none

Last Seen: Motuv'Utaw, Kirn homeworld

Wanted For: Six counts political assassination, eight counts murder

BIO

An orphan of the Invasion of Motuv'Utaw, Koli's only memories of her parents are fond. She recalls her parents as well-off in Kirn society; frequently receiving important guests at their home. One evening when such notable guests visited, Koli remembers "the demons" bursting into the house and destroying her life.

The Ular invading party crashed through the boughs and destroyed every bit of life inside it — except one scared little girl hiding in the shadows. Only eight at the time, this little girl avoided capture and fled the grisly scene to Gylk'ia.

Founded to shelter the hordes of refugees left from the Ular invasion, Gylk'ia is believed to be the origination point of Gylk'tani, the mystic cult of the Apocalypse. Koli and other survivors' hatred of Ular became the founding drive of the Gylk'tani. These zealots believe that the Ular are the first of the Four Horsemen of the Apocalypse. The religion dictates that the only way into heaven is to rid the universe of the first horsemen (the Ular) to prevent the coming of the Apocalypse.

Members of the Gylk'tani are believed responsible for at least 35 counts political assassination, 128 counts assault and 72 counts destruction of property.

Koli has led a campaign of assassinations against prominent Ular, especially those from the Merchant Group ruling houses that spurred the invasion. She has also killed eight Kirn who favored reconciliation and cooperation with the Ular.

Apprehension Commission by ATPDS:

400,000 credits payable upon receipt, **live body.**

100,000 credits payable upon receipt, **corpse.**

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
16	12	17	16	26	18	21	22

iktari-Kalivaw'nta, Kirn Female

Level: 8

Alignment: Aberrant

Hit Points: 52

SDC: 62

Combat Skills: H-H Assassin, W.P. Energy Pistol, W.P. Energy Rifle

Bonuses: +9 parry/dodge, +8 strike, +3 roll with punch/fall, 6 attacks per melee, +4 damage, knockout/stun on unmodified 17-20. +2 save vs. poison/magic, 55% to charm/impress

Other Skills:

Detect Ambush: 70%

Detect Concealment: 65%

Escape Artist: 70%

Pick Locks: 70%

Pick Pockets: 65%

Sniper

Streetwise: 52%

Concealment: 52%

Wilderness Survival: 70%

Prowl: 70%

Gymnastics

GM Notes: Koli's sole purpose is vengeance on the Ular. Any situation where Ular are present, she will pick a target and attack with the most lethal weapons she can find.



True Earth

A GUIDE TO THE HUSK OF THE HUMAN HOMEWORLD

Historians insist that the homeworld of the human race was not always a slum, but few to see the planet now would believe it. In the early centuries of space colonization, Earth seemed destined for a brighter future. As industry took control of larger portions of the population, opportunities for less damaging development presented themselves.

Greed, indifference and bad luck undermined the shift toward a healthier world. Attempts to relocate polluting industries offworld met with public approval, but the costs involved were prohibitive. Poorer nations invited the destruction of their wildlife, water and air in exchange for quick money. In more wealthy areas the populace clutched what remained of their standard of living, thinking money would save them from the encroaching filth.

When the industries would not leave the planet, the population determined to leave them. Thousands migrated into Sol system colonies, but only the well-trained; general laborers had no place in those communities. Even the tragic solution of the sleeper ships, with their death sentence for millions, couldn't stop the downward spiral for True Earth.

The designation of "True Earth" became necessary when several successful colonies named themselves after the homeworld. "New Earth," "Earth Prime," "Earth II" and countless variations on that theme seemed a popular trend in colony titles. Over the years True Earth's significance faded. The population shift offworld, the economic success of Sol system colonies and the removal of the Global Congress to an orbiting station assured the marginalization of True Earth. The best, brightest and most industrious humans born on the homeworld left to make their fortunes in space; still, this "brain drain" barely dented the ever-growing population of the planet. Governments developed automated systems to manage the planet's overwhelming populace. They restricted settlement to enormous cities, which crawled up polluted coasts



and riverbanks. These megapolises fell under the control of individual corporations. The over-cultivated lands between cities stretched into global deserts. The remaining fertile lands were restricted, and building-sized machines now patrol them, armed to destroy any human trespassers.

The final blow to True Earth came with the settlement of Terra in the Lux system. The Aglianterraformed planet usurped the position as "homeworld" of the human race. The birthworld was left to prosper or fail on its own. There was no doubt that the time of True Earth had passed when all of its finest art and architectural treasures were removed to Terra. From the Terran viewpoint, the human race's greatest material achievements were taken to a better place, for their own protection and the enjoyment of those who could appreciate them. The Earthers watched helplessly as the last few things worth caring about on the planet were looted by the rich and powerful.

Removal of the great buildings and monuments of True Earth affected the world in ways no one could have anticipated. Even the practitioners of ages-old Earth magic, with abilities to sense unseen forces, did not predict what followed the rape of Earth's heritage.

For centuries these gifted humans had tapped into the Earth's magic energies, identifying areas where this power seemed concentrated. Scattered across the planet, some locations contained great force, while others provided only minimal power. Ancient human

builders had capped these fountains of energy to harness that power. It seems no coincidence, then, that the sites of great buildings, temples and monuments were considered sacred spots. As grander structures were built atop the old, the purpose and understanding of the magic energy contained by them was forgotten. In stealing these buildings and monuments, the Terran Removal unleashed magic forces that for centuries had been controlled.

In the following years magic use grew easier on Earth—as it had been in ancient times. Sacred sites blasted their unrestrained energy for the first time in millennia. At some of these places, the wild forces ripped through the fabric of the universe. Rifts into neighboring dimensions appeared within megapolises, near agricomplexes and throughout the great wastes. The Megaverse opened itself to adventurers and demons alike.

Earth itself was not the only world to suffer from overdevelopment. Abandoned husks of planets and moons litter the Sol system, picked clean of their most valuable resources. With the homeworld bursting at its seams, Earth scraped nickel and iron from these planetoids to create its sleeper ships, and the later sublight vessels. Mars became a dead world again after the failed attempt to terraform it for colonization. Centuries of uncontrolled development left Luna tunneled and scarred. Although the ATPDS keeps early warning probes and sensors in the system, it has little interest in Sol itself.

When the Global Congress withdrew to Terra, they left their orbiting station behind. Converted into a trade dock, most contact with True Earth comes through this enormous port. With True Earth considered a backwater planet, however, trade is minimal. Whole sections of the station stand empty, most without power or atmosphere. Squatters have set up residence in some of the unclaimed tunnels. Travelers venturing into these passages frequently return without their possessions, or fail to return at all.

The decrepit station hangs over a world with only a few dozen operating spaceports. While some legal trade still exists, most of the customers deal in goods of questionable origin—and even shadier business.

True Earth still houses thirty-seven billion humans, most of whom live in the squalor of the megapolises. Several of these self-contained cities litter North America. Atlantia, on the eastern coast of the continent, extends from what was Boston in the north to Richmond in the south. It pushes the foothills of the Appalachian mountains. Scrub desert covers the once-fertile coastal plain of the Carolinas. Northwest of Atlantia, Lakes City absorbed Chicago,

Detroit and Pittsburgh, clutching the poisoned shore of the “Grease” Lakes. Dallas, New Orleans, Atlanta and Memphis make up the Quadcity megapolis.

With the exception of the Denver Free State, everything westward is either unlivable desert or off-limits and property of the agricultural authorities. Coastaformia stretches from Vancouver in the north, to Reno, San Francisco and down to the edge of the Southern California Desert at the ruins of Los Angeles.

Rifts appeared across North America; at Calgary in what had been Alberta, Canada; in Atlantia, where Salem, Massachusetts once stood; at the sites of the old Indian mounds in northern Quadcity; on the shore of Lake Michigan at Lakes City; in the Arapaho Valley north of the Denver Free State; at the St. Louis Archway and at the former site of the redwood forests in Coastaformia. To the far south, in the heart of the Great Sonora Desert is Mexicanama, from Mexico city through Guatemala City on to Panama City. There is great Rift activity at ancient temple sites throughout the megapolis.

The European peninsula is similarly divided between desert, agricultural authorities, and closed megapolises. The Channel Holdings,

Inc. extend from Manchester in the north to Paris in the south and Amsterdam in the east. The former channel, now built over, gives access to all parts, and the strongest Rift zone is at the former Stonehenge site. Baltia includes the former Hamburg, Berlin, Warsaw and Riga, with its strongest point of magic at Berlin. The uninhabited desert of the

Mediterranean borders a dead sea. Moscow, Kazan and Volgograd combined into Volgameg. The drained Pripet Marshes have the most common Rift occurrences. From Volgameg across the agricultural lands and deserts, only New Perseopolis, along the southern shores of the Caspian Sea, withstands the harsh environment.

On the subcontinent, the Bharat Conglomerate rules the tens of billions of people between Bombay, Delhi, and Calcutta. North, across the vacated Himalayas, lies the vast wasteland of the Greater Gobi desert and the Siberian agricultural holdings. Rift activity is relatively common in the Bharat Conglomerate. To the east is the largest of the megapolises, Cathay Coast, from Beijing in the north, across tunnels and bridges to Tokyo, south through Shanghai to Saigon. The greatest constant Rift site is where the Forbidden City once stood. To the south of Cathay Coast lie the desert islands, including Australia, home to a single megapolis from Melbourne to Brisbane, known as SouthMegCity.

South America holds three megapolises. Caribia on the north shore covers the former cities from



Maracaibo to Caracas, down to Manaus and Belem. South of Caribia lie the agricultural concerns of the Amazon Basin. Past that is the Atlatinia, from Rio in the north, to Sao Paulo, down to Buenos Aires. To the west of Atlatinia sprawls the Pampas Desert, up to the Andes, and to the smallest of the megapolises, from Lima to Valparaiso, known as Montanosa.

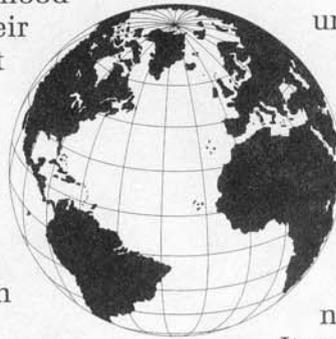
The Sahara extends from the Mediterranean south, covering the ruins of the Middle East and Egypt, and a Rift frequently exists where the Great

Pyramid once stood. The megapolis of Gold Coast starts at Abidjan and curves along the shore through Lagos to Kinshasa. Along the course of the former Niger river, Rift activity flares up frequently. To the east across the agricultural lands lies Victoria Valley, encompassing Kampala, Nairobi, and Dar-es-Salaam. Ironically, the Great Rift Valley earned its name—a valley of great Rift occurrences. To the south, like an island in the Great Namib desert, Port Afrika clings to the southern coast of the continent.

ORGANIZATIONS OF POWER ON TRUE EARTH

The Bloodhood

The Bloodhood alone seems to take interest in True Earth, perhaps because of all ATPDS planets, here at least it can keep its Guildhalls in the open. The bounty hunters' guild has made True Earth a base of operations for missions within the ATPDS. Tradition- and honor-bound groups, many Bloodhood Adherents (called Choirboys by their colleagues) feel that at least one offplanet organization should care that True Earth is the real human homeworld. In many areas of the megapolises, Bloodhood Choirboys have become the only reliable law enforcement available. Even the members of Earth's other powerful groups usually step out of the way when Bloodhood business crosses their path.



The Megalopolises

Run as corporations, the giant cities of True Earth are nations in their own right. Companies invariably put their own interests before those of the citizenry. Upper management consists of the wealthiest, most powerful individuals on earth. Few besides these elite have enough power to obtain exit visas, or money to afford off-world travel. Like the old nation-states, the mega-lopolises compete with each other, forming alliances with the enemies of their rivals. Popular opinion considers the Denver Free State the most livable of the supercities, and the Channel Holdings the worst.

The Agricultural Corporations

These companies hold the megapolises and their citizens hostage with the most important resource: food. The remaining fertile land was claimed by

either the megapolises or agricultural companies. Several bloody resource wars ended with cities walling themselves in, and food growers fortifying the walls from without. Enormous portions of continents are controlled by automated equipment, and patrolled by armed ships of the agricultural Escorts. With unlimited power to protect the food resources, the Escorts can and will destroy any unauthorized trespasser.

The Black Market

Known by thousands of different names, and run by millions of petty lords, the black market traders profit from the fact that True Earth been neglected on the fringes of human space. Items from offplanet, especially latest technologies, arrive at True Earth in erratic numbers and unpredictable times. The black market traders secure these items for their customers at high prices. All "civilized" management of the planet's spaceports and orbiting stations have fallen into the hands of those with the most firepower. Any offworlder needing standard, cheap items might find them unavailable on True Earth. Black marketeers also engage in the most dangerous—and profitable—business of exporting people. Since the average citizen will find it impossible to obtain a legitimate exit visa, many desperate people turn to the black market to escape.

The ATPDS Colonial Administration

The universe has not completely forgotten the decaying husk of True Earth. The ATPDS stations a Colonial Governor in a small orbiting satellite, as

well as consulates in each of the megapolises. Should the occasion arise, the ATPDS could quickly flex its muscles among the boards of directors of companies that run cities or agricultural areas.

Select Individuals

Alik Wainright

As Guild Master of True Earth for the Bloodhood, Wainright is the most powerful representative of an offworld power on that planet. Born in the slums of Channel Holdings, a Bloodhood bounty hunter working there spotted Wainright. Sponsored into the guild, he trained, led active duty for many years and finally returned to Tle-tlechka as an instructor. During those years he studied the Ryooshido Code, eventually acknowledged as leader of the Choirboys. Remembering his homeworld—chaotic, dangerous and without justice—he requested assignment to True Earth. His return to True Earth thirty-seven years ago built the Bloodhood presence to its current high-profile level.

Kate Wu

President and CEO of Coastaformia, Wu is the most aggressive of the cities' leaders. Unlike other corporation city managers, Wu's family has not had the position for centuries. Kate Wu was born on a transport ship and never set foot on a planet until in her teens. Captain of the ship, her uncle instructed her in its command. Like many born and raised on spaceships, she suffered from agoraphobia, a deep-seated fear of open spaces, when on a planet's surface. Finding the command of a ship too limiting, she researched and decided to go to True Earth and work her way up the corporate structure of one of the cities, which are as closed as any spaceship. Wu's cutthroat style has made her many enemies, but even more admirers among the managers she brought with her to the top.

Walter Flannery-Kozyrev

Head of the Siberian Agricultural Corporation, Flannery-Kozyrev controls the flow of food to more humans than any other single person in the universe. The ownership and control of True Earth's agriculture has become almost a dynasty. The present chief of SibAgCorp is the result of the marriage of two such dynasties, the Kozyrev family and its Kamchatka Foods, formerly headed by his father, Anatoliy Kozyrev, and East Siberia Wheat, once headed by his mother, Karolina Flannery. The marriage of these two united both powerful families and their corporate empires. Not only does Walter Flannery-Kozyrev have more money than any other

person on True Earth, but he likes to play food embargo games with the rulers of the megapolises in order to get what he wants. Disliked and feared, he has the largest private security force on the planet.

Fen-Lau Antonelli

Antonelli heads Cathay Coast's most notorious black market group. The city managers might rule Cathay by day, but Antonelli certainly runs its nights. If it's illegal, he has a piece of the profits. Chances are, if it's legal, he also owns part of it. Though other smugglers have occasional success at getting people past the authorities and off True Earth without an exit visa, Fen-Lau Antonelli's operatives alone will guarantee that the person will make it off planet safely. The exorbitant fee Antonelli charges are legendary. Families work and save for years to afford to send one member off True Earth; hoping, he or she will make a fortune elsewhere and return to buy the rest visas. Most smuggled emigrants sign onto transport ships, working decades to pay their passage to the coreworlds of the ATPDS. Although Antonelli makes a fortune breaking the rules, the authorities in Cathay Coast, as well as the ATPDS, leave him alone because they know the economy would probably collapse without him.

Governor Hilwandra Holsun

The Colonial Governor of True Earth is from one of the oldest and most respected families on Paradiz. She was a promising young officer in the School of Colonial Administration, and later distinguished herself in the ATPDS Diplomatic Corps. Unfortunately for her, she used her family connections to get her placed as chief assistant to the Aglian Sector Diplomat Poliinta Kuolkaa. Kuolkaa's bungling of the Ilzartu Accords led that settlement to break relations with the ATPDS. Holsun took the fall, and Kuolkaa was retired to Biraktes. Holsun's family was too respected to have her relieved of duty, so the ATPDS sent her to what is considered the worst posting of any Colonial Governor inside ATPDS space: True Earth. Not really corrupt, she is disgusted with the turn of events in her life, and has no illusions about being able to really administer the planet. As a result, she tries to ignore everything on True Earth, occasionally accepting dinner invitations from some city or agricultural managers. A good hard-luck story will cause her to intervene in a bad situation, but only if it is an ATPDS offworld citizen, and only if the story seems worse than her own.

Musyplo



ADVENTURES ON THE QULAKI HOMELAND

To reach Musyplo adventurers will first have to bypass the ATPDS patrols which have quarantined the Shpek system since the Blue Plague. Although many alternate routes to the planet exist, most of these take a ship perilously close to Manhunter territories. Once on the planet's surface, many adventures await the crew.

The high concentration of toxins in the Musyplo environment has seriously unbalanced the planet's energetic aura and ley lines. This has caused Rifts to open up at certain spots where toxicity coincides

with naturally high planetary energy. Through these Rifts have come many beings attracted to the poison-rich atmosphere. Evil feeds on evil, and there is plenty of it on Musyplo.

Most travelers to Musyplo come in search of the ancient high-tech artifacts left in the ruins of prehistoric cities. The Scavengers' Guild has a base of operations there and will protect its territories at all costs. If a party's goal is to find such artifacts, more than likely they will run into this group. They should be very cautious as well as well-armed.

Hunaki

Glorpulyo is the city most renowned for its ancient riches, and therefore the most dangerous for adventurers outside the Scavengers' Guild. Qulaki never go there; it is haunted by a demented female demon who appears in various forms, most commonly a beautiful humanoid with one hand in the form of a claw. Legend has it that Claw Woman, or Hunaki, as she is called, is a mutant of unknown origin who somehow became trapped between dimensions. She returns over and over to Glorpulyo. The Qulaki believe she is drawn by a magical device that can be used to open Rifts, and that she is trying to get back to her unknown homeworld. In fact, a recent posting on the Xinqa Tabloid told of a hidden fortress in one of the chambers of the vast chasm in



the city's heart. This fortress supposedly hides an AI technology capable of distorting the fabric of the spacetime continuum. So far, the Scavengers have been unable to find it. One can only speculate on its relation to the device Ghurrot and Mirkovich found.

Glorpulyo is the permanent headquarters for the Scavengers' Guild, and they stake it out night and day to apprehend any potential competition. Since the Guild is composed mostly of wealthy offworlders and their lackeys, they do possess high-tech weapons. They often trade these weapons for treasures to small tribes and individuals in the cities. However, even the Scavengers fear the Klick Klick tribes, so they have had little voluntary contact or trade with them.

The Klick Klick tribes are barbarian Qulaki who live in the ruins of old cities and summarily kill and eat any intruders. They do not possess high-tech weapons, but are highly skilled with stone-tipped spears and the sharpened knives they make with salvaged metal.

Most Qulaki have never seen an offworlder, and will react with fear and violence to the appearance of a member of another race. Adventurers might be held captive in a small village or a cell in an industrial jail. If they go to one of the very few cosmopolitan areas—the Nupuqul Kingdom, for example—they might be subjected to nothing more than a few racial slurs.

Hunaki

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
22	22	8	21	19	24	8	15

Alignment: Abberant

Hit Points: 52

MDC: 80

Level of Experience: 7

Magic Knowledge: Mastery of all spells through level 7

Psionics: None

Combat Skill: H-H Expert

Attacks per melee: 4

Bonuses: +2 roll w/punch & fall, parry/dodge: +6 strike +5, damage +6, kick 1d6, Critical strike on an 18-20.

Other Skills: Unknown

Natural Abilities:

Claw: Hunaki's claw appears charged with energy enabling her to cut through all surfaces easily. When used as a weapon ignore armor and inflict 2d6 H.P. of Damage.
Cloak: Acts as M.D.C. armor that restores 1d10 points each round.

Note: Hunaki must concentrate to remain in any given dimension for extended periods. Stunned or knocked unconscious, she will automatically retreat to an extra-dimensional location to heal. If players defeat her, each minute they remain in the area gives a cumulative five percent chance of her returning completely healed.

Molefrogs

An enormous, burrowing mammal, the Molefrog eats roots and subterranean animals. Measuring up to twenty meters long and fifteen meters wide, they are Musyplo's largest animals, and some of the toughest. They are covered with huge calluses from scraping through the earth. Their skins are so tough that sharp weapons do only one-fourth damage and missile weapons only half damage.

The best implement with which to fight a Molefrog is a blunt weapon. Explosives do more damage, but with them comes a risk of collapsing the tunnel. Attacks are limited to the 20-foot diameter around the hole.

Like the Terran platypus, Molefrogs lay eggs. They collect metal objects to line their nests. Once, a Kirn adventurer found twelve advanced, ancient Qulaki weapons in the den of the beast she killed.

Because their nesting instincts draw Molefrogs to heated areas, they are frequently found near former radiation centers, generators and ancient subterranean research facilities. Built with lost technology, these laboratories are rarely without operative security systems.

Molefrog

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
1D4	1D4	1D4	6D6	3D6	6D6	1D4	2D6

Alignment: Abberant
MDC: 50

Hit Points: 60
Attacks per melee: 2

Bonuses: +14 damage

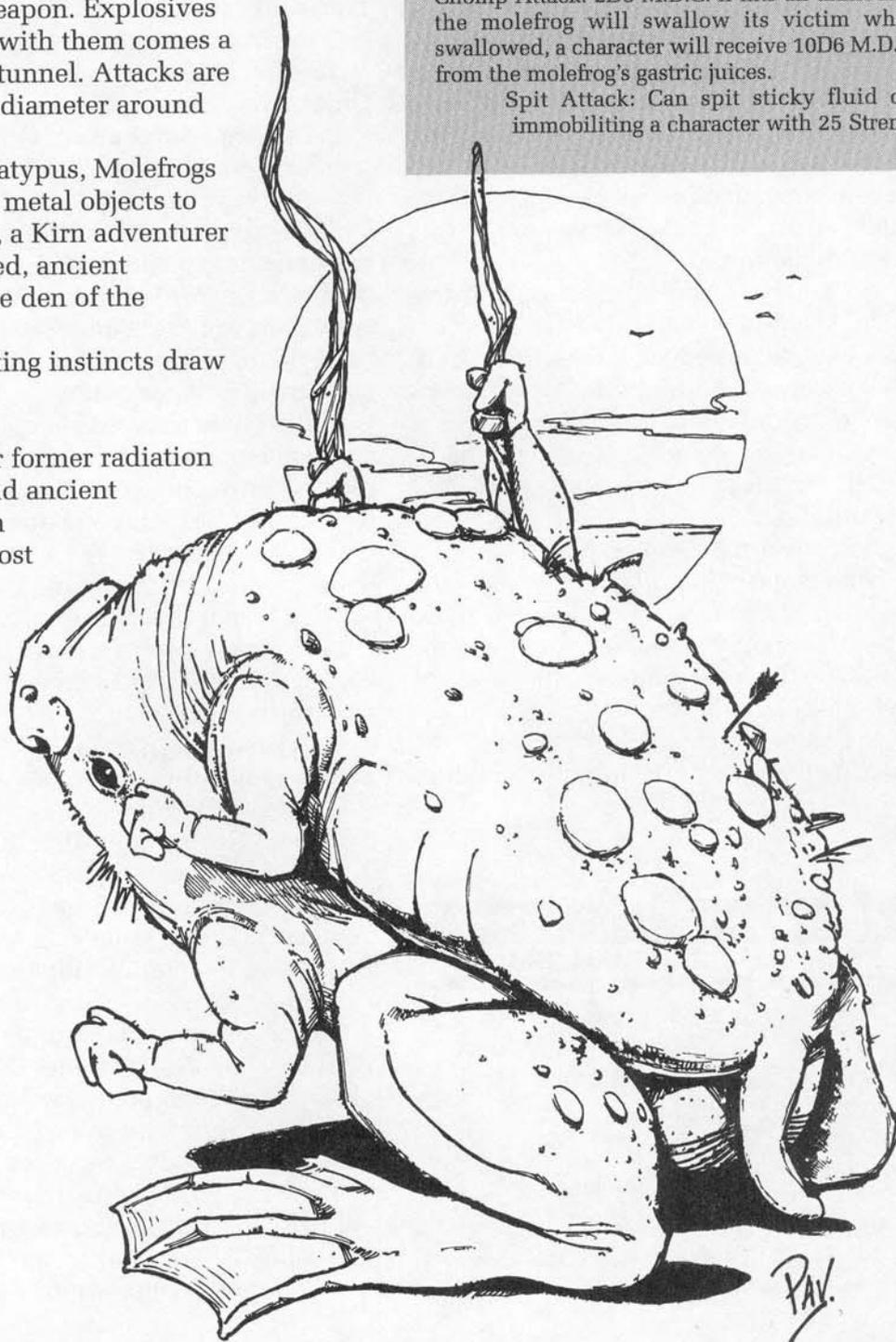
Other Skills: Unknown

Natural Abilities:

Tunneling: Spd 14

Chomp Attack: 2D6 M.D.C. If hits an unmodified 18-20, the molefrog will swallow its victim whole. Once swallowed, a character will receive 10D6 M.D.C. damage from the molefrog's gastric juices.

Spit Attack: Can spit sticky fluid capable of immobilizing a character with 25 Strength.



Moraddis

Adventurers should not be taken in by the Moraddi's feral beauty. Like the Terran hawk, these predatory creatures have hypnotic eyes and a grace of flight that paralyzes their prey. This deceptive appearance has proved expedient for these terrible creatures. If a party on Musyplo sees a Moraddi, even at a distance, they are advised to take cover immediately.

Clans of these human-sized, scaled raptors have terrorized Qulaki for centuries. A nomadic species, the Moraddis relocate their central nest at least once each six years. With an ability to store nutrients for up to five months, these carnivores are rarely seen in their hunting flock. When a flock is spotted near a populated area, Qulaki will immediately abandon their homes and flee.

A Moraddi hunting flock consists of fifty to three hundred males, each weighing approximately a hundred and sixty pounds.

Witnesses who live to tell of their encounters with the dread Moraddis swear that their strong, curved beaks have snapped iron swords in half. Protracted talons measure nine to fourteen inches long, and the Moraddi use them to slice, grab and stab. With the Qulaki's limited population density, villages can seldom collect enough warriors to fight a Marrodi assault.

Elder Qulaki terrorize youngsters into good behavior with the threat of Moraddi attacks. Like the Kirn at Korima and the human Boogeyman, these beasts have become deeply rooted in legend. Stories tell that the oil secreted in the female's storage gland can restore youth to any species.

Though the tale might be derived from the Moraddi's life span of up to three hundred and fifty

years, many would-be heroes have tried to obtain the extract. The Moraddi hunt is a central theme to many Qulaki epics.

Don't wear jewelry on Musyplo. Moraddis are, like Terran ravens, quite taken with shiny things. Legend has it that they once tore a Kirn woman to death to get at a ring she wore.

Marsh Creeps

These silent, scaly creatures earned their name because they creep through the marshes of Musyplo on their bellies, exuding an odor that makes a typical Qulaki nauseous and a Terran unconscious. The Qulaki name for them is Olggorn, which means much the same thing.

Their reptilian bodies are covered by blue scales, usually caked with mud. Semi-sentient, they are infamous for making sneak attacks. When young, before their scent glands develop and their claws grow, they appear "cute" and are often kept as pets by high-status Qulaki—just as a rich Terran might keep an alligator as a pet.

Like other truly wild creatures, Marsh Creeps turn vicious upon reaching sexual maturity, when they go through a period of erratic behavior until they finally turn on their owners and attack them. Qulaki zoologists have determined that this is a hardwired, instinctive function; the only time the solitary Marsh Creep has contact with another of its kind is during mating season. Each mating season it takes a different mate, whom it regards as an enemy afterwards. This ensures that the gene pool remains open. Marsh Creeps are born, abandoned rather than weaned, and grow up alone.

If their owners do not have the heart to euthanize the Marsh Creeps after their vicious period begins, they simply release their former pets in the marsh-pits they came from. Those born in the wild are feral from day one, and quite dangerous. At an average of fifty feet long weighing four tons, they can easily kill a Terran or Kirn.

Marsh Creeps are found in the wetlands of Musyplo, usually far from cities. Because of their silence and the unpredictability of their attacks, an adventurer through the marshes of Musyplo must exercise extreme caution. They have long claws and are known to go straight for the heart. If you're lucky, you'll escape from an encounter with a Marsh Creep with a big, ugly scar and a propensity to look over your shoulder for the rest of your life.

Moraddi

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
2D4	2D6	2D6	3D6	4D6	3D6	2D6	4D6

Alignment: Aberrant
S.D.C.: 26
Magic Knowledge: None
W.P.: Knife, Sword, Blunt Weapons
Attacks per round: 3
Bonuses: +4 strike/parry/dodge
Other Skills: prowl 50%, climb 50%
Natural Abilities: Keen Sight, Night Vision, Talons 3D6 S.D.C., Beak 2D6 S.D.C., Flight at Sped 20



Marsh Creep

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
Animal	Animal	Animal	40	24	30	12	26

Alignment: Animal Predator, Anarchist

Disposition: A relentless predator, the Marsh Creep will fight to the death for food when hungry

Horror Factor: 14

Hit Points: Not Applicable

Size: 1D4 x 10 +20 feet long

Weight: 4 tons

M.D.C.: 6D6 x 10

Level of Experience: 10

P.P.E.: 4D6

Psionics: None

Magic: None. +3 save vs. Repel Animal spell

Natural Abilities: swim 30%, Night Vision 200' (61M)

Attacks per melee: 3

Combat: Animal. Bite 4D6 M.D., Body Slam/Ram 4D6 M.D., High Speed Ram 6D6 M.D. (counts as two attacks). Crush/Squeeze 5D6 M.D. per melee crush by coiling around its victim and constricting. 70% chance of pinning/incapacitating its prey and can still bite.

Bonuses: +6 to strike, +4 to dodge, +3 on initiative, +8 to save vs. poison/drugs, +8 to save vs. magic, +3 to save vs. psionics, +8 to save vs. horror factor. It's very difficult to mind control.

The Mulka

The Mulka announced their existence to the sentient races during the first years of the Aglio-Terran Alliance. After taking command of local and intersystem communications networks, they spent ten hours introducing themselves to the masses, regaling each civilization with their "glorious history."

They claimed to be the first intelligent race to evolve in the Milky Way. When they began exploring space they found no others. After millennia of expansion and colonization, their society grew stagnant and lost purpose.

Facing their civilization's collapse, the Mulka leaders sought a goal to motivate their race and curb their inexorable slide into extinction. As their society declined, they found their mission: to champion intelligent life. They would search for and nurture any race they deemed worthy.

When their initial attempts at guidance resulted in the destruction of seventeen fledgling races, the Mulka became watchers. They observed the races they thought had potential, interfering only in small ways when a race became self-destructive. For the last two billion years, the Mulka have scrutinized and recorded the rise and fall of intelligent life in the galaxy. After their broadcast, the Mulka presented each race with a gift, a tiny grey cube made of some unknown material. According to the Mulka, each cube contains a recording of all their observations of that race.

So far, no race has found a way to "read" their cube.

Although the true appearance of the Mulka remains unknown, they generally appear as a smaller version of whatever race they are contacting at the moment. Historians theorize that the tales of the "Wee Folk" that appear in the folklore of all known races are actually tales of Mulka visitation.

After announcing their existence and bestowing their dubious gifts, the Mulka have maintained limited contact with the other Manhunter societies. Though still refraining from direct interference, they have occasionally given recordings of their contacts with individuals to local media. Often mischievous, though never malicious, Mulka take perverse pleasure in appearing at secret meetings—the more secret, the better.

Their skill in predicting the actions of other beings nearby suggests telepathic ability. No known force can stop a Mulka. They are impervious to all weapons, including blasters, swords and explosives. No material can bind them; they appear when and where they wish. Magic directed against the Mulka always misfires—with amusing or appalling results.



While avoiding direct influence on any society, their obnoxious behavior has earned them much resentment. Every race has developed small but vocal anti-Mulka organizations. Mulka, of course, delight in appearing at their meetings. At Televex's last company picnic, management passed out "I Hate Mulka" t-shirts to their employees. The organization took a huge blow in losing control of their satellites to the Mulka. In recent years the Mulka have directed their concentration to the Qulaki, assuming that this most backward of the primitive races is the most likely candidate to accept their help. Adventurers on Musyplo have little to fear from the Mulka, though if they attack a Mulka without provocation they are likely to have vengeful Mulka pursuing them.

In addition to attack by sentients and mutants, adventurers on Musyplo should be aware of the pollution and bacteria that make up much of the world's hostile environment. In areas of heavy industry, non-Qulaki are advised to wear gas masks, as the air contains heavy concentrations of toxins. Travelers should never drink Musyplo's water; they will need their own supply of whatever beverage they normally drink.

Mulka

I.O.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	SPD
8D6	8D6	8D6	3D6	3D6	3D6	8D6	8D6

Alignment: Anarchist

M.D.C.: 200

Magic Knowledge: All spells. Limitless power points.

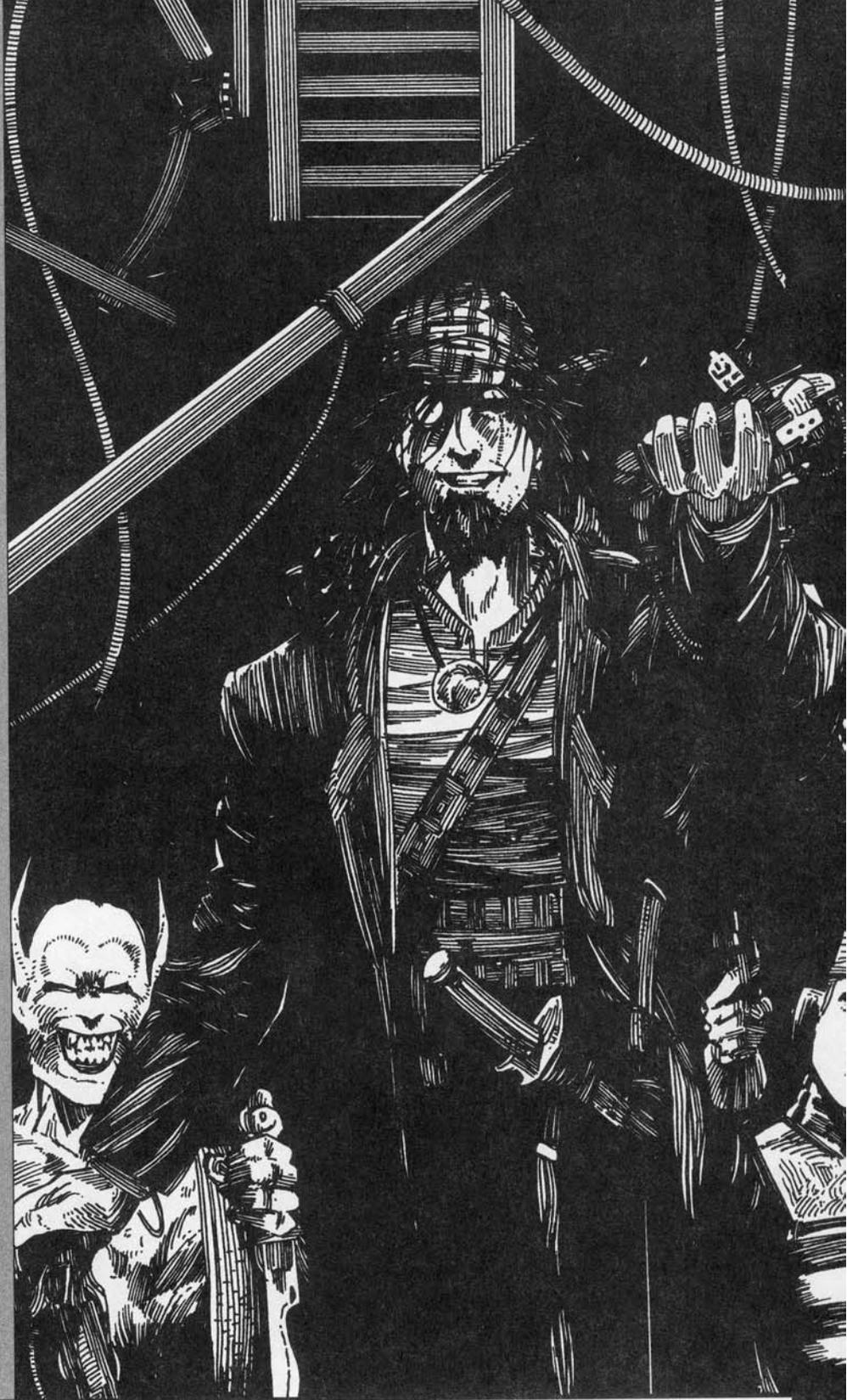
Psionics: All abilities. Limitless I.S.P.

Hit Points: 200

Attacks per melee: 3

Abilities: The Mulka are completely impervious to all manners of Magic, Psionic and Physical force. They have limitless abilities and are completely unpredictable. While nothing yet has been found to harm them, it is highly likely that *something* does exist. The various anti-Mulka organizations have chipped in to offer a 500,000 credit bounty to anyone bringing information of their weakness—and proof that it works, of course. The bounty has been untouched for the last ten years.

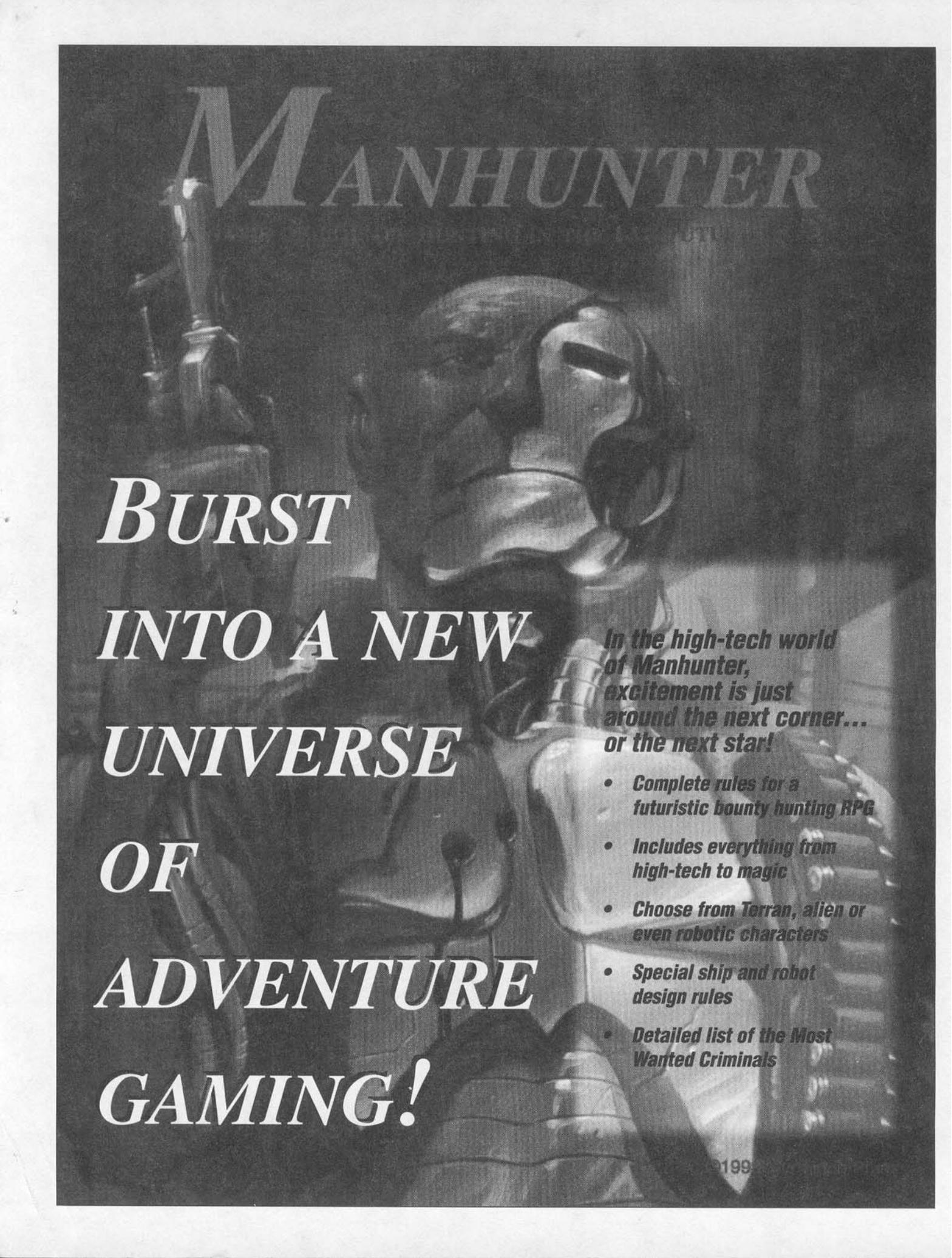
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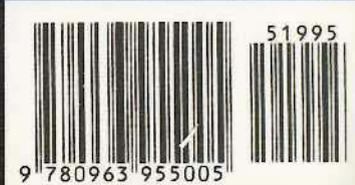


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