WELCOME TO THE UNIVERSE THAT IS TRULY ENDLESS WITH POSSIBILITIES OF ADVENTURE

INJURY AND DEATH: In the chaos of battle, combatants can end up in no end of bad ways. Injury and death come to every hero and villain at some point. The only question is how. Depending on one's Character Class, there are two dice that he will literally live and die by.

TABLE #30: FIGHTING DICE

Character	Damage Variable	Defeat Dice
Fighter	D12	D10
Rogue	D8	D8
Mystic	D6	D12
No Class	D4	D6

Wounds: Whenever someone is hit by anything, he suffers 'Damage'. These Damage Points determine the severity of the wound and are temporarily deducted from one's Health. When delivering a blow, one will do a total amount of Damage equal to the Base Damage of the weapon he is using, increased by his Damage 'Variable' from Table 30. For all NPC creatures, this dice is listed along with their individual statistics in Chapter 21. If he is using no weapon, he has no Base Damage, and so delivers his Variable alone for Damage.

Protection: The value of one's Protection Score is the number of Damage that is reduced from every blow. While Player Characters wear armor to attain their Protection, many creatures have naturally thick hides or other guards. But whatever the case, any blow will always deliver a minimum 1 Damage, regardless of how high one's Protection is.

Fatigue: When somebody is wounded, he suffers a penalty to many rolls until healed, as his wounds tax his strength and ability to focus. Every 5 total Damage one has (rounded up) is the cumulative -1 penalty to his Defense Score, Attack Rolls, Ability Checks, Skill Checks, and Searching Checks.

Healing: All wounds will heal at the rate of 1 Health Point at regular intervals, this time equal to the difference between his Genetics Score and 30 in hours, provided the person isn't wounded further during that time (including through lack of food, traveling, etc). If someone specifically rests for that time and so engages in no activity at all, he will heal an additional 2 Health Points. Also, there are many forms of exotic and strange healing, usually in the form of professional services and unknown powers, which heal one much quicker.

Defeat: If ever a Character or creature is reduced to 0 Health or less, his body is broken, and his fate will depend upon the strength of his spirit. At this point, one rolls on Table 31 to determine what happens to him, perhaps unconsciousness, perhaps brutal death. This roll is made using the 'Defeat' Dice listed for one's Class on Table 30, while all NPC creatures simply perish outright.
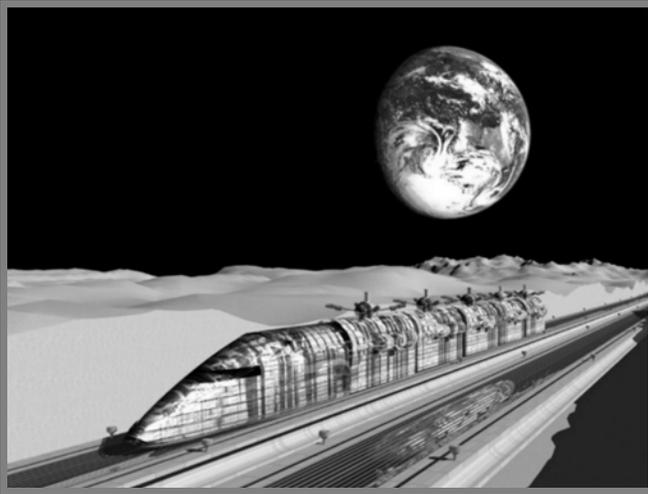
TABLE #31: DEFEAT

Roll	The Character's fate
10-12	Will not die this time; does not get wounded and gains 10-1000 Experience Points
8-9	Resolve; does not suffer the blow at all
6-7	Unconscious; until Health returns above 0
5	Slow death; he will die eventually when he fails a now daily Unique Ability Check
4	Final fight; finally collapses in 1-4 Rounds
2-3	Dead
1	Obliterated; nothing recognizable left

Pulling Damage: Sometimes a person may wish to do less than his maximum possible Damage, or do damage only to knock his enemy unconscious, not kill him. In any case, one must state before any Attack Roll is made if he is doing this, but not to what degree. After the Damage is rolled he can reduce it, or declare his Healthless opponent not dead and unconscious only.

SHORT TRANSPORTATION: There are many ways that technology and civilization have provided for transport over short distances. However, there is always something to consider with these modalities of travel, as detailed below.

Commercial: All commercial transport, from simple taxis to sleek monorails, all function within that civilization's system, and thus always have cameras or other recording devices hidden with them, which will flawlessly document anything anyone inside of them does, unless he makes a Stealth Check first.

Dropship: Military 'drops' are free-falls from larger ships into an atmosphere, to pick up speed with its own propulsion once the dropship itself is below the cloudline, a trip which is difficult for anybody to endure, requiring a Genetics Check to withstand or that individual falls unconscious for 1-6 Rounds; this Check is Casual for robots, Challenging for humans, and Critical for aliens.

Freefalling: Whether skydiving, paratrooping, sky-surfing or otherwise falling through a planet's atmosphere, the landing is always the tricky part. To land successfully and unharmed, one needs but make a Challenging Movement Check. This Check will only be Casual if someone has an Occupation that involves working with the military, as justified by the Player's personal notes or story. Should this Check fail, the individual will suffer 2-12 Damage, regardless of the distance fallen.

Beam: This is a means of travel which requires its own Power unit, instantaneously transporting up to a total Encumbrance (between body and equipment) equal to the Power unit's credit cost a number of miles equal to the same number divided by 10. If there is any physical obstruction in-between (hence this is usually done to send crew from a spaceship to a planet's surface and back), this process will instantly fail—the individual will not go anywhere but the device's Power unit will be used up. A target larger than human-size can be transported in this way as well, but for every 100 Encumbrance (rounded up) past the initial assured 500, there is a cumulative chance in 6 that the process fails, once again using up its Power unit and not transporting its target anywhere.

Digital: An alternate form of 'beaming', this will reduce a single target to energy, recorded by the device in digital code, to be transported and then reassembled physically upon the machine's 'landing pad'. This can transport anything, of any size, any distance, theoretically—every 100 total (rounded up) between Encumbrance (bodily and carried) and miles traversed is the cumulative chance in 12 of failure, which will result in the target rolling for itself on the following chart.

TABLE #73: FAILED DIGITAL TRANSPORT

Roll	Result of failed digital beaming
19-20	No effect; lucky bastard
18	Ringing in ears for 1-4 days; -1 to Intuition
17	Bald; can never grow hair again
16	1-10 fingers missing
15	1-10 toes missing
14	Teeth melt; -1 to Personality
13	Arm missing; -3 to Physique
12	Leg missing; -2 to Physique and Movement
11	Blindness for 1-4 days; -3 to Intuition
10	Permanent blindness; -3 to Intuition
9	Amnesia; lose 100-1200 Experience Points
8	Skin melts; 10-40 Damage
7	Gender change; -3 to Presence Score
6	Turned inside-out; 30-60 Damage
5	Explodes; instant death
4	Split in half; dies in 1-4 Rounds
3	Disintegration; nothing left
1-2	Roll twice more on this chart

Digital braille: The Character is able to 'read' the data on tapes, discs, chips and other electronic and computer devices simply by touching them. He can thus read data without the device having power. However, he or the party must commit their next Turn to immediate use of this data, with all of the potential benefits or consequences, after a Unique Ability Check is made to read it. The difficulty of this Check is dependent on the potential gain.

Emotions: The Character has some sort of special chip or other mechanism which allows him to truly feel emotions rather than simulate them by various programs. This will grant the robot +1 to Presence and Personality Checks alike when dealing with all organic life, but at the same time cost him a -1 penalty to **all** Reaction Checks.

Energy form: The Character is composed of some form of energy rather than crude matter. Thusly, he has no weight and 0 Body Encumbrance. The type of energy he's composed of does not need to be specified, and if it is, it cannot be used to his advantage **or** detriment—a body composed of solid gamma rays could just as easily be strengthened by a shower of them as he could be broken apart by his native energy.

Energy sustenance: The Character is able to draw nourishment from non-physical energy, such as electricity, dark matter, etc. While he can eat food and drink fluids normally, he has an alternative. The Player must specify the form of energy he can draw upon, and so long as he has it with him, he survive. As a rule, one can only draw upon Power packs described in Chapter 4, with its credit cost the number of days it will sustain him. If used for something else during that time, the Power supply functions normally, with any bad rolls which occur accounted for simply by the Character's gluttony.

Etiquette: The Character is designed, amongst other things, for proper manners and social graces, thus his body is able to move in detailed ways that he normally would not, such as extremely versatile fingers or eyebrows. This allows him to re-attempt any Reaction Check anyone else failed in the same Round, but using the same modifiers as before.

TABLE #103: ALIEN FEATURES

Feature	Possible D.N.A.	Creation Points	Total roll
Personality			
Battle-rage	B, H, M	4	96-100
Fluffing	B	3	95
Genius	A, D	5	94
Pain tolerance	A, B, H	3	91-93
Riddlespeech	A, D, H	3	89-90
Stupidity	B, D, H	2	88
Taunting	D, H	2	86-87
Sensory			
Big brain	D, H	6	85
Digital braille	A, H, M	6	84
Feline eyes	A, B, H	2	80-83
Keen hearing	A, D, B	1	75-79
Keen sight	A, D, B	1	70-74
Sixth sense	A, D, H	6	68-69
Seventh sense	A, D	7	67
Spectrum vision	A, D, B	4	66
Tracking	B, D	4	65
Physical			
Big ears	B, D, H	2	63-64
Claws or talons	B, M	2	60-62
Colored skin	B, D, M	2	50-59
Extra limb	B, D	6	49
Fangs	B, D, H	2	46-48
Fur or body hair	B, H	1	42-45
Gills	B, D, H	4	40-41
Horns	B, D, H	1	36-39
Large wings	B	8	35
Pipe-bones	A, D, H	9	33-34
Prehensile tongue	B, H	6	32
Scaly-skin	B, D	3	30-31
Short	B, D, H	3	27-29
Small wings	B, D	5	26
Strange skin	A, B, D	2	20-25
Tail	B, D	3	19
Tall	A, B, H	3	16-18
Webbed hands or feet	B, D, M	2	15
Zardonian features	A, H	7	14
Bizarre			
Breathe fire	B, M	4	13
Breathe frost	B, M	5	12
Breathe poison gas	B, M	6	11
Energy form	A, M	9	10
Energy sustenance	A, H, M	7	7-9
Regeneration	A, H, M	3	6
Plasicity	D, H	5	5
Shapeshifting	A, H	8	4
Special blood	A, B, H	9	2-3
Venom sacks	B	6	1

Navigation: The Character is very knowledgeable about space, his Skill Level giving an equal bonus to all Navigation Checks if he is either the ship's navigator or on the command deck (though only the maximum Skill Level applies if more than one individual is present with such a Skill).

Negotiation: The Character is skilled with words, conversation and convincing others of his point of view, as his Skill Level gives him an equal bonus to any Reaction Check that he makes—for this bonus to apply to group reactions, this individual Character has to be the one actually doing the speaking, indeed rolling the dice.

Packing: The Character is clever and efficient when packing supplies, with each Skill Level reducing his carried Encumbrance by 5, and that of anyone else he wishes by 2.

Searching: The Character is cunning, clever, and good at guessing where others (may have) hidden certain kinds of things, of which he must select from below, with his Skill Level for it giving him an equal bonus to his Searching Checks whenever such a discovery (as known by the GM) is there to be found.

    Specific technology
    Secret doors
    Tracks
    Traps
    Hiding Characters
    Cosmic treasures
    People and places (in a civilization)

Spacetravel: The Character is very knowledgeable about a certain kind of engine or means of space propulsion, his Skill Level granting an equal bonus to all Space Rolls made if he is either the ship's engineer or on the command deck (though only the maximum Skill Level applies if more than one individual is present with such a Skill).

    Lightspeed
    Space-warp
    Geespeed
    Light-lines

Survival: The Character is knowledgeable of where to find food, water and other bounty in one kind of environment, of which he must choose from those listed below, his Skill Level the bonus to his Foraging Checks in such lands (though only the maximum Skill Level applies if more than one individual is present with such a Skill).

    Civilization
    Temperate
    Tropical
    Desert
    Volcanic
    Arctic
    Alien
    Atmospheric
    Undersea
    Lunar

Technology: The Character knows his stuff well enough to make a good technobabbe argument to anyone, especially himself and fate, his Skill Level offering an equal bonus to his Tech Checks with a specific technology, chosen from those listed below.

    Explosives
    Mindwork
    Time-space
    Robotics
    Cloning
    Computers
    Common stuff
    Vehicles

Weaponry: The Character is well trained with a general type of weapon, from which he must select of those listed below, his Skill Level offering him an equal bonus to Attack Rolls and Defense Score while using any such weapon.

    Lasers
    Projectiles
    Alien
    Melee
    Thrown objects
    Heavy gear
    Unarmed combat
    Cosmic treasures