

Rope: Science-Fiction rules

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Revision 2009.08

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1. Copyright

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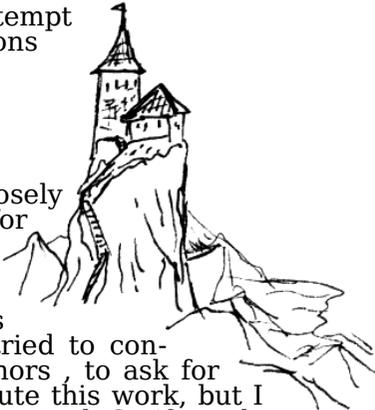
For Information regarding this game contact Wolf Bergenheim at:

wolf@bergenheim.net

The designers will attempt to answer any questions regarding the game.

2. Credits

This game is loosely based on the rules for Bushido, by Bob Charrette and Paul Hume published Fantasy Games Unlimited (FGU). I tried to contact the original authors, to ask for permission to distribute this work, but I have not received any word. So if you happen to know either author or know how to contact them, please either let them know of this work, or forward their contact information to me!



2.1. Support

I'll be happy to answer any questions that you may have. Just send me an email to wolf@bergenheim.net and I'll be sure to answer you.

2.2. Graphics

All images Copyright © 2004 Mikko Metsälä and Wolf Bergenheim

2.3. Play testers

2.4. Review

3. Introduction

This is the science-fiction genre book for Rope. You will also need the Rope core Rulebook to play.

3.1. Obtaining Rope

The newest version of Rope and can always be downloaded via the web at: <http://wolf.bergenheim.net/rpg/rope> alternatively you can send an email to wolf@bergenheim.net and ask to receive the newest copy.

3.2. What is a science-fiction role-playing game?

A role-playing game (RPG) is different from the traditional board games in that there is no winner or loser in a role-playing game. A role-playing game is a form of spontaneous theater where the persons who play take the roles of *characters* and use their imagination to create a story. One person will function as the referee or Game Master (GM). It is the GM who is responsible for the creation of the environment in which the characters live and adventure.

A science-fiction (sci-fi for short) RPG is set in an imaginary future or galaxy. The amount of future can vary, by as little as a few years to 10 000 years into the future. A key part in most sci-fi settings is space travel and alien creatures.

There are several main types of science fiction that this supplement covers: Near future, Post holocaust, Space Opera, Hard Sci-fi, and classic sci-fi.

For science fantasy one can use a combination of Rope - Fantasy and this supplement. Especially the magic section is recommended to be used from Rope - Fantasy.

4. The Character

This chapter describes the rules for a sci-fi character. Note that there are only additions to the core rules from the core book.

4.1. Stats

No new stats are added for sci-fi. There are however stat modifications due to race. A typical sci-fi setting has a plethora of alien races that the player can choose from. The Race Tables section will give the stat modification for some suggested alien races.

4.2. Abilities

Some new abilities are introduced to be used in the science-fiction setting.

4.2.1. Health based abilities

4.2.1.1. Healing Rate (HR)

Healing rate works just like the core rules state, with one exception. There is a race bonus to healing rate. See the Healing Rate table. This bonus is added to the HR of the character.

Race	Bonus	Race	Bonus
Human	0		

Table 1: Healing Rate Table

4.2.1.2. Location Hit Points (LHP)

Some races have additional extremities (like a tail). Unless the tail is longer than an arm it is part of the abdomen. Of the example races here the Wolf Man, the Lion Man, Lizard Man and the Rat Man have tails. For these races use the extended LHP table. Some species have tentacles, A tentacle of the size of an arm should be treated as such.

Location	LHP	Hit rolls Close	Hit rolls Ranged
Legs	HLH / 3	1 - 4, Left 5 - 8, Right	1 - 3, Left 4 - 6, Right
Abdomen	HLH / 3	9 - 10	7 - 10
Tail	HLH / 4	11	11 - 12
Arms	HLH / 4	12 - 14, Left 15 - 17, Right	13 - 14, Left 15 - 16, Right
Chest	HLH / 2.5	18	17 - 19
Head	HLH / 3	19 - 20	20

Table 2 LHP Table

4.2.2. Will based Abilities

4.2.2.1. Total Mind Points

The amount of power that a character can expend during a day and a night. The type of dice used to gain mind points is determined by the **static** will.

$$\text{TMP} = \text{WIL} + \text{TMP rolls.}$$

WIL	TMP dice	WIL	TMP dice
1	1D2	11 - 14	1D6
2 - 4	1D3	15 - 24	1D8
5 - 7	1D4	25 - 29	1D10
8 - 10	1D5	30 +	1D12

Table 3 Magic Points Table

4.2.2.2. Mental Tier (MT)

The mental tier measures how complex psionics the character can handle. It is determined by dividing the **static** will by 8 (round down). If it is less than 0, it means that the character can not do psionics.

$$\text{MT} = \text{WIL} / 8 \text{ (round down)}$$

4.2.2.3. Mental Level (ML)

Mental level is the measurement of how many different psionic powers a character can learn. It is calculated by dividing the sum of the static will and will by 2.

$$\text{ML} = (\text{WIT} + \text{WIL}) / 2$$

4.3. Skills

This section introduces new skills suitable to the sci-fi setting.

4.3.1. Skill Descriptions

This chapter describes the individual skill in detail. Skills are split into sub-categories for easier reference.

4.3.1.1. Everyman skills

There are new everyman skills used for the science-fiction setting.

4.3.1.1.1. Psionics

Psionics is used every time a character uses a psionic power. See section 5. on how psionics works in this game.

$$\text{BSS: (WIL + CHA) / 4}$$

4.3.1.2. Combat

These skills deal with modern and future combat skills.

4.3.1.2.1. Martial Arts

This skill covers the usage of close-combat hand-to-hand techniques (kicks, strikes, throws and grapples). When choosing to strike the attacker can choose whether to use his hand and the other hand to do a second strike, or foot to deliver the attack. Arms have short range, and legs have medium range. The damage is the same. The attacker may also select if he wishes to use lethal force or not. If lethal force is chosen the UCD is decreased by one step, and the damage is Lethal. If lethal force is not chosen, then the damage is UCD + DAM.

Using Martial arts a combatant may make a skill roll to reduce the effectiveness of the attack by the EN.

Using Martial-arts one can also make Throwing, Grappling or Tripping attacks.

The only counterattack against a *grapple* attack is a throw, or a grapple. If the defender makes a successful grapple attack, then both combatants are entangled, but neither will have an advantage. The combatants are considered to be prone at this stage.

Before doing a *throw* attack, the attacker must choose whether it is a throw or a take-down. If it is a take-down, and the attack is successful the defender will be prone (the attacker can choose whether he is). The attacker may do an additional grapple attack. If throw was chosen, the defender will be thrown EN / 3 meters in a direction the attacker chooses. He will suffer falling damage, and be prone.

If a *tripping* attack is successful the defender must make a DFT ST at a DR equal to the EN of the attack. If he fails he will be prone and take 1D4, S damage from falling. If the DFT ST is a critical failure he must make a HLH ST or be knocked out, otherwise he is dazed. A tripping attack can also be performed on 4 legged creatures, but is at -4 to succeed.

Using Martial-Arts a person can also parry attacks close-combat attacks, even by foes with weapons.

Initial Skill Rank: DFT & STR / WIL

4.3.1.2.2. Close Combat

The close combat skill covers the use of archaic close-combat weapons like swords axes and spears. For every 20 ranks a new weapon may be selected.

Initial Skill Rank: STR & DFT / WIL

4.3.1.2.3. Energy pistols

This skill covers the use of energy pistols (one handed energy weapons). That is weapons which project an energy beam. They have no noticeable recoil, and are often quite silent weapons, and sometimes invisible.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.2.4. Energy rifles

This skill covers the use of two handed energy weapons. That is weapons which project an energy beam. They have no noticeable recoil, and are often quite silent weapons. Both rifles and assault rifles are covered with this skill. An assault rifle is capable of automatic fire.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.2.5. Power swords

This skill covers the use of power swords. A power sword is a sword which is wrapped by an energy field. The field makes the sword an energy weapon able to cut through most solids.

Initial Skill Rank: STR & DFT / WIL

4.3.1.2.6. Projectile pistols

This skill covers the use of projectile pistols. Projectile pistols are one-handed weapons which discharge a projectile of some kind, usually by blowing up a gunpowder charge. More modern variants include rocket propelled projectiles and magnetic linear accelerators. These weapons usually have a loud bang and/or a noticeable recoil when fired. Both single-shot and semiautomatic weapons are covered.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.2.7. Projectile rifles

This skill covers the use of projectile rifles (two-handed projectile propelling guns) of any kind. This includes rifles assault rifles and shot-guns. More modern variants include rocket propelled projectiles and magnetic linear accelerators. These weapons usually have a loud bang and/or a noticeable recoil when fired.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.2.8. Heavy weapons

This skill covers the use support weapons like grenade launchers, machine gun installations and portable missile launchers. These weapons are usually used by at least 2 people, usually a loader and a shooter. This skill covers all roles in the team. The attack is made at an average skill of all members in the team.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.2.9. Demolitions

With this skill a character knows how to use and make all kinds of explosives, from simple stick dynamite to plastic explosives. He also can make shaped explosions to blow a hole in a wall of a specific form, etc. This skill also covers disarming bombs and disabling explosives.

Initial Skill Rank: DFT & WIL / SPD

4.3.1.2.10. Weapon systems

This skill covers the use of weapons systems aboard vehicles or mounted on installations. It also covers missiles and the use of decoys, like chaff and flares. This skill only covers one kind of vehicle, like tanks, space fighters, etc. and must be taken several times to cover different types of vehicles.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.2.11. Grenades and Mines

The skill to throw grenades and set mines. The character knows about different kinds of fuses for these weapons, and knows how to throw grenades accurately. With this skill a character can even attempt tossing a grenade behind corners and into small holes, etc.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.3. Special Combat Techniques

This section contains special combat skills that can be applied to different combat skills. The skills will mention applicable combat skills.

4.3.1.3.1. Aimed shot

With this technique the character can aim for a specific part of the target. Thus he can perform a disarm attack, or double the damage of the round. This technique is only applicable to single-shot weapons. A full DT must be spent aiming prior to taking the shot.

4.3.1.3.2. Blind Fighting

With this technique the character can fight even if he is blind, or if he can not see his foe (due to invisibility or similar). When using this technique, the situational modifiers for being blinded or partially blinded are ignored. This skill is applicable to martial arts and close combat.

4.3.1.3.3. Disarm

This technique allows a character to make a disarm attack. This technique is applicable to both martial arts and close combat. Ranged weapons may also be disarmed.

4.3.1.3.4. Hurling Strike

This technique allows the character to throw a a weapon that is not normally thrown. Any weapon may be thrown, doing it's normal damage. Ranges are determined in the table below.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-
STR	-2	-1 Step
STR x 2	-4	-2 Steps

Table 4: Hurling Strike Table

4.3.1.3.5. Lightning strike

This technique teaches a repeating attack. If the attack misses then a second strike may immediately be made. This technique can be applied to any weapon skill. For weapons with ammunition it uses two rounds/charges.

4.3.1.3.6. Precision strike

This technique allows a character to modify the hit location table by +/- (EN / 4). This technique is applicable to martial arts and close combat.

4.3.1.3.7. Running shot

With this technique the character can move up to BMA before the shot, and then at BAP / 2 fire the shot, and then move up to BMA again. The movement can take the form of acrobatics and tumbling. This technique is only applicable to pistols and rifles.

4.3.1.3.8. Hipshot

With this technique the character can shoot from the hip without penalty. This is applicable to pistols and rifles.

4.3.1.4. Technical

Technical skills cover all engineer skills which have to do with electronics, mechanics, engines, computers, etc.

4.3.1.4.1. Communications systems

This skill allows the character to use all kinds of communication systems to their full potential. He can even recognize and use unfamiliar systems. This skill covers everything from radios to tachyon communication systems. This skill is not necessary to be able to use standard communication devices that the character is familiar with.

Initial Skill Rank: WIT & WIL

4.3.1.4.2. Computers

With this skill the character can operate computers and is able to store, retrieve and search for data from a computer or a computer network. Operating with an unfamiliar computer system is also possible, but will increase the time it takes to operate the computer. See computer operation table for suggested task turns.

Initial Skill Rank: WIT & WIT

4.3.1.4.3. Computer Programming

With this skill a character can make his own programs or modify existing computers. This skill is resolved as a task with a variable task turn which depends on the complexity of the program being created. See the Computer Programming table for suggestions of TT and TD.

Initial Skill Rank: WIT & WIT

Task	TT	TD class	Notes
Store data	1 DT	Easy	Familiar environment
Retrieve data	1 DT	Routine	
Search data	1 min	Easy	
Store data	1 min	Medium	Unfamiliar system. After operation on it for 1 week it becomes "Familiar"
Retrieve data	1 min	Easy	
Search data	10 min	Medium	
Store data	3 DT	Medium	Familiar computer but foreign network
Retrieve data	3 DT	Medium	
Search data	5 min	Medium	
Store data	2 min	Very Hard	Alien system. After operation it for 10 hours it becomes "Unfamiliar".
Retrieve data	2 min	Hard	
Search data	10 min	Very Hard	

Table 5: Computer operation Table

4.3.1.4.4. Electronics

This skill gives the character an understanding on electricity and circuits and how to build them. The character can do complex wiring, locate and repair complex electrical problems and read schematics.

Initial Skill Rank: WIT & DFT

Program complexity / program type	TT	TD class
Tiny program doing a trivial thing (Hello world)	1 DT	Routine
Small program doing a regular operation	1 hour	Medium
Complex program with multiple functions	1 day	Medium
A program doing one very complicated task	1 hour	Hard
A program capable of doing a number of complex tasks	1 week	Hard

Table 6: Computer programming Table

4.3.1.4.5. Mechanics

With this skill a character knows how to repair and maintain different machines. He knows how gears, drive shafts and other machines and engines work. This skill also covers engine casings and trimming machines to improve their performance. The character also knows how to disassemble machines and engines.

Initial Skill Rank: WIT & DFT

4.3.1.5. Practical

4.3.1.5.1. Armorer

The skill of creating and repairing armor. Creating a set of armor is a task with a TT equal to the AV in hours. TV is equal to the sum of the AV for each component. In addition to this a full armorer shop is needed. A skilled armorer can also fix a broken set of armor. In the field the TT and TV are the same as that of creating a new set of armor, but in a shop the values are 1/5 of the total value.

Initial Skill Rank: DFT & STR

4.3.1.5.2. Crafts

New sci-fi crafts can be found in the crafts table.

Craft	Stat	Craft	Stat
Carpentry	STR	Pottery	DFT
Filming	WIT	Sculpting	STR
Tinkering	DFT	Miniatures	DFT

Table 7 Crafts Table

4.3.1.5.3. First Aid

With this skill the character is able to give first aid to a patient. It includes stopping bleeding, knowing about shock and how to avoid it. The character would also know about pain killers and how to perform CPR. This skill must be taken separately for each species.

Initial Skill Rank: DFT & WIL

4.3.1.5.4. Gunsmith

The art of crafting guns. Creating a gun is a task with a TV of 50+50 x (+1 bonus), and a TT of 1 hour + 1 per (+1 bonus). TD is equal to 3 + 1 per (+1 bonus).

Initial Skill Rank: DFT & STR

4.3.1.5.5. Medical Treatment

Medical treatment allows the character to treat more severe wounds, he would know how to set bones, stitch wounds and how to use medical equipment, like a bone knitter or muscle fixer, etc. He could also perform minor surgery (like taking out bullets, etc).

If the character also has Occupation: Medical Doctor then with this skill he can choose one specialization like surgery, radiology, anesthesia, psychology, etc. And would become specialized in that. He would also of course possess the above mentioned treatment skills.

Initial Skill Rank: WIT & DFT

Patient's condition	TT	TV	TD
Knocked out	1 DT	Hits - THP	Hits - THP
System shock	1 DT	10 + 2x[lost HLH]	6 + [lost HLH/2]
Unconscious	1 min	LHP to head	6
Bleeding	1 DT	3 x Bleeding	Bleeding
Wounded, L	1 DT	2 x L Hits	L Hits
Wounded, S	1 DT	S Hits	S Hits / 2
Coma	1 hr	15	10
Perform CPR	1 min	10	4
Use Bone knitter	10 min	15	6
Remove bullets	10 min	25 + hits	8
Use tissue regenerator	10 min	20	5

Table 8 Healing Table

4.3.1.6. Espionage

These skills deal with information gathering, and surveillance.

4.3.1.6.1. Disguise

Disguise is used to either alter ones appearance to be unrecognizable by other, or to alter ones appearance to look like someone else. It can also be used to hide the true purpose of certain objects. To discover the true nature of a disguised object/person one has to make a successful Perception check. This is modified by the EN of the Disguised, and by some other factors listed in the Disguise Table.

Initial Skill Rank: CHA & WIT / WIL

Factor	Difficulty Class
Perceiver knows the disguised intimately.	Hard
The disguised is a complete stranger.	Easy
The disguised is attempting to mimic someone that the perceiver knows intimately.	Very Hard
The perceiver is familiar with the disguised object.	Hard

Table 9 Disguise Table

4.3.1.6.2. Forgery

Forgery is the skill to forger, or falsify, documents or other valuables. The skill is resolved as a task. The Task Value depends on the quality of forgery required. Forgery can also be used to detect false items. See Forgery Table for suggested difficulty / Task modifiers. If the forgerer doesn't have the original of what he is forgering he can do so but it is at least a **moderate** task. The TD for detecting the forgery is equal to the average EN of the forgery task.

Initial Skill Rank: DFT & WIT

Type	Task Value	Task Turn
Art	10 - 60	1 day
Electronic document	10	10 minutes
Official Document	15	1 hour
Jewelry	20	1 minute

Table 10 Forgery Table

4.3.1.6.3. Garrote

To use the garrote (strangling cord) an assassin first has to approach the victim unnoticed (successful stealth), then he gets to do a skill check. If this check is successful, the garrote is around the victims neck. The victim will be unable to shout. The next DT the victim will start to receive 1D6,S damage. He will be able to fight back, but will be at -1 per DT strangled.

Initial Skill Rank: SPD & STR

4.3.1.6.4. Impersonation

Impersonation can be used to change ones normal behavior believably. One can do this to lie believably, act like a foreigner, etc. This skill can also be used to impersonate somebody else. The subject must first be studied for a period. The Impersonation Table gives sample durations and difficulties.

Additional difficulty modifiers are given, depending on circumstances, like trying to fool the subject's brother, etc. This skill replaces the Rope skill called acting.

Initial Skill Rank: CHA & WIT / DFT

Subject	Minimum period of study	Difficulty class
A general person, i.e. a merchant, or a profession.	1 hour	Easy
A more specific person, i.e. The sheriff	1 day	Medium
An individual.	1 week	Hard

Table 11 Impersonation Table

4.3.1.6.5. Lock Picking

The skill of opening locks without having the proper key. This skill also applies to electronic locks and retina scanners etc. Lock picking can also be used to disarm traps, and disable alarms. This skill is resolved as a task.

Initial Skill Rank: WIT & DFT

4.3.1.6.6. Silent Kill

With this skill the attacker can make sure that the victim will not make any kind of noise while attacked. This skill is averaged with the weapon skill and may never be higher then the lower of the two. If the attack is a success the strike hits and the victim is not able to make any sound. If the EN of the attack is 10 or more then it is considered a critical hit. A critical hit means an automatic kill. This skill can only be made on unaware opponents.

Initial Skill Rank: SPD

4.3.1.6.7. Sniper

Sniper is the skill of killing a target at a long distance with a sniper rifle. The target is usually unaware of the sniper, and gets no defense. If the skill roll is a failure it means that the strike missed because the sniper made a mistake, or the target made a sudden unexpected move. If the EN is 10 or less the target has been hit roll normal hit location and then roll a critical for that location. If the EN > 10 then the target has been killed (or shot in the intended location).

Initial Skill Rank: WIL & DFT

4.3.1.6.8. Surveillance

Surveillance covers traditional following and stakeout procedures as well as the use of modern and future phone taps, hidden cameras and microphones, tracking devices and other eaves-dropping technology.

Initial Skill Rank: WIL & WIT

4.3.1.7. Pilot

Pilot skills are those which allow the character to maneuver a specific class of vehicles. This category also includes skills to navigate with the specific vehicle types.

4.3.1.7.1. Pilot – Wheeled

Skill covers all kinds of wheeled vehicles having between 1 and 8 wheels (usually).

Initial Skill Rank: DFT & SPD

4.3.1.7.2. Pilot – Hover vehicle

Covers the use of hovering vehicles from a modern day hovercraft (hover by air cushion) to anti-gravity powered vehicles.

Initial Skill Rank: DFT & SPD

4.3.1.7.3. Pilot – Airplane

This skill covers flying a propeller or jet powered airplane. From a small 1 seated to a commercial airplane. With this skill the character can also fly a jet fighter, but can not use its weapon systems. They are covered with the weapon systems skill.

Initial Skill Rank: DFT & SPD

4.3.1.7.4. Pilot – Helicopter

The skill of piloting a helicopter. Weapon systems skill is needed to operate any built in weaponry.

Initial Skill Rank: DFT & SPD

4.3.1.7.5. Pilot – Spacecraft

The skill of piloting small (1-2 pilots) space ships, both in landing and take off from a planet, docking in space (to a space station, or another space ship).

Initial Skill Rank: DFT & SPD

4.3.1.7.6. Pilot – Hyperspace Piloting

This skill covers piloting a space ship going faster than light. This skill only covers the maneuvering of the ship to a suitable velocity and heading for faster-than-light travel, and exiting from FTL speeds. This skill does not cover navigation or plotting FTL courses.

Initial Skill Rank: DFT & WIT

4.3.1.7.7. Pilot – Star ship

Crew members of large star ships must have this skill to be able to operate the helm, and other piloting related posts, like power control, and navigation thrusters, etc. The bigger the vessel the larger the crew (usually). Also covers piloting computer aided star ships, which in theory can pilot them selves, but require some monitoring.

Initial Skill Rank: DFT & WIL

4.3.1.7.8. Pilot – Boat

The skill of piloting a boat. This covers every kind of engine powered boat that requires only one person to pilot it. As always weapon systems are covered in the weapon systems skill.

Initial Skill Rank: DFT & SPD

4.3.1.7.9. Pilot – Sail boat

Piloting sailing boats. This skill gives the character knowledge of winds and how to trim and manage a sailing boat.

Initial Skill Rank: DFT & STR

4.3.1.7.10. Pilot – Ship

All crew members of large ships must have this skill to to maneuver the ship.

Initial Skill Rank: DFT & WIL

4.3.1.7.11. Pilot – Submarine

This skill covers piloting submarines of all sizes.

Initial Skill Rank: DFT & WIT

4.3.1.7.12. Pilot – Power armor

Maneuvering and operation of power armor.

Initial Skill Rank: DFT & WIL

4.3.1.7.13. Pilot – Tracked

Piloting tracked vehicles, like tanks is covered by this skill. As always the guns are covered by the weapon systems skill.

Initial Skill Rank: DFT & SPD

4.3.1.7.14. Navigation – Air

Knowledge on how to operate aircraft navigation instruments. Includes GPS-like systems, compass, ILS, radio beacons and instrumental flight (if character also has Pilot – Airplane). This skill also covers the ability to read air charts.

Initial Skill Rank: WIT & WIL

4.3.1.7.15. Navigation – Sea

This skill covers reading sea charts and knowledge of sonar and depth sonar, and understanding and recognizing markers and buoys. Also covers navigation by stars and the sun, usage of a sextant, compass, GPS-like systems.

Initial Skill Rank: WIT & WIL

4.3.1.7.16. Navigation – Land

Navigation on land with a map and a compass. Also covers usage of a GPS or similar system.

Initial Skill Rank: WIT & WIL

4.3.1.7.17. Astrogation – Space

Navigation in space, and operation of navigation instruments on a space ship. This skill only covers navigation in real space, covers position determination, attitude and speed calculations. See Hyperspace astrogation for FTL navigation.

Initial Skill Rank: WIT & WIL

4.3.1.7.18. Astrogation – Hyperspace

This skill includes basic knowledge of what faster than light travel means (jumping, warp bubble, alternate space or some other mechanic).

Initial Skill Rank: WIT & WIL

4.3.1.8. Art

Ark skills are such that have mostly some sort of aesthetic value.

4.3.1.8.1. Acting

The art of drama, and playing a role according to a script. This skill also allows the character to try to overcome surprising events on the stage (like someone forgetting a line, etc).

Initial Skill Rank: CHA & DFT

4.3.1.8.2. Gardening

The skill of growing plants and flowers in a garden or in pots. Includes flower arrangements, garden planning and making bouquets.

Initial Skill Rank: WIL & WIT

4.3.1.8.3. Music – Instruments

The skill to play an instrument. The type of instrument must be chosen. The Instrument categories are: Percussion, Blow and String.

Initial Skill Rank: CHA & DFT

4.3.1.8.4. Music – Singing

With singing a character can sing (duh!).

Initial Skill Rank: CHA & WIL

4.3.1.8.5. Painting

The skill of creating paintings. The user of this skill is assumed to know one painting technique per (Rank / 5). Examples of techniques include oil, ink, computer

Initial Skill Rank: DFT & WIL

4.3.1.8.6. Photography

The skill of still and video photography. Covers use of both conventional 2D cameras, and new 3D cameras for both still and video pictures. The character will of course also know of lighting and other conditions to get a good shot. Also includes some rudimentary photo editing skills. Use painting skill to alter images.

Initial Skill Rank: DFT & WIT

4.3.1.8.7. Poetry

The art of writing and reading poems. For every 5 ranks a new style of poetry may be adopted.

Initial Skill Rank: CHA & WIT

4.3.1.8.8. Rhetoric

Public speaking. The skill of addressing an audience. It works like Influence, but on a crowd. The listeners must be able to hear and understand the speaker to be influenced.

Initial Skill Rank: CHA & CHA / WIT

4.3.1.8.9. Sculpture

The skill of creating sculptures. The user of this skill is assumed to know one material to sculpt per (Rank / 5).

Initial Skill Rank: DFT & WIL

4.3.1.9. Academic

Academic skills are such that cover book learning, like history, mathematics etc.

4.3.1.9.1. Biology

Knowledge of cell biology, biochemistry, metabolism, evolution, genetics and other biology topics and methods of research.

Initial Skill Rank: WIT & WIL

4.3.1.9.2. Chemistry

Knowledge of chemical properties of substances, organic chemistry, and chemical analysis and synthesis.

Initial Skill Rank: WIT & WIL

4.3.1.9.3. History

Knowledge of history of some topic, like humanity, or the history of a specific location. This skill can be taken many times with varying topics.

Initial Skill Rank: WIT & WIL

4.3.1.9.4. Linguistics

The study of languages and how they have evolved, and how they function.

Initial Skill Rank: WIT & WIL

4.3.1.9.5. Mathematics

Knowledge of statistics, calculus, algebra, geometry, trigonometry, and other advanced mathematics topics.

Initial Skill Rank: WIT & WIL

4.3.1.9.6. Physics

Covers mechanics, thermodynamics, nuclear physics, quantum mechanics and other advanced physics theories. This skill also allows the character to try to make an implementation of a theory, to prove or disprove it.

Initial Skill Rank: WIT & WIL

4.3.2. Psionic Skills

Psionics are in fact a number of skills grouped into talents. See section 5 for more on Psionics.

All psionics skills may have a rank above 100

4.3.2.1. Telepathy

Telepathy contains skills that deal with direct mind to mind linking, for variable purposes like distraction, communication, combat and defense.

4.3.2.1.1. Thought Communication

Thought Communication is the skill to communicate with other beings either by sharing thought holograms or empathy.

Initial Skill Rank: WIL & CHA

4.3.2.1.2. Mind Combat

Mind combat and defense.

Initial Skill Rank: WIL & HLH

4.3.2.1.3. Mind Control

Controlling the thoughts and actions of others.

Initial Skill Rank: WIL & CHA

4.3.2.1.4. Hallucinations

The skill of creating illusions in the minds of others.

Initial Skill Rank: WIL & WIT

4.3.2.2. Extrasensory perception

Extrasensory perception or ESP is the talent to perceive things beyond ones immediate surroundings. One with the ESP talent can mentally "travel" both in time and space and to perceive events.

4.3.2.2.1. Remote Perception

Perceiving remote events.

Initial Skill Rank: WIL & WIT

4.3.2.2.2. Past Perception

Perceiving past events.

Initial Skill Rank: WIL & WIT

4.3.2.2.3. Future Perception

Perceiving future events.

Initial Skill Rank: WIL & WIT

4.3.2.2.4. Psychometry

Perceiving events relating to a touched object, person or place.

Initial Skill Rank: WIL & WIT

4.3.2.3. Psychokinesis

The talent to affect elementary particles.

4.3.2.3.1. Pyrokinesis

The skill to increase the energy of matter, thus heating it, and also to control oxidation rates, thus igniting things.

Initial Skill Rank: WIL & WIT

4.3.2.3.2. Cryokinesis

The skill to decrease the energy of matter, thus cooling it.

Initial Skill Rank: WIL & WIT

4.3.2.3.3. Electrokinetics

The skill to control electrons and electricity.

Initial Skill Rank: WIL & WIT

4.3.2.3.4. Photokinesis

The skill to control photons, that is EM radiation.

Initial Skill Rank: WIL & WIT

4.3.2.4. Psychoportism

The talent to move things in space and time.

4.3.2.4.1. Telekinesis

The skill to manipulate kinetic energy.

Initial Skill Rank: WIL & WIL

4.3.2.4.2. Teleportation

The skill to manipulate space-time.

Initial Skill Rank: WIL & WIT

4.3.2.5. Psycho-Metabolism

The talent to affect the metabolism of oneself and others (“mind-over-body”)

4.3.2.5.1. Healing

This skill allows the telepath to heal himself

Initial Skill Rank: WIL & WIT

4.3.2.5.2. Shape-shifting

The skill to change ones own shape.

Initial Skill Rank: WIL & WIT

4.3.2.5.3. Laying-on-Hands

The skill to heal others

Initial Skill Rank: WIL & WIT

4.3.2.5.4. Metabokinesis

The skill to control the metabolism of others to cause harm.

Initial Skill Rank: WIL & WIT

4.3.3. Occupation

Occupation skills are such that they cover the knowledge part of a Occupation. That is inside jargon, and theoretical knowledge. These skills allow a character to practice that Occupation on a daily basis. See the individual skills to see what they cover.

4.3.3.1. Engineer

Occupation: Engineer covers General Engineering knowledge, the Engineer knows advanced math and physics. In addition to the basic engineering skills he can pick a field of specialty from the following. Occupation: Engineer requires 10 years of education and includes Mathematics and Physics

Initial Skill Rank: 50 + WIT

4.3.3.1.1. Chemical

A chemical engineer knows all about chemicals and how to synthesize various compounds. He also knows how to design a manufacturing line for the creation of these chemicals. A chemical engineer can also cook up substances in field conditions given a reasonable set of raw materials. i.e. he knows how to make glue or explosives from ordinary kitchen substances. This Occupation Contains Chemistry.

4.3.3.1.2. Computers

A computer engineer is an expert in the field of computers and knows how to design and create advanced programs. With the computer repair skill from the Electronics category he knows about how the most modern computers work and can design a computer from scratch. This Occupation includes Computer operation, and -programming.

4.3.3.1.3. Construction

A construction engineer knows all about buildings and structures like bridges. He is capable of leading a team of labor workers in the construction task, and is able to make designs and plans for constructions. He also knows how to demolish said constructions in a controlled manner, if he also takes the skill Demolitions from the Combat category.

4.3.3.1.4. Electronics

The character can choose a field of specialization from electronics, power systems and general electrical engineering.

4.3.3.1.5. Material

A material Engineer knows a lot of physics and chemistry. Together with this knowledge he can create new alloys and other kinds of compounds with desirable properties such as flexible but resilient, hard and transparent, etc. This Occupation contains Chemistry.

4.3.3.1.6. Mechanics

The character can choose a specialization field from one of these: Automobiles, Aircraft, Spacecraft, Ships, Industrial machinery. He will be able to design and build machines of the selected type (maintaining and repairing is also implied), including their power source. He will have a familiarity with the other fields, allowing him to maintain and do simple repairs. This field includes the Mechanics skill from the Technical category.

4.3.3.2. Journalist

A journalist is out to get a good story. He is good at writing and usually also taking pictures or using a film camera. This skill includes two of: Writing, Rhetoric, Photography and Street Wise.

Initial Skill Rank: 50 + CHA

4.3.3.3. Lawyer

A Lawyer is knowledgeable about all aspects of law. He is usually called to either defend or prosecute an alleged criminal. A trial is handled as a contest between two lawyers. The winner of the contest wins the trial. A lawyer should choose one area of specialty (and get a +5 BSS bonus when dealing with matters involving this) from: Financial Law, Criminal Law (defense), Criminal Law (prosecution). It takes 6 years to train to become a lawyer.

Initial Skill Rank: 50 + WIT

4.3.3.4. Medical Doctor (M.D.)

Occupation: M.D. covers the functions of a human (or alien) body. How it works and how it can be "repaired". This Occupation requires 10 years of study, and contains First Aid and Medical Treatment skills. In addition th M.D. is capable of making basic disease diagnostics and can choose one specialization field from: pathology, surgery, anesthesia, diagnostics, psychiatry and medicine research.

Pathology allows the M.D. to determine cause of death and find trace evidence from a corpse. **Surgery** allows the M.D. to perform all kinds of surgical operations to fix or alter the bodies of patients. This includes implants of all sorts.

An **anesthesiologist** knows how to put a person to a controlled state of coma from where he can be awakened later. This includes cry-sleep and basic anesthesia for minor surgical operations. Further more he can mix knows drugs to create different effects like temporary paralysis from neck down, etc.

A **diagnostic** has extensive knowledge of bacteria and viruses, and even knows about alien "germs". He has a much easier chance in diagnosing a disease correctly compared to other doctors.

A **psychiatrist** knows all about the diseases of the mind, and can diagnose and treat all kinds of mental disorders.

A **medicine researcher** knows about how the defense mechanisms of the body work and can use that to find medicines against different diseases and other symptoms.

Use the skill in Medical treatment for all actions involving treatment or applying knowledge. The score in Occupation: M.D. is used in research and diagnostics and similar situations.

Initial Skill Rank: 50 + WIT

4.3.3.5. Police

A police officer is responsible for upholding the law and investigating crime, and catching criminals. This skill includes basic police procedures (such as the radio code, and basic evidence collection techniques). The police officer must also have a passing knowledge about the local law. Additionally he can specialize. Without specializing it takes 3 years to become a police officer. Specialization is another 2 years. The fields of specialization are: detective, criminologist, bomb squad and criminal psychology.

A **detective** will learn how to search for clues, advanced interrogation method (without resorting to torture), and he also will learn how to set up different under cover operations and surveillance of criminals. A detective can use his Occupation: Police skill in place of perception when searching for clues or when trying to to detect a lie.

A **criminologist** learns how to locate clues and learns how to process evidence to gain further knowledge. A criminologist also learns some interrogation methods and can use his Occupation: Police skill to detect lies and find evidence instead of perception.

A **bomb squad officer** learns how to locate and disarm different kinds of bombs. This skill contains Demolitions.

A **criminal psychologist** will learn to think like criminals and can set up a psychology profile and make attempts at guessing the next move of a criminal. He also learns interrogation and negotiation skills, and may use Occupation: Police instead of Influence when dealing with criminals whose profile he has studied.

Initial Skill Rank: 50 + WIL

4.3.3.6. Spy

A spy is an undercover intelligence gathering expert. This skill covers the basics of setting up a fake identity, someone who usually has a low profile but complete access to what ever the spy is gathering information about. This includes knowing all codes and code language and recognizing foreign spies, and setting up a spy network. This skill includes Impersonation and Photography. It takes 3 years to train to become a spy.

Initial Skill Rank: 50 + CHA

4.4. Professions

4.4.1. Fighter

STR	DFT	SPD	HLH	WIT	WIL	CHA
15	10	5	10	-5	5	0

Fighters are soldiers of the future. He can be a Space Marine in powered armor, an officer in the army, or a rebel soldier. All Fighters have in common their expertise in weapons and warfare.

Some sci-fi movie and book examples of Fighters include Chewbacca from Star Wars, Worf from Star Trek and Teal'c from Stargate. An "alternative history" example might be B.A. from the A-Team.

4.4.1.1. Initial skills

Choose 2 skills from the combat category with an initial +10 bonus to the rank, then choose of 4 additional skills from the Combat and physical categories. Additionally choose of 4 skills that are bonus to Fighter, and finally select 2 skills from the Practical-, Pilot-, Technical- or Physical categories OR Either Police or Spy Occupation.

4.4.1.2. Bonus Skills

Close Combat, Martial arts, Energy pistol, Energy Rifle, Power Swords, Projectile pistol, Projectile rifle, Heavy weapons, Demolitions, Weapon systems, Grenades and mines, Armorer, Gun smith, first aid, Hunting, Marching, Command and Military Organization, Brawling and Occupation: Police.

4.4.2. Pilot

STR	DFT	SPD	HLH	WIT	WIL	CHA
0	15	15	0	5	5	0

Pilots are experts in handling vehicles. Some pilots are multi-talented, while others specialize in one kind of vehicle. Pilots are traditionally also skilled at combat and other things, depending on what they pilot and for whom.

Some sci-fi examples include Jack O'Neal from StargÅte, Biggs Darklighter from Star Wars and "Howling Mad" Murdoc from the A-Team.

4.4.2.1. Initial Skills

Choose 2 Pilot skills with a +10 bonus to the Rank, then choose 4 additional pilot skills. Choose 4 skills which are bonus to the pilot. Finally choose 2 skills from any category.

4.4.2.2. Bonus Skills

Projectile pistol, Energy pistol, All Pilot skills, All Navigation skills, all astrogation skills, Occupation: Police.

4.4.3. Sneak

STR	DFT	SPD	HLH	WIT	WIL	CHA
5	10	10	0	5	5	5

A sneak is someone who operates with stealth and wit instead of brawn and firepower to achieve his goals. A sneak is often on the wrong side of the law, but not always. Many sneaks work as police detectives.

Examples of sneaks from movies include Han Solo from Star Wars, Vala Mal Doran from StargÅte and Quark from Star Trek and Jack Bauer from 24.

4.4.3.1. Initial Skills

4 skills from Espionage or Thief categories at +5 to initial skill rank. Choose one weapon skill, one Pilot - something skill, and finally choose six other bonus skills OR 4 Skills and an Occupation.

4.4.3.2. Bonus Skills

Climbing, Leaping, Projectile pistol, projectile rifle, energy pistol, energy rifle, martial arts, computers, stealth, sniper, surveillance, garrote, disguise, forgery, impersonation, pilot - wheeled, pilot - hover vehicle, Navigation - land

4.4.4. Explorer

STR	DFT	SPD	HLH	WIT	WIL	CHA
5	10	5	10	0	10	0

An explorer is mostly interested in finding new things. These new things are usually planets and other new territory. He is the ranger of the future, an expert in survival and exploration. He is comfortable in wilderness and in empty space.

4.4.4.1. Initial Skills

2 Weapon Skills at +5 to initial rank. Survival at +10 to Initial skill rank. Choose 5 skills from the following list from: Pilot - Any, Navigation - Any, Tracking and First Aid. Finally choose 4 additional skills or 2 Skills and an Occupation.

4.4.4.2. Bonus Skills

4.4.5. Field Scientist

STR	DFT	SPD	HLH	WIT	WIL	CHA
5	5	0	5	15	10	0

The field scientist is someone with an academic background. Usually the field is such that the field scientist has to do research "in the field". Field scientist usually work with Explorers in exploration missions. They are good at analyzing new material, and are able to operate quite well in rough conditions.

Examples of field scientists include Samantha Carter from Stargate, or Indiana Jones (Junior).

4.4.5.1. Initial Skills

An appropriate Academic Skill at +10 to Initial Score. Survival at +5 to initial score. An other academic or Technical skill at +5 to initial score. Occupation – Engineer and 3 Technical skills OR 5 Technical or Academic skills OR Medical Doctor and First Aid and Medical Treatment. Finally 4 additional skills OR 2 skills and an occupation if one has not already been selected.

4.4.6. Scientist

STR	DFT	SPD	HLH	WIT	WIL	CHA
0	0	0	0	20	15	0

A scientist is mainly focused on science, second only on other things. Scientists can be purely theoretical in orientation or they could be more practical and then most would call them engineers.

Examples of scientists could be Spock from Star Trek.

4.4.6.1. Initial skills

4.4.6.2. Bonus Skills

4.4.7. Telepath

STR	DFT	SPD	HLH	WIT	WIL	CHA
-5	0	0	0	10	20	10

Telepaths focus their time on improving their psionic skills and powers. They are the wizards of science fiction, able to do incredible things with their minds.

4.4.7.1. Initial skills

Select 2 Psionics skills from one Talent at +10. Meditation, and 2 academic or technical skills. One combat skill and one pilot skill. Finally choose one occupation and 3 bonus skills or 5 skills that are bonus skills to the telepath.

4.4.7.2. Bonus Skills

Influence, Perception, All psionics, Psychology

5. Psionics

Psionics are mystical (or sometimes scientifically explained) powers of the mind. In Rope psionics are categorized into groups of similar talents. The groups are: Telepathy, Extrasensory perception, Psychokinesis, Psychoportism and Psycho-metabolic talents. Each group has a number of skills which are organized into four tiers of power and ability. Within each tier there are a number of powers. Each power has to be learned separately. (See section 5.2). The mental stats a character has determine how strong his Psionics can be (what tier he can reach) and how many groups he can master.

If a character has high enough stats and a Telepath as a teacher, he can learn psionics, however if he is not a Telepath he will learn psionics at 1 hindrance, since he hasn't spent his entire youth training his mental powers.

Will	Maximum Tier	Number of Talents
< 11	0	0
11 - 20	1	1
21 - 30	2	1
31 - 40	4	2
41 - 50	4	3
51 - 60	4	4
> 60	4	5

Table 12: Psionics Tier Table

5.1. Using psionic powers

Using a psionic power is quite simple rules-wise. The player states which psionic power he wants his character to use, deducts the required power from his TMP. And rolls on the appropriate psionic skill check. If the power has a specific target the capability is resolved as a contest between the Telepath and the target. The target uses his Mind Resistance Ability as a skill in this contest. The Contest only lasts one turn, and the Telepath wins all ties. If the Telepath loses the power has no effect (but the power is still lost). If the Telepath rolls a critical success, the power might get some boost (see the individual power descriptions). If the Telepath rolls a critical failure then the attempt failed with possible catastrophic results. Roll on the Psionic Critical Failure Table.

5.2. Learning Psionics

Learning a psionic power is a task worth the Knowledge Rating(KR) of the psionic. The TT is one day. TD is equal to [Tier x 2].

5.3. Psionic powers

This section describes the psionic powers available, organized by Talent, Skill, Tier and Knowledge.

5.3.1. Telepathy

5.3.1.1. Thought Communication

Thought Communication is the skill where two or more minds communicate (over potentially large distances).

Range	Difficulty Class	Power multiplier
0- 10m	Routine (-10)	1 x
10m - 100m	Easy (-7)	1 x
100m - 1 km	Light (0)	1 x
1km - 10 km	Medium (5)	2 x
10 km - 100 km	Tricky (10)	2 x
Same planet	Hard (15)	4 x
Same system	Very Hard (19)	8 x
Unlimited	Extreme (30)	16 x

Table 13: Thought Communication difficulties

5.3.1.1.1. Tier 1

This is the easiest to learn, and the powers in this tier are the basic skills that form the basis of thought communication.

5.3.1.1.1.1. Send thoughts

This power enables the telepath to send mind holograms to a recipient who must have the skill to read sent thoughts.

Power	1 (Varies by range)
Difficulty	Varies by range
Duration	1 minute / EN
Knowledge Rating	10

5.3.1.1.1.2. Implant emotion

This power allows the telepath to implant a single emotion to a single target. If the target fails his MR his attitude will change to match the implanted emotion.

Examples of emotions: anger, hate, like, love, dislike, joy, sadness, etc.

Power	1
Difficulty	5
Duration	1 minute / EN
Area of Effect	10m radius
Knowledge Rating	10

5.3.1.1.1.3. Read emotion

This power allows the telepath to read the real emotions of the target. Once the telepath learns this power he will always be able to tell if a person is really alive or not, by using this power.

Power	1 (Varies by range)
Difficulty	Varies by Range
Duration	1 DT / EN
Knowledge Rating	15

5.3.1.1.1.4. Receive thoughts

This power enables the telepath to read sent thoughts. He does not need to be aware of the incoming message. This power operates constantly, but can be blocked, to "tune out" somebody. Together with send thoughts this power enables a two-way thought communication.

Duration	Constant
Knowledge Rating	15

5.3.1.1.1.5. Protect Thoughts

This power enables the telepath to hide his inner private thoughts from probing. Even if the telepath fails a MR roll v/s thought reading he can still hide his private thoughts from the invader as long as he makes a successful WIL ST.

Duration	Constant
Knowledge Rating	20

5.3.1.1.2. Tier 2

Tier 2 is the second level of of difficulty to learn. It contains more potent powers.

5.3.1.1.2.1. Read Surface Thoughts

This power allows a telepath to probe the surface thoughts of the target. Only the top most things are readable, like to know what the person is saying, or his initial reaction to something.

Power	2 (Varies by Range)
Difficulty	Varies by Range
Duration	1 minute / EN
Knowledge Rating	25

5.3.1.1.2.2. Mind patterns

With this power a telepath can store the mental pattern of an individual. A telepath can keep at most WIT / 5 mind patterns stored at a time.

Power	2 (Varies by Range)
Difficulty	5
Knowledge Rating	25

5.3.1.1.2.3. Copy Emotion

This power allows a telepath to copy the emotions of a person previously Mind Patterned. Anyone familiar with the emotions of the target will feel that the emotions are in fact his.

Power	2
Difficulty	5
Duration	1 minute / EN
Knowledge Rating	30

5.3.1.1.2.4. Truth

This power allows a telepath to detect if the target is telling the truth or not.

Power	2 (varies by Range)
Difficulty	Range + 6
Duration	1 minute / EN
Knowledge Rating	25

5.3.1.1.2.5. Locate Mind

This power enables the telepath to know the direction and distance of a previously mind patterned mind.

Power	3
Difficulty	4 (Varies by range to mind)
Knowledge Rating	30

5.3.1.1.3. Tier 3

5.3.1.1.3.1. Broadcast emotion

This power allows the telepath to broadcast a single emotion. Everybody within 10m radius of the telepath must make an opposed check versus the telepath or his mood will start to match the broadcasted emotion. Examples of emotions: anger, hate, like, love, dislike, joy, sadness, etc.

Power	5
Difficulty	6
Duration	1 minute / EN
Area of Effect	10m radius
Knowledge Rating	30

5.3.1.1.3.2. Probe mind

This power allows a telepath to read the thoughts of the target. He will be able to "hear" what the other person is thinking.

Power	4 (Varies by range)
Difficulty	Range + 7
Duration	1 minute / EN
Knowledge Rating	35

5.3.1.1.3.3. Mind tracking

Like locate mind except that the telepath can keep track of the mind for the duration.

Power	6
Difficulty	6 + Initial range
Knowledge Rating	40

5.3.1.1.3.4. Communication

This power opens a two-way communication between the telepath and the target. For the duration the two can communicate mentally.

Power	3 (varies by Range)
Difficulty	Range + 3
Duration	10 minutes / EN
Knowledge Rating	40

5.3.1.1.3.5. Mass read surface thoughts

This power works like read surface thoughts except that everyone within 100 m radius need to make a MR roll or have his surface thoughts sent to the telepath. A failed roll means that the telepath opened too much of his mind and he will hear only garbled thoughts.

Power	6
Difficulty	8
Duration	1 minute / EN
Area of Effect	10m radius
Knowledge Rating	45

5.3.1.1.4. Tier 4

5.3.1.1.4.1. Mass mind tracking

As Mind tracking except that one mind / level of caster can be simultaneously tracked.

Power	6 + 1 / mind (modified by range)
Difficulty	12 + Initial range to target furthest away
Duration	1 min / EN
Knowledge Rating	40

5.3.1.1.4.2. Mind-meld

A mind-meld allows a telepath to form a total melding of his and another minds. If the target is also a telepath he may use his skill to try to resist the mind-meld (resolve as opposing skills). Once the mind-meld is in effect the telepath has full access to the mind of the target. The target has a limited access to the mind of the telepath (read surface thoughts, read emotion, and communication). Once the meld is active the telepath may only explore the mind of the target or use any telepathy skill on the target (most likely mind combat, thought control and hallucinations). The telepath is at +10 to all telepathic skills during the mind meld.

Power	10
Difficulty	15
Duration	1 minute / EN
Range	Touch
Knowledge Rating	70

5.3.1.1.4.3. Implant thought

The telepath can implant a single thought to the target, who will believe it is his original thought.

Power	8 (Varies by range)
Difficulty modifier	Range + 10
Knowledge Rating	50

5.3.1.1.4.4. Mass communication

As communication except that multiple (no more than WIT) minds can participate in a "conference call".

Power	4 + 1 / mind (modified by range)
Difficulty	6 + Range
Duration	10 minutes / EN
Knowledge Rating	45

5.3.1.1.4.5. Mind beacon

With this power a telepath can broadcast a strong mental beacon that all telepaths within range can "see". The beacon can be made to contain a short (5 words max) message.

Power	6 + 1 / mind
Difficulty	12 + Initial range to target furthest away
Knowledge Rating	40

5.3.1.2. Mind Combat

Mind combat is all about inflicting pain and trying to kill an opponent. This skill also contains some defensive methods, that can be used to protect from many psionic attacks.

5.3.1.2.1. Tier 1

Tier 1 powers, as always, are the most basic powers and form the basis of the skill.

5.3.1.2.1.1. Stun

The telepath can stun the target for the duration by overloading his brain with signals.

Power	1
Difficulty	1
Range	10 m
Duration	1 DT / EN
Knowledge Rating	10

5.3.1.2.1.2. Distract

The target's sensory input is overburdened and the target will suffer one distraction per EN of the attack.

Power	1
Difficulty	1
Range	10 m
Duration	1 DT / EN
Knowledge Rating	10

5.3.1.2.1.3. Pain

The target feel pain in one random location and takes 1D6, S of damage.

Power	1
Difficulty	1
Range	10 m
Knowledge Rating	15

5.3.1.2.1.4. Mind Screen

This power adds an other layer of defense on the mind of the telepath. The (EN / 4) is added as a temporary boost to the MR of the telepath.

Power	1
Difficulty	1
Duration	1 DT / EN
Knowledge Rating	15

5.3.1.2.1.5. Parry attack

This is power allows the telepath to parry the next incoming mental attack. The parry is resolved as an opposing skill and the defender wins all ties. If the parry fails then the attack must still overcome the MR of the defendant.

Power	1
Difficulty	1
Range	10 m
Duration	1 DT
Knowledge Rating	20

5.3.1.2.2. Tier 2

5.3.1.2.2.1. Anguish

The target feels great pain in one random location and takes 1D8, S damage.

Power	4
Difficulty	3
Range	10 m
Knowledge Rating	20

5.3.1.2.2.2. Mass Pain

As Pain, except that it affects up to rank / 10 targets.

Power	2 + number of targets
Difficulty	3 + number of targets
Range	10 m
Knowledge Rating	25

5.3.1.2.2.3. Mass Distract

As Distract except up to rank / 10 targets are affected.

Power	2 + number of targets
Difficulty	2 + number of targets
Range	10 m
Knowledge Rating	20

5.3.1.2.2.4. Shield

A shimmering energy field surrounds the telepath. This energy field will subtract 1 + (EN / 2) from all physical attacks against the telepath.

Power	3
Difficulty	4
Range	10 m
Duration	1 DT / EN
Knowledge Rating	25

5.3.1.2.2.5. Mind Shield

As mind screen except that (EN / 2) is added to the MR of the telepath.

Power	4
Difficulty	3
Duration	1 DT / EN
Knowledge Rating	30

5.3.1.2.3. Tier 3

5.3.1.2.3.1. Agony

The target feels agony in one random location, and takes 1D10, S damage.

Power	3
Difficulty	5
Range	10 m
Knowledge Rating	35

5.3.1.2.3.2. Mass Pain

As pain except that it affects up to rank / 10 targets. Each target feels pain in a random location and takes 1D6, S damage.

Power	4 + number of targets
Difficulty	4 + number of targets
Range	10 m
Knowledge Rating	35

5.3.1.2.3.3. Mind Shout

Everybody within 10 m / R who fail their MR will be stunned for 1 DT / EN.

Power	6
Difficulty	8
Knowledge Rating	40

5.3.1.2.3.4. Missfeel

The telepath can choose to alter his mental patterns so that he appears to be a different race, profession, age, etc. If he has the mind patterns power he can instead select a pattern and appear to mentally be that person.

Power	6
Difficulty	10
Range	10 m
Duration	1 DT / EN
Knowledge Rating	40

5.3.1.2.3.5. No sense

This psionic makes the caster not detectable by any psionic power, and thus makes him invulnerable to most psionic effects (all except those that create a physical change). This has one drawback, however. The telepath cannot use any psionics while this power is active (or else this power will be canceled).

Power	12
Difficulty	10
Range	10 m
Duration	1 minute / EN
Knowledge Rating	45

5.3.1.2.4. Tier 4

5.3.1.2.4.1. Break mind

This power tears on the mind of the target, and reduces all the mental stats by the EN. If all mental stats are reduced to 1 the target's mind is practically destroyed and he can only barely function. Psychology can possibly restore the stats.

Power	20
Difficulty	10
Range	10 m
Duration	1 minute / EN
Knowledge Rating	75

5.3.1.2.4.2. Mass agony

As agony except it affects up to rank / 10 targets. Each target feels great pain in a random location and takes 1D8, S damage.

Power	6 + number of targets
Difficulty	5 + number of targets
Range	10 m
Knowledge Rating	50

5.3.1.2.4.3. Torment

The target feels agony in one location each DT for as long as this power is in effect. Each DT he takes 1D6, S damage in a random location.

Power	15
Difficulty	11
Range	10 m
Duration	1 DT / EN
Knowledge Rating	60

5.3.1.2.4.4. False mind

This power allows the telepath to set up a false "mind image" next to his own. 60% of all attacks will affect this false mind, and cause no harm to the telepath. Instead for each attack against the false mind the telepath can gain 1 mind point per tier of the attack (but this cannot go over his normal maximum).

Power	12
Difficulty	14
Duration	1 minute / EN
Knowledge Rating	55

5.3.1.2.4.5. Reflect attack

This power allows the telepath to parry an incoming attack (as with the parry attack power) but each successful parry allows the caster to reflect the attack on any target within range (use original rolls).

Power	15
Difficulty	10
Knowledge Rating	65

5.3.1.3. Mind control

Mind control contains powers that deal with mind control and subversion of the minds of others. These powers are also called hypnotic or mind-tricks. All these powers only work if the target(s) are within visual and audio range.

5.3.1.3.1. Tier 1

5.3.1.3.1.1. Suggestion

This power lets the telepath give a suggestion to the target who will have to follow the suggestion as long as it is not completely alien to him (e.g. *Kill yourself* won't work, but *press that button* will). This is like a strong hypnotic conditioning.

Power	1
Difficulty	1
Knowledge Rating	10

5.3.1.3.1.2. Charm

The target will believe that the telepath is a good friend and is to be trusted.

Power	1
Difficulty	1
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	15

5.3.1.3.1.3. Fear

The target of this power will fear the telepath and try to get away from him.

Power	1
Difficulty	2
Range	10 m
Duration	1 minute / EN
Knowledge Rating	10

5.3.1.3.1.4. Overlook

As long as the telepath remains relatively motionless he will be overlooked by all who fail their MR roll.

Power	2
Difficulty	1
Range	10 m
Duration	1 minute / EN
Knowledge Rating	15

5.3.1.3.1.5. Sleep

This power puts the target into a deep natural sleep.

Power	2
Difficulty	2
Range	10 m
Knowledge Rating	15

5.3.1.3.2. Tier 2

5.3.1.3.2.1. Forget

The target forgets the last 5 minutes / EN.

Power	2
Difficulty	4
Range	10 m
Knowledge Rating	15

5.3.1.3.2.2. Command

This power lets the telepath give a command to the target and he will complete the command. If the command is totally alien to him he gets to make an additional WIL ST, and if it is successful he has broken free of the command.

Power	3
Difficulty	3
Knowledge Rating	25

5.3.1.3.2.3. Mass charm

As *charm* except that rank / 10 targets are affected.

Power	2 + 1 per target
Difficulty	2 + 1 per target
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	30

5.3.1.3.2.4. Mass fear

Ass Fear except all within 10 m radius of the telepath will try to flee (if they fail their MR).

Power	5
Difficulty	1
Duration	1 minute / EN
Knowledge Rating	30

5.3.1.3.2.5. Mass suggestion

As suggestion except that rank / 10 targets can be affected.

Power	2 + 1 per target
Difficulty	2 + 1 per target
Range	10 m
Knowledge Rating	30

5.3.1.3.3. Tier 3

5.3.1.3.3.1. Mind master

This power allows the telepath to fully control the target for the duration, as long as he concentrates.

Power	4
Difficulty	6
Range	10 m
Duration	1 minute / EN
Knowledge Rating	40

5.3.1.3.3.2. Mass forget

As *forget* except that rank / 10 targets are affected.

Power	4 + 2 per target
Difficulty	6 + 1 per target
Range	10 m
Knowledge Rating	35

5.3.1.3.3.3. Mass command

As *command* except that rank / 10 targets can be commanded.

Power	4 + 3 per target
Difficulty	5 + 1 per target
Knowledge Rating	45

5.3.1.3.3.4. Implant memories

With this power the telepath can implant a memory in the target. He will be unable to separate it from real memories without psychoanalysis.

Power	5
Difficulty	6
Range	10 m
Knowledge Rating	40

5.3.1.3.3.5. True forget

As forget except that the duration is 1 h / EN OR 1 event.

Power	6
Difficulty	6
Range	10 m
Knowledge Rating	45

5.3.1.3.4. Tier 4

5.3.1.3.4.1. Unlearn

This permanently reduces the rank of a skill to 0. If the target fails by 1-5 he is aware of the unlearning, otherwise not.

Power	10
Difficulty	8
Range	10 m
Knowledge Rating	50

5.3.1.3.4.2. Mass implant memories

Like *implant memories* except that rank / 10 targets are affected.

Power	5 + 5 per target
Difficulty	8
Range	20 m
Knowledge Rating	55

5.3.1.3.4.3. Unmind

The target forgets his own identity and does not know what skills he has (the skills are not affected). Furthermore all the memories of the target are erased.

Power	9
Difficulty	10
Range	10 m
Knowledge Rating	75

5.3.1.3.4.4. Hypnosis

The caster sends a hypnotic suggestion to all who can see, hear and understand him. As a result the targets can be hypnotized to almost anything. They can be made to think they are squirrels, or conditioned to shoot the star when they hear the trigger words "By the bottom of my heart I salute you".

Power	9
Difficulty	10
Knowledge Rating	65

5.3.1.4. Hallucinations

Hallucinations create illusions in the mind of the target(s). They are not real in any way, but the target believes they are, and it is hard to persuade the target into believing anything else.

5.3.1.4.1. Tier 1

Tier 1 contains single sense hallucinations and form the basis of this skill. All have the following characteristics:

Power	1
Difficulty	1
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	10

5.3.1.4.1.1. Visual hallucination

This power causes one visual hallucination as per the wishes of the telepath. The visual image can be motional or static. But no interaction is possible.

5.3.1.4.1.2. Audio hallucination

This power causes one audio hallucination.

5.3.1.4.1.3. Scent hallucination

This power causes one scent hallucination.

5.3.1.4.1.4. Feel hallucination

This power can be used to either alter the feel of surfaces and and similar, or to create imaginary (invisible) barriers.

5.3.1.4.1.5. Taste hallucination

This power can be used to create an imaginary taste. Combined with waiting hallucination it can be made to mask the taste of something (imagine drinking beer that tastes like a steak)

5.3.1.4.2. Tier 2

These powers combine the tier 1 powers with delayed time and each other to form a more complete hallucination.

5.3.1.4.2.1. Hallucination II

With this power one can combine two tier 1 hallucination into one. (audio and visual or visual and feel etc).

Power	2
Difficulty	2
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	20

5.3.1.4.2.2. Interactive hallucination

This power makes a tier 1 hallucination interactive. The person who is hallucinating thinks he can do stuff. The hallucination reacts how the target expects, since the reaction is created by his own mind. The telepath can choose a general attitude (hostile, friendly, etc)

Power	2
Difficulty	4
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	15

5.3.1.4.2.3. Mobile hallucination

This power takes one hallucination and the telepath can make it appear as it is moving as long as he concentrates. The target has to remain within range for the hallucination to be mobile.

Power	2
Difficulty	3
Range	10 m
Duration	10 minutes / EN (C)
Knowledge Rating	15

5.3.1.4.2.4. Waiting hallucination

This power will create one tier 1 hallucination which will wait until a trigger event happens. The trigger can be anything that the target, sees hears, feels does or thinks. The hallucination is only triggered once.

Power	2
Difficulty	2
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	20

5.3.1.4.2.5. Mass hallucination

This power creates a tier 1 which affects everyone within a 10 m radius area.

Power	3
Difficulty	2
Range	50 m
Duration	10 minutes / EN
Knowledge Rating	20

5.3.1.4.3. Tier 3

Like tier 2, but more powerful.

5.3.1.4.3.1. Hallucination IV

Like hallucination II, except four tier 1 hallucinations can be combined.

Power	3
Difficulty	4
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	40

5.3.1.4.3.2. Mobile hallucination III

Like *mobile hallucination*, except that three tier 1 hallucinations can be combined and the whole thing can be mobile.

Power	5
Difficulty	6
Range	10 m
Duration	10 minutes / EN (C)
Knowledge Rating	35

5.3.1.4.3.3. Interactive hallucination II

Like *interactive hallucination*, except that two tier 1 hallucinations may be combined.

Power	3
Difficulty	5
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	30

5.3.1.4.3.4. Waiting hallucination III

As *waiting hallucination*, except three tier 1 hallucinations can be combined.

Power	5
Difficulty	5
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	40

5.3.1.4.3.5. Mass Hallucination III

As *mass hallucination*, except three tier 1 hallucinations can be combined.

Power	6
Difficulty	5
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	45

5.3.1.4.4. Tier 4

The most powerful hallucinations.

5.3.1.4.4.1. Hallucination V

Like hallucination II, except up to five tier 1 hallucinations can be combined.

Power	6
Difficulty	5
Range	10 m
Duration	1 hour / EN
Knowledge Rating	50

5.3.1.4.4.2. Mobile hallucination V

Like *mobile hallucination*, except that five tier 1 hallucinations can be combined and the whole thing can be mobile.

Power	7
Difficulty	8
Range	10 m
Duration	10 minutes / EN (C)
Knowledge Rating	60

5.3.1.4.4.3. Interactive hallucination IV

Like *interactive hallucination*, except that four tier 1 hallucinations may be combined.

Power	6
Difficulty	7
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	50

5.3.1.4.4.4. Waiting hallucination V

As *waiting hallucination*, except five tier 1 hallucinations can be combined.

Power	7
Difficulty	7
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	60

5.3.1.4.4.5. Mass Hallucination V

As *mass hallucination*, except three tier 1 hallucinations can be combined.

Power	8
Difficulty	7
Range	10 m
Duration	10 minutes / EN
Knowledge Rating	60

5.3.2. Extrasensory perception

Extrasensory perception or ESP for short deals with perceiving things which are not readily perceivable by the normal senses of humans. Past, future and remote perceptions are all within the realm of ESP.

5.3.2.1. Remote perception

Remote perceptions is all about perceiving

5.3.2.1.1. Tier 1

The most basic remote perceptions.

Power	1
Difficulty	3
Range	10 m / EN
Duration	10 minutes
Knowledge Rating	10

5.3.2.1.1.1. Remote Vision

The telepath can change his point of view up to the range away. He can turn but not move the point of view.

Power	1
Difficulty	3
Range	10 m / EN
Duration	10 minutes
Knowledge Rating	10

5.3.2.1.1.2. Remote Smell

The telepath can change his point of smell to a point up to the range away. He may make smell perception rolls.

Power	1
Difficulty	3
Range	10 m / EN
Duration	10 minutes
Knowledge Rating	10

5.3.2.1.1.3. Remote Hearing

The telepath can change his point of hearing up to the range away. He may make hearing perception rolls as if he would be there. Great for eaves-dropping!

Power	1
Difficulty	3
Range	10 m / EN
Duration	10 minutes
Knowledge Rating	10

5.3.2.1.1.4. Remote Taste

The telepath can taste things remotely within the range that he can see, but He may change the object he tastes once per DT for the duration of the power..

Power	1
Difficulty	3
Range	10 m / EN
Duration	10 minutes
Knowledge Rating	10

5.3.2.1.1.5. Remote Feel

The telepath can feel things remotely within the range that the telepath can see. Feel includes all tactile senses heat, cold, texture, etc. Extreme hot and cold will damage the telepath but only for the duration of the power. This power requires a line of sight, but he may change the object he feels once per DT.

Power	1
Difficulty	3
Range	10 m / EN
Duration	10 minutes
Knowledge Rating	10

5.3.2.1.1.6. See through solid

The telepath can see through solids up to 50 cm thick for the duration.

Power	1
Difficulty	3
Range	Self
Duration	10 minutes
Knowledge Rating	12

5.3.2.1.2. Tier 2

Tier 2 powers are similar to Tier 1 except of an increased range.

5.3.3. Psychokinesis

5.3.3.1. Electrokinesis

Electrokinesis is the skill to manipulate electromagnetic radiation and electricity.

6. Combat

Combat is handled the same way as in Rope, but with these new actions.

6.1. New Activity

This chapter gives new actions in a DT.

6.1.1. New basic actions

These actions take the entire DT to perform.

6.1.1.1. Long burst

A burst can only be performed with automatic weapons. A long burst last a whole DT. A long burst gives +3 to hit and the damage dice should be increased by 1 step for each EN / 2. A long burst uses 30 bullets / shots. The minimum STR of the weapon is doubled.

6.1.1.2. Long spray

A spray is a burst attack, but aimed at an area instead of a single target. Just like a long burst a long spray will empty the magazine. The attacker has to make a skill roll with DR 10 to manage the attack. A critical failure will result in a fumble, and a critical success will automatically hit all targets in the area of effect. The area of effects for the attack is a cone with an angle up to 90 degrees. If the skill roll succeeds any target in the area will have to make a DFT ST (with the EN of the attack as a DR) or they are hit and take normal damage to a random location. A long spray uses 30 bullets / shots. The minimum STR of the weapon is doubled.

6.1.1.3. Shooting wild

Shooting wild involves pointing the gun in the direction of your enemy(ies) and squeezing the trigger as many times as you can. In general this will release about 10 bullets in one DT. Resolve the attack like a Medium spray (or Short spray if there are less then 6 rounds left in the gun), but use DFT ST instead of any weapon skill.

A character without formal training can still blast away at foes, but due to lack of training he is considered to be shooting wild. A trained character may also shoot wild.

6.1.2. New primary actions

These actions are available during the Primary Action phases of the combatants.

6.1.2.1. Reload Ammo clip

This action allows a character to remove an empty ammo clip / energy clip and replace it with another. Different ammo can be held in different clips which allows the user to switch ammo type by switching clips. Furthermore the combatant is also able to place the discarded clip in a clip belt or into his pocket, or simply drop it.

6.1.2.2. Aimed shot

By taking this option a character aims at a target and shoots. In addition all consecutive shots are at +3 as long as the combatant keeps aiming at his target. Aiming gives a +3 bonus to hit, or +5 if using anything except iron sights. If switching targets, the combatant will be at -2 for the first shot on the new target.

6.1.2.3. Medium burst

A medium burst can be performed with burst capable weapons (like assault rifles). A medium burst will use 10 bullets / shots. A medium burst gives a +3 to hit and the damage dice should be increased by 1 step per EN / 5. The minimum STR of the weapon is increased by 50%.

6.1.2.4. Medium Spray

A medium spray works like a Long spray except that it uses 10 bullets / shots and a maximum of 60 degree angle for the cone. The minimum STR of the weapon is increased by 50%.

6.1.3. New secondary actions

These actions can be performed on the primary or on any secondary action phase.

6.1.3.1. Aimed shot

With this option the combatant can keep shooting at the target previously aimed at.

6.1.3.2. Short burst

A short burst fires 5 (or 3, depending on weapon) bullets on a single target. The attack gains a +3 bonus to hit, and is combinable with aiming. Increase the damage dice by 1 step per EN / 10.

6.1.3.3. Short Spray

Like Medium burst, except only 5 shots are used and the maximum angle is 30 degrees.

6.1.3.4. Shoot with weapon

A single shot is fired from the weapon. This is the standard attack mode used with a gun or a rifle. Roll attack as normal.

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