

ROPE

SCI-FI

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I will attempt to answer any questions regarding the game.

2. Credits

This module expands on the core Rope system, which means these rules are also loosely based on Bushido, by Bob Charrette and Paul Hume. I have also been inspired by many sci-fi authors of whom I'd like to especially mention Jack L. Chalker - he was the best, and Stephen Baxter - one of the masters of hard sci-fi.

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

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2.3. Play testers

2.4. Review

Vasia

3. Introduction

The name Rope comes from the Finnish word roolipeli, which means role-playing game (RPG). Rope Sci-fi addeddum is a generic fantasy role-playing game (FRP) that is suitable for both the beginning player and the more experienced ("veteran") players. The system is realistic, but easy to understand and play.

3.1. Obtaining Rope Sci-fi addeddum

The newest version of rope 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. Required Materials

To play you will need this rule book, and the Rope core book, pencils, an eraser and dice. The dice you need are the standard dice sets, that can be found in most RPG-stores. It is recommended that you have at least one of each kind.

3.2.1. The Dice

Many different Dice are used in this game to reflect different probabilities. They are designated by an (optional, default is one) amount of dice followed by the letter 'D' (short for Dice) and then the type of dice, and followed by a modifier. Thus XDY+Z means you roll X dice of type Y and add Z to the **total**.

3.2.1.1. Multiplying dice

Sometimes the rules call for doubling dice and sometimes it calls for halving dice. And sometimes it calls for a dice to be increased by so and so many steps. All these modifications alter the dice type only, not the amount, nor the modifier. The Dice Table shows how the type of dice is changed.

Normal	Decrease	Increase	Double	Half
"1"	"1"	D2	D2	"1"
D2	"1"	D3	D4	"1"
D3	D2	D4	D6	"1"
D4	D3	D5	D8	D2
D5	D4	D6	D10	D2
D6	D5	D8	D12	D3
D8	D6	D10	D12	D4
D10	D8	D12	D20	D5
D12	D10	D20	D20	D6
D20	D12	D30	D30	D10
D30	D20	D50	D50	D12
D50	D30	D100	D100	D30

Table 1: Dice Table

3.3. Rounding and other rules

Unless otherwise noted all fractions are rounded using normal maths rules. That is any fraction less than 0.5 are rounded down, and 0.5 and up are rounded up.

3.4. 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 and this supplement. Especially the magic section is recommended to be used from ROPE.

4. The Character

This chapter describes the differences in making a sci-fi character compared to a fantasy character. The same base rules still apply.

4.1. Stats

There are no changes to the stats rules in sci-fi Rope. The race and professional modifiers do change however, they are presented below.

Race	STR	DFT	SPD	HLH	WIT	WIL	CHA
Human	0	0	0	0	0	0	0

Table 2 Race Table

Profession	STR	DFT	SPD	HLH	WIT	WIL	CHA
Warrior	15	10	5	10	-5	5	0
Sneak	5	10	10	0	5	5	5
Pilot	0	15	15	0	10	5	0
Explorer	5	10	5	10	0	10	0
Telepath	0	0	0	0	15	15	5
Scientist	0	0	0	0	15	15	5
Field Scientist	5	5	0	5	15	10	0
Professional	Distribute 7 x +5 among all stats						

Table 3 Profession Table

4.2. Abilities

There are a few changes to the abilities. The two magic abilities are removed, they are MR and TMP. In stead of these there are three new abilities introduced.

4.2.1. Mental Resistance (MR)

Mental resistance is the ability to resist mind effecting

psionics and drugs. It is equal to WIL EST. Telepaths add their level to this.

MR = WIL EST

4.2.2. Total Mind Points (TMP)

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.

TMP = WIL + 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 4 Magic Points Table

4.2.3. 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 then 0, it means that the character can not do psionics.

MT = WIL / 8 (round down)

4.2.4. 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** wit and will by 2.

ML = (WIT+WIL)/2

4.3. Capabilities

The magic capability is removed, but a new capability is added.

4.3.1. Psionics

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

BSS: (WIL + CHA) / 5

Bonus: Telepath

4.4. Skills

4.4.1. New Skill Descriptions

This section contains the new skills and their descriptions. All skills from base Rope can also be used unless specifically stated to the contrary.

4.4.1.1. Combat

These skills deal with modern and future combat skills.

4.4.1.1.1. 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 Score: DFT & SPD / WIL

Bonus: Warrior, Pilot, Explorer, Sneak,
Field Scientist

4.4.1.1.2. 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 Score: DFT & SPD / WIL

Bonus: Warrior, Pilot, Explorer, Sneak

4.4.1.1.3. 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 Score: DFT & SPD / WIL

Bonus: Warrior, Pilot, Explorer, Sneak,
Field Scientist

4.4.1.1.4. Projectile rifles

This skill covers the use of projectile rifles (two-handed projectile propelling guns) of any kind. This includes rifles assault rifles and shotguns. 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 Score: DFT & SPD / WIL

Bonus: Warrior, Pilot, Explorer, Sneak

4.4.1.1.5. 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 Score: DFT & SPD / WIL

Bonus: Warrior

4.4.1.1.6. 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 Score: DFT & WIL / SPD

Bonus: Warrior, Explorer, Sneak

4.4.1.1.7. 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 Score: DFT & SPD / WIL

Bonus: Warrior, Pilot

4.4.1.1.8. 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 Score: DFT & SPD / WIL

Bonus: Warrior, Pilot, Explorer, Sneak,
Field Scientist

4.4.1.2. Technical

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

4.4.1.2.1. 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 Score: WIT & WIL

Bonus: Pilot, Explorer, Sneak, Field Scientist,
Scientist

4.4.1.2.2. 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 disable machines and engines.

Initial Skill Score: WIT & DFT

Bonus: Pilot, Explorer, Field Scientist, Scientist

4.4.1.2.3. 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 Score: WIT & DFT

Bonus: Pilot, Explorer, Field Scientist, Scientist

4.4.1.2.4. 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 Score: WIT & SPD

Bonus: Field Scientist, Scientist, Sneak, Telepath

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 1week it becomes "Familiar"
Retrieve data	1 min	Easy	
Search data	10 mins	Medium	
Store data	3 DT	Medium	Familiar computer but foreign network
Retrieve data	3 DT	Medium	
Search data	5 min	Medium	
Store data	2 mins	Very Hard	Alien system. After operation it for 10 hours it becomes "Unfamiliar".
Retrieve data	2 mins	Hard	
Search data	10 mins	Very Hard	

Table 5: Computer operation Table

4.4.1.2.5. 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 Score: WIT & SPD

Bonus: Field Scientist, Scientist, Telepath

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

4.4.1.3. Practical

Practical skills are expanded with these additional skills.

4.4.1.3.1. 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. This skill obsoletes the Surgery practical skill from Rope.

Initial Skill Score: DFT & WIL

Bonus: Warrior, Explorer, Field Scientist, People with Occupation: M.D.

Patient's condition	TT	TV	TD
Knocked out	1 DT	Hits - THP	Hits - THP
System shock	1 DT	10 + [2 x 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	1 / FN (or 15, if other reason)	10
Perform CPR	1 min	10	4
Use Bone knitter	10 mins	15	6
Remove bullets	10 mins	25 + hits	8
Use tissue regenerator	10 mins	20	5

Table 7: Healing Table

4.4.1.3.2. 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 Score: WIT & DFT

Bonus: Scientist, Field Scientist,
People with Occupation: M.D.

4.4.1.3.3. 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 equal to AV for chest and torso and legs, AV/2 for arms and AVx2 for head (helmet). 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 one fifth of the total value.

Initial Skill Score: DFT & STR

Bonus: Warrior, Explorer

4.4.1.3.4. Gunsmith

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

Initial Skill Score: DFT & STR

Bonus: Warrior, Explorer

4.4.1.3.5. 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 8 Crafts Table

4.4.1.4. Espionage

These skills deal with information gathering, and surveillance. All skills from the Thief category are included here. And work like described in Rope, unless specifically mentioned.

4.4.1.4.1. Impersonation

Impersonation can be used to change one's 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 Score: CHA & WIT / DFT

Bonus: Sneak

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 9 Acting Table

4.4.1.4.2. Torture

Torture works as in Rope, but adds new methods and drugs to the arsenal of the torturer.

Initial Skill Rank: WIL & CHA

Bonus: Sneak

Victim's Will	CT
1 - 9	1 Minute
10 - 15	5 Minutes
16 - 20	10 Minutes
21 - 30	30 Minutes
30 +	1 Hour

Table 10 Torture Table

4.4.1.4.3. Surveillance

Surveillance covers traditional following and stake out 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

Bonus: Sneak

4.4.1.4.4. 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.

Initial Skill Rank: WIL & DFT

Bonus: Sneak

4.4.1.5. 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.

4.4.1.5.1. Pilot – Wheeled

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

Initial Skill Rank: DFT & WIL

Bonus: Pilot, Explorer, Warrior, Field Scientist, Sneak, Scientist

4.4.1.5.2. 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 & WIL

Bonus: Pilot, Explorer, Warrior, Field Scientist, Sneak, Scientist

4.4.1.5.3. 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 in weapon systems (combat skill).

Initial Skill Rank: DFT & WIL

Bonus: Pilot

4.4.1.5.4. Pilot – Helicopter

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

Initial Skill Rank: DFT & WIL

Bonus: Pilot

4.4.1.5.5. 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 & WIL

Bonus: Pilot, Explorer

4.4.1.5.6. 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 & WIL

Bonus: Pilot, Explorer, Field Scientist

4.4.1.5.7. 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 themselves, but require some monitoring.

Initial Skill Rank: DFT & WIL

Bonus: Pilot

4.4.1.5.8. 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 & WIL

Bonus: Pilot, Explorer, Warrior, Field Scientist

4.4.1.5.9. 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

Bonus: Sailors

4.4.1.5.10. Pilot – Ship

Crew members of large ships must have this skill. It covers all skills required to maneuver a ship.

Initial Skill Rank: DFT & WIL

Bonus: Pilot

4.4.1.5.11. Pilot – Submarine

This skill covers piloting submarines of all sizes.

Initial Skill Rank: DFT & WIL

Bonus: Pilot

4.4.1.5.12. Pilot – Power armor

Maneuvering and operation of power armor is covered by this skill.

Initial Skill Rank: DFT & WIL

Bonus: Pilot, Explorer, Warrior, Field Scientist

4.4.1.5.13. 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 & WIL

Bonus: Pilot, Warrior

4.4.1.5.14. 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: DFT & WIL

Bonus: Pilot

4.4.1.5.15. 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, and GPS-like systems.

Initial Skill Rank: WIT & WIL

Bonus: Pilot

4.4.1.5.16. 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

Bonus: Pilot, Explorer, Warrior, Field Scientist, Scientist

4.4.1.5.17. 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

Bonus: Pilot, Explorer

4.4.1.5.18. 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

Bonus: Pilot, Field Scientist, Scientist

4.4.1.6. Art

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

4.4.1.6.1. 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

4.4.1.6.2. Music – Singing

With singing a character can sing (duh!).

Initial Skill Rank: CHA & WIL

4.4.1.6.3. Painting

The skill of creating paintings. The user of this skill is assumed to know one style of painting per (Rank / 5).

Initial Skill Rank: DFT & WIL

4.4.1.6.4. Rhetoric

Public speaking.

Initial Skill Rank: CHA & CHA / WIT

4.4.1.6.5. 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

4.4.1.6.6. 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

Bonus:

4.4.1.6.7. 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.

Initial Skill Rank: DFT & WIT

4.4.1.6.8. Poetry

The art of writing and reading poems.

Initial Skill Rank: CHA & WIT

4.4.1.6.9. 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

Bonus: Sneak

Initial Skill Rank: CHA & DFT

4.4.1.7. Academic

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

4.4.1.7.1. Mathematics

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

Initial Skill Rank: WIT & WIL

Bonus: Field Scientist, Scientist

4.4.1.7.2. 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

Bonus: Field Scientist, Scientist

4.4.1.7.3. Biology

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

Initial Skill Rank: WIT & WIL

Bonus: Field Scientist, Scientist

4.4.1.7.4. Chemistry

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

Initial Skill Rank: WIT & WIL

Bonus: Field Scientist, Scientist

4.4.1.7.5. 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

Bonus: Field Scientist, Scientist

4.4.1.7.6. Linguistics

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

Initial Skill Rank: WIT & WIL

Bonus: Field Scientist, Scientist

4.4.1.8. 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.

4.4.1.8.1. 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 Score: 50 + WIT

4.4.1.8.2. 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.

4.4.1.8.2.1. Electronics

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

4.4.1.8.2.2. 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.

4.4.1.8.2.3. 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.

4.4.1.8.2.4. 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.

4.4.1.8.2.5. 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.

4.4.1.8.3. 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. An **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 Score: 50 + WIT

4.4.1.8.4. 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 Score: 50 + WIL

4.4.1.8.5. 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 Score: 50 + CHA

4.4.1.8.6. 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 Acting and Photography. It takes 3years to train to become a spy.

Initial Skill Score: 50 + CHA

4.4.1.8.7. 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 Score: 50 + WIT

4.5. Professions

4.5.1. Fighter

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 StargÅte. A “alternative history” example might be B.A. Baracus from the A-Team.

4.5.1.1. Initial skills

Choose 2 Weapon skills (from combat category) with an initial +10 bonus in the rank, then choose of 4 additional skills from the Combat and physical categories.

Additionally choose of 4 skills that are bonus to Warrior or Fighter, and finally select 2 skills from the Practical-, Pilot-, Technical- or Physical categories OR Police Occupation.

4.5.2. Pilot

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.

4.5.2.1. 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.

4.5.3. Sneak

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.

4.5.3.1. 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.

4.5.4. Explorer

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 well exploration. He is comfortable in wilderness and in empty space.

Examples of Explorers from literature might include characters like ??? HELP!

4.5.4.1. 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.

4.5.5. Field Scientist

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 StargÅte, or Indiana Jones (Junior).

4.5.5.1. 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.

4.5.6. Scientist

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.

4.5.7. Telepath

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.

5. Psionics

Psionics are mystical (or sometimes scientifically explained) powers of the mind. In Rope psionics are categorized into four tiers of power and learning. The mental stats a character has determines his psionic powers. If a character has high enough stats and a teacher available 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.

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 a psionic capability check. If the power has a specific target the capability is resolved as a contest between the Telepath and the target. If the Telepath loses the power has no effect.

5.2. Psionic powers

5.2.1. Tier 1

5.2.1.1. Presence

5.2.1.2. Mind Store

5.2.1.3. Telekinesis I

5.2.1.4. Fear

5.2.1.5. Stun

5.2.1.6. Interface

5.2.1.7. Overlook

5.2.1.8. Distract

- 5.2.1.9. Illusion
- 5.2.1.10. Levitate
- 5.2.1.11. Mind shield
- 5.2.1.12. Emotion
- 5.2.1.13. Speak
- 5.2.1.14. Guess
- 5.2.1.15. Origins
- 5.2.1.16. Warm/cool matter
- 5.2.1.17. Shield
- 5.2.1.18. Forget 1
- 5.2.1.19. Choke
- 5.2.1.20. Blink
- 5.2.1.21. Minor Heal
- 5.2.2. Tier 2
 - 5.2.2.1. Read stored mind
 - 5.2.2.2. telekinesis II
 - 5.2.2.3. Invisibility
 - 5.2.2.4. Copy Data
 - 5.2.2.5. Mind Restoration
 - 5.2.2.6. Flight
 - 5.2.2.7. Reflect Attack
 - 5.2.2.8. Listen
 - 5.2.2.9. Future
 - 5.2.2.10. Forget 10
 - 5.2.2.11. Shimmer
 - 5.2.2.12. Greater Heal
 - 5.2.2.13. Override Security
 - 5.2.2.14. Truth I
 - 5.2.2.15. Locate Mind
 - 5.2.2.16. Armor
 - 5.2.2.17. Mind Blank
 - 5.2.2.18. Suggestion
 - 5.2.2.19. Pain
 - 5.2.2.20. Phantasm
 - 5.2.2.21. Paralyze
- 5.2.3. Tier 3
- 5.2.4. Tier 4

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. Along burst last a whole DT and will empty the magazine. 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 than 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. Further more 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 can aim at a target and shoot. 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.

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 Pistol 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.

7. Appendixes

7.1. Indexes

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