

SPACEMASTER: DATANET™

Issue #4

October 2006

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Introduction

Welcome to the fourth issue of *Spacemaster Datanet*. The purpose here is to expand and enhance your *Spacemaster* game, both by broadening the rules and by deepening the setting details, giving you a richer and more fulfilling game and game environment.

This time we explore many of the mechanical details that we've had to overlook so far in *Spacemaster*, including diseases, poison, and aging. We also explore the people of the ISC in greater depth and delve into more Black Market Tech. Finally, we have another legend of the ISC as a treat.

Enjoy.

WARNING! All Items in this PDF should be considered optional and completely unofficial.

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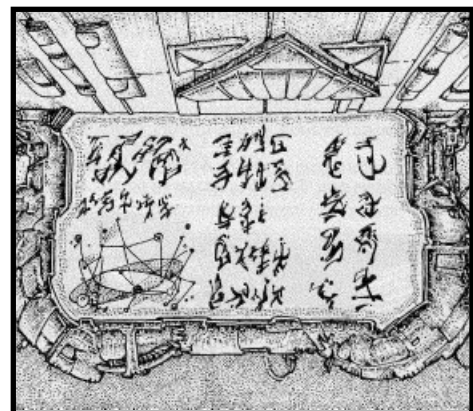
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1.0 THE CULTURE OF THE ISC

The ISC is driven by its citizens. The individual is considered the ultimate representative of the ISC, and the ISC is composed of more than a trillion individuals. Any exploration of ISC culture must therefore begin with its people.

1.1 THE DRAGOONS

The Dragoons contribute more than their fair share to the ISC, but most of this isn't to ISC culture. The Dragoons have no real culture of their own, having been cut from a whole cloth, as it were. The Dragoons indulge in the culture of the military, and that is all. Most of them aren't more than a couple years old.

The Dragoons who have defected to the ISC lay low. Only a handful of people in the ISC government, military and intelligence communities even know that they exist. When Dragoons do venture out and sample the life beyond the military, it is done in imitation of the humans they resemble.

1.2 THE FALAR

The falar love to fight. It is probably the most defining element of their personalities. Fighting, watching fights, and betting on fights consumes their leisure time. They are always training or preparing or recovering from fights. It is what they do.

Most races are not at all comfortable with falar culture. It is too brutal, too heartless for most races. They condone a social structure that is, at best, racist. At worst it borders on slavery. But to integrate this race into ISC culture, allowances had to be made.

Falar entertainment mainly revolves around bloodsports. Where bloodsports are illegal, there is always the sensenet. While the sensenet in certain systems might have laws against this kind of use, there are always allowance made for the falar. The last thing a government wants is to not give the falar an outlet for their aggression.

Falar have come to enjoy holos and plays as well. The stories must involve heavy combat and tales that apply to the falar concept of honor. Falar action stars must be talented warriors. If their performances are augmented in any way, they will be shunned by the falar community.

1.3 THE HUMANS

Humans like to frequent the arts in all forms: painting, prose and poetry, holos, sensenet comedies and dramas, plays and music. All of it appeals to the humans.

The humans are also great fans of sports. They love competition. They watch intellectual games as

well as physical ones. The more violent humans even watch bloodsports.

Humans are driven by curiosity. As a race, they will try almost anything. This means that they often get hooked on the most eclectic collection of hobbies and entertainments.

1.4 THE KAGOTH

The kagoth are a simple folk. They love to tell stories in a long oral tradition. This has translated well to literature, but kagoth literature isn't what most other races would consider riveting. Most kagoth stories are long, complex morality tales. The conflict is all internal. A kagoth prefers a book that can be read a dozen times, each one opening up another level of understanding. If all the nuances of a book can be caught in one reading, the kagoth have no use for it.

Kagoths prefer a life of simple farming. They love to work with the land, the soil. This carries over to other professions as well. Kagoth craftsmen are superb, as they consider a rushed piece of work an opportunity lost.

Finally, kagoth love to sing. A kagoth song is something to be heard. It sounds, if anything, like a violent and terrible screaming match. It is a horrible and brutal sound, in the ears of most races. Not even the humans, who are notorious for crossing racial cultural barriers, can seem to get into it.

1.5 THE OORTS

Of all the races, the oort recreational pastimes are the most boring to other races. Oorts do not love literature or art. They do not watch holos and only use the sensenet to model history or scientific problems. The oorts seem to only really love the science and their work. They love to study and better their knowledge and their skills. Most oorts only appreciate the arts if that is their area of study.

One form of recreation they do seem to indulge in is the logic problem. Oorts love mind teasers. They also occasionally like mysteries. Oort mind teasers and mysteries are unapproachable to most other races, often involving vast amounts of data to be memorized and sifted through.

1.6 THE TULGAR

The tulgar love morality tales and tales of honor. They also like action holos and love stories, as long as the characters act in a manner in which they'd approve.

Tulgar love clothes and fashions. They love music and the arts.

There is one thing that the tulgar practice that no other race had explored before contact, and that is the scent poem. Scent poems are artistic combinations of odors that invoke powerful mental images and sometimes tell simple stories.

Scent poems are lost on most other races. Only the falar have the ability to appreciate them, and only falaris have enough humility to admit that they like them.

1.7 THE VALIESIANS

The valiesians have no culture. They do not have much in the way of appreciation of other cultures as well. They'd prefer to eat, sleep, rest and work and to be left alone.

1.8 THE XATOSIANS

The xatosians have culture, although no one would guess by looking at them. Xatosians tend to pass the time in the hive mind, or the Sea of Minds, as they call it. There, they pass emotions back and forth, bask in the love of the queens and basically revel in their own brotherhood. This culture is beyond the abilities of even psychics of other races to appreciate.

1.9 LANGUAGES

The languages in the ISC are many and varied. Some are engineered languages. Others evolved on individual planets.

The ISC has thousands of dialects. Most of them have been rendered effectively dead. The following languages are still spoken in ISC space. They are the most common languages still spoken.

LANGUAGE TREES

If in a campaign it becomes necessary to know a language tree or a language group, the above chart can be used as a basic guide. Because of psychic resonance, most languages spoken by the same race can be considered a broad language. The GM is welcome to make exceptions (like a human language that consists of clicks and whistles). The languages can basically be further broken into narrower groups, based on planet.

The above chart was tiered to represent this.

Language	Notes
Species Standard	Language spoken by all races. Official ISC language.
Falar	Common Falar language. Spoken by all subraces.
Crrrrlorrran	Dominant language on the planet Crrrrlorrrrol.
Others	Dozens of other regional languages on planet Crrrrlorrrrol.
Frrrrlan	Dominant language on the planet Frrrrlus.
Others	Dozens of other regional languages on planet Frrrrlus.
Frrrrrurtan	Dominant language on the planet Frrrrrurt.
Others	Dozens of other regional languages on planet Frrrrrurt.
Hrrrulurrran	Dominant language on the planet Hrrrulurrr.
Others	Dozens of other regional languages on planet Hrrrulurrr.
Prrrlarrran	Dominant language on the planet Prrrlarrrrock.
Others	Dozens of other regional languages on planet Prrrlarrrrock.
Tairrrlaran	Dominant language on the planet Tairrrlar.
Others	Dozens of other regional languages on planet Tairrrlar.
Tanarrran	Dominant language on the planet Tanarrr.
Others	Dozens of other regional languages on planet Tanarrr.
Human	Common human language.
Alaran	Dominant language on the planet Alarus.
Others	Dozens of other regional languages on planet Alarus.
Astran	Dominant language on the planet Astrilairon.
Others	Dozens of other regional languages on planet Astrilairon.
Ceiresh	Dominant language on the planet Ceirrig.
Others	Dozens of other regional languages on planet Ceirrig.
Helian	Dominant language on the planet Helios.
Ancient Greek	Dead language. Used in many scientific and scholarly fields.
Latin	Dead language. Still studied for scholarly fields.
Others	Dozens of other regional languages on planet Helios.
Paerench	Dominant language on the planet Paernage.
Others	Dozens of other regional languages on planet Paernage.
Teirnan	Dominant language on the planet Teirnas.
Others	Dozens of other regional languages on planet Teirnas.
Tuscilesh	Dominant language on the planet Tuscilon.
Others	Dozens of other regional languages on planet Tuscilon.
Kagoth	Common Kagoth Language.
Hasocketh	Dominant language on the planet Hasockoth.
Others	Dozens of other regional languages on planet Hasockoth.
Huroloneth	Dominant language on the planet Hurolonuth.
Others	Dozens of other regional languages on planet Hurolonuth.
Kerneth	Dominant language on the planet Kernog.
Others	Dozens of other regional languages on planet Kernog.
Purogeth	Dominant language on the planet Purogoss.
Others	Dozens of other regional languages on planet Purogoss.
Teirnaeth	Dominant language on the planet Teirnarock.
Others	Dozens of other regional languages on planet Teirnarock.
Trussuloneth	Dominant language on the planet Trussulonoth.
Others	Dozens of other regional languages on planet Trussulonoth.
Turleth	Dominant language on the planet Turlog.
Others	Dozens of other regional languages on planet Turlog.

Language	Notes
Oort	Common Oort Language.
Alapharem	Dominant language on the planet Alapharum.
Others	Dozens of other regional languages on planet Alapharum.
Faruphem	Dominant language on the planet Faruphas.
Others	Dozens of other regional languages on planet Faruphas.
Halapharem	Dominant language on the planet Halapharus.
Others	Dozens of other regional languages on planet Halapharus.
Halapem	Dominant language on the planet Halapul.
Others	Dozens of other regional languages on planet Halapul.
Hassem	Dominant language on the planet Hassus.
Faranem	Dead language. Used in many scientific fields.
Others	Dozens of other regional languages on planet Hassus.
Karlephem	Dominant language on the planet Karlephel.
Others	Dozens of other regional languages on planet Karlephel.
Warphalorem	Dominant language on the planet Warphalorum.
Others	Dozens of other regional languages on planet Warphalorum.
Tulgaran	Common Tulgaran Language.
Farenesh	Dominant language on the planet Fortress.
Others	Dozens of other regional languages on planet Fortress.
Larench	Dominant language on the planet Honor Guard. Official language of the Knight of the Horse.
Others	Dozens of other regional languages on planet Honor Guard.
Haranen	Dominant language on the planet Hopeless Charge.
Others	Dozens of other regional languages on planet Hopeless Charge.
Valench	Dominant language on the planet Many Honors. Official language of the Knights of the Sword.
Others	Dozens of other regional languages on planet Many Honors.
Baranish	Dominant language on the planet Stands the Wall.
Others	Dozens of other regional languages on planet Stands the Wall.
Taranen	Dominant language on the planet Too Bright Blade.
Others	Dozens of other regional languages on planet Too Bright Blade.
Kalaresh	Dominant language on the planet Valorous Death.
Others	Dozens of other regional languages on planet Valorous Death.
Valiesian	Common Valiesian Language.
Fisssauresh	Dominant language on the planet Fisssauruss.
Others	Dozens of other regional languages on planet Fisssauruss.
Kisssauresh	Dominant language on the planet Kisssaurel.
Others	Dozens of other regional languages on planet Kisssaurel.
Risssleesh	Dominant language on the planet Rissseluss.
Others	Dozens of other regional languages on planet Rissseluss.
Rissluresh	Dominant language on the planet Rissluruss.
Others	Dozens of other regional languages on planet Rissluruss.
Thissesh	Dominant language on the planet Thissum.
Others	Dozens of other regional languages on planet Thissum.
Varussesh	Dominant language on the planet Varussuss.
Others	Dozens of other regional languages on planet Varussuss.
Zirauthesh	Dominant language on the planet Zirauthussss.
Others	Dozens of other regional languages on planet Zirauthussss.
Xatosian	All xatosians speak the exact same language.
Computer Languages	Not a language, just a category.
Gen17	Advanced adaptive language. Used for programming AIs and SIs.
Hersey	Graphical rendering language.
Risin	Generic programming language.
Tarilac	Used for programming knowledge databases.
Zeren 6	Used to program other skills.

2.0 LEGENDS OF THE ISC: THE KERNOG PYRAMID

One of the more firmly rooted legends of ISC space is that of the Kernog Pyramid. The Kernog Pyramid is formed by connecting Kernog, Alapharum, Frrrrlus and Halapul. This large and misshapen pyramid in space is known as one of the most bizarre areas in the ISC.

In this area, pilots have reported dozens of bizarre and unexplained phenomena. Short outs, lost time, unexplained breakdowns, strange sensor reading and the like. The reports from this area of space abound.

In addition, ships disappear here without any explanation. Strange ghost ships have been found here as well, without any record of them appearing in the logs. The more indulging members of the ISC love to discuss all the spooky stories of this section of space. They discuss the details for hours on end and seem to relish fresh details and fresh stories. The folklore of this area abounds.

The more rational members of the ISC (the oorts for instance) say there is no statistical evidence that this area of space is any more dangerous than any other. They say that the details of many of the stories of this area are hard to pin down and prove. They say that this is a transference of folklore from the Bermuda triangle in the Helios system.

The proponents of these theories say that this is an apt analogy. Especially since the Bermuda Triangle was obviously a staging ground for still-classified pre-contact experiments on humanity by the oorts.

3.0 DISEASES AND POISONS

3.1 DISEASES

Disease strikes almost everywhere at one time or another. In **Spacemaster**, it can be part of a character's background (e.g., Bill has a hereditary disease which leads to a drooling problem), a psychic ability, or a simple decision/calculation on the part of the gamemaster that a specific setting suffers.

A character attacked by a disease must make a resistance roll (RR), comparing his own level with that of the disease. The victim adds his Disease resistance modifiers to the roll (usually Constitution stat bonus plus racial modifications to disease resistance). If the victim fails the RR, the gamemaster should determine the degree of failure by comparing the final RR with the number needed to succeed. Unless the disease is described otherwise (e.g., the disease delivers only moderate effects), the amount by which the RR was failed indicates the severity of the effect. Use the chart below to determine the severity of the effect.

RR Failure	Effect Severity
01-25	Mild
26-50	Moderate
51-100	Severe
101+	Extreme

DISEASES AND POISONS

Many diseases are described in the Disease Chart below. For convenience's sake, they are grouped in 5 categories, according to effect/transmission:

- 1) **Bubonic:** includes any viral or bacterial disease resulting from organisms that reside in the blood or other bodily fluids.
- 2) **Chemical:** includes all forms of chemical dependence on drugs, drugs, alcohol, etc. or slow physical deterioration as a result of chemical alteration.
- 3) **Genetic:** includes hereditary diseases (e.g., dyslexia, hemophilia, etc.).
- 4) **Pneumonic:** includes any viral or bacterial disease carried in the air (i.e., transmitted by mist or breath).
- 5) **Psychiatric:** includes neuroses (e.g., anxieties, obsessions, phobias, etc.) and psychoses (e.g., multiple personality, psychopathy, etc.).

After a given disease is healed (or run its course), use the *Disease and Poison Recovery Chart* below to determine how long it takes to recover from the disease. Roll d 100 (open-ended) and add the victim's Constitution stat bonus (not the victim's Disease resistance modifier). Index the result on the appropriate section of the chart below to determine the number of days needed to recover from the disease.



DISEASE/POISON RECOVERY CHART				
Bubonic	Mild	Moderate	Severe	Extreme*
-26 or less	13	21	86	173
-25-15	9	14	59	120
16-35	6	10	40	80
36-65	4	6	26	53
66-90	3	5	20	40
91-105	2	3	13	27
106 or more	1	2	7	13
Chemical	Mild	Moderate	Severe	Extreme*
-26 or less	12	31	139	239
-25-15	8	21	93	159
16-35	6	16	70	119
36-65	4	10	46	80
66-90	3	8	35	60
91 - 105	2	5	23	40
106 or more	1	3	12	20
Note: This is the amount of recovery time after withdrawal. See the section on Chemical Diseases for more on withdrawal.				
Genetic	Mild	Moderate	Severe	Extreme*
-26 or less	8	26	53	106
-26-15	5	17	33	67
16-35	3	10	20	40
36-65	2	7	13	27
66 or more	1	3	7	13
Note: This represents the amount of time needed to adjust to life without the disability.				
Pneumonic	Mild	Moderate	Severe	Extreme*
-26 or less	14	35	70	180
-25-15	9	23	45	140
16-35	6	15	30	120
36-65	4	10	20	80
66-90	3	8	15	60
91 - 105	2	5	10	40
106 or more	1	3	5	20
Psychiatric	Mild	Moderate	Severe	Extreme*
-26 or less	7	67	645	6,193
-25-15	5	48	461	4,423
16-35	3	29	277	2,654
36-65	2	19	184	1,769
66 or more	1	10	92	885
Note: This represents the amount of time needed to adjust to life without the disability. During this time victims must make RRs every time a situation that might 'rekindle' the old condition arises.				
Poisons	Mild	Moderate	Severe	Extreme*
-26 or less	4	7	10	20
-25-15	3	5	8	15
16-65	2	4	5	10
66 or more	1	2	3	5
*- Extreme cases of disease and poison always result in death. Use this column only if the victim of the disease is cured before the death occurs.				

3.1.1 RECOVERY AND HEALTH CARE

Bubonic

Victims of bubonic diseases start off with a -100 penalty while recovering. To recover, the victim must spend the indicated amount of time in bed rest. The penalty will be lowered for each day of rest. To determine how much to lower the penalty, divide -100 by the number of days needed to recover. Round off any fractions and apply any leftover penalty to the amount recovered in the first day. If the victim moves around, the recovery time is temporarily halted (and the current penalties will apply to all he does).

Chemical

All intoxicants and drugs are given an addiction factor (AF). Every time a dose of the drug is taken, the GM should roll d 100 (not open-ended) and add the AF. If the character is currently addicted to the chemical, add the level of the addiction as well. If the result is over 100, the character has become (more) addicted to the substance. The character's addiction level increases by 1. For each level of addiction, the character must take 1 dose of the chemical per week. Thus, a Level 4 addiction to a drug means that the character must take 4 doses of the drug every week.

There are three ways to heal a chemical dependency: psychic healing and cold turkey withdrawal (which can include medical aid). Psychic healing is presumed to have no side effects and can simply use the chart above to determine the amount of time needed after the dependency is healed. For those characters without access to aid in healing of addiction, they will have to deal with cold-turkey withdrawal.

To begin the process of cold-turkey withdrawal, the character must start off a day without using the substance. He must then make a d100 roll (open-ended) modified by the level of addiction times -1 (e.g., a 4th level addiction has a -4 modifier), his Constitution stat bonus (no racial modifiers for poison resistance), and penalties gained by previous rolls on this chart. Look up the result on the chart below.

See below for more information on medical aid.



Withdrawal Chart

Roll	Hits Taken	Co Lost	Penalty
-50 or less	d10+9	d10+10	-90
-40—31	d10+8	d10+9	-65
-30—21	d10+7	d10+8	-45
-20—11	d10+6	d10+7	-30
-10-0	d10+5	d10+6	-20
01- 10	d10+4	d10+5	-15
11-20	d10+3	d10+4	-15
21 -30	d10+2	d10+3	-10
31 -40	d10+1	d10+2	-10
41-50	d10	d10+1	-10
51 -60	d10-1	d10	-5
61 - 70	d10-2	d10-1	-5
71 -80	d 10-3	d 10-2	-5
81 -90	d 10-4	d10-3	-5
91- 100	d 10-5	d 10-4	-0
101 or more	-	d10-5	-0

The penalties gained by rolling on this chart are cumulative with each other and last until the addiction is healed (i.e., withdrawal is complete) or until the character gets a “fix” of the substance (note that a fix is equal to a number of doses equal to the level of the addiction). If the withdrawal is completed, the total penalties are recovered as per the normal recovery rules. If the character fails to complete withdrawal because he got a “fix” of the substance, all penalties are removed immediately, but the addiction level jumps up one.

If the character falls unconscious due to hits taken, the withdrawal will continue to have effects. The character will heal 1 hit per hour of unconsciousness, and may rise to consciousness, but will suffer further loss the next day.

It should be noted that a character sometimes suffers withdrawal involuntarily. If a required period (1 week) passes without the victim receiving his “fix” of the substance, he must roll on the withdrawal chart for each day until he gets his “fix.”

Genetic

Genetic diseases do not naturally heal themselves. In a low tech location, the only ways to heal these diseases should be psychically.

After a genetic disease is healed, the recovery time shown in the chart represents the time to adjust to life without the disease. A character will start off with a -50 penalty when fully healed from a genetic disease. This penalty will decrease as long as the character lives his normal life.

To determine the daily amount of recovery per day, divide -50 by the number of days needed to recover (as determined on the recovery chart). Round off any

fractions and apply any leftover penalty to the amount recovered on the first day.

Pneumonic

Victims of pneumonic diseases start off with a -100 penalty while recovering. To recover, the victim must spend the indicated amount of time in bed rest. The penalty will be lowered for each day of rest. To determine how much to lower the penalty, divide -100 by the number of days needed to recover. Round any fractions and apply any leftover penalty to the amount recovered in the first day. If the victim moves around, the recovery time is temporarily halted (and the current penalties will apply to all he does).

Psychiatric

A gamemaster will have to determine when a character is cured of psychiatric diseases. Most of the psychiatric diseases fall outside the spectrum of normal disease healing (as these diseases affect the mind just as much or more than they affect the body).

Even when cured, a character has urges to do things that he is cured of. The recovery time shown in the recovery chart shows the time needed to completely overcome the urges to “go back” to the old ways. Every time a character is presented with a situation that might tempt him, he should roll a d100 (open-ended) modified by the character’s Self Discipline stat bonus and +1 for each previous successful check against temptation. There is an additional modifier based upon the severity of the previous condition: +10 for a Mild condition, +0 for a Moderate condition, -20 for a Severe condition, - 50 for an Extreme condition. If the result is over 100, the character has resisted the temptation and continues to recover. If the result is less than 100, he slips back into his old ways and the recovery process must begin again (he is still cured, but must roll for recovery time again).

Health Care

Of course, the obvious method of recovering from a disease is through health care. A character may seek medical help. If the doctor has the proper tools necessary to cure the character, then he may make a check with the appropriate medical skill. If he succeeds, then the character will be cured. For diseases like chemical or genetic, where the recovery period starts *after* the character is cured, then this period begins the very next day (although the GM may require observation by the doctor for the duration). If the disease requires the character to recover slowly (such as bubonic), then the physician’s total maneuver roll is added to the character’s recovery roll. This second method can also be used for withdrawal from chemicals that are too addictive to be cured instantly.

Tech Level	Modifier
16	-50
17	-40
18	-30
19	-20
20	-10
21	0
22	+10
23	+20
24	+30
25	+40
26	+50
27	+60
28	+70
29	+80
30	+90
Disease is Genetic:	-100
Disease has no known cure:	-50
Doctor has inadequate tools:	-10– -100

3.1.2 DISEASE DESCRIPTIONS

These general descriptions and specific effects of certain diseases will vary, even if classified according to these categories. For disease descriptions located elsewhere in *Spacemaster*, treat the stated effect as extreme, applying the mild, moderate, and severe effects from this chart if the victim’s RR indicates a lesser severity level.

As with poisons, the effects are cumulative, so that a victim beset with two impairments - one reducing his activity by -20 and the other by -15 - is actually at -35. A victim experiencing serious effects must also weather moderate and mild effects. The effects of upper level severities include all the lower severity results in the same category. See the Poisons Chart for a description of the time and area of effect.

Bubonic

Transmission: Injection.

Description: Strikes in 1-10 days.

Mild: Rashes; mild glandular swelling; fever (-15).

Moderate: Inflammations and swelling in the glands, particularly in the armpit and groin areas (-25); puss-filled infections (10% chance of immobilization for each limb or eye).

Severe: Lesions ooze puss; bleeding through pores; high fever; complete immobilization (50% chance of coma for 1-50 days).

Extreme: Death due to viral or bacterial infection in 1-20 days.

Chemical

Transmission: Ingestion.

Description: Strikes after continued exposure or use. See rules for addiction.

Mild: No significant permanent damage; withdrawal results in mild spasms, sweating, and irritability (-15).

Moderate: Occasional hallucinations (5% chance; -25); intermittent spasms (5% chance; -35); double vision (10% chance; -40); impaired Memory and Agility (-1 to -10 temp stat); withdrawal results in immobility.

Severe: Frequent hallucinations (10% chance; -50); intermittent fevers; shaking; weakened temporary stats (d100-1 to each stat); withdrawal results in immobility.

Extreme: Slow death (1-50 months) due to destruction of internal organs (e.g., liver, kidneys, intestines); withdrawal results in immobility.

Genetic

Transmission: Hereditary.

Description: Strikes prior to outset of character's entry into game or at a random moment during the game (e.g., whenever he rolls and unmodified 123).

Mild: 01-80 = An allergy; 81-100 = Mild dyslexia (double development cost for written languages and -20 to reading attempts). For allergies, roll 2d10 with the following results: 2-4 = A specific type of drug or medicine; 5-7 = Alcohol; 8-9 = Dairy products; 10 = Ragweed; 11 = Pollen; 12 = A specific sweetener; 13-14 = A specific common plant; 15-17 = Wheat products; 18-20 = A specific kind of meat

Moderate: 01-30 = Epilepsy (any unmodified roll of 03 by character results in immobilizing seizure lasting d100 rounds); 31-50 = Color-blindness; 51-80 = Pronounced dyslexia (quadruple development cost for written languages and -40 to reading attempts); 81-100 = Narcolepsy (any unmodified roll of 02 by character results in 2-20 rounds of unshakable sleep). For color-blindness, roll 2d10 with the following results: 2-6 = Complete colorblindness; 7-13 = Red/green color-blindness; 14-20 = Blue/orange color-blindness.

Severe: 01-20 = Cell anemia (character immune to specific disease such as malaria but has a -25 Constitution penalty and bleeds at double normal rate); 21-60 = Hemophilia (character bleeds at four times normal rate); 61-100 = Diabetes (-30 Constitution penalty and character must prepare own food specially or have a 50% chance of entering a coma for d10 hours).

Extreme: Death in d100 days due to a cancer, or some extreme form of the plights listed above.

Pneumonic

Transmission: Inhalation.

Description: Strikes in d100 hours after exposure.

Mild: Fever; sweating; dizziness (-20).

Moderate: Raging fever (-25); infected wounds (if any; -50); instability (-50 to moving maneuvers and missile attacks);

Severe: Immobilizing coma for d100 day;

Extreme: Death due to viral or bacterial infection in d100 hours.

Psychiatric

Transmission: Environment.

Description: Strikes randomly, often as a result of trauma.

Mild: Mild neuroses. Roll d 100 with the following results: 01-10 = Communication difficulty (e.g., stuttering); 11-25 = Obsession (e.g., cleanliness); 26-40 = Anger (e.g., directed grudge); 41-100 = Light phobias (e.g., vertigo, claustrophobia, etc.).

Moderate: Strong neuroses. Roll d100 with the following results: 01-08 = Strong phobia of groups; 09-15 = Strong phobia of open spaces; 16-30 = Strong phobia of heights; 31-45 = Strong phobia of confined spaces; 46-52 = Strong phobia of water; 53-60 = Strong phobia of a specific animal; 61-68 = Strong phobia of storms; 69-75 = Strong phobia of fast movement; 76-80 = Mild paranoia; 81-100 = Harmless delusion (Invent or pick one of the following: Squirrels are trying to take over the world, Z-Ball scores hold secret codes from the illuminati, some view screens are two-way, the government is faking the war for profiteering reasons).

Severe: Psychoses. Roll d 100 with the following results: 01-25 = Manic/depression; 26-50 = Paranoia; 51-75 = Schizophrenia; 76-90 = Hysteria; 91-100 = Multiple personalities.

Extreme: Death in d50 weeks. Roll d100 with the following results: 01-90 = suicide; 91-100 = murder/suicide.

3.2 POISONS

Like diseases, poisons add spice and intrigue to a game. Some characters use them to coat weapons, while others perish after ingesting a tasty but poisonous draught. Their hidden dangers are frightening.

- 1) **Circulatory**
- 2) **Conversion**
- 3) **Muscle**
- 4) **Nerve**
- 5) **Reduction**
- 6) **Respiratory**

Handle resistance rolls versus poison according to the disease RR guidelines above (determining the severity of the failure). Recovery from the effects of poisons should proceed in a manner similar to recovery from disease (see the Disease and Poison Recover Chart).

The Poison Chart (below) delineates the impact of six categories of poisons, based on their severity of effect (severity level). Effects are cumulative, so that a victim beset with two impairments- one reducing his activity by-15 and the other by-25 -is actually at-40. The effects of upper level severities include all the lower severity results in the same category. A victim experiencing serious effects must also weather moderate and mild effects.

3.2.1 TIME TO EFFECT

The time at which an effect sets in is variable (shown in the chart). However, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for the most severe effect first, thereby dictating the upper limit for lesser symptoms.

3.2.2 AREA AFFECTED

The area affected by a poison often varies. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver of critical strike indicates that the snake injects the nerve poison in the victim's leg), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart.

Poison Type Areas Affected

Circulatory: Feet, legs, hands, arms, abdomen, chest, neck, head.

Conversion: Kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.

Muscle: Hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart. Nerve extremities, eyes, mouth, brain.

Reduction: Kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.

Respiratory: lungs, throat, brain.

3.2.3 POISON DESCRIPTIONS

The following descriptions are general in nature. Specific effects of certain poisons will vary, even if classified according to these categories. For poison descriptions located elsewhere in Spacemaster, treat the stated effect as extreme, applying the mild, moderate, and severe effects from this chart if the victim's RR indicates a lesser severity level.

Circulatory Poisons

Mild: Beginning in 1-50 rounds and lasting 1-50 hours; swelling around the point of injection or ingestion; drowsiness (-15); slightly blurred vision (-25).

Moderate: Beginning in 3-30 rounds; lessening of motor coordination in legs (-25 for leg maneuvers) and arms

(25 for hand maneuvers); mild euphoria (-20).

Severe: Beginning in 5-50 rounds; discoloration and chills; incapacitating headaches (no activity; 1-10 hits/round until unconsciousness).

Extreme: Beginning in 10-100 rounds; death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

Conversion Poisons

Mild: Beginning in 5-50 rounds and lasting 5-50 hours; queasiness and an upset stomach (2-20 hits; -20).

Moderate: Beginning in 10-100 rounds; painful vomiting (3-30 hits; 10% chance of incapacity each round).

Severe: Beginning in 2-200 rounds; partial conversion (1100%) of bodily tissue to another form (with associated disability; death if area affected is a critical organ); victim at -51 to -100; lapse into unconsciousness 1-50 rounds after initial severe effect.

Extreme: Beginning in 20-200 rounds; complete transformation of bodily tissue to another form; death if area affected critical to survival.

Muscle Poisons

Mild: Beginning in 3-30 rounds and lasting 3-30 hours; light-headedness and swelling (-10); pain (1-5 hits/round).

Moderate: Beginning in 5-50 rounds; moderate loss of overall coordination (-30); in any given round, there is 5% chance muscles necessary to given action will not operate.

Severe: Beginning in 1-10 hours; fever and sweating; lapse into unconsciousness for 1-10 days.

Extreme: Beginning in 1-50 hours; death due to overall muscle failure (e.g., cessation of heart activity).

Nerve Poisons

Mild: Beginning in 1-10 rounds and lasting 1-10 hours; mild loss of thought and motor coordination (-30).

Moderate: Beginning in 1-20 rounds; nervous system shock (5-50 hits; -75).

Severe: Beginning in 2-20 rounds; stroke (-100); temporary stats reduced by 1-80 (d100 roll, ignoring 81-100).

Extreme: Beginning in 2-50 rounds; Death due to brain failure.

Reduction Poisons

Mild: Beginning in 10-100 rounds and lasting 10-100 hours; great pain (4 hits/round until unconscious).

Moderate: Beginning in 20-200 rounds; bleeding through pores (3 hits/round).

Severe: Beginning in 30-300 rounds; incapacitation; after 1-100 minutes lapse into coma lasting 1-100 days.

Extreme: Beginning in 1-10 hours; death due to dissolution of vital tissue and destruction of associated organs (e.g., liver reduced to fluid).

Respiratory Poisons

Mild: Beginning in 1-20 rounds and lasting 1-20 hours; mild euphoria (-20).

Moderate: Beginning in 2-20 rounds; significant euphoria (-50); choking pain (1-5 hits/round for 1-100 rounds).

Severe: Beginning in 1-100 rounds; uncontrollable coughing (1-10 hits/round for 1-10 rounds); lapse into unconsciousness; 50% chance of coma for 1-10 days.

Extreme: Beginning in 2-200 rounds; death due to respiratory failure and associated oxygen starvation.

4.0 EFFECTS OF AGING

As a body ages, it becomes more susceptible to sickness and deterioration. This statement holds true for all but the “immortal” races (if any exist in your setting). For the immortal races, the body does not deteriorate as much as the soul does (the effects are similar enough to allow the mechanisms to work the same). By using the guidelines presented below, a GM can simulate the effects of aging in characters.

4.1 AGING ROLL

If a GM is having age affect a character, for each character the GM should make an Aging Roll once per game year after the character reaches the Age Category of “Old” (see the Age Modifier Chart for the exact age). It is most convenient to make the maneuver roll on the character’s birthday. However, the results from the roll should be slowly integrated into the character’s life over the course of the next twelve months.

An Aging Roll is comprised of:

d100 (open-ended)

- Disease Modifier (see below)

- Age Modifier (see below)

+ Co stat bonus

+ Co stat bonus

+ SD stat bonus

+ Special (see below).

The results are read on the Aging Chart.

DISEASE MODIFIER

For each week that the character suffered from disease during the previous year, the Aging Roll has a -1 modifier. For example, if the character suffered from a disease for 7 weeks during the last year, he would have a -7 modifier to his Aging Roll.

AGE MODIFIER

Different races and/or cultures age differently. The GM should index the character’s race in the chart below to determine what kind of age modifier the character should have (based upon the character’s age).

Option: *The GM may decide to start making Aging Rolls every year of a character’s life (not*

just once he reaches the “Old” Age Category). If so, use the Young, Mature, and Middle-Age modifiers shown in the chart below.

SPECIAL MODIFIERS

The GM may decide to apply special modifiers to the Aging Maneuver Roll based upon the activities and/or precautions taken by the character during the previous year. All such modifiers are left entirely up to the GM’s discretion.

AGING CHART

-26 or less

Spectacular Failure: This character gets sick (see below). In addition, this character suffers a stat loss in one physical stat (Ag, Co, Qu, SD, or St) and one mental stat (Em, In, Me, Pr, Re). Remember that if any temporary stat drops to 0, the character falls into a coma.

-5 to -25

Absolute Failure: This character gets sick (see below). In addition, this character suffers a stat loss. Roll d10. A result of 1 through 6 means the stat loss is in a physical stat (Ag, Co, Qu, SD, or St). A result of 7 through 10 means the stat loss is in a mental stat (Em, In, Me, Pr, Re). Remember that if any temporary stat drops to 0, the character falls into a coma.

-4 to 75

Failure: This character gets sick (see below).

UM 66

Unusual Event: This character suffers a stat loss. Roll d10. A result of 1 through 6 means the stat loss is in a physical stat (Ag, Co, Qu, SD, or St). A result of 7 through 10 means the stat loss is in a mental stat (Em, In, Me, Pr, Re). Remember that if any temporary stat drops to 0, the character falls into a coma.

76 to 90

Partial Success: This character gets sick (see below). However, this sickness is only temporary (lasting half the normal time).

UM 100

Unusual Success: This character suffers no effects from aging until he reaches the next age category. If he is already in the Very Ancient age category, he will not suffer any effects from aging for another 10 years.

91-110

Near Success: This character suffers no effects from aging this year.

111-175

Success: This character suffers no effects from aging this year and next year (i.e., no Aging Maneuver Roll is made for the next year).

176 up

Absolute Success: This character suffers no effects from aging this year and for the next 5 years.

Example: Richard was sick for 11 weeks during a year. He is a human who is 127 years old. His Constitution stat bonus is 6 and his Self Discipline stat bonus is 4. When he turn 128, the GM rolls for aging effects. The roll is 97 + 76 (open-ended roll) - 11 (for sickness) - 5 (Age Modifier for human) + 12 (Co bonus twice) + 4 (SD bonus) = 173; he is fine and healthy for this year and next year (i.e., he will not have to make another aging effects roll next year). If the roll had been 09, the net result would have been that Richard would get sick sometime during the next year.

4.2 GETTING SICK

As a character ages, sickness is always a threat. When a result of “Sickness” is generated on the Aging Effects Chart, this means that the character might get sick during the next year.

The GM should make a Disease RR for the character. The level of the attack is 1 for every point below 100 on the total Aging Maneuver Roll. For example, a final Aging Maneuver Roll of 71 would result in a level 29 Disease. The disease should be treated as a Bubonic disease (see Section 5.1 for more on diseases and recover times). If the recovery time for the disease is less than one week, the character will suffer no modifiers for next year’s Aging Maneuver Roll. Also, if the disease is cured before a week has passed, the character will suffer no modifiers for next year’s Aging Maneuver Roll.

STAT LOSS

Whenever a stat loss occurs because of age, consult the chart below. The chart indicates how much a stat will decrease for the year (the GM should make all rolls secretly). The GM could have the loss spread out over many months, or have it occur all at once.

Stat loss from aging is temporary (and may be regained through level advancement). However, due to the age of the character, some GMs may rule that if a

character simply spends 75% of the year in physical conditioning (or mental conditioning), he may make a stat gain roll to help overcome temporary stat loss. Remember that if a temporary stat drops to 0, the character falls into a coma.

However, temporary stats are not all that drops. For every three points that a temporary stat drops (due to a single Aging Roll), the potential for that stat drops by 1. Loss of potential is never regained. If a potential stat drops to 0 (due to an Aging Roll), the character has died of old age. If a character loses stats while in a coma (due to further Aging Rolls), the potential stat will drop by d10 (instead of 1 for every 3 points lost). If a potential stat is lowered below a temporary stat, the temporary stat automatically reduces to the same number as the new potential.

COMA

Whenever a temporary stat drops to 0, a character falls into a coma (see SM:P for more on reviving from coma). While in a coma, some means must be discovered to keep the body nourished (or it will die of malnutrition or dehydration). As long as the body can be kept alive, the character will not die. However, each full week that the character is in a coma is treated as a week of disease (for purposes of modifications to the next year’s Aging Roll). This could result in further stat losses and will eventually result in a potential stat of 0.

STAT LOSS FROM AGE CHART	
Dragoon	1d5-1
Falar	1d5-1
Human	1d5+1
Kagoth	1d5-1
Oort	1d5+1
Tulgar	1d5-1
Valiesian	1d5-1
Xatosian	1d5-1

Age Modifier Chart								
Race	Modifier/Age Category							
	+50	+20	+5	-5	-15	-30	-50	-75
	Young	Mature	Middle-age	Old	V-O1d	Venerable	Ancient	V-Ancient
Dragoons	0-5	.5-5	6-9	10-11	12-13	14-15	16-17	18+
Falar	0-13	14-32	33-64	65-71	70-78	79-85	86-89	90+
Humans	0-19	20-59	60-119	120-140	141-150	151-160	161-170	171+
Kagoth	0-14	15-49	50-99	100-112	113-126	127-140	141-148	149+
Oorts	0-7	8-44	45-89	90-97	98-105	106-113	114-130	131+
Tulgar	0-12	13-37	38-74	75-94	95-117	118-139	140-168	169+
Valiesian	0-1	2-17	18-34	35-48	49-53	54-56	57-58	59+
Xatosian	0-49	50-249	250-499	500-624	625-749	750-874	875-999	1,000+

5.0 BLACK MARKET TECH

The following data is hot off the most carefully concealed black market site. It is classified FOUO (For Office Use Only).

POISON

Greetings, kiddos and kiddettes. Some of you have been asking for this category for some time and you've been upset it took me so long to post it. Well, hold your breath no longer, because look what just fell off the truck. We might not have every poison ever made, but if you want to drink drain cleaner, you don't need me for that. Here is our database of the more common (and sometimes just the more interesting) poisons we have for sale. This will help that "pest control" problem, right kiddies?

POISONS

The effects shown below are the specific effects of the poison. These effects will occur when the victim fails his RR. These effects will occur in addition to the general effects of that type of poison (and take priority when there is a conflict). If no specific effect is given, see Section 3.2 on Poisons for further general effects of poisons. Each poison has an availability, U=Unrestricted, R=Restricted, M=Military, I=Illegal. These correspond to the relative levels of restriction on drugs as found in Equipment Manual.

Circulatory Poisons				
Name	Availability	Form	Cost	Effect
Dinoklin	U	Pellets	1	Level 1 poison, common for household use against vermin. Reddish liquid causes massive blood clotting.
Poneplax	R	Powder	70	Level 6 poison. Black powder gives 10-100 hits. Maximum of moderate general effects.
Keracid	R	Paste	150	Level 7 poison. Yellow paste causes blood to stop transmitting oxygen. All effects begin in 2-12 rounds.
Dinaryl	R	Liquid	100	Level 5 poison. Amber liquid used by doctors to induce coma. Lasts 1-10 days. Effects begin after all general effects have begun.
Tralox	R	Liquid	2	Level 10 poison. Industrial insecticide gives 1-10 hits. Maximum of moderate effects.
Reralan	R	Liquid	200	Level 3 poison. Brown liquid slows blood flow and victim needs double usual sleep until fully recovered. Maximum of moderate general effects. Used for some medical purposes.
Nasitin	M	Liquid	2000	Level 50 poison. Clear liquid causes instant massive hemorrhaging. Death in 1-10 rounds.
Conversion Poisons				
Name	Availability	Form	Cost	Effect
Roclin	R	Liquid	25	Level 2 poison. Black venom causes hardening of tendons in 1-4 appendages. Severe effects make appendages useless.
Lovosiol	R	Powder	27	Level 8 poison. Brownish powder sterilizes and gives 5-50 hits. Maximum of moderate general effects.
Muscle Poisons				
Name	Availability	Form	Cost	Effect
Amantan	R	Paste	100	Level 3 poison. Tan paste affects hearing and gives 1-10 hits. Maximum of Severe general effects (destroys hearing).
Infedex	U	Liquid	30	Level 1 poison. Insecticide. Affects 1-4 appendages. Maximum of Severe general effects (loss of 1-100 in temporary Agility).
Vertasin	R	Paste	55	Level 4 poison. Acts in 1-10 rounds. Mild effect is numbness in hands (-20 temp Ag). Moderate effect is complete blindness and coma. Severe effect is death.

Nerve Poisons				
Name	Availability	Form	Cost	Effect
Expicol	R	Liquid	600	Level 10 poison. Black liquid affects nervous system. Extreme effect destroys nervous system and kills instantly.
Teporol	R	Liquid	30	Level 3 poison. Red reptile venom. Maximum of moderate effects (upper body paralysis).
Laclon	I	Powder	36	Level 1 poison (narcotic). White powder instantly causes mild euphoria (victim at -50 for 1-10 rounds). Extreme effect is that brain is destroyed after 1-10 minutes.
Labolinil	R	Liquid	40	Level 2 poison. Maximum of severe effect (memory loss in 1-100 weeks).
Conedex	R	Liquid	50	Level 4 poison. Red liquid. Maximum of severe effects (Paralysis is 1-20 rounds).
Alphorbene	R	Paste	100	Level 2 poison. Acts in 1-2 rds. Maximum of moderate effects (victim loses feeling in 1-6 extremities [head, genitals, hands, feet] for 1-100 days).
Redenine	M	Paste	1200	Level 20 poison. Extreme effects result in destruction of nervous system (paralyzed instantly; dead in 1-10 minutes).
Sydor	R	Liquid	70	Level 5 poison. Acts in 1-100 rounds. Mild effect is deep sleep. Moderate effect is degeneration of balance and hearing (-1-100 to Agility and -50 to perception). Severe effect is total paralysis (this is the maximum effect).
Mollonxor	M	Gas	1000	Level 10 poison. Acts in 1 round. Severe effects result in paralysis. Extreme effects result in death.
Chiraxil	M	Gas	1500	Level 15 poison. Acts in 1 round. Severe effects result in coma.
Pirex	M	Gas	2000	Level 20 poison. Acts in 1 round. Moderate effects result in death.
Simpax	M	Gas	100,000	Level 50 poison. Acts in 1 round. Mild effects result in death.

Reduction Poisons				
Name	Availability	Form	Cost	Effect
Clinamide	R	Liquid	300	Level 10 poison. Charcoal liquid affects exposed areas. Maximum of severe effects (dissolves inflicted area in 1-10 rounds). Affects metals and organic material. Does not affect glass, sand, or pottery.
Clarolin	R	Paste	60	Level 3 poison. Clear paste causes dehydration. Extreme effect is fatal in 1-10 minutes.
Orivatriil	R	Liquid	200	Level 3 poison. Red liquid affects organs. Maximum of severe effects (liquefies one organ in 1-10 minutes).
Alacort	R	Powder	4	Level 9 poison. White powder scars skin; gives 2-20 hits. Maximum of moderate effects.
Ramydium	R	Paste	40	Level 5 poison. Extreme effect is slow (1 day)paralysis and death (1-10 days).
Asantene	R	Liquid	150	Level 5 poison. Clear liquid. Maximum of severe effects (blinds); gives 1-10 hits.
Purtacin	M	Gas	1000	Level 15 poison. Severe result liquefies lungs in 1d10+15 rounds.

Respiratory Poisons				
Name	Availability	Form	Cost	Effect
Presisan	R	Powder	200	Level 9 poison. White powder. Maximum of severe effects.
Indixal	R	Liquid	50	Level 4 poison. Mist/vapor from inhaler is depressant causing immediate and continuing sleep. There are no other effects.
Dumadex	R	Gas	100	Level 7 poison. Brown paste gives 1-100 hits. Maximum of mild effects.
Xaran	R	Gas	40	Level 5 poison. Gives 5-50 hits. Maximum of mild effects.
Otuprin	R	Gas	145	Level 2 poison. Extreme effect destroys lungs and kills in 1-100 rounds.
Oprex	M	Gas	500	Level 3 poison. Gives 3-300 hits. Maximum of mild effects.
Imenil	R	Gas	50	Level 6 poison. Gives 3-30 hits. Maximum of mild effects.
Clotyn	R	Gas	40	Level 2 poison. Delivers 1-100 hits. Maximum of mild effects.
Clorden	M	Gas	3000	Level 25 poison. Mild effect causes death in 5 rounds.