

D20

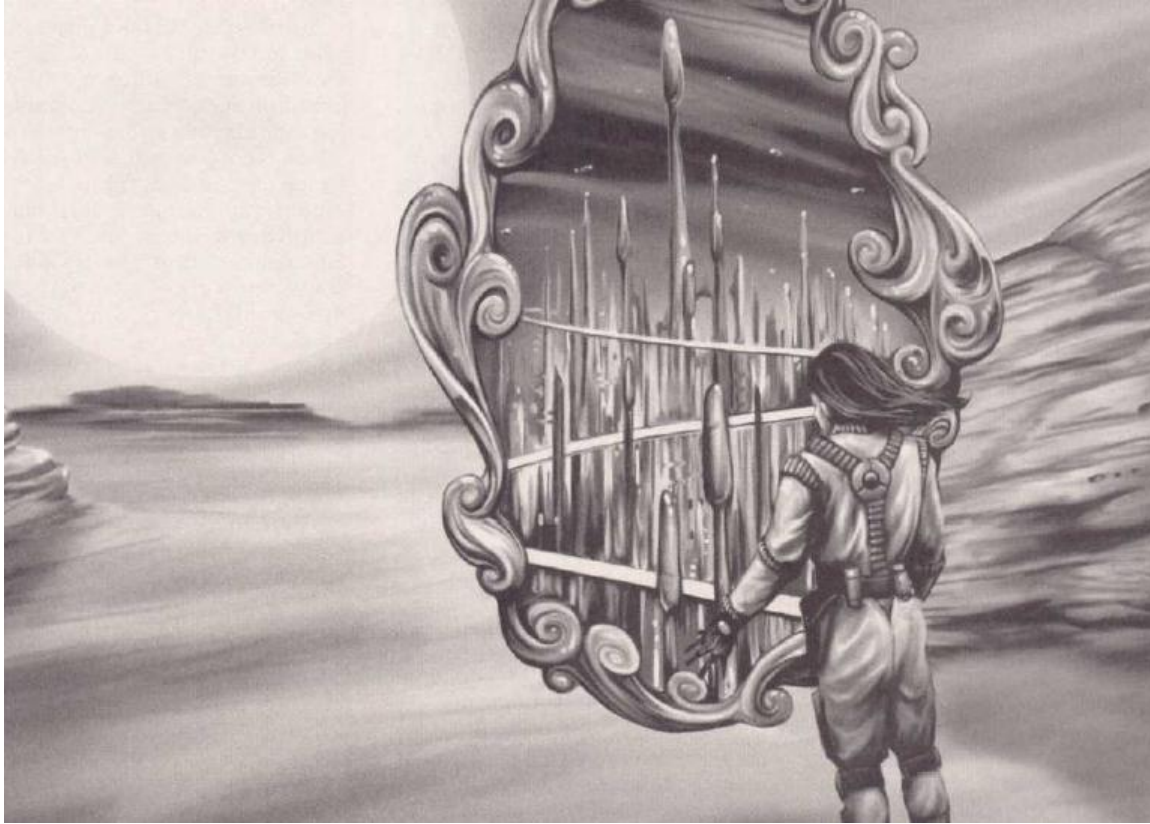
System

Universal Role-Playing System

Volume Two: Administrators' Guidebook



d20 system rules modified by Victor M. Gil de Rubio



The Universal Role Playing System

The Universal Role Playing System is an adaptation of the core rules created by Wizards of the Coast for the 3rd Edition Dungeons & Dragons game system. The reason for this adaptation was that I felt that the rule system as it stood had moved away from the Role Playing aspect of the game by reintroducing and depending on miniatures to visualize combat, among other aspects of the game which in my opinion took away a vital component of what had made Dungeons & Dragons great.

Over the course of several years I worked on adapting the D20 system and created an extremely flexible system that provided players an incredible amount of options to create characters that were unique, while providing Dungeon Masters a system of rules that allowed for the level of customization equal to that of the players.

Once I had completed what I called Advanced Dungeons & Dragons in honor of the Game that had gotten me hooked on Role Playing Games I decided to use the core of the rules that I had adapted and apply them to a version of the Star Frontiers Science Fiction Role Playing game. While I worked on this adaptation I started to think that I could take the rules system I had created and sift out all the rules specific to a game world and put these rules into two books, A Player's guide, and an Administrator's guide. Thus an Administrator could take these core rules and by adding rules specific to a setting of his design a new game

The Universal Role Playing System will consist of A Player's Guide, an Administrator's guide, and a Bestiary that will provide stats for an assortment of real and fantastic creatures to jump start an Administrator's Adventures.

So what are you waiting for?

Victor M Gil de Rubio

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Section One: The NPC world

The world is vast, and is filled with normal people who go about their daily lives without so much as a thought to adventure. These Non Player Characters (NPC's) do not possess a profession like the player characters, but some can be quite formidable. This section covers rules for the creation of Zero Level NPC's.

This section also presents rules for creating unique creatures to challenge the players, and rules for creating exceptional creatures. The various Monstrous compendiums has Stats for hundreds of creatures that can be altered by the rules herein for even more challenges.



The Zero Level world

The world has its share of beings that are exceptional like the Player characters, but not every person that the Players meet will be exceptional, nor do Professions exist in the Universal Role Playing System like in other Role Playing games. Characters who are not exceptional are called Zero Level Characters, but the term should not be confused with lacking Endurance Levels, or having low Endurance points. Zero Level means that they do not advance in level. Below are a set of rules allowing an Administrator to create Zero level characters of varying levels of ability. Though these characters do not advance in level in some cases they can be a challenge to low level adventurers and are designed to explain how normal people survive against the many dangers that living in the world they share with the player characters they may have to face.

General Description	Die Code	Endurance point Spread	Average Endurance Points
Children	1-3	1-3	2
Adolescents	1d4+1	2-5	4
Adults	1d6+1	2-7	6
Craftsman	1d6+2	3-8	6
Laborers	2d4+2	4-10	8
Soldiers	2d4+2	4-10	8
Settlers (Rimmers)	2d4+4	6-12	10
Important personages	2d4+2	4-10	8

What follows are templates for each of the character types above. It should be noted that these templates use a human base. If the campaign model that the campaign is set in allows for Non-humans the information found in the non-human's descriptions can be added to the base template to create a non-human character.

Children

Size: Small
Str: 3 (-4) **Ag:** 6 (-2) **Sta:** 6 (-2)
Psyche: 0

Endurance level: 1/2 **EP:** 2 **Exp:** 10
Log: 5 (-2) **Int:** 6 (-2) **Per:** 8 (-1) **App:** 9 (+0)
Reputation: 0

Combat Modifier: -4
Resistance rolls: Fortitude: -2 **Reflex:** -2
Armor worn: none

Initiative Modifier: +0
Will: -2
DR: 8

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1pt **In:** +0 **Hit:** -4 **Dmg:** -4 **DR:**
Damage: 1-2 **In:** +0 **Hit:** -4 **Dmg:** -4 **DR:**

Combat Information: Due to their size, children have a +1 bonus to their Defensive rating against man-sized opponents, +2 vs. Large, and +4 vs. huge+ opponents.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Hide +1

Languages: Language spoken by parents

Move/round: 18'

Adolescents

Size: Medium
Str: 8 (-1) **Ag:** 9 (-1) **Sta:** 9 (-1)
Psyche: 0

Endurance Level: 1/2 **EP:** 4 **Exp:** 20
Log: 9 (-1) **Int:** 9 (-1) **Per:** 9 (-1) **App:** 10 (+0)
Reputation: 0

Combat Modifier: +0
Resistance rolls: Fortitude: -1 **Reflex:** -1
Armor worn: none

Initiative Modifier: +0
Will: -1
DR: 9

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +0 **Dmg:** -1 **DR:**
Damage: 1-3 **In:** +0 **Hit:** +0 **Dmg:** -1 **DR:**

Combat Information: On an unmodified 20 an Adolescent gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, (+6 additional skills slots)

Languages: local language

Move/round: 29'

Personal Wealth: 10-60 (10d6)

Adult

Size: Medium
Str: 9 (-1) **Ag:** 10 (+0) **Sta:** 9 (-1)
Psyche: 0

Endurance Level: 1 **EP:** 6 **Exp:** 20
Log: 9 (-1) **Int:** 10 (+0) **Per:** 9 (-1) **App:** 10 (+0)
Reputation: 0

Combat Modifier: +1
Resistance rolls: Fortitude: +0 **Reflex:** +0
Armor worn: none

Initiative Modifier: +0
Will: +0
DR: 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +1 **Dmg:** -1 **DR:**
Damage: 1-3 **In:** +0 **Hit:** +1 **Dmg:** -1 **DR:**

Combat Information: On an unmodified 20 an Adult gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Knowledge: Local gossip +1, (+ 10 additional skills slots)

Languages: Locally spoken language

Move/round: 30'

Personal Wealth: 100-200 dollars

Craftsman

Size: Medium

Str: 10 (+0) **Ag:** 11 (+0) **Sta:** 10 (+0)

Psyche: 0

Endurance Level: 1

EP: 6 **Exp:** 20

Log: 10 (+0) **Int:** 10 (+0) **Per:** 11 (+0) **App:** 10 (+0)

Reputation: 0

Combat Modifier: +1

Resistance rolls Fortitude: +1

Reflex: +0

Armor worn: none

Initiative Modifier: +0

Will: +0

DR: 11/ (d) 10

Primary Attack: Punch

Damage: 1-2 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1

Secondary Attack: Kick

Damage: 1-3 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1

Combat Information: On an unmodified 20 a Craftsman gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Craft or Profession (Any) +2, (+8 additional skill slots)

Languages: Locally spoken language

Move/round: 30'

Personal Wealth: 100-1,000 (1d10 x10) dollars

Laborers

Size: Medium

Str: 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

Psyche: 0

Endurance levels: 1

EP: 8 **Exp:** 40

Log: 9 (-1) **Int:** 9 (-1) **Per:** 9 (-1) **App:** 10 (+0)

Reputation: 0

Combat Modifier: +3

Resistance rolls Fortitude: +1

Reflex: +0

Armor worn: none

Initiative Modifier: +0

Will: +0

DR: 10

Primary Attack: Punch

Damage: 1-2 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Secondary Attack: Kick

Damage: 1-3 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 a Laborer gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Gaming +1, Knowledge: Local gossip +1, (+9 additional skill slots)

Languages: Locally spoken language

Move/round: 30'

Personal Wealth: 100-400 dollars

Soldiers

Size: Medium

Str: 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

Psyche: 0

Endurance Level: 1

EP: 8 **Exp:** 40

Log: 10 (+0) **Int:** 10 (+0) **Per:** 10 (+0) **App:** 10 (+0)

Reputation: 0

Combat Modifier: +3
Resistance rolls: Fortitude: +1 **Reflex:** +0
Armor worn: none

Initiative Modifier: +0
Will: +0
DR: 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0
Damage: 1-3 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 a Soldier gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Gaming +1, Knowledge: Military +1, (+9 additional skill slots)

Languages: Locally spoken language

Move/round: 30'

Personal wealth: 1,000-4,000 dollars

Rugged characters

Size: Medium
Str: 10 (+0) **Ag:** 10 (+0) **Sta:** 11 (+0)
Psyche: 0

Endurance Level: 1 **EP:** 10 **Exp:** 40
Log: 10 (+0) **Int:** 11 (+0) **Per:** 10 (+0) **App:** 10 (+0)
Reputation: 0

Combat Modifier: +1
Resistance rolls: Fortitude: +1 **Reflex:** +0
Armor worn: none

Initiative Modifier: +1
Will: +0
DR: 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:** +0
Damage: 1-3 **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:** +0

Combat Information: On an unmodified 20 a Rugged character gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Wilderness Lore +1, Handle animals +1, Ride +1, (+8 additional skill slots)

Languages: Locally spoken language

Move/round: 30'

Personal Wealth: 200-1,200 dollars

Important officials (Aristocracy)

Size: Medium
Str: 10 (+0) **Ag:** 10 (+0) **Sta:** 10 (+0)
Psyche: 0

Endurance Level: 1 **EP:** 8 **Exp:** 40
Log: 10 (+0) **Int:** 10 (+0) **Per:** 12 (+1) **App:** 10 (+0)
Reputation: 2 (-4)

Combat Modifier: +1
Resistance rolls: Fortitude: +1 **Reflex:** +0
Armor worn: none

Initiative Modifier: +0
Will: +0
DR: 10/ (d) 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1
Damage: 1-3 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1

Combat Information: On an unmodified 20 an Aristocrat gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Knowledge: Local law +1, Diplomacy +2, (+9 additional skill slots)

Languages: Locally spoken language

Move/round: 30'

Personal Wealth: 2,000-8,000 dollars

Modifiers

The table below has been included to allow an Administrator to generate a variety of zero level characters by allowing for a wide variety of modifiers to the above base templates with a single die roll. The table follows and afterwards is a brief description of the various categories that are modified by rolling on this table.

Die Roll	Attribute Points	Bonus Skill points	Bonus Endurance Level	Merits/Flaws*
01	2	+2	+0	1 trait
02	2	+4	+0	1 trait
03	2	+4	+0	1 trait
04	2	+6	+1	1 trait
05	4	+6	+1	2 traits
06	4	+6	+1	2 traits
07	4	+8	+1	2 traits
08	4	+8	+2	2 traits
09	6	+8	+2	3 traits
10	6	+10	+2	3 traits
11	6	+10	+2	3 traits
12	6	+10	+3	3 traits
13	8	+12	+3	4 traits
14	8	+12	+3	4 traits
15	8	+14	+3	4 traits
16	8	+14	+4	4 traits
17	10	+14	+4	5 traits
18	10	+16	+4	5 traits
19	10	+16	+4	5 traits
20	10	+16	+5	5 traits

* This is an optional ability

Attribute points: These points can be used to increase a Zero level character's stats so long as the addition does not increase the stat by more than 4 points +2 points/Endurance Level of the Zero level character.

Bonus Skill points These points can be used to buy additional skills. The character is restricted to a bonus of +4 (before adding modifiers for attributes) at Zero level +1/Endurance Level over 1 that they possess.

Bonus Endurance Level: for each additional Endurance Level roll the appropriate dice as listed for the character's type. It should be noted that a Zero level character gains one Feat at 3 Endurance Levels + an additional Feat every three levels thereafter.

Merits/Flaws: The Administrator is free to choose any trait he desires as he feels is appropriate for the character regardless of cost.

Zero Level Character/Humanoid Advancement

Occasionally an Administrator might choose to challenge a group of PCs with an opponent but does not just want to make that opponent "Hero" type. While the rules for Zero level character generation do provide tables that can be used to modify Zero level characters, the characters it can generate are of sufficient power to challenge low level PCs (levels 1-3), but beyond that point the PCs have a decided advantage over these characters, and the Administrator is forced to either use creatures to challenge his players, or must make all Human/Non-human encounters have to be with beings that are like the players themselves.

The tables below have been designed to give the Administrator the ability to challenge his mid-level characters with Human and

non-human challenges without resorting to making the challenges at this point be with characters who belong to a character class.

To use these tables the Administrator begins with the template below. If he is creating a Non-Human, he adds the appropriate Non-Human template to the template below to create the base Non-Human. The template is as follows:

Exceptional Human

Size: Medium

Str: 12 (+1) **Ag:** 12 (+1) **Sta:** 12 (+1)

Psyche: 2

Endurance Level 5 (2d4 +2/EL) +5 **EP:** 45 **Exp:** 500

Log: 11 (+0) **Int:** 12 (+1) **Per:** 11 (+0) **App:** 10 (+0)

Reputation: 5 (-3)

Combat Modifier: +6/+0

Resistance roll: Fortitude: +4

Armor worn: None

Reflex: +4

Initiative Modifier: +2

Will: +3

DR: 11/(d) 10

Primary Attack: Punch

Secondary Attack: Kick

Damage: 1-2 **In:** +2 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1

Damage: 1-3 **In:** +2 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1

Combat Abilities: On a natural 20 the Character gains a free attack against an off balanced opponent at +2 to hit.

Skills: Spot: +2, Listen +2, Search +1, Sense motive +2, Knowledge: Local gossip +1, (+ 26 additional skills slots)

Feats: 1 Feat

Languages: Locally spoken language

Move/round: 31'

Wealth: 100-2,000

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits (Merits/Flaws)

Exceptional Soldier

Size: Medium

Str: 14 (+2) **Ag:** 12 (+1) **Sta:** 12 (+1)

Psyche: 2

Endurance Level: 6 (2d4 +2/EL) +6 **EP:** 54 **Exp:** 2,000

Log: 11 (+0) **Int:** 12 (+1) **Per:** 11 (+0) **App:** 10 (+0)

Reputation: 6 (-2)

Combat Modifier: +6/+3

Resistance roll: Fortitude: +4

Armor worn: none

Reflex: +4

Initiative Modifier: +2

Will: +4

DR: 11/(d) 10

Primary Attack: Punch

Secondary Attack: Kick

Damage: 1-2 **In:** +2 **Hit:** +6/+3 **Dmg:** +3 **DR:** +1

Damage: 1-3 **In:** +2 **Hit:** +6/+3 **Dmg:** +3 **DR:** +1

Combat Information: On an unmodified 20 a Soldier gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +2, Listen +2, Search +1, Sense motive +2, Gaming +1, Knowledge: Military +1, (+25 additional skill slots)

Feats: 2 Feats

Languages: Locally spoken language

Move/round: 31'

Wealth: 200-1,200

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits (Merits/Flaws)

Exceptional Rugged characters

Size: Medium
Str: 12 (+1) **Ag:** 12 (+1) **Sta:** 13 (+1)
Psyche: 0

Endurance Level: 6 (2d4+4/EL) +6 **EP:** 66 **Exp:** 2,000
Log: 11 (+0) **Int:** 13 (+1) **Per:** 11 (+0) **App:** 10 (+0)
Reputaion: 6 (-2)

Combat Modifier: +6/+0
Resistance rolls: Fortitude: +4 **Reflex:** +4
Armor worn: none

Initiative Modifier: +3
Will: +4
DR: 11/(d) 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +3 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1
Damage: 1-3 **In:** +3 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1

Combat Information: On an unmodified 20 a Rugged character gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +2, Listen +2, Search +1, Sense motive +2, Wilderness Lore+2 Handle animals +2, Ride +2, (+24 additional skill slots)

Feats: 2 Feats

Languages: Locally spoken language

Move/round: 30'

Wealth: 1,000-2,000

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits (Merits/Flaws)

Exceptional Important personage (Aristocrat)

Size: Medium
Str: 11 (+0) **Ag:** 12 (+1) **Sta:** 11 (+0)
Psyche: 2

Endurance Level: 6 (2d4+2/EL) **EP:** 48 **Exp:** 1,000
Log: 12 (+1) **Int:** 12 (+1) **Per:** 14 (+2) **App:** 10 (+0)
Reputation: 8 (-1)

Combat Modifier: +4
Resistance rolls: Fortitude: +3 **Reflex:** +4
Armor worn: none

Initiative Modifier: +2
Will: +3
DR: 11/ (d) 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +2 **Hit:** +4 **Dmg:** +0 **DR:** +3
Damage: 1-3 **In:** +2 **Hit:** +4 **Dmg:** +0 **DR:** +3

Combat Information: On an unmodified 20 an Aristocrat gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +2, Listen +2, Search +2, Sense motive +2, Knowledge: Local law +2, +2, Diplomacy +3, (+25 additional skill slots)

Feats: 2 Feats

Languages: Locally spoken language

Move/round: 31'

Wealth: 400-2,400

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits (Merits/Flaws)

Modifiers

To determine the additional changes gained by the exceptional character roll on the table below. Note that the being gains all the bonuses up to the die roll.

Table One: Type of Modification

Die Roll	Result
01-12	General abilities (Attributes, and Skills)
13-18	Combat abilities (Combat bonuses, and Feats)
19-20	Miscellaneous abilities (choose 1-3 Merits/Flaws)

Sub-table One: General abilities

Die Roll	Attributes	Endurance Level	Skills
01	+1 Strength		+1
02	+1 Stamina		+1
03	+1 Agility		+1
04	+1 Logic		+1
05	+1 Intuition		+1
06	+1 Personality	+1	+1
07	+1 Strength		
08	+1 Stamina		
09	+1 Agility		
10	+1 Logic		+1
11	+1 Intuition		+1
12	+1 Personality	+1	+1
13	+2 Strength		
14	+2 Stamina		
15	+2 Agility		
16	+1 Logic		+2
17	+1 Intuition		+2
18	+1 Personality	+1	+2
19	+1 Logic		+2
20	+1 Intuition		+3

Sub-table Two: Combat capabilities

Die Roll	Combat	Feats
01	+1 hit	
02	+1 damage	
03		+1 Feat
04	+1 initiative	
05	+1 Defensive rating	
06		+1 Feat
07	+1 hit	
08	+1 damage	
09		+1 Feat
10	+1 initiative	



Allies and Hirelings

At some point in every campaign Players invariably have their character hire NPC's to perform some task that they either do not have the time to take care of themselves or lack the skills to perform. At other times the character will attract NPC's who due to the character's reputation decide to throw their lot in with the Character. The first sort are called hirelings, while the second group are generally referred to as Allies.

Hirelings

There are three types of NPC's that can be considered as hirelings common Hirelings experts, and soldiers. Common hirelings form the bulk of any community.

Common: Shop keepers, Traders, Public relations personnel, contract laborers and the like form the bulk of these types of hirelings. Some of these professions require a wide variety of skills but as a rule they do not specialize in one skill as most experts do. These are the men and women on whose work forms the basis for civilization.

Experts: These people have many specialized skills. Some such as Doctors or Scientists have a broad range of skills in performing their jobs (thus the Profession aspect of their skills) while others are more specialized. Few experts are available for hire and these expect better pay than a commoner. Truly exceptional experts (such as Assassins or Spies) are not only extremely rare, but their cost can be exceptionally high.

Below are rules covering some of the most common types of hirelings, Assassins, Spies, Research Specialists and Soldiers.

Assassins

Assassination is more a reprehensible mind-set rather than a distinct occupation.

Hiring an Assassin

Under normal circumstances the character who hires a contract killer is taking a great chance as there is no real way to determine the reliability or dependability of such an individual. It should be noted that anyone who makes murder a profession is usually not someone with very high morals. The exact means by which a character finds an assassin vary considerably and the risk to the character is considerable, especially if the character has a reputation to uphold, since the chance that the character's desires might become the topic of local gossip might become an issue. Black mail and even news of this getting back to a character's rivals or even the intended victim make the prospect of hiring an assassin a danger to the prospective employer.

The Assassin's Wage

Assassins do not have a standard price list when it comes to killing a target. The fee is often left to the whim of the Assassin and is usually set by such things as the relative danger of the mission, the target, his rank in society, and the relative danger to the assassin should he undertake the mission. Assassinations can range in cost from a few hundred to thousands of dollars, and this fee must be paid up front since the assassin often has to leave the area for some time after he performed his service to insure that he doesn't end up caught or killed. Of course the fee is non-refundable and insures that successful or not the identity of the hirer does not become known to the target.

Success or Failure

Again there exists no table or guide to determine the success or failure of an Assassination except the Administrator's decision. But before the Administrator decides to state that a mission fails, he should consider such things as how the Assassination affects the overall campaign, or perhaps the Assassination may be a springboard for an adventure or two if it succeeds or even if it fails. Assassination should not be a solution to all the Heroes problems, but an Administrator shouldn't automatically rule all Assassinations as failures. They are a good tool to both drain the Heroes of their wealth, and can be a springboard to many adventures.

Spies

Spies are as almost identical to assassins in most respects, but where assassins kill, a spy gathers information. Or could be used to plant information, or misdirect information, which are invaluable tools, especially as a Player character raises in power and prestige and his list of enemies grows. Success or failure should be considered as much as one would the effects of an Assassination and though the effects are not as permanent as murdering someone, they can have wide ranging consequences.

Research Specialists

Unlike other expert hirelings Research Specialists are masters of a single field of knowledge though they may dabble in a wide range of studies. These Specialists are often hired by Heroes to answer questions, or research obscure facts. Researchers will usually only answer or research one question or subject and this may take some time. Most researchers however are busy in their own research which may account to why it takes the Researcher some time to answer a character's query as the Research Specialist must take time out from his research and this is often why Research Specialists charge so much money.

Finding a Research Specialist

Research Specialists are mostly found in major centers of civilization where they have access to extensive libraries, and where they may gather information from such a wide variety of sources as travelers, local experts and occasionally from other Heroes who are a good source of first-hand information, especially when it comes to such topics as creature, or animal habits, unexplored wilderness, and new cultures.

Cost and Time Requirement

Research Specialists generally charge a fee based on the amount of time in weeks that it will take for them to research a particular matter, and included in the fee is the cost of any fees, bribes or other expenses that the Research Specialist will have to pay out to discover an answer for the character. A minimum of one week is required by any Research Specialist to answer a question, but if the Administrator feels that the question is especially difficult to answer the time needed may extend to months and the Research Specialist or his subordinates may have to be sent abroad to gather information.

The End Results

As with everything else herein it is up to the Administrator to determine what the effect of the knowledge that the Research Specialist will impart on the players has on his ongoing story or campaign. The Administrator should never simply state that a Research Specialist cannot give an answer. He may give an answer that is partially correct, or that is correct in a specific circumstance, but there should always be some truth to the information given to the Players.

Soldiers

Soldiers are expert hirelings trained in the arts of war. Unlike most expert hirelings Soldiers put their lives on the line when they choose to serve, and so they should be treated well, or the patron may find his troops deserting in the night, or at worst may find himself at gun point as his troops turn on him. It should be noted that the amassing of Armies by individuals is not something condoned by most governments. Characters amassing Armies may find themselves questioned if not arrested by law enforcers (such as the FBI) if they do not have a good reason for doing so. In many Third World Countries however it is not unusual for powerful crime lords to gather armies unopposed by the local government, and its agents, and certain corporations amass large armies, but hide them by calling them something else such as Security forces.

Allies

Unlike Hirelings, Allies are NPC characters that over time become allies of a player character. These characters tend to be heroes in their own right, but perhaps not as accomplished as the character they follow. Usually these characters are always at least 4 levels lower than the player character. They often join up with the PC to learn from them, or out of friendship or admiration. These characters do not usually get paid by the characters but should expect a share in any acquired wealth if they have put themselves at risk by joining combat or following the player character to a distant land or into a dangerous situation. These characters should be considered by a Player as secondary characters, not as extensions of the primary character. They should have goals, and desires of their own.

Usually a Player character has full control over his Allies. The Administrator however is well within his rights to intercede on the Allies' behalf if he feels that the Player is taking advantage of the Ally (such as making the Ally take unnecessary risks to protect his Primary character).

A player character can have a number of Allies equal to his Personality modifier.

NPC Personality

An Administrator is encouraged to create his NPC personalities as is important for the game without resorting to rolling on a table, but occasionally An Administrator may find himself overwhelmed with all the other aspects of the game and so the following table has been included to allow for a quick way to generate personalities for his NPC characters.

NPC Personalities

Die Roll	Nature	Die Roll	Demeanor	Die Roll	Nature	Die Roll	Demeanor
01	Argumentative	01	Garrulous	08	Friendly	01	Trusting
		02	Hot tempered			02	Kind hearted
		03	Overbearing			03	Forgiving
		04	Articulate			04	Easy going
		05	Antagonistic			05	Compassionate
		06	Argumentative			06	Friendly
02	Arrogant	01	Haughty	09	Greedy	01	Miserly
		02	Elitist			02	Hard hearted
		03	Proud			03	Covetous
		04	Rude			04	Avaricious
		05	Aloof			05	Thrifty
		06	Arrogant			06	Greedy
03	Capricious	01	Mischievous	10	Generous	01	Wastrel
		02	Impulsive			02	Spendthrift
		03	Lusty			03	Extravagant
		04	Irreverent			04	Kind
		05	Madcap			05	Charitable
		06	Capricious			06	Generous
04	Careless	01	Thoughtless	11	Moody	01	Gloomy
		02	Absent minded			02	Morose
		03	Dreamy			03	Compulsive
		04	Lack common sense			04	Irritable
		05	Insensitive			05	Vengeful
		06	Careless			06	Moody
05	Courage	01	Brave	12	Naïve	01	Honest
		02	Craven			02	Truthful
		03	Shy			03	Innocent
		04	Fearless			04	Gullible
		05	Obsequious			05	Hick
		06	Courageous			06	Naïve
06	Curious	01	Inquisitive	13	Opinionated	01	Bigoted
		02	Prying			02	Biased
		03	Intellectual			03	Narrow-minded
		04	Perceptive			04	Blustering
		05	Keen			05	Hide-bound
		06	Curious			06	Opinionated
07	Exacting	01	Perfectionist	14	Optimistic	01	Cheerful
		02	Stern			02	Happy
		03	Harsh			03	Diplomatic
		04	Punctual			04	Pleasant
		05	Driven			05	Foolhardy
		06	Exacting			06	Optimistic

Die Roll	Nature	Die Roll	Demeanor	Die Roll	Nature	Die Roll	Demeanor
15	Pessimistic	01	Fatalistic	18	Suspicious	01	Scheming
		02	Depressing			02	Paranoid
		03	Cynical			03	Cautious
		04	Sarcastic			04	Deceitful
		05	Realistic			05	Nervous
		06	Pessimistic			06	Suspicious
16	Quiet	01	Laconic	19	Uncivilized	01	Uncultured
		02	Soft-spoken			02	Boorish
		03	Secretive			03	Barbaric
		04	Retiring			04	Graceless
		05	Mousy			05	Crude
		06	Quiet			06	Uncivilized
17	Sober	01	Practical	20	Violent	01	Cruel
		02	Level headed			02	Sadistic
		03	Dull			03	immoral
		04	Reverent			04	Jealous
		05	Ponderous			05	Warlike
		06	Sober			06	Violent



Dread Beast Generation



Occasionally the Administrator wishes to challenge a group with an exceptional creature or animal or wishes to create an adventure revolving around the threat of an exceptional beast on a settlement. These tables have been designed to allow for the creation of such creatures. Any Exceptional creature is classified as Dread Beasts. To determine the type of changes roll on the table below:

Die Roll	Result
01-10	Physical Abilities (Physical attributes, Size, Endurance level, Endurance points, Damage dice)
11-12	Intellectual alterations (Attributes and Skills)
13-18	Combat Abilities (Combat bonuses, Resistance rolls, and Feats)
19-20	Miscellaneous abilities (choose 1-3 Merits/Flaws)

Table One: Physical Changes (A creature gains all the benefits up to the die roll)

Die roll	Size Alteration	Attribute Bonus	Bonus End. Level	Damage Die Change
01	None.	+1 Strength		
02	None	+1 Stamina	+1	
03	None	+1 Agility		
04	None.	+1 Strength		+1 Class
05-07	+1 class	+1 Stamina	+1	
08	None	+1 Agility		
09	None.	+1 Strength		+1 Class
10-12	+1 class	+1 Stamina	+1	
13	None	+1 Agility		
14	None.	+1 Strength		+1 Class
15	None	+1 Stamina	+1	
16	None	+1 Agility		
17	None.	+2 Strength		+1 Class
18-19	+1 Class	+2 Stamina	+1	
20	None	+2 Strength		+1 Class

Sub Table one: Size Changes

Original Size	Dimension*	Weight**	+1 class	+2 Classes	+3 Classes
Fine	6 in. or less	1/8 lb. or less	Diminutive	Tiny	Small
Diminutive	6 in.-1 ft.	1/8 lb.-1lb.	Tiny	Small	Medium
Tiny	1 ft.-2 ft.	1 lb.-8 lb.	Small	Medium	Large
Small	2 ft.-4 ft.	8 lb.-60 lb.	Medium	Large	Huge
Medium	4 ft.-8 ft.	60 lb.-500 lb.	Large	Huge	Gargantuan
Large	8 ft.-16 ft.	500 lb.-4,000 lb.	Huge	Gargantuan	Colossal
Huge	16 ft.-32 ft.	4,000 lb.-32,000 lb.	Gargantuan	Colossal	Colossal
Gargantuan	32 ft.-64 ft.	32,000 lb.-250,000 lb.	Colossal	Colossal	Colossal
Colossal	64 ft. or more	250,000 lb. or more	Colossal	Colossal	Colossal

*Biped's height, quadruped's body length (nose to base of tail).

**Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Sub Table Two: Damage Die Changes

To determine the changes to the creature's damage dice find the base damage dice used (d4, d6, d8 etc) and cross reference it on the table below:

Base Die Code	Class one	Class two	Class three	Class four	Class Five
1pt	1-2	1-3	d4	d6	d8
1-2	1-3	d4	d6	d8	d10
1-3	d4	d6	d8	d10	d12
D4	d6	d8	d10	d12	d20
D6	d8	d10	d12	d20	d20
D8	d10	d12	d20	d20	d20*
D10	d12	d20	d20	d20*	d20*
D12	d20	d20	d20*	d20*	d20**
D20	d20	d20*	d20*	d20**	d20**

* All one's are treated as two's

**All one's and Two's are treated as three's

Table Two: Intellectual Alterations (A creature gains all the benefits up to the die roll)

Die Roll	Attribute Bonus	Bonus Skill points	Special Ability*
01	+1 Intuition	+1	
02	+1 Logic	+1	
03	+1 Personality	+1	25% chance of Speech
04	+1 Intuition	+1	
05	+1 Logic	+1	
06	+1 Personality	+1	50% chance of Speech
07	+1 Intuition	+1	
08	+1 Logic	+1	
09	+1 Personality	+1	Speech
10	+2 Intuition	+2	Speech+ Telepathy

*Creatures capable of Speech can communicate with normal creatures of their type, and can speak one language + one additional Language/point of Logic modifier that they possess. Telepathic creatures can communicate with one person at a time + 1 additional person/point of Personality modifier that they possess.

Table Three: Combat Capabilities (A creature gains all the benefits up to the die roll)

Die Roll	Bonus: Combat	Resistance Rolls	Feats
01	+1 hit	+1 Fortitude	
02	+1 hit	+1 Reflex	
03	+1 hit	+1 Will	+1 Feat
04	+1 hit	+1 Fortitude	
05	+1 hit	+1 Reflex	
06	+1 hit	+1 Will	+1 Feat
07	+1 hit	+1 Fortitude	
08	+1 hit	+1 Reflex	
09	+2 hit	+1 Will	+1 Feat
10	+2 hit	+1 Fortitude	



Creature Hit Die Types

In the Universal Role Playing system a creature's Endurance points are determined by using different types of dice depending on the size of the creature. To determine the type of die used to roll for a creature's Endurance points find the classification of the creature and on the appropriate sub-table locate the creature's size to determine the type of die needed to determine their Endurance points.

Creature type	Sub-table
Aberration, Beast, Construct, Humanoid, Magical beast	one
Animal ¹ , Vermin	two
Elemental, Extra dimensional, Outsider	three
Cybernetic, Fey, Monstrous humanoid, Robot, Shape-changer	four
Dragon (true), Dragon-like, Giant	Five
Ooze, Plant	Six

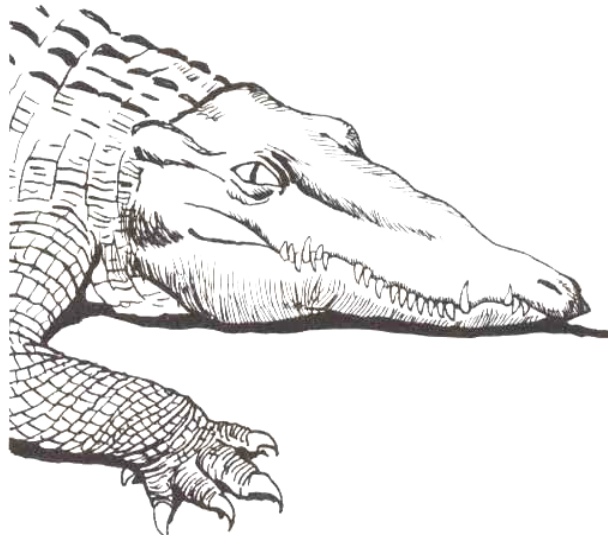
¹Note that exceptionally fierce animals use a die as if they were one category larger than they actually are.

Sub-table: One	Die used	Sub-table: Four	Die used
Up to small	d8	Up to small	d8
Medium	d10	Medium	d10
Large	d12	Large	d12
Huge	d20	Huge	d12*
Gargantuan	d20*	Gargantuan	d20
Colossal	d20**	Colossal	d20*
Sub-table: Two	Die used	Sub-table: Five	Die used
Up to small	d6	Up to Medium	d10
Medium	d8	Large	d12
Large	d10	Huge	d20
Huge	d12	Gargantuan	d20*
Gargantuan	d20	Colossal	d20**
Colossal	d20*		
Sub-table: Three	Die used	Sub-table: Six	Die used
Up to small	d10	Up to small	d4 +5EP
Medium	d12	Medium	d6 +10EP
Large	d20	Large	d8 +20EP
Huge	d20*	Huge	d10 +40EP
Gargantuan	d20**	Gargantuan	d12 + 80EP
Colossal	d20***	Colossal	d20 + 120EP

* All ones rolled are treated as two's

*** Rolling a 1, 2, or 3 should be considered as rolling a 4

** Rolling a 1 or 2 should be considered as rolling a 3



Creature Construction Kit

Though there are hundreds of creatures in the various Creature compendiums, and Sourcebooks for the various Campaign models in the Universal Role Playing System, eventually an Administrator may decide to challenge his players with a creature of his own devising. To help an Administrator create such creatures the following tables have been designed so that with some time an Administrator can randomly create creatures for an adventure. It must be noted that these tables only produce guidelines, and it is up to the Administrator to completely develop the creature. If something rolled is unusable or if something contradicts with the way the Administrator envisioned a creature by all means discard the roll. These tables are geared towards creating animals, but there have been included supplementary tables for use in designing non-human species can be used to create whole new races that the Administrator can use to create unique Campaign worlds.

It should be noted that certain details in this section deal with magical creatures. While magical creatures are not ordinarily associated with campaign models set in post-apocalyptic or Science fiction type settings these rules are designed to be adaptable for every type of campaign setting, and so I included these details to allow for the widest possible variety of creature to fit as many campaign models as can be designed with the URS rules.

Creature attribute definitions

A Creature's attributes are somewhat different from those that are used by robots, and other human, humanoid, or non-human character. These attributes are discussed below:

Strength: Strength is a measure of the physical strength of an animal or creature and is in many ways identical to the attribute used by other character types. The creature can lift without suffering any penalties to their movement rate up to 2.5 times the strength score in pounds. A Creature's strength gives a die type for the damage done by a creature's physical attacks as shown below.

Strength Score	Damage Die	Strength Score	Damage Die
1-2	1pt	14-15	1d8
3-4	1-2pt	16-17	1d10
5-9	1-3pts	18-19	1d12
10-11	1d4	20+	1d20
12-13	1d6		

Agility: This is the measure of a particular creature's deftness and coordination. This attribute is identical to a Character's Agility attribute.

Stamina: This attribute is also identical to the attribute used by other character types. A creature's Stamina determines how many hours the creature can remain active in strenuous activity. This is equal to the attribute Modifier in hours +1 hour (minimum 2 hours). A creature requires a number of hours of sleep equal to 10 minus the attribute score modifier in hours (minimum 2 hour).

Logic: The logic rating of creatures is determined by the type of creature as shown below:

Type	Logic range
Aberration, Beast, Construct, Humanoid, Magical beast	2-20
Animal, Vermin, Semi-Intelligent Undead	1-2
Elemental, Extra dimensional, Outsider, Most Undead	2-20+
Cybernetic, Fey, Monstrous humanoid, Robot, Shape-changer	5-20
Dragon (true), Dragon-like, Giant	5-20
Ooze, Plant, Unintelligent Undead	1

Intuition: This attribute gives a measure of the creature's perception, awareness, and sensitivity to things around it. It also determines how adept a creature is to adapting to situations and to utilizing its surroundings to benefit it. This is much like the Intuition attribute possessed by other character types.

Personality: This attribute is used to determine how closely linked a creature is to a group of its own kind. It is used to determine a creature's morale rating and for determining how many creatures of a kind are encountered as shown on the table below:

Score	Number Appearing	Score	Number Appearing
Up to 2	1 (rarely 1-2)	12-13	2d4 (2d4+2)
3-5	1-2 (rarely 1-3)	14-15	2d6 (rarely 2d4+4)
6-7	1-3 (rarely 1d4)	16-17	2d8 (rarely 2d4+6)
8-9	1-4 (rarely 1d4+1)	18-19	2d10 (rarely 2d4+8)
10-11	1d4+1 (rarely 2d4)	20+	2d12 (rarely 2d4+10)

Endurance Levels: Though the Administrator is encouraged to choose an Endurance level appropriate to the challenge he wishes to create for his players occasionally the Administrator may choose to randomly roll the Endurance level for his creature. Size is generally used to determine the range of Endurance levels for the creature:

Size	Endurance Level Range	Size	Endurance Level Range
Up to Tiny	½	Huge	4+2d8
Small	1-4	Gargantuan	10+1d10
Medium	1-20	Colossal	12+2d4
Large	5-20		

Psyche: A creature's Psyche is determined exactly like the psyche of a standard character (1d4/ point of Intuition modifier)

Determining other attributes

Movement: Below are listed the ways to determine the various movement rates for a creature. Finding a comparable formula from the list below can create any special movement rates.

Standard movement: Creatures generally move on land at a speed equal to 2x the creature's Stamina in feet/turn. The creature's Stamina modifier is how many miles the creature can cross in an hour or double this if the creature is periodically moving at a fast pace.

Cantering: A creature can run at a speed equal to 2x their movement rate/turn for one hour/10 Stamina points they possess.

Full speed: At full speed a creature can move at 4x their movement rate for 1 minute/Stamina point they possess.

Swimming: Creatures able to swim that are not fish can move at a speed equal to their Strength modifier x 5'/turn while fish can move at a speed of Strength modifier x 10'/turn at a leisurely pace or at a top speed equal to 2x their leisurely swim speed. Top speed can be maintained for 1 minute/Stamina point possessed by the creature.

Flight: Flying creatures can move at a cruise speed equal to their agility x 10'/turn, and can maintain this speed for 1 hour/5 Stamina points they possess (rounded down). A flying creature can move at a top speed equal to 5 times their cruise speed which can be maintained for 1 minute/5 Stamina points possessed by the creature.

Note that jumping is determined in much the same way as it is for a normal character.



Creature Creation

The Starting point for designing a new creature is deciding what kind of creature is being created. The rules in this section allow an Administrator to design creatures of various sizes and types: an enormous dinosaur that devours everything in its path, a monstrous Venus fly trap that craves human blood, a crocodile headed man that prowls the sewers or whatever an Administrator can imagine. Once the Administrator has developed a description of the creature he is designing decide on the creature's size and type. An enormous dinosaur might qualify as a Huge, Gargantuan, or Colossal animal, while a Venus flytrap monster might be a giant plant. A mutant crocodile man classifies as a medium sized monstrous humanoid. The tables below have been designed to help an Administrator create all manner of creature for use in a Campaign.

Table one: Creature size modifiers

Creature size	Defensive rating Modifier	Hide Modifier	Size*	Weight**	Endurance level Range
Fine	+8	+16	6" or less	1/8 th pound or less	up to 1/2
Diminutive	+4	+12	6" to 1'	1/8 th lb to 1lb	up to 1/2
Tiny	+2	+8	1' to 2'	1lb to 8lbs	up to 1
Small	+1	+4	2' to 4'	8lbs to 60lbs	1-4
Medium	+0	+0	4' to 8'	60lbs to 500lbs	1-8
Large	-1	-4	8' to 16'	500lbs to 4,000lbs	2-16
Huge	-2	-8	16' to 32'	4,000lbs-32,000lbs	4-20
Gargantuan	-4	-12	32' to 64'	32,000-250,000lbs	8-20
Colossal	-8	-16	64' or more	250,000lbs+	10-20

* A biped's height, a quadrupeds body length (nose to base of tail)

** assumes that the creature is roughly is as dense as a regular animal. A creature made of stone will weigh considerably more, while a gaseous creature will weigh much less.

Table two: Physical Stats

Creature size	Str	Ag	Sta	Chance of Natural Defense bonus	Natural Defense range
Fine	1	16+2d8	1	50%	2d8
Diminutive	1-2	8+ 2d8	1-2	50%	2d6
Tiny	2-4	8+ 2d8	2-4	50%	1d12
Small	2d4	4 +2d6	2+ 2d4	50%	1d10
Medium	3d6	3d6	3d6	25%	1d8
Large	8+2d8	2+ 2d6	8+ 2d8	25%	1d8
Huge	16+2d8	2+ 2d4	16+ 2d8	50%	1d10
Gargantuan	20+2d8	2+ 2d4	20 +2d8	50%	1d12
Colossal	20+2d10	2+ 2d4	20+ 2d10	50%	2d6

Table three: Attack types and damage

Creature size	Claw	Bite	Gore	Constriction/ Slam	Tail Swipe	Wing Buffet	Other Attack
Fine	1	1	1	n/a	1-2	1-2	1
Diminutive	1-2	1	1	n/a	1-2	1d3	1-2
Tiny	1d3	1-2	1-2	1	1d3	1d4	1d3
Small	1d4	1d3	1-2	1-2	1d4	1d6	1d4
Medium	1d6	1d4	1d3	1d3	1d6	1d8	1d6
Large	1d8	1d6	1d4	1d4	1d8	1d10	1d8
Huge	1d10	1d8	1d6	1d6	1d10	1d12	1d10
Gargantuan	1d12	1d10	1d8	1d8	1d12	2d6	1d12
Colossal	2d6	1d12	1d10	1d10	2d6	2d8	2d6

Skills: All creatures begin with the bonus skills of Listen, and Spot. They also gain a skill point/point of Logic +4 skill points x their Logic modifier

Feats: All creatures start with one Feat/point of Intuition modifier

Languages: Any creature that possesses a Logic score of at least 6 possesses 1 language (usually a racial tongue). For every point of Logic modifier the creature gains an additional language.

Psyche: A creature gains 2 Psyche points/point of Intuition modifier it possesses. A Dragon, Extra-dimensional, Fey, Humanoid, Magical creature, Monstrous humanoid, or Outsider gains 4 Psyche points/point of Intuition modifier it possesses.

Special abilities: Though usually an Administrator chooses Special abilities based on either the type of creature he is creating a good rule of thumb would be to give the creature a minimum of 1 Special ability/Endurance level that it possesses.

Creature types and modifiers

Aberration: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Unless noted otherwise, aberrations have darkvision with a range of 60 feet. Aberrations typical mental attribute ranges are as follows:

Logic: 2d8 **Personality:** 0-9
Intuition: 2d8 **Appearance:** 0-9

Animal: An animal is a non-humanoid creature, usually a vertebrate with no capacity for language or culture. Unless noted otherwise, animals have either Low light vision (50%), Darkvision (30%), Low-light vision, and Darkvision (20%) Animals typical mental attribute ranges are as follows:

Logic: 1-2 (Predatory animals have a Logic of 2) **Personality:** 0-9
Intuition: 10+2d4 **Appearance:** 0-9

Beast: A beast is a non-historical, vertebrate creature with a reasonably normal anatomy and most possess little or no unusual abilities. Unless noted otherwise, beasts have low-light vision or darkvision with a range of 60 feet. A Beast's typical mental attribute ranges are as follows:

Logic: 2d6 **Personality:** 2d6
Intuition: 10+2d4 **Appearance:** 0-9

Construct: A construct is an animated object or artificially constructed creature. Constructs usually have no Logic scores and never have Stamina scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage on their own, though they can be healed. Constructs can be repaired in the same way an object can. A construct with the regeneration and fast healing special qualities still benefits from those qualities. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 Endurance points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected.

Unless noted otherwise, constructs have darkvision with a range of 60 feet. A typical Constructs mental attribute ranges are as follows:

Logic: n/a **Personality:** 0-9
Intuition: 6+2d4 **Appearance:** 0-9

Dragon/Dragon-like: A dragon or dragon-like creature is a reptilian creature, usually winged, most with unusual abilities. Dragons or Dragon like creatures are immune to sleep and paralysis effects, and unless noted otherwise, they have darkvision with a range of 60 feet and low-light vision. A typical Dragon or dragon-like creatures mental attribute ranges are as follows:

Logic: 4+ 2d8 **Personality:** 2+ 2d8
Intuition: 8+ 4d4 **Appearance:** 2+ 4d4

Elemental: An elemental is composed of one of the four classical elements: air, earth, fire, or water. It is immune to poison, sleep, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. Unless noted otherwise, they have darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, although some types of magical effects can restore it to life. Elementals typical mental attributes range as follows:

Logic: 2d6 **Personality:** 0-9
Intuition: 1d12 **Appearance:** 0-9

Fey: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human shaped. Unless noted otherwise, fey creatures have low-light vision. A typical fey creatures mental attributes range as follows:

Logic: 2d8 **Personality:** 8 +2d6
Intuition: 8 +2d6 **Appearance:** 6 +2d8

Giant: A giant is a humanoid creature of great strength, usually of at least large size. Giants are proficient with any weapon types listed in their entries. Unless noted otherwise, Giants have darkvision with a range of 60 feet. A typical Giant's mental attributes ranges are as follows:

Logic: 2d6 **Personality:** 2d6
Intuition: 6+ 2d4 **Appearance:** 2d6

Humanoid: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids usually have few or no supernatural or extraordinary abilities, and are usually small or medium-size. Every humanoid creature also has a sub-type modifier based on its race. A typical Humanoid's mental attributes ranges are as follows:

Logic: 3d6 **Personality:** 4 +2d6
Intuition: 3d6 **Appearance:** 2d8

Magical Beast: Magical beasts are similar to beasts but have supernatural or extraordinary abilities. Unless noted otherwise, magical beasts have darkvision with a range of 60 feet and low-light vision. A typical Magical beast's mental attributes are as follows:

Logic: 2d6 **Personality:** 2d6
Intuition: 10+2d4 **Appearance:** 2d6

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities. Unless noted otherwise, monstrous humanoids have darkvision with a range of 60 feet. Monstrous humanoids are proficient with all simple weapons and with any weapons mentioned in their entries. A Humanoid's mental attributes ranges are as follows:

Logic: 3d6 **Personality:** 4 +2d6
Intuition: 3d6 **Appearance:** 2d8

Ooze: An ooze is an amorphous or mutable creature. Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blind sight special quality. They have no Logic scores and are therefore immune to all mind-influencing effects.

Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus Endurance points (in addition to those from Endurance level and Stamina scores) according to size. Oozes typical mental attributes have ranges as shown below:

Logic: n/a **Personality:** 0-9
Intuition: 2d6 **Appearance:** 0-9

Outsider (extra-dimensional): An outsider is a non-elemental creature that comes from another dimension, reality, or plane. Unless noted otherwise, Outsiders have darkvision with a range of 60 feet. A slain outsider cannot be raised or resurrected, although some magical effects can restore it to life. Typical Outsiders mental attributes have ranges as shown below:

Logic: 2d10 **Personality:** 8 +2d8
Intuition: 8 +4d4 **Appearance:** 6 +2d8

Plant: This type comprises vegetable creatures. Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. If a plant-type creature has vision, the creature has low-light vision unless otherwise noted. Typical Plants mental attribute ranges are as follows:

Logic: 0-9 **Personality:** 0-9
Intuition: 1d12 **Appearance:** 1d12

Shapechanger: This type of creature has a stable body but can assume other forms. Unless noted otherwise, shapechangers have dark vision with a range of 60 feet. A typical Shapechangers mental attributes have ranges as shown below:

Logic: 3d6
Intuition: 3d6

Personality: 4 +2d6
Appearance: 2d8

Vermin: This type includes insects, arachnids, arthropods, worms, and similar invertebrates. Vermin have no Logic scores and are immune to all mind-influencing effects. Unless noted otherwise, vermin have darkvision with a range of 60 feet. Poisonous vermin get a bonus to the DC for their poison based on their size, as shown on the following table.

Vermin Size	Poison DC Bonus	Vermin Size	Poison DC Bonus
Medium-size	+2	Gargantuan	+8
Large	+4	Colossal	+10
Huge	+6		

A typical Vermin's mental attribute ranges are as follows:

Logic: n/a
Intuition: 4+ 2d6

Personality: 1d12
Appearance: 1d10

Undead: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Stamina scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). An undead spell caster uses its Intuition modifier when making Concentration checks.

Undead with no Logic scores cannot heal damage on their own, though they can be healed. Negative energy (such as an inflict wounds spell) can heal undead creatures. The regeneration and fast healing special qualities work regardless of the creature's Logic score. An undead creature is not at risk of death from massive damage, but when reduced to 0 Endurance points or less, it is immediately destroyed. Most undead have darkvision with a range of 60 feet. Undead cannot be restored to life except through some magical effects, but since undead creatures usually are unwilling to return to life, these attempts generally fail. Typical Undead have the following mental attributes:

Logic: 0-9 (if greater undead 6 +2d6)
Intuition: 0-9 (If greater undead 6 +2d6)

Personality: 0-9 (If greater undead 6 +2d4)
Appearance: 1d12



Physical Description

These tables below are the most optional of the tables in this section and are offered to allow the Administrator to get an idea of the creature's physical description. It is advised that the Administrator disregard any roll that he feels is inappropriate or merely chose the attributes he desires for the creature from these tables to define his own vision of the creature.

Table 1: Species

Die Roll	Species	Die Roll	Species
01	Single celled	16	Avian
02-03	Fish	17	Insectoid
05-06	Amphibian	18	Bio-mechanoid
07-10	Reptile	19	Energy
11-15	Mammal	20	Roll twice and combine results

Table 2: Body type

Die Roll	Type
01-02	Gelatinous
03-04	Cylindrical, smooth
05-06	Cylindrical, segmented
07-10	Segmented (insect like)
11-15	Contoured (animal like)
16-17	Contoured (Humanoid)
18	Contoured (Avian/Fish/Reptile)
19	Spherical
20	Geometric

Gelatinous: Gelatinous creatures have two or more pseudo pods usually with retractable manipulators. They can either move by contracting its lower trunk, or can use pseudo pods geared for locomotion, most gelatinous beings digest food through absorption, and reproduce through budding.

Cylindrical, smooth: Typical examples of these creatures are snakes. These creatures may possess several manipulating extremities, but they are generally retractable, as the creature moves through muscle contraction of its trunk. Some of these creatures keep their upper torso upright in which case their upper extremities might not be retractable. These creatures may reproduce by any normal method.

Cylindrical, segmented: These creatures are best represented by worms or centipedes, and can possess multiple limbs that can either function as legs or as manipulating appendages. Some examples of these creatures move through body contraction in which case their limbs tend to be retractable. These creatures may reproduce by any normal method.

Segmented (insect like): These creatures can look like any typical insect grown to enormous proportions. Generally these creatures possess six or eight lower limbs, and may possess two or more manipulating limbs, or can even have specialized limbs (like wings) allowing them to fly short distances. Most insect like creatures will possess specialized antennas that it uses as sensory organs. Most insect like creatures are egg laying, and some may go through several different forms as they mature.

Contoured (animal like): These creatures follow the general form of any normal terrestrial animal. They generally possess at least two limbs used for movement, though most have four legs, and many possess a tail to aid them with balance. Most creatures of this type's front limbs can be used for manipulation, in which case the creature must have a tail, or it's lower body is large or strong enough to support it when it has to stand upright (though it cannot general move in this manner for a great deal of time). Creatures with this form can reproduce in any normal method.

Contoured (humanoid): This is the most common form in the Star frontier's game, though it is not because it is superior to the other forms. It is because it is generally easy for administrators and players to instinctively identify with these characters and the limitations imposed by this body type.

Contoured (Avian, Fish, Reptile): These creatures have bodies that generally are patterned after a Terrestrial Avian, fish, or reptile. Most possess specialized limbs (wings for birds, fish-like lower trunks for most fish, and tails that help with balance for most reptiles). These creatures will generally possess one set of limbs, that allow it to manipulate objects, but the limbs could just as easily be its legs or its forelimbs. Most of these creatures have at least one specialized form of movement (gliding or flight for Avians, Swimming for Fish, and occasionally climbing for reptiles). Almost all of these creatures are egg layers.

Spherical: Spherical creatures have no real corollary on earth, but basically these creatures are spherical with retractable sensory organs, usually on flexible stalks, and, their limbs are generally retractable as well. These creatures may move on multiple legs, or can use muscle contraction much like a snake. Spherical creatures usually reproduce by budding though some may reproduce by other means.

Geometric: Starfish are the most common example of a creature with a body of this type. These creatures body mass is geometric in form, and they may possess retractable limbs or they may move by muscle contraction or other unique means of propulsion. These creatures senses may extend from the creature's trunk on flexible stalks, or can be part of the creature's trunk. Geometric creatures often reproduce by budding, though a few species may reproduce by other means.

Table 3: Sensory organs/mouths/Upper + lower limbs/Tails

Die roll	Result	Die roll	Result
1-2	12	11-16	2
3-4	10	17	0
5-6	8	18	1
7-8	6	19	3
9-10	4	20	5

Table 4: Skin types

Die roll	Result	Effects
01	Bony ridges	-5 from non-energy physical attacks
02	Bony plates	-10 from non-energy physical attacks
03	Spiky ridges	-5 from non-energy physical attacks, 1-5 + strength damage in charge
04	Diamond scales	-5 from non-energy physical attacks
05	Round scales	-5 from non-energy physical attacks
06	Soft diamond scales	-2 from non-energy physical attacks
07	Soft round scales	-2 from non-energy physical attacks
08	Soft flesh	
09	Soft down	
10-11	Hair patches	
12-13	Soft fur	-2 points of damage from normal cold
14	Thick fur	-5 points of damage from normal cold
15	Fur, Bristle like	-5 points of damage from normal cold
16-17	Soft Leather	-2 from non-energy physical attacks
18	Hard leather	-5 from non-energy physical attacks
19	Feathers	
20	Roll for special skin types or roll twice above and add results.	

Table 5: Special skin types

Die roll	Result	Effects
01-02	Reflective scales	-5 from physical attacks, reflects ½ damage from energy attacks
03-04	Reflective skin	Reflects ½ damage from energy attacks
05	Armored hide	-15 from physical (non-energy) damage
06-07	Armored hide	-20 from physical (non-energy) damage
08-09	Mottled or Chameleon	+8 to hide in natural surroundings
10	translucent/iridescent	

Table 6: Limb Types

Die roll	Result
01	Normal limb with a single nail/huff
02	Normal limb ending with a hooked talon
03	Normal limb ending in a pad with three manipulative digits
04	Normal limb ending in a pad with four manipulative digits
05	Normal limb ending in a pad with five manipulative digits
06-07	Wings (50% Bat-like, 50% Bird like)
08	Normal limb ending in a pad with three manipulative clawed digits
09	Normal limb ending in a pad with three manipulative clawed digits

Die roll Result

10	Normal limb ending in a pad with two manipulative clawed digits, and one opposable claw
11	Normal limb ending in a pad with three manipulative clawed digits, and one opposable claw
12	Normal limb ending in a pad with four manipulative clawed digits, and one opposable claw
13	Normal limb ending in a pad with two manipulative digits, and one opposable digit
14	Normal limb ending in a pad with three manipulative digits, and one opposable digit
15	Normal limb ending in a pad with four manipulative digits, and one opposable digit
16	Tentacle with knob like end
17	Tentacle with spike
18	Tentacle with suction cups/bony ridges
19	Tentacle w/retractable dexterous digits
20	Retractable pseudo pod

Table 7: Tail type

Die roll	Result	Die roll	Result
01	Tail splits into three w/hardened nail	10	Tail splits into two normal ends
02	Tail splits into three w/spiked nail	11	Tail ends in a hardened nail
03	Tail splits into three w/bony nail	12	Tail ends in a spiked nail
04	Tail splits into three w/spiked knob	13	Tail ends in a bony nail
05	Tail splits into three normal ends	14	Tail ends in a spiked knob
06	Tail splits into two w/hardened nail	15-18	Tail ends in a tapered end
07	Tail splits into two w/spiked nail	19	Tail ends in a feathery end
08	Tail splits into two w/bony nail	20	Tail ends in a spade like end
09	Tail splits into two w/spiked knob		

Table 8: Unusual Physical Attributes

Die roll	Result	Effects
01-05	Head Tails	+2 to Agility
06-10	Atrophied limbs	
11-15	Atrophied wings	
16-20	Atrophied tail	
21-25	Membranous Folds of skin	
26-30	Single horn	
31-35	2 horns, curved	
36-40	2 horns, curled	
41-43	Clear inner eyelid	+10 to Stamina checks to avoid bright light/irritants
44-47	Spiny ridges	
48-50	Spiny crest	
51-54	Bony crest	
55-57	Ridged crest	
58-70	Unusual pigmentation	
71-75	Skin, splotches	
76-80	Skin, bands	
81-84	Skin pouch	Holds 1lb/point of Stamina modifier (Minimum 1lb)
85-86	Inflatable skin pouch	
87-89	Inflatable skin pouch colored	
90-94	Hardened skin, splotches	
95-97	Elongated canines	
98	Antenna	
99	Albino	-4 to Stamina, -4 to Attribute checks in bright light
00	Choose or roll twice on this table and combine the results	

Ecology/Diet**Sub-table 1:** Diet

Die Roll	Result	Weight Mod.	Teeth type
01	Cannibal	x0	Fangs/tearing
02-05	Herbivore	x2	Block/crushing

Die Roll	Result	Weight Mod.	Teeth type
06-07	Omnivore (True)	x2.5	Crushing/Tearing
08-09	Omnivore (Herbivorous)	x2	Crushing/Tearing
10-11	Omnivore (Carnivorous)	x2	Crushing/Tearing
12-13	Carnivore (strict)	x2	Fangs/tearing
14	Carnivore (Cannibalistic)	x1.5	Fangs/tearing
15-16	Scavenger (Carnivorous)	x1	Fangs/tearing
17-18	Scavenger (Cannibalistic)	x1	Crushing/Tearing
19	Scavenger (Herbivorous)	x1	Crushing/Tearing
20	Scavenger (Offal)	1/2	Crushing/tearing

Sub-table 2: Hunting Habits

Die Roll	Result	Die Roll	Result
01	Gatherer	15-16	Hunter
02-05	Grazer	17	Killer
06-07	Siren	18	Intimidator
08-09	Trapper	19	Hijacker
10-12	Pouncer	20	Roll twice on this table and combine results.
13-14	Chaser		

Gatherer: Gatherers are industrious creatures that gather food for when food stores are scarce. Gatherers can either be loners, but most often gatherers are very social group animals. These creatures tend to be herbivorous, or omnivorous creatures with heavy herbivorous leanings. It is sometimes possible to find carrion eaters that are gatherers.

Grazer: Grazers tend to be social animals that travel across large areas of land eating. Grazing creatures are most often herbivorous, though very rarely are grazers omnivorous, but in this case most of their diet consists of eating plants.

Siren: These types of creatures tend to be carnivorous, and almost always have some special ability that they use to attract prey. A great many siren like creatures are also trappers who use their siren like abilities to draw prey into traps where they can then attack the captured creature and subdue it. Siren like creatures tend to be solitary and usually stake out a territory that they hunt in. however some sirens band together into small groups, but these groups are seldom very tightly knit.

Trapper: These creatures are very similar to Sirens, but instead of possessing special abilities that they can use to entice prey, they possess a very cunning mind and either use special abilities, or their surroundings to capture unwitting prey, which they then subdue, and eat.

Pouncer: Pouncers are generally strong and agile carnivorous creatures who use cunning to hide until prey comes within sight, and then they jump on their prey and attack it with their powerful claws and teeth usually killing the creature before it can mount a proper defense against the pouncer. Like most carnivores pouncers tend to be solitary creatures. Occasionally small groups of pouncers will hunt together specially if their favored prey is large and formidable, but this is the exception rather than the rule.

Chaser: Chasers are specialized carnivores that are built for speed, and use their speed to overcome their prey. Chasers often possess special abilities that allow it to blend into its surroundings so they can hide until they are ready to attack their unwary prey. Chasers often group together in bands to insure that they can successfully bring down their target.

Hunter: These carnivores tend to be equally strong and cunning, and are adaptable creatures, who use their skills to stalk prey. Most Hunters have some kind of camouflaging special ability to aid them in hunting. Hunters like most carnivores tend to be solitary creatures, but occasionally Hunters will group together in small bands and coordinate their attacks to bring down larger prey.

Killer: These intimidating creatures are extremely powerful and depend on their powerful attacks to kill anything that they see and eat it. Most killers are carnivorous, though many will eat just about anything (true omnivores). These types of creatures are usually solitary, and are often the top predator in a territory that they claim, and defend against anything that they consider a threat to their sovereignty.

Intimidator: These creatures are large and physically imposing creatures who use their size and the threat of being attacked by them to steal food from other creatures. Most intimidators are omnivorous with carnivorous tendencies, and more than a few of these creatures are carrion eaters. Intimidators sometimes travel in packs and use their numbers to intimidate other creatures. This is especially true about medium or smaller intimidators.

Hijackers: Hijackers are specialized carnivores that use their speed to steal food from other carnivores. Hijackers tend to have

special abilities that allow it to hide in natural surroundings where they wait for other carnivores to bring down prey, and then they charge forward and try to steal the freshly killed animal from the hunter and get away before they are attacked. Hijackers sometimes travel in small packs and use diversionary tactics to confound other hunters so that they have a better chance to steal food from them.

Special abilities

What follows is a table that has been designed to offer a few sample sensory special abilities, followed by descriptions of common special abilities found among creatures created for the URS Role playing system. Special abilities should be designed by the Administrator depending on what the creature's purpose is in an adventure as opposed to simply rolling abilities on this table.

Table 1: Sample special abilities

Die Roll	Result	Range (in feet)
01-05	Heat detecting cilia/antenna	3x Intuition
06-10	Motion detecting cilia/antenna	5x Intuition
11-13	Light detecting cilia/antenna	5x Intuition
14-16	Radiation detecting cilia/antenna	10x Intuition
17-24	Life detecting cilia/antenna	2-10x Intuition
25-30	Poison detecting cilia/antenna	1-5x Intuition
31-32	Psionic detecting cilia/antenna	3x Intuition
33-35	Energy detecting cilia/antenna	1-5x Intuition
36-40	Weather detecting cilia/antenna	10-100x Intuition
41-43	Seismic detecting cilia/antenna	10-50x Intuition
44-46	Mineral detecting cilia/antenna	1-5x Intuition
47-50	Water detecting cilia/antenna	1-5x Intuition
51-54	Metal detecting cilia/antenna	1-5x Intuition
55-60	Blood detecting cilia/antenna	2-20x Intuition
61-70	Radar	2-20x Intuition
71-80	Sonar	2-20x Intuition
81-83	Heat detecting organ	2-10x Intuition
84-86	Motion detecting organ	2-10x Intuition
87-88	Light detecting organ	2-6x Intuition
89	Radiation detecting organ	11-20x Intuition
90	Life detecting organ	1-5x Intuition
91	Poison detecting organ	1-5x Intuition
92	Psionic detecting organ	1-5x Intuition
93	Energy detecting organ	1-10x Intuition
94	Weather detecting organ	11-20x Intuition
95	Seismic detecting organ	11-20x Intuition
96	Mineral detecting organ	1-5x Intuition
97	Water detecting organ	1-5x Intuition
98	Metal detecting organ	1-5x Intuition
99-00	Blood detecting organ	2-10x Intuition

Typical creature Special Abilities

The following are lists of typical Special abilities common to many of the creatures in the various Campaign Models that can be created using the Universal Role Playing System rules.

ABILITY SCORE LOSS

Various attacks cause ability score loss, in either temporary form (ability damage) or permanent form (ability drain). Points lost to temporary damage return at the rate of 1 point/day (or double that if the character gets total rest) to each damaged ability. Drains, however, are permanent.

Some abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the ability's duration, and the ability score immediately returns to its former value. A full Endurance

point score, however, can't drop to less than 1 Endurance point per Endurance Level due to Ability damage to the victim's Stamina.

The ability that some creatures have to drain ability scores often requires some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ANTI-MAGIC

An anti-magic field spell cancels magic altogether. No supernatural ability, spell-like ability, or spell works in an area of anti-magic (but extraordinary abilities still work). Anti-magic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the anti-magic (the anti-magic fades, the center of the effect moves away, etc.), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.

Spell areas that include both an anti-magic area and a normal area, but are not centered in the anti-magic area, still function in the normal area. If the spell's center is in the anti-magic area, then the spell is suppressed.

Some artifacts are not hampered by anti-magic. Golems and other magic constructs, elementals, outsiders, and corporeal undead, still function in an anti-magic area (though the anti-magic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an anti-magic field. They reappear in the same spot once the field goes away. Magic items with continuous effects, do not function in the anti-magic area, but their effects are not canceled.

Two anti-magic fields in the same place do not cancel each other out, nor do they stack.

BLINDSIGHT

Some creatures have the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness irrelevant to the creature (though it still can't see out of phase creatures). This ability operates out to a range specified in the creature description.

Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight and is not subject to gaze attacks. Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing, and lastly Blindsight works underwater but not in a vacuum.

BREATH WEAPON

Using a breath weapon uses up one action in a round but requires no attack roll. The breath simply fills its stated area. Any character caught in the area must make the appropriate Resistance roll or suffer the breath weapon's full effects. Creatures are immune to their own breath weapons, and if these creatures are unable to breathe they can still use breath weapons.

CHARM & COMPLUSION

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world. It should be noted that the charmed creature doesn't gain the ability to understand his new friend.

The charmed character retains his allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions. A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success.

A charmed character is entitled to an automatic Will Resistance roll with a difficulty equal to the original difficulty of the effect in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.

A charmed character never obeys a command that is obviously suicidal or grievously harmful to him. If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new Resistance roll to break free of the influence altogether. Any charmed character who is openly attacked by the creature who charmed him or the charmer's apparent allies is automatically freed of the effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the initiator of the compulsion; a compulsion makes the subject obey the initiator.

Regardless whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD

A "cold" creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a Resistance roll for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

CONRICT

The creature makes a standard attack roll against the target and if they succeed the victim is allowed a Strength check against the creature's success roll and if he succeeds he doesn't take any damage from the attack, but is still held. If the character spends an action he may try to break free.

In order to break free the held character must expend an action, and rolls a Strength check (D20+ the character's Strength modifier) against a difficulty equal to the Constricting creature's Strength score. If the character succeeds he frees himself, otherwise he takes damage as the creature constricts.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise they automatically take damage from the constriction. Each attempt to break free uses up an action and if the character doesn't break free the creature can automatically do damage to him by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Creatures with the improved grab ability, gain a +4 to their Constriction rolls.

DAMAGE REDUCTION

Some creatures have the ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable. The number in a creature's damage reduction is the amount of Endurance points the creature ignores from normal attacks. Usually, a certain type of weapon or attack—can overcome this reduction. This information is separated from the damage reduction number by a slash. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Any weapon more powerful than the type given after the slash also negates the ability. For purposes of damage reduction, the power rankings are listed on the Armor table: Damage Reduction Rankings. Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

A creature's natural weapons count as weapons of the type that can ignore its own innate damage reduction. The amount of damage reduction is irrelevant.

Damage Reduction Rankings

Power Rank	Weapon Type	Power Rank	Weapon Type
Best	+5 enhancement bonus	4th best	+2 enhancement bonus
2nd best	+4 enhancement bonus	5th best	+1 enhancement bonus
3rd best	+3 enhancement bonus	Weakest	Silver, or other special material

DARKVISION (INFRAVISION or THERMALVISION)

Darkvision (Infravision or thermalvision) is the extraordinary ability to see with no light source at all, to a range specified for the creature. Creatures that see using Darkvision perceive everything in varying shades of gray. Darkvision does not allow characters to see anything that they could not see otherwise (invisible objects are still invisible). Likewise, Darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil Darkvision unless stated otherwise in the creature's description.

DEATH ATTACKS

In most cases, death attacks allow the victim to make a Fortitude save to avoid the affect, but if the save fails the character dies instantly. Death attacks slay instantly. There is no chance for a character to stabilize and thus stay alive. In case it matters, a dead character, no matter how he died, has -10 Endurance points.

DISEASE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease tainted food or drink he must make an immediate Fortitude Resistance Roll. If he succeeds, the disease has no effect (his immune system fought off the infection). Disease effects are listed in their own section but some information about diseases is listed below.

Disease: Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The DC for the Resistance rolls to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The temporary ability damage the character takes after incubation and if the disease is a major one this damage is repeated every day thereafter until the disease ends or death occurs.

Types of Diseases: Typical diseases include the following:

- **Blinding Sickness:** Spread in tainted water.
- **Cackle Fever:** Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”
- **Demon Fever:** Night hags spread it. Can cause permanent ability drain.
- **Devil Chills:** Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.
- **Filth Fever:** Dire rats and Otyughs spread it. Those injured while in filthy surroundings might also catch it.
- **Mindfire:** Feels like your brain is burning. Causes stupor.
- **Mummy Rot:** Spread by mummies. Successful Resistance rolls do not allow the character to recover (though they do prevent damage normally).
- **Red Ache:** Skin turns red, bloated, and warm to the touch.
- **The Shakes:** Causes involuntary twitches, tremors, and fits.
- **Slimy Doom:** Victim turns into infectious goo from the inside out. Can cause permanent Ability drain.

Table: Diseases

Disease	Contagion	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Strength††
Cackle fever	Inhaled	16	1 day	1d6 Intuition
<i>Demon fever</i>	Injury	18	1 day	1d6 Stamina**
<i>Devil chills</i> †	Injury	14	1d4 days	1d4 Strength
Filth fever	Injury	12	1d3 days	1d3 Agility, 1d3 Stamina
Mindfire	Inhaled	12	1 day	1d4 Logic
<i>Mummy rot</i> *	Contact	20	1 day	1d6 Stamina
Red ache	Injury	15	1d3 days	1d6 Strength
Shakes	Contact	13	1 day	1d8 Agility
Slimy doom	Contact	14	1 day	1d4 Stamina**

*Successful saves do not allow the character to recover. Only magical healing can save the character.

**When damaged, character must succeed at another Resistance roll or 1 point of temporary damage is permanent drain instead.

†The victim must make three successful Fortitude Resistance rolls in a row to recover from devil chills.

††Each time the victim takes 2 or more damage from the disease he must make another Fortitude save or be permanently blinded.

ENERGY DRAIN

Most energy drains require a successful melee attack (mere physical contact is not enough), and if it succeeds it causes the victim to suffer the following penalties:

- -1 to all Skill and Ability checks
- -1 to Attack rolls and Resistance rolls
- -5 Endurance points

Some creatures have exceptionally powerful energy drain abilities. In these cases the effects above can be doubled or even tripled. Characters who have been energy drained suffer these effects for 24 hours. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 15 + the attacker's Endurance level. If the drained character succeeds, the negative effects dissipate otherwise the character permanently loses -1 to his Attack rolls, Resistance rolls, and Skill checks, and permanently loses 5 Endurance points.

ETHEREALNESS

While on the Ethereal Plane, a creature is called ethereal. Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the normal world. Most attacks have no effect on them. Seeing invisibility and seeing extra-planer things reveal ethereal creatures.

An ethereal creature can see and hear into the normal world in a 60' radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) Things in the normal world, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the normal world, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way normal creatures interact with other creatures and objects.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material). Force effects are a special exception. A force effect extends onto the Ethereal Plane. Gaze effects also extend from the normal world to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the normal world though.

Some Ethereal creatures have a power called manifestation that allows them to appear in the normal world as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with them. It should be noted that Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or suffer falling damage.

EVASION & IMPROVED EVASION

If subjected to an attack that allows a Reflex save for half damage, a creature with evasion takes no damage on a successful save. As with a Reflex save for any creature, the creature must have room to move in order to evade. A bound character or one in a completely restrictive area (crawling through a 2' wide shaft, for example) cannot use evasion. As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Improved evasion is like evasion, except that even on a failed Resistance roll the character takes only half damage.

FAST HEALING

At the beginning of each of the creature's turns, it heals a certain number of Endurance points (defined in its description). Unlike regeneration (see below), fast healing does not allow a creature to regrow or reattach lost body parts. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast healing does not restore Endurance points lost from starvation, thirst, or suffocation. Fast healing does not increase the number of Endurance points regained when a creature polymorphs.

FEAR

Certain monsters can affect characters with fear. In most cases, the character makes a Will Resistance roll to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked. A character who fails his Resistance roll by no more than 4 points is considered shaken. If the character fails their roll by -5 to -8 they are frightened. Any failure beyond this causes the character to be Panicked.

- Shaken: Characters who are shaken suffer a -2 penalty to attack rolls, saves, and checks.
- Frightened: Characters who are frightened are suffer a -2 penalty to attack rolls, saves, and checks, but also causes them to flee from the source of their fear as quickly as they can, although they can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight, though they still suffer penalties as if they were shaken.

- **Panicked:** Characters who are panicked suffered effects as if they were shaken (-2 penalty to attack rolls, saves, and checks), and in addition they have a 50% chance to drop what they're holding, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing, becoming even more fearful:

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE

A "fire" creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a Resistance roll for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

FRIGHTFUL PRESENCE

This ability makes the creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Endurance levels or character levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 10 + the frightful creature's EL+ the creature's Personality modifier (if positive). An opponent who succeeds at the Resistance roll is immune to that creature's frightful presence for one day.

GASEOUS FORM

Some creatures have the ability to take the form of a cloud of vapor or gas. Gaseous creatures can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as issue under the crack of a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically. They lose their abilities (except for the ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 20/Energy. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Agility, deflection bonuses, and armor bonuses from force armor still apply.

All Gaseous creatures do not need to breathe and are immune to attacks involving breathing. A Gaseous creature can't enter water or other liquid and Gaseous creatures are not ethereal or incorporeal. Gaseous creatures are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

Each character within range of a gaze attack must attempt a Resistance roll (usually Fortitude or Will) each round at the beginning of his turn. An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a Resistance roll. The creature with the gaze attack gains one-half concealment against the opponent (so any attack the opponent makes against the creature is treated as if the creature had a +2 bonus to its Defensive rating)

An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a Resistance roll. The creature with the gaze attack gains total concealment against the opponent as if the creature were invisible (+10 to its Defensive rating against the blindfolded character).

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature uses up one action for that round and chooses a target within range. That opponent must attempt a Resistance roll to resist the creature's gaze. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the Resistance roll (50% chance for averting or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action. Looking at the creature's image (such as in a mirror) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack. If visibility is limited (by dim lighting, a fog, etc.) the effects of a creature's Gaze attacks are as if their opponents were automatically averting their gaze. It should be noted that invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally. Unless specified otherwise, an intelligent creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

IMPROVED GRAB

If the creature hits with a claw or bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A creature with Improved grab does not lose its Agility based bonus to its Defensive rating, and can use its remaining attacks against other opponents.

INCORPOREALITY

Incorporeal creatures can only be harmed by other incorporeal creatures, by Force or Energy weapons. They are immune to all other attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids. When struck by damage causing Energy they are allowed a Resistance roll regardless if a Resistance roll is allowed and if they fail their Resistance roll they take only half damage from the effect, otherwise they take no damage from the attack.

Incorporeal creatures move in any direction (including up or down) at will. They do not need to walk on the ground. Likewise they can pass through solid objects at will, although they cannot see when their eyes are within solid matter. Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, unless it is made of force. Incorporeal creatures pass through and operate in water as easily as they do in air. They cannot fall or suffer falling damage. Corporeal creatures cannot trip or grapple incorporeal creatures. They have no weight and do not set off traps that are triggered by weight. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

Invisibility makes a creature undetectable by vision, including Darkvision and Low light vision. A creature can generally notice the presence of an active invisible creature within 30' with a Spot check (DC 20). The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, or a completely immobile creature, is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds at such a check, the invisible creature still benefits from its invisibility (+10 to its Defensive Rating).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Agility check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the exact location of an invisible creature. A Listen check that beats the DC by 20 reveals the invisible creature's location.

Table: Listen Check DCs to Detect Invisible Creatures

<i>Invisible Creature Is:</i>	<i>DC</i>
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check at -4
Running or charging	Move Silently check at -20
Some distance away	+1 per 10 feet
Behind an obstacle (standard door)	+5
Behind an obstacle (blast door)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon by using an action. If an invisible target is in the designated area, an attack roll is made as normal (10+ invisible creature's natural Defensive rating + its Agility modifier + 10 for being invisible) If successful, the groping character inflicts no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5'. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location. If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from its invisible status. At your option, a particularly large and slow creature might get a smaller invisibility bonus (-2/size category over large)

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with a powdery substance to at least keep track of its position (until the substance fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from full concealment (-4 to opponent's attack rolls).

A creature with the scent ability can detect invisible creatures as it would a visible one. A creature with the Blind-Fight feat has a better chance to hit an invisible creature. A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. Note that an invisible light source still gives off light.

Out of phase creatures are invisible, and since they are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help. Invisible creatures cannot use gaze attacks. Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LOW LIGHT VISION (ULTRAVISION)

Characters with Low light vision (Ultravision) can see outdoors on a moonlit night as well as they can during the day, but when underground or in a dark enclosed area where ultraviolet light is not present they are as blind as a normal character.

MULTI-ATTACK

Some creatures possess either multiple appendages or have natural speed enabling them to perform more than one combat action in a round. A creature with the Multi-Attack ability can take an additional action/round by dividing the combat bonus for the attack in half with any remainders being applied to the principle attack.

PARALYSIS & HOLD

Some creatures have the ability to paralyze or hold their victims, immobilizing them. A paralyzed or held character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions however. Paralysis works on the body, and a character can usually resist it with a Fortitude or Will Resistance roll. A winged creature flying in the air at the time that it is held or paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude Resistance roll. If he fails, he suffers the poison's effects as detailed in its own section.

To randomly determine the effects of a creature poison, roll on the table below. As an option once the roll is made make a note of the result so that whenever the characters encounter that type of creature the type of poison they generate will be the same.

Creature Poisons

Die Roll	Name/Type	DC	Onset Time	Effect	Secondary	
					Delay	Effect
01	Type 1	16	1 round	-5 Str	2-8 rounds	-4 Ag
02	Type 2	16	1 round	-5 Sta	2-8 rounds	-4 Str
03	Type 3	16	1 round	-5 Ag	2-8 rounds	-4 Str
04	Type 4	16	1 round	-5 Log	2-8 rounds	-4 Log
05	Type 5	16	1 round	-5 Log	2-8 rounds	-4 Log

Die Roll	Name/Type	DC	Onset		Secondary	
			Time	Effect	Delay	Effect
06	Type 6	15	1 round	-4 Str	2 rounds	-3 Ag
07	Type 7	15	1 round	-4 Sta	2 rounds	-3 Str
08	Type 8	15	1 round	-4 Ag	2 rounds	-3 Str
09	Type 9	15	1 round	-4 Log	2 rounds	-3Log
10	Type 10	15	1 round	-4 Log	2 rounds	-3 Log
11	Type 11	18	Instant	-3 Str	1 round	-2Str
12	Type 12	18	Instant	-3 Ag	1 round	-2 Ag
13	Type 13	18	Instant	-3 Sta	1 round	-2 Sta
14	Type 14	18	Instant	-3 Log	1 round	-2 Log
15	Type 15	18	Instant	-3 Log	1 round	-2 Log
16	Type 16	20	Instant	Paralysis*	2-8 rounds	-2 Ag
17	Type 17	20	Instant	Sleep*	2-8 rounds	-2 Ag
18	Type 18	18	1 round	Paralysis*	2-8 rounds	-1 Ag
19	Type 19	18	1 round	Sleep	2-8 rounds	-1 Ag
20	Type 20	25	1 hour	-5 Sta	1 hour	Death**

* These effects last until the secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Non-living creatures (robots) and creatures without metabolisms are always immune to poison. Oozes, plants, and certain Extra-dimensional creatures are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

POLYMORPH

Polymorphed creatures retain their own minds but have new physical forms. Creatures that polymorph themselves with an ability do not suffer disorientation.

RAYS

All ray attacks require the attacker to make a successful attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never suffers a range penalty. Even if a ray hits, it usually allows the target to make a Resistance roll (Fortitude or Will). Rays never require a Reflex Resistance roll, but if a character's Agility bonus to DR is high, it might be hard to hit him with the ray in the first place.

REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even re-grow or reattach severed body parts. Damage dealt to the creature is treated as subdual damage, and the creature automatically cures itself of subdual damage at a fixed rate. Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to subdual damage and so doesn't go away. The creature's description includes the details.

These creatures can re-grow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached. Regeneration does not restore Endurance points lost from starvation, thirst, or suffocation. Attack forms that don't deal Endurance point damage (for example, disintegration and most poisons) ignore regeneration. An attack that can cause instant death, massive damage, only threatens the creature with death if it is delivered by weapons that deal it normal damage.

RESISTANCE TO ENERGY

A creature with resistance to energy has the ability to ignore some damage of a certain type (such as cold, electricity, or fire) each round, but it does not have total immunity. Each individual ability is defined by what energy type it resists and how many points of damage are resisted, and the energy resistant creature still makes Resistance rolls normally that can lessen or eliminate damage from the effect as detailed in its description..

SCENT

This extraordinary ability lets a creature detect approaching **enemies**, sniff out hidden foes, and track by sense of smell.

The creature can detect opponents by sense of smell, generally within 30'. If the opponent is upwind, the range is 60'. If it is downwind, the range is 15'. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5' of the scent's source, the creature can pinpoint that source. The creature can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat.

Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

SONIC ATTACKS

Unless noted otherwise, sonic attacks follow the rules for spreads; the range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not break the effect.

Stopping one's ears ahead of time allows opponents to avoid having to make Resistance rolls against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that inflict damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

SPELLS

Some creatures can cast arcane or divine spells just as members of a spell casting class can (and can activate magic items accordingly). These creatures are subject to the same spell casting rules as characters are.

SPELL RESISTANCE (SR)*

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.) To affect a creature that has spell resistance, a spell caster must make a caster level check (1d20 + caster level + spell level) at least equal to the creature's Spell resistance rating. (The defender's Spell resistance rating is like a magical DR.) If the caster fails the check, the spell doesn't affect the creature.

The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its Spell resistance to operate. Only spells and spell-like abilities are subject to Spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. See When Spell Resistance Applies, below.

A creature can voluntarily lower its Spell resistance. Doing so is a free action that does not provoke an Attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's Spell resistance automatically returns.

A creature's Spell resistance never interferes with its own spells, items, or abilities. A creature with Spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow Spell resistance upon another. Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether Spell resistance applies to the spell. In general, whether Spell resistance applies depends on what the spell does:

- **Targeted Spells:** Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's Spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its Spell resistance separately.
- **Area Spells:** Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

- **Effect Spells:** Most effect spells summon or create something and are not subject to Spell resistance. Sometimes, however, Spell resistance applies to effect spells, usually to effect spells that affect a creature more or less directly. Spell resistance can protect a creature from a spell that's already been cast. Check Spell resistance when the creature is first affected by the spell. Check Spell resistance only once for any particular casting of a spell or use of a spell-like ability. If Spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the Spell resistance succeeds the first time, it always succeeds.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else (the air, the ground, the room's light), and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature, such as minor illusion or detect thoughts does. Magic actually has to be working for Spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to Spell resistance unless the resistant creature is exposed to the spell the instant it is cast. When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

- **Abjuration:** The target creature must be harmed, changed, or restricted in some manner for Spell resistance to apply. Perception changes, such as nondetection, aren't subject to Spell resistance. Abjurations that block or negate attacks are not subject to an attacker's Spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).
- **Conjuration:** These spells are usually not subject to Spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to Spell resistance.
- **Divination:** These spells do not affect creatures directly and are not subject to Spell resistance, even though what they reveal about a creature might be very damaging.
- **Enchantment:** Since enchantment spells affect creatures' minds, they are typically subject to Spell resistance.
- **Evocation:** If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.
- **Illusion:** These spells are almost never subject to Spell resistance. Illusions that inflict a direct attack are exceptions.
- **Necromancy:** Most of these spells alter the target creature's life force and are subject to Spell resistance. Unusual necromancy spells don't affect other creatures directly and are not subject to Spell resistance.
- **Transmutation:** These spells are subject to Spell resistance if they transform the target creature. Transmutation spells are not subject to Spell resistance if they are targeted on a point in space instead of on a creature.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell. Against an ongoing spell that has already been cast, a failed check against Spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

SWALLOW WHOLE

The creature can swallow opponents if it makes a successful attack against a target who's Defensive rating is determined as if he was unarmored (10 + Agility based Defensive bonus if any) and this is a standard combat action. Unless otherwise noted, the opponent can be up to two size categories smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of being swallowed vary with the creature and are explained in its descriptive text.

TRAMPLE

As a full round action during its turn each round, the creature can literally run over an opponent at least one size category smaller than itself. The creature merely has to move over the opponent making an attack roll against a victim who's Defensive rating is determined as if he was unarmored (10 + Agility based if any). The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents are knocked prone. A prone character loses their defensive bonus and allowing for attacks of opportunity

against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

TREMORSENSE

A creature with tremorsense locates other creatures by sensing vibrations in the ground. The creature automatically senses the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

TURN RESISTANCE

By virtue of superior strength of will or just plain unholy power, some creatures (usually undead) are less easily affected by Priests and Divine magic. Turn resistance is an extraordinary ability. When resolving a turn attempt, added the listed bonus to the creature's Endurance level total.



Non-Human Race Generation

The following tables have been created to allow an Administrator to randomly generate Non-Human races for his Campaign model. Most Non-Humans generated using these tables will be humanoid in form, because as an Administrator I have found over the years that players gravitate to playing races who's physical characteristics and limitations due to their physical form, they can easily identify with.

Table one: Species

Die Roll	Species	Die Roll	Species
01	Single celled	16	Avian
02-03	Fish	17	Insectoid
05-06	Amphibian	18	Bio-mechanoid
07-10	Reptile	19	roll twice and combine results
11-15	Mammal	20	energy

Table two: Size and Physical characteristics

Die roll	Creature size	Size*	Weight**	Str	Ag	Sta	+ or -
1-3	Small	2' to 4'	8lbs to 60lbs	-2	+4	-2	d4
4-8	Medium	4' to 8'	60lbs to 500lbs	+0	+0	+0	d4
9	Large	8' to 16'	500lbs to 4,000lbs	+2	-2	+2	d6
10	Huge	16'-32'	4,000lbs to 32,000lbs	+4	-4	+4	d6

* A biped's height, a quadrupeds body length (nose to base of tail)

** Assumes that the being is roughly as dense as a regular animal. A creature made of minerals will weigh considerably more. a gaseous creature will weigh much less.

Table three: Non-physical Attribute modifiers

Species	Log	Int	Per/App	+ or -	Endurance	Psyche	+ or -
Single celled	-2	-4	-4	d4	+0	+10	d10
Fish	-2	+0	-2	d4	+0	+0	d10
Amphibian	+0	+0	-2	d4	+5	+0	d10
Reptile	+0	+0	-2	d6	+5	+0	d10
Mammal	+0	+0	+0	d6	+0	+0	d10
Avian	+0	+2	+2	d6	+5	+0	d10
Insectoid	+2	+2	+0	d6	+5	+5	d10
Biomechanoid	+4	+2	+0	d6	+10	+10	d10
Energy	+0	+4	-4	d6	+0	+10	d10
Other	+2	+2	+0	d6	+5	+5	d10



Physical form

The following tables can be used to randomly generate the physical appearance of the being. It should however be noted that the Administrator has the final say in what his non-human race looks like, and may choose attributes from the list instead of rolling, or if he already has an idea what the being looks like, he may simply jot down what he wants the being to look like.

Table one: Body type

Die roll	Type	Die roll	Type
01-02	Gelatinous	11-17	Contoured (Humanoid)
03-04	Cylindrical, smooth	18	Contoured (Avian/Fish/Reptile)
05-06	Cylindrical, segmented	19	Spherical
07-08	Segmented (insect like)	20	Geometric
09-10	Contoured (animal like)		

Gelatinous: Gelatinous beings have two or more pseudo pods usually with retractable manipulators. They can either move by contracting its lower trunk, or can use pseudo pods geared for locomotion, most gelatinous beings digest food through absorption, and reproduce through budding.

Cylindrical, smooth: Typical examples of these beings are snakes. These beings may possess several manipulating extremities, but they are generally retractable, as the being moves through muscle contraction of its trunk. Some of these beings keep their upper torso upright in which case their upper extremities might not be retractable. These beings may reproduce by any normal method.

Cylindrical, segmented: These beings are best represented by worms or centipedes, and can possess many limbs that can either function as legs or as manipulating appendages. Some examples of these beings move through body contraction in which case their limbs tend to be retractable. These beings may reproduce by any normal method.

Segmented (insect like): These beings can look like any typical insect grown to enormous proportions. Generally these beings possess six or eight lower limbs, and may possess two or more manipulating limbs, or can even have specialized limbs (like wings) allowing them to fly short distances. Most insect like aliens will possess specialized antennas that it uses as sensory organs. Most insect like beings are egg laying, and some may go through several different forms as they mature.

Contoured (animal like): These beings follow the general form of any normal terrestrial animal. They generally possess at least two limbs used for movement, though most have four legs, and many possess a tail to aid them with balance. Most beings of this type's front limbs can be used for manipulation, in which case the being must have a tail, or its lower body is large or strong enough to support it when it has to stand upright (though it can not general move in this manner for a great deal of time). Beings with this form can reproduce in any normal method.

Contoured (humanoid): This is the most common form in the Star frontier's game, though it is not because it is superior to the other forms. It is because playing these types of beings are generally easier because the players instinctively can identify with these characters and the limitations imposed by this body type.

Contoured (Avian, Fish, Reptile): These Alien races have bodies that generally are patterned after a Terrestrial Avian, fish, or reptile. Most possess specialized limbs (wings for birds, fish-like lower trunks for most fish, and tails that help with balance for most reptiles). These aliens will generally possess one set of limbs, that allow it to manipulate objects, but the limbs could just as easily be its legs or its forelimbs. Most of these beings have at least one specialized form of movement (gliding or flight for Avians, Swimming for Fish, and occasionally climbing for reptiles). Almost all of these beings are egg layers.

Spherical: Spherical creatures have no real corollary on earth, but basically these beings are spherical with retractable sensory organs, usually on flexible stalks, and, their limbs are generally retractable as well. These creatures may move on multiple legs, or can use muscle contraction much like a snake. Spherical beings usually reproduce by budding though some may reproduce by other means.

Geometric: Starfish are the most common example of a creature with a body of this type. These creatures body mass is geometric in form, and they may possess retractable limbs or they may move by muscle contraction or other unique means of propulsion. These beings senses may extend from the creature's trunk on flexible stalks, or can be part of the being's trunk. Geometric creatures often reproduce by budding, though a few species may reproduce by other means.

Sub-table one: Randomly generated number of sensory organs/mouths/limbs (upper/lower)

Die roll	Result	Die roll	Result
1-2	12	11-16	2
3-4	10	17	0
5-6	8	18	1
7-8	6	19	3
9-10	4	20	5

Sub-table two: Limb types

Die roll	Result
01	Normal limb with a single nail/huff
02	Normal limb ending with a hooked talon
03	Normal limb ending in a pad with three manipulative digits
04	Normal limb ending in a pad with four manipulative digits
05	Normal limb ending in a pad with five manipulative digits
06	Wings, Bat-like
07	Wings, bird like
08	Normal limb ending in a pad with three manipulative clawed digits
09	Normal limb ending in a pad with three manipulative clawed digits
10	Normal limb ending in a pad with two manipulative clawed digits, and one opposable claw
11	Normal limb ending in a pad with three manipulative clawed digits, and one opposable claw
12	Normal limb ending in a pad with four manipulative clawed digits, and one opposable claw
13	Normal limb ending in a pad with two manipulative digits, and one opposable digit
14	Normal limb ending in a pad with three manipulative digits, and one opposable digit
15	Normal limb ending in a pad with four manipulative digits, and one opposable digit
16	Tentacle with knob like end
17	Tentacle with spike
18	Tentacle with suction cups/bony ridges
19	Tentacle w/retractable dexterous digits
20	Retractable pseudo pod

Sub-table three: Tail type

Die roll	Result	Die roll	Result
01	Tail splits into three w/hardened nail	10	Tail splits into two normal ends
02	Tail splits into three w/spiked nail	11	Tail ends in a hardened nail
03	Tail splits into three w/bony nail	12	Tail ends in a spiked nail
04	Tail splits into three w/spiked knob	13	Tail ends in a bony nail
05	Tail splits into three normal ends	14	Tail ends in a spiked knob
06	Tail splits into two w/hardened nail	15-18	Tail ends in a tapered end
07	Tail splits into two w/spiked nail	19	Tail ends in a feathery end
08	Tail splits into two w/bony nail	20	Tail ends in a spade like end
09	Tail splits into two w/spiked knob		

Sub-table four: Unusual Physical features

Die roll	Result	Effects
01	Head Tails	+2 to Agility
02	Atrophied limbs/wings/or tail	
03-04	Membranous Folds of skin	
05	Single horn	
06	2 horns, curved or curled	
07	Clear inner eyelid	+10 to stamina checks to avoid bright light/irritants
08	Spiny ridges or crest	
09	Bony crest	
10	Ridged crest	
11-12	Unusual pigmentation	
13	Skin, splotches or bands	
14	Skin pouch	Holds 1lb/point of Stamina modifier (Minimum 1lb)

Die roll	Result	Effects
15	Inflatable skin pouch (possibly colored)	
16	Hardened skin, splotches	
17	Elongated canines/specialized teeth	
18	Sensory Antenna/flexible sensory stalk	
19	Albino	-2 to Stamina, -1 to Attribute checks in bright light
20	Choose or roll twice on this table and combine the results	

Other details

The following tables can be used to randomly generate other aspects of the race, such as its lifespan, diet, etc. as with all other tables herein the Administrator should feel free to choose from among these aspects or create his own details for the race he is creating. Below are several common attributes for a typical human which can be used as a base to work from.

Human

Average Life span: 200 Years
 Body Temperature: 98.6° Fahrenheit
 Reproduction: Heterosexual Viviparous
 Diet: Omnivore
 Special abilities: None

Table one: Lifespan

Die roll	Young adult	Mature	Middle aged	Old	Average lifespan
1	5-10	11-15	16-18	19-20	20 years
2	10-15	16-20	21-30	31-40	40 years
3	12-15	16-30	31-40	41-50	50 years
4	12-15	16-40	41-45	46-60	60 years
5	12-20	21-40	51-50	51-60	60 years
6	12-20	21-40	41-50	51-70	70 years
7	12-20	21-40	41-50	51-80	80 years
8	12-20	21-40	41-60	61-100	100 years
9	12-20	21-50	51-60	61-100	100 years
10	12-20	21-50	51-80	81-100	100 years
11	12-20	21-100	101-125	125-150	150 years
12	12-20	21-100	101-180	181-200	200 years
13	12-40	41-100	101-120	121-200	200 years
14	12-40	41-120	121-160	161-200	200 years
15	12-80	81-200	201-225	226-250	250 years
16	12-80	81-250	251-280	281-300	300 years
17	12-120	121-300	301-330	331-350	350 years
18	12-150	151-350	351-380	381-400	400 years
19	12-160	161-400	401-450	451-500	500 years
20	12-320	321-800	801-900	901-1,000	1,000 years

Table two: Reproduction

Die roll	Result	Die roll	Result
01	Asexual polycyclic (seasonal births)	08	Hermaphroditic, semelparous (one birth/lifetime)
02	Asexual, semelparous (one birth/lifetime)	09	Hermaphroditic, spore production
03	Asexual, parthenogenesis	10-16	Heterosexual, viviparous
04	Asexual, budding	17	Heterosexual, egg laying
05	Asexual, spore production	18	Heterosexual, polycyclic (seasonal births)
06	Hermaphroditic, parthenogenesis	19	Heterosexual, semelparous (One birth/lifetime)
07	Hermaphroditic, polycyclic (seasonal births)	20	Heterosexual, spore production

Table three: Diet

Die Roll	Result	Teeth type
01	Cannibal	Fangs/Tearing
02-05	Herbivore	Block/Crushing
06-07	Omnivore (True)	Crushing/Tearing
08-09	Omnivore (Herbivorous)	Crushing/Tearing
10-11	Omnivore (Carnivorous)	Crushing/Tearing:
12-13	Carnivore (strict)	Fangs/Tearing
14	Carnivore (Cannibalistic)	Fangs/Tearing
15-16	Scavenger (Carnivorous)	Fangs/Tearing
17-18	Scavenger (Cannibalistic)	Crushing/Tearing
19	Scavenger (Herbivorous)	Crushing/Tearing
20	Scavenger (Offal)	Crushing/Tearing

Table four: Number of Special abilities

Die roll	Result	Die roll	Result
01-02	5	11-14	2
03-04	4	15-18	1
05-10	3	19-20	0

Physical Attack types and damage

Creature size	Claw	Bite	Gore	Constriction/ Slam	Tail Swipe	Wing Buffet	Other Attack
Small	1d4	1d3	1-2	1-2	1d4	1d6	1d4
Medium	1d6	1d4	1d3	1d3	1d6	1d8	1d6
Large	1d8	1d6	1d4	1d4	1d8	1d10	1d8
Huge	1d10	1d8	1d6	1d6	1d10	1d12	1d10





Hit Location Charts

As an option the following tables are provided to allow an Administrator to determine where an attack struck a target.

Aberration

Die Roll	Result	Die Roll	Result
01	lower extremity	15	Center of torso, or back of creature
02	Tail or wings	16	“Neck”
03-06	Lower torso	17	Side of head
07-10	Upper appendage	18	Center of head or maw
11-12	Underside	19	Top of head
13-14	Side of torso	20	Roll again

Animal

Die Roll	Frontal attack	Die Roll	Frontal attack
01	Rear paws	11-12	Underside
02	Hind legs	13-15	Side of torso
03	Tail or wings	16	Neck
04	Front paws	17	Side of head
05-06	Lower back or midsection	18	Snout
07-08	Forelimb	19	Top of head
09-10	Shoulder	20	Roll again

Humanoid

Die Roll	Frontal attack	Rear attack
01	Foot	Foot
02	Shin	Calf
03	Knee	Knee
04	Thigh	Upper leg
05	Wrist	Wrist
06	Hand	Hand
07	Upper arm	Upper arm
08	Elbow	Elbow
09	Forearm	Forearm
10-11	Chest	Base of back
12	Midsection	Side of torso
13	Center of chest	Mid-back
14	Neck	Upper center of back
15	Jaw	Shoulder blades
16	Chin	Neck
17	Center of face	Base of skull
18	Cheek	Side of head
19	Forehead	Back of skull
20	Wings or roll again	

Vehicles

Die roll	Result	Die roll	Result
01	Weapon port or roll again	11	Cockpit/command/driver’s side
02	50% Defensive unit, 50% Sensor or roll again	12-13	Passenger section
03	Forward right side of body	14	Cargo area
04	Forward left side of body	15	Forward motion inducer on right
05	Mid body on right side	16	Rear motion inducer on the right
06	Mid body on left side	17	Forward motion inducer on left
07	Rear right side of body	18	Rear motion inducer on the left
08	Rear left side of body	19	50% Front, 50% back
09-10	External feature	20	50% top, 50% bottom

Resistance Roll Tables

The following tables have been developed to allow an Administrator to generate Resistance rolls for creatures in the Universal Role Playing System based on the type of creature that he is creating. This system does not replace the Resistance rolls as listed for each individual creature in the various Creature guides, but is included as a way for an Administrator to quickly generate Resistance rolls for new creatures that he is creating, or for determining the base Resistance rolls for Zero Level characters that are exceptional. To determine the Resistance roll table used find the type of creature as listed and cross reference on the tables below:

Creature type

Aberration, Beast, Construct, Humanoid, Magical beast
 Animal, Vermin
 Elemental, Extra-dimensional, Outsider
 Cybernetic, Fey, Monstrous humanoid, Robot, Shape-changer, Undead
 Dragon (true)
 Dragon-like, Giant
 Ooze, Plant
 Non classed human/Non-Human

Sub-table

one
 two
 three
 four
 five
 six
 seven
 eight

Sub-Table One				Sub-Table Two			
Endurance level	Fortitude	Reflex	Will	Endurance level	Fortitude	Reflex	Will
up to 1	+2	+1	+0	up to 1	+1	+2	+0
1+to 2	+3	+2	+0	1+to 2	+2	+3	+0
2+ to 3	+3	+2	+1	2+ to 3	+2	+3	+1
3+ to 4	+3	+3	+2	3+ to 4	+3	+3	+2
4+ to 5	+4	+3	+2	4+ to 5	+3	+4	+2
5+ to 6	+4	+3	+3	5+ to 6	+3	+4	+3
6+ to 7	+4	+4	+3	6+ to 7	+4	+4	+3
7+ to 8	+4	+4	+3	7+ to 8	+4	+4	+3
8+ to 9	+5	+4	+4	8+ to 9	+4	+5	+4
9+ to 10	+5	+4	+4	9+ to 10	+4	+5	+4
10+ to 11	+5	+5	+4	10+ to 11	+5	+5	+4
11+ to 12	+5	+5	+4	11+ to 12	+5	+5	+4
12+ to 13	+5	+5	+5	12+ to 13	+5	+5	+5
13+ to 14	+6	+5	+5	13+ to 14	+5	+6	+5
14+ to 15	+6	+5	+5	14+ to 15	+5	+6	+5
15+ to 16	+6	+6	+5	15+ to 16	+6	+6	+5
16+ to 17	+6	+6	+5	16+ to 17	+6	+6	+5
17+ to 18	+6	+6	+6	17+ to 18	+6	+6	+6
18+ to 19	+6	+6	+6	18+ to 19	+6	+6	+6
19+ to 20	+7	+6	+6	19+ to 20	+6	+7	+6

Sub-Table Three				Sub-Table Four			
Endurance level	Fortitude	Reflex	Will	Endurance level	Fortitude	Reflex	Will
up to 1	+4	+2	+2	up to 1	+2	+3	+2
1+to 2	+4	+3	+3	1+ to 2	+3	+3	+2
2+ to 3	+4	+3	+3	2+ to 3	+3	+3	+3
3+ to 4	+4	+3	+3	3+ to 4	+3	+4	+3
4+ to 5	+5	+4	+4	4+ to 5	+4	+4	+3
5+ to 6	+5	+4	+4	5+ to 6	+4	+4	+4
6+ to 7	+5	+4	+4	6+ to 7	+4	+4	+4
7+ to 8	+5	+4	+4	7+ to 8	+4	+5	+4
8+ to 9	+5	+5	+5	8+ to 9	+5	+5	+4
9+ to 10	+6	+5	+5	9+ to 10	+5	+5	+5
10+ to 11	+6	+5	+5	10+ to 11	+5	+5	+5
11+ to 12	+6	+5	+5	11+ to 12	+5	+5	+5
12+ to 13	+6	+5	+5	12+ to 13	+5	+6	+5
13+ to 14	+6	+6	+6	13+ to 14	+6	+6	+5
14+ to 15	+6	+6	+6	14+ to 15	+6	+6	+6
15+ to 16	+7	+6	+6	15+ to 16	+6	+6	+6

Endurance level	Fortitude	Reflex	Will
16+ to 17	+7	+6	+6
17+ to 18	+7	+6	+6
18+ to 19	+7	+6	+6
19+ to 20	+7	+7	+7

Endurance level	Fortitude	Reflex	Will
16+ to 17	+6	+6	+6
17+ to 18	+6	+6	+6
18+ to 19	+6	+7	+6
19+ to 20	+7	+7	+6

Sub-Table Five

Endurance level	Fortitude	Reflex	Will
up to 1	+8	+3	+5
1+ to 2	+8	+4	+6
2+ to 3	+8	+4	+6
3+ to 4	+8	+4	+6
4+ to 5	+8	+4	+6
5+ to 6	+8	+5	+6
6+ to 7	+8	+5	+6
7+ to 8	+8	+5	+7
8+ to 9	+9	+5	+7
9+ to 10	+9	+5	+7
10+ to 11	+9	+6	+7
11+ to 12	+9	+6	+7
12+ to 13	+9	+6	+7
13+ to 14	+9	+6	+7
14+ to 15	+9	+6	+8
15+ to 16	+9	+6	+8
16+ to 17	+9	+7	+8
17+ to 18	+10	+7	+8
18+ to 19	+10	+7	+8
19+ to 20	+10	+7	+8

Sub-Table Six

Endurance level	Fortitude	Reflex	Will
up to 1	+4	+0	+0
1+ to 2	+5	+1	+0
2+ to 3	+5	+2	+1
3+ to 4	+5	+2	+2
4+ to 5	+5	+3	+2
5+ to 6	+5	+3	+3
6+ to 7	+6	+3	+3
7+ to 8	+6	+4	+3
8+ to 9	+6	+4	+4
9+ to 10	+6	+4	+4
10+ to 11	+6	+4	+4
11+ to 12	+6	+5	+4
12+ to 13	+7	+5	+5
13+ to 14	+7	+5	+5
14+ to 15	+7	+5	+5
15+ to 16	+7	+5	+5
16+ to 17	+7	+6	+5
17+ to 18	+7	+6	+6
18+ to 19	+7	+6	+6
19+ to 20	+8	+6	+6

Sub-Table Seven

Endurance level	Fortitude	Reflex	Will
up to 1	+3	+0	+0
1+ to 2	+4	+0	+0
2+ to 3	+4	+0	+0
3+ to 4	+4	+1	+1
4+ to 5	+4	+2	+2
5+ to 6	+5	+2	+2
6+ to 7	+5	+3	+3
7+ to 8	+5	+3	+3
8+ to 9	+5	+3	+3
9+ to 10	+5	+4	+4
10+ to 11	+6	+4	+4
11+ to 12	+6	+4	+4
12+ to 13	+6	+4	+4
13+ to 14	+6	+5	+5
14+ to 15	+6	+5	+5
15+ to 16	+6	+5	+5
16+ to 17	+7	+5	+5
17+ to 18	+7	+5	+5
18+ to 19	+7	+6	+6
19+ to 20	+7	+6	+6

Sub-Table Eight

Endurance level	Fortitude	Reflex	Will
up to 1	+0	+0	+0
1+ to 2	+1	+0	+0
2+ to 3	+2	+1	+0
3+ to 4	+2	+2	+1
4+ to 5	+3	+2	+2
5+ to 6	+3	+3	+2
6+ to 7	+3	+3	+3
7+ to 8	+4	+3	+3
8+ to 9	+4	+4	+3
9+ to 10	+4	+4	+4
10+ to 11	+4	+4	+4
11+ to 12	+5	+4	+4
12+ to 13	+5	+5	+4
13+ to 14	+5	+5	+5
14+ to 15	+5	+5	+5
15+ to 16	+5	+5	+5
16+ to 17	+6	+5	+5
17+ to 18	+6	+6	+5
18+ to 19	+6	+6	+6
19+ to 20	+6	+6	+6

Section Three: Administrator Equipment

This section covers rules and equipment that is not commonly available to Player characters in the modern world. These are examples of technologies that are yet to be discovered, or belong to cultures more advanced than those used in the modern world and are available for use in a campaign if the Administrator desires it.

Futuristic Weapons and Equipment

What follow below are examples of futuristic weapons and equipment. These items are presented as examples of the type of equipment that might be available on planets whose species have evolved technologically to the level perhaps 100-200 years more advanced than modern day Earth. These items can be used by Administrators deciding to play in Campaign models set in future time periods (such as Campaigns set during the very first time that Humanity left its home system and began exploring the galaxy.)

Protective Apparel/Armor

The Future is a dangerous place, and protective gear is a lucrative business. Protective wear which includes specially designed clothes or armor, and have been developed to counter the advances in weapon technology, and to provide Futuristic people with protection against the hazards of often inhospitable planets. Below are listed the various forms of protective gear available in the Future.

Defensive Rating:

A Character has a Defense Rating equal to 10 + his protective apparel/armor modifier + his Agility modifier unless the character loses his Agility based Defensive adjustment due to surprise, being stunned or being affected by several other effects. A Character can increase his Defensive Rating by expending points from his Combat modifier as detailed in the combat section, or by wearing better protective gear.

There are two costs listed for many types of protective apparel or armor, the first being the average price for standard quality protective apparel/armor, while the higher price is for masterwork protective apparel armor. When purchasing masterwork protective apparel/armor roll on the table below for the exact benefit conferred by the item.

High Quality (masterwork) Protective wear

Die Roll	Result
01-02	Movement rate one class better (or +2' to move), weight 25% less than listed
03-04	Movement rate one class better, (or +2' to move) Armor value +1
05-06	Armor value +1, weight 35% less than listed
07-08	Armor value +1
09	Weight 25% less than listed
10	Movement rate one class better (or +2' to move)

Protective Apparel/Armor

Type	DR	Max. Agility	Skill Penalty	Weight	Cost	Cost
Deadsuit*	+2	+10	+0	3lbs	400cr	800cr
Environmental bodysuit	+2	+10	+0	3lbs	200cr	400cr
Technician's coveralls	+2	+10	+0	3lbs	200cr	400cr
Skien/reflective bodysuit	+2	+10	+0	3lbs	400cr	800cr
Slip-suit**	+2	+10	+0	3lbs	500cr	1,000cr
Synthvelope bodysuit	+3	+8	-1	4lbs	750cr	1,500cr
Teflon weave shirt	+3	+8	-1	4lbs	1,000cr	2,000cr
Vacuum suit (light weight)	+3	+6	-1	15lbs	2,000cr	4,000cr
Grid suit (partial)	+4	-1	-2	30lbs	2,000cr	4,000cr
Semi rigid combat armor	+4	-2	-2	35lbs	3,500cr	7,000cr
Teflon weave suit	+4	+6	-1	8lbs	1,500cr	3,000cr
Maser mesh (partial)	+4	-1	-2	30lbs	12,000cr	24,000cr
Micromesh shirt	+4	+6	-1	4lbs	2,000cr	4,000cr

Type	DR	Max. Agility	Skill Penalty	Weight	Cost	Cost
Maser mesh (full)	+5	-2	-4	40lbs	15,000cr	30,000cr
Micromesh bodysuit	+5	+4	-2	8lbs	3,000cr	6,000cr
Vacuum suit (combat)	+5	+0	-2	40lbs	10,000cr	20,000cr
Grid suit (full)	+6	-3	-4	40lbs	4,000cr	8,000cr
Rigid combat armor	+6	-4	-4	60lbs	4,500cr	9,000cr
Vacuum suit (armored)	+7	-4	-4	80lbs	20,000cr	40,000cr

* a dead suit reduces a character's chance to be detected by thermal scanners by -10 to the chance to detect him.

** In addition to providing a character a bonus to his Defensive ratings Slipsuits reduce an opponents chance to successfully grapple with a character by -10.

Armor Types

Combat armor: Both semi rigid and rigid battle armor consist of a suit of ballistic resistant material over which is affixed molded armor plate which provides a shell of protection for the wearer. Semi rigid versions do not offer much protection to the wearer's joints, but allows the wearer more freedom of movement. Characters wearing this type of armor reduce damage from non-energy attacks by -1point/die and can even reduce damage per die to 0.

Dead suit: a dead suit is a light weight dull black suit that looks like a diver's wetsuit. When worn the suit provides the character with some protection, but more importantly it hides his thermal image making the character almost invisible to thermal scanners.

Environmental bodysuit-This is a light weight body sheath which covers the character's entire body and comes with a full helmet, and a portable life support pack to provide complete protection from environmental hazards for up to six hours. The suit is self-sealing, but for tears larger than 3 inches in diameter the suit comes with 12 environmental patches which can be affixed to the suit by the character by expending an action. While wearing an Environmental bodysuit the character gains a +10 bonus to his resistance rolls to avoid the effects of airborne toxins and disease. The character also gains a +5 to his resistance rolls vs. radiation, and acid attacks.

Gridsuit: The gridsuit is probably the most unusual, sought after, defensive suit. Like skeinsuits, it comes in both military and civilian styles. The military style is a camouflaged uniform that has convenient patch pockets. The civilian style can be any fashion desired, though this may increase the cost. Much more important than the style is the inner lining of the suit, which includes a nullifying absorption field circuit that absorbs and dissipates large amounts of energy. A grid suit reduces damage from all manner of energy by -1pt/die of damage, and can even reduce this damage to 0.

Maser mesh: Maser mesh resembles chain mail armor and can be purchased in different sizes. Full maser mesh almost touches the ground and is heavy and a bit cumbersome. While this armor protects from weapon attacks it is easily picked up by scanners and radar.

Partial maser mesh, is similar in size to a long shirt and is lighter and harder to trace than full mesh. Characters wearing maser mesh are more vulnerable to electrical attacks suffering a -2 to their Resistance rolls to avoid electrical damage. Characters wearing maser mesh reduce damage from maser weapons by -1pt/die of damage and can even reduce this damage to 0.

Micromesh armor- Micromesh armor is made of micro-linked duroplas chain mail creating a lightweight suit of protective armor that can be worn easily beneath normal clothing. Micromesh armor is not overly heavy or restrictive to movement and comes in a variety of sizes, and shapes allowing most races to wear it.

Skien/reflective weave bodysuits- Skien suits are made of micro-weave armor that is as supple as denim and provides excellent protection. Skien suits can be made to resemble common fashions and are quite popular with diplomats and other officials. Reflective cloth woven into the thread provides protection from energy weapons. Skien/reflective weave bodysuits reduce damage from physical attacks and lasers by -1pt/die of damage and can reduce damage to 0 points/die.

Slip-suit: Slip-suits are full body gloves made of an oily synthetic material that makes it difficult to grapple with the wearer, and provides some protection from physical attacks. The palm side of the suit's gloves, and the boot soles of the suit are not slippery. Characters attempting to grapple with a character wearing a slip suit suffer a -10 to their attempts to do so.

Synthvelope bodysuit: A synthvelope suit is a synthetic one-piece envelope that absorbs damage from most weapons but was specifically intended to provide protection from Proton weapons. The suit must be stepped into from the back and zipped up, completely encasing the wearer's body except for the head. Characters wearing Synthvelope bodysuits reduce damage from Proton weapons by -1point/die and can even reduce damage to 0 points/die.

Technicians coveralls: These coveralls are made of a quilted synthetic weave woven into an outer layer of tear resistant cloth. The coveralls have ribbed protective pads on the elbows, inner thighs, and knees for additional protection. The coveralls come with two breast pockets and cargo pockets in the front of the coverall's thighs.

Teflon weave protective gear: Teflon weave protective suits are made of quilted and padded Teflon which absorbs and deflects damage from blunt attacks and solid projectiles. Characters wearing this type of armor reduce damage from blunt attacks, or solid projectiles by -1point/die and can even reduce damage to 0 points/die.

Vacuum Suit--This is a heavier version of the Environmental suit, allowing the character to survive the rigors of outer space. The suit is made of a heavy environmentally sealed material with ribbing along the knees, elbows, and inner thighs for additional protection. The body suit covers the character's entire body and comes with a full helmet, and a portable life support pack to provide complete protection from environmental hazards for up to six hours. The suit is self-sealing, but for tears larger than 3 inches in diameter the suit comes with 12 environmental patches which can be affixed to the tear by the character by expending an action. When wearing a Vacuum suit the character is immune to airborne toxins, and disease, and gains a +10 to his resistance rolls to avoid acid or radiation.

Combat versions of these suits come with light armor providing protection to the characters chest, and shoulders and encloses the suit's life support pack with armor. Armored vacuum suits differ from combat versions in that the vacuum suit is encased in an interlocking suit of rigid armor plate that provides exceptional protection against all manner of attacks.

Armor weight classes and Movement rates

Movement rates are determined on the table below:

Armor Weight class	Base movement rate	
	30'/round	20'/round
Light weight	30'/round	20'/round
Medium weight	20'/round	20'/round
Heavy weight	20'/round	15'/round
Extremely heavy	15'/round	15'/round

Light Armor: Deadsuit, environmental bodysuit, maser mesh (partial), micromesh shirt, skein/reflective bodysuit, slipsuit, synthvelope bodysuit, technicians coveralls, Teflon weave shirt, Vacuum suit (light weight)

Medium Armor: Grid suit (partial), maser mesh suit, micromesh suit, Semi-rigid combat armor, Teflon weave suit, Vacuum suit (combat).

Heavy Armor: Grid suit, rigid combat armor

Extremely heavy: Vacuum suit (armored)

Helmets/shields

Helmets are often ignored but their importance comes to play in the URS rules because wearing a helmet gives a +2 bonus to any Fortitude saves that are required to reduce the effects of a called shot which aims at any part of the character's head.

Shields can be used to defend against a number of attacks in a round determined by their size, and if a character chooses to expend an action he may add his Agility modifier to the number of attacks in a round he can defend against. A buckler provides protection from one attack in a round, as does a small shield. A medium shield can defend against two attacks in a round. Large shields provide protection against three attacks in a round.

Body shields differ from these shields because they protect against all attacks in a round, but are so bulky that it costs an action just to use one. All Helmets and shields are made of a composite of impact resistant ceramics and high density plastics as opposed to metal.

Helmet	Effect	Cost
Helmet		
Open faced		20cr
Full w/visor		50cr
Environmentally sealed		+100cr
Sonic guard unit	+4 to saves vs sonics	+200cr

Shield Type	Defensive Adjustment	Weight	Cost
Buckler	+1	5lbs	40cr
Medium	+1	10lbs	50cr
Large	+2	15lbs	75cr
Body	+4	40lbs	150cr

Melee weapons

The weapons listed below are available in one form or another throughout the universe. Each weapon has two costs. The first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

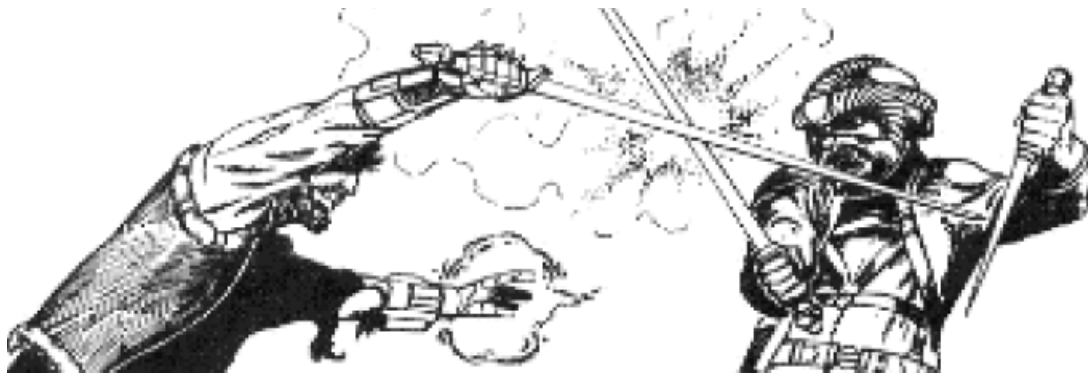
Masterwork weapons

Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

Weapon Damage types: Weapons are classified by the type of damage that they cause. This notation is as follows:

Slashing (S)	Slash/Piercing (S/P)
Blunt (B)	Energy (E)
Piercing (P)	Entangle (ent.)



Powered

Powered melee weapons are exactly like standard melee weapons except that they require energy to work. Each powered melee weapon comes with a rechargeable power cell that can be recharged using any type of power clip, parabattery or power generator. The weapon can be used continuously for 10 hours before needing a recharge. The power cell in the weapon requires 50seu to recharge and can absorb 5seu/turn.

Powered melee weapons have one additional damage type then standard melee weapons. They can cause energy damage (E).

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Axe- Vibro	L	(S)	2d10	n/a	4lbs	500cr	1,000cr
Baton- Stun**	M	(E)	see below	n/a	3lbs	50cr	100cr
Stun (type 2)**	M	(E)	as above or 1d6	n/a	3lbs	50cr	100cr
Contact Stunner**	S	(E)	see below	n/a	2lbs	700cr	n/a

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Force Pike-							
Standard**	L	(S)	2d8 or stun	n/a	4lbs	500cr	1,000cr
Great	L	(S)	3d8	n/a	6lbs	1,000cr	2,000cr
Lightsabre-							
Standard	M	(E)	3d8	n/a	2lbs	3,000cr	6,000cr
Double	M	(E)	3d8	n/a	4.5lbs	7,000cr	14,000cr
Stiletto-							
Molecular	T	(P)	1d6	n/a	1lbs	700cr	1,400cr
Stun Gauntlets**	M	(E)	see below	n/a	2lbs	500cr	n/a
Sword-							
Electric	M	(S)	2d6 +2	n/a	3lbs	400cr	800cr
Vibroblade	M	(S)	2d6	n/a	3lbs	250cr	500cr
Vibrorapier	M	(S)	2d6 +2	n/a	2.5lbs	500cr	1,000cr
Vibrobayonet	S	(S)	2d4 +2	n/a	2lbs	200cr	400cr
Vibroknife	S	(S)	2d4	n/a	2lbs	200cr	400cr
Vibroknucklers	T	(S)	1d6 +1	n/a	1lb	200cr	400cr
Whip-							
Neuronic**	S	(S)	1d4 or stun	n/a	3lbs	700cr	1,400cr

** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

Ranged Weapons

Perhaps the most common feature of any Science Fiction game are projectile weapons. Below are listed the most common types of projectile weapons in a Futuristic setting. Each weapon has two costs the first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

Masterwork weapons

Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

A few notes about these types of weapons follows:

Multi-fire- Weapons that have this capability have multiple settings. They can be set to stun, in which case they do not cause any damage, but require the victim make a Fortitude Save against a DC of 20 and if the roll fails the character is knocked unconscious for 1 round/point under the required roll was scored by the victim.

The weapon's second setting is standard which fires once/squeeze of the trigger and causes damage as listed in the weapons entry below. The last setting on this type of weapon allows it to fire a burst. In burst mode the weapon causes 2x damage in a 5' spread requiring everyone in range to make a Reflex save (DC 15) for half damage. If a character using an energy weapon on burst mode and botches his roll the weapon fuses and becomes useless. An energy weapon on stun mode uses up one charge as it does when firing on standard mode. In burst mode, the weapon uses up two charges/squeeze of the trigger.

Auto-fire- Weapons that have auto-fire capabilities can be set for semi-automatic or full automatic fire On semi-automatic the burst mode causes double damage in a 5' spread, while on full auto the burst causes 3x damage in a 10' spread. In either mode victims caught in the area affected by a burst are allowed to roll Reflex saves (DC 15) to reduce damage by ½. A Semi-automatic burst uses up 3 rounds, and a full burst uses up 10 bullets.

Range The listed range under the weapon is the weapon's range increment. Attacks within 10' are considered point blank range shots and the character gains a +2 to hit. For each attack increment beyond the first the character's chance to hit suffers a -2 cumulative penalty to a maximum penalty of -8 (or 4x the range increment) which is the maximum range of any weapon.

Projectile/Gyrojet/Sprayer (PSG)

Pistol/Machine pistol

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
5.56mm Autopistol	S	1d8	Auto	20'	2.2lbs	200cr	400cr
Heavy	S	1d10	Auto	30'	2.2lbs	300cr	600cr
Hold out	T	1d6	Auto	10'	1lb	80cr	160cr
Sporting	S	1d8	n/a	30'	2.2lbs	250cr	500cr
9mm Autopistol	S	1d10	Auto	30'	2.2lbs	300cr	600cr
Heavy	S	1d12	Auto	40'	3lbs	400cr	800cr
Hold out	T	1d8	Auto	20'	1lb	100cr	200cr
Sporting	S	1d10	n/a	40'	2.2lbs	350cr	700cr
10mm Autopistol	S	1d12	Auto	30'	2.5lbs	300cr	600cr
Heavy	S	1d12 +2	Auto	40'	3lbs	400cr	800cr
Hold out	T	1d10	Auto	20'	1.2lbs	100cr	200cr
Sporting	S	1d12	n/a	40'	2.2lbs	350cr	700cr
Gyrojet pistol-	S	2d8	n/a	50'	4lbs	550cr	1100cr
Needler Pistol	S	1d4	n/a	20'	2lbs	100cr	200cr
Heavy	S	2d4	n/a	30'	2.2lbs	200cr	400cr
Hold out	T	1d4	n/a	10'	1.5lbs	150cr	300cr
Sub Machine gun	M	1d10 or burst	Auto	60'	6lbs	500cr	1,000cr
Taser-Pistol	T	1d6 or Stun	n/a	10'	1.5lbs	100cr	200cr

Rifles

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
5.56mm-Autorifle-	M	1d10	Auto	70'	6lbs	650cr	1,300cr
Carbine	M	1d10	Auto	70'	5.5lbs	500cr	1,000cr
Sporting	M	1d8	n/a	90'	5lbs	550cr	1,100cr
9mm-Autorifle-	M	1d12	Auto	80'	9lbs	750cr	1,500cr
Carbine	M	1d12	Auto	80'	8lbs	600cr	1,200cr
Sporting	M	1d10	n/a	100'	8lbs	650cr	1,300cr
10mm-Autorifle-	M	1d12 +4	Auto	80'	10lbs	750cr	1,500cr
Carbine	M	1d12 +4	Auto	80'	8lbs	600cr	1,200cr
Sporting	M	1d12	n/a	100'	8lbs	650cr	1,300cr
Chain gun (9mm)	L	1d12	Auto	100'	30lbs	1500cr	n/a
(10mm)	L	1d12 +2	Auto	100'	30lbs	2,000cr	n/a
Gyrojet rifle-	L	2d10	n/a	70'	8lbs	1100cr	2200cr
Needler Rifle	L	2d6	n/a	30'	6lbs	300cr	600cr
Carbine	M	2d6	n/a	30'	5lbs	250kg	500kg
Shotgun-							
Double barrel	L	as ammo	n/a	30'	8lbs	15cr	30cr
Repeating	L	as ammo	n/a	30'	8lbs	30cr	60cr
Sawed off	M	as ammo	n/a	10'	4lbs	12cr	24cr
Sniper rifle	L	1d12	n/a	200'	8lbs	800cr	1,600cr

Other PGS weapons

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Flamethrower	L	3d6	n/a	20'	12lbs	1,000cr	n/a
Net caster*-	M	Ent.	n/a	20'	12lbs	25cr	50cr
Electro**	M	As net + Stun*	n/a	20'	14lbs	300cr	600cr
Rocket Launcher	L	As rocket	n/a	150'	15lbs	2,000cr	4,000cr

* Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

Beam Weapons

Bolt weapons are the first particle beam weapons used in the future and are treated as radiation weapons to determine what defenses are affective against them. Microwave (masers) and Plasma weapons are also treated as radiation weapons to determine what defenses affect them. Proton weapons are commonly called rafflurs or disintegrators and are highly illegal in most futuristic settings.

Energy weapons vs. Structures: It should be noted that while non-energy weapons cause half damage to structures, energy weapons do not have their damage reduced when attacking structures.

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Bolt caster-							
Type A	T	2d8	Multi	20'	2.2lbs	12,000cr	24,000cr
Type B	S	2d10	Multi	40'	3.5lbs	15,000cr	30,000cr
Type C	M	2d12	Multi	80'	6lbs	20,000cr	40,000cr
Concussion pistol	S	2d6	n/a	30'	3lbs	750cr	1,500cr
Heavy	M	2d8	n/a	40'	4lbs	1,200cr	2,400cr
Electron-Pistol	S	2d6	Multi	30'	2.2lbs	300cr	600cr
Heavy	M	3d6	Multi	30'	3lbs	400cr	800cr
Hold-out	T	1d6	n/a	20'	1lbs	250cr	500cr
Ion Pistol	S	3d6	n/a	20'	3lbs	250cr	500cr
Laser-Pistol	S	2d10	Multi	40'	2.2lbs	500cr	1,000cr
Heavy	M	3d10	Multi	60'	3lbs	700cr	1,400cr
Hold-out	T	1d10	n/a	30'	1lbs	200cr	400cr
Sporting	S	2d10	n/a	40'	2lbs	300cr	600cr
Microwave pistol	S	1d10	Multi	10'	2lbs	500cr	1,000cr
Heavy	M	2d10	Multi	20'	2.5lbs	700cr	1,400cr
Hold-out	T	1d8	n/a	10'	1lbs	200cr	400cr
Sporting	S	1d10	n/a	20'	2lbs	300cr	600cr
Plaser Pistol	S	3d6	Multi	40'	3lbs	500cr	1,000cr
Heavy	M	3d8	Multi	50'	4lbs	750cr	1,500cr
Hold-out	T	3d4	n/a	30'	1.5lbs	300cr	600cr
Sporting	S	3d4	n/a	50'	2.2lbs	300cr	600cr
Plasma projector	M	3d10	Multi	40'	6lbs	10,000cr	20,000cr
Proton-Pistol	S	3d8	Multi	40'	3lbs	750cr	1,500cr
Heavy	M	3d10	Multi	50'	4lbs	1,000cr	2,000cr
Hold-out	T	3d6	n/a	30'	2lbs	600cr	1,200cr
Sonic-Pistol	S	2d6	n/a	20'	2.2lbs	450cr	900cr

Rifles

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Concussion rifle	L	3d12	n/a	80'	15lbs	3,000cr	6,000cr
Carbine	M	2d10	n/a	60'	12lbs	2,500cr	5,000cr
Electron-Rifle	M	3d8	n/a	60'	6lbs	600cr	1,200cr
Carbine	M	3d6	Multi	60'	5lbs	700cr	1,400cr
Ion rifle	M	3d8	n/a	40'	6lbs	800cr	1,600cr
Laser-Rifle	M	3d10	n/a	80'	8lbs	1,000cr	2,000cr
Carbine	M	3d8	Multi	70'	7lbs	900cr	1,800cr
Sporting	M	3d6	n/a	100'	7lbs	800cr	1,600cr
Lt. repeating	L	3d8	Multi	80'	8lbs	2,000cr	4,000cr
Microwave-Rifle	M	2d10	n/a	40'	7lbs	1,000cr	2,000cr
Carbine	M	2d8	Multi	40'	6lbs	900cr	1,800cr
Sporting	M	2d6	n/a	50'	6lbs	800cr	1,600cr
Lt. repeating	L	2d8	Multi	40'	7lbs	2,000cr	4,000cr
Plaser-Rifle	M	3d8	n/a	100'	10lbs	1,000cr	2,000cr
Carbine	M	3d8	Multi	80'	8lbs	900cr	1,800cr
Sporting	M	3d6	n/a	120'	8lbs	800cr	1,600cr
Lt. repeating	L	3d8	Multi	80'	10lbs	2,000cr	4,000cr

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Proton-Rifle	M	3d10	n/a	80'	12lbs	2,000cr	4,000cr
Carbine	M	3d10	Multi	70'	10lbs	1,750cr	3,000cr

Ammunition

Type	Number	Rounds/shots	Damage	Cost
5.56mm clip	10	100		20cr
9mm clip	10	100		40cr
10mm clip	10	100		50cr
Flame thrower canister	1	10		200cr
Gyrojet rocket cartridge	1	10		200cr
Needler cartridge	10	100		20cr
Powerclip standard	10	100		100cr
Macro-clip	1	100		200cr
Rocket Multi-pack-				
Type A	1	5	4d4 (5' radius)	150cr
Type B	1	5	4d6 (5' radius)	175cr
Type C	1	5	4d8 (5' radius)	200cr
Shot Gun Shells-				
Buck Shot	1	10	2d6	40cr
Scatter shot	1	10	2d4 (5' spread)	50cr
Standard	1	10	2d6 +2	45cr
Sub Machine gun clip	1	30	5 burst*	100cr

* A burst causes 3x damage in a 10' spread requiring all targets to roll Reflex saves vs. 10+ Attackers Skill rank for ½ damage.

Grenades/Mines

Grenades and mines have a primary, and secondary blast area. Characters caught in either blast area must roll a Reflex save against a DC of 15 for a grenade, or 18 for a mine. If they are in the secondary blast radius however they make their any saves at +2. If the characters in the primary blast radius make their saves they suffer ½ damage, while those caught in the secondary blast radius who make their Resistance roll are unaffected by the attack.

Using mines or grenades as traps: While grenades can be thrown, mines must be placed by a demolitions expert. Grenades can be used by a demolitions expert in the same way as he would use a mine as well. A demolitions expert may set a mine by rolling a successful demolitions check (DC 15) and if he succeeds a character checking an area that has been booby trapped must roll a search, or spot check with a difficulty equal to 10 + the setting character's demolition skill level, which is also the difficulty a character with disable devices or demolitions has to defuse a mine or grenade trap.

Weapon	Size	Blast radius		Damage		Throwing Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
Grenades-								
Adhesive	T	10'	n/a	Ent.	n/a	2x Str	.5lbs	50cr
Concussion	T	10'	15'	6d6	3d6	2x Str	.5lbs	100cr
Flash	T	20'	n/a	*	n/a	2x Str	.5lbs	50cr
Fragmentary	T	10'	20'	4d6 +1	2d6	2x Str	.5lbs	500cr
Nausea	T	20'	n/a	**	n/a	2x Str	.5lbs	50cr
Smoke	T	30'	n/a	***	n/a	2x Str	.5lbs	30cr
Stun	T	20'	n/a	****	n/a	2x Str	.5lbs	600cr
Thermal	T	15'	15'	8d6 +6	4d6+3	2x Str	.5lbs	2,000cr
Mines-								
Concussion	S	20'	10'	6d6	3d6	n/a	5lbs	2,500cr
Fragmentation	S	30'	20'	6d10	3d10	n/a	4lbs	3,000cr
High explosive	S	30'	30'	6d12	3d12	n/a	6lbs	5,000cr
Net	S	30'	n/a	Ent.	n/a	n/a	5lbs	1,000cr
Razorwire	S	30'	n/a	6d6	n/a	n/a	5lbs	2,000cr
Sonic	S	30'	20'	6d6	3d6	n/a	4lbs	3,000cr

* Characters in range must make a Reflex save (DC 17) to avoid being blinded. Blinded characters treat opponents as if they were invisible (+10 to Defensive Rating). Effect lasts 2-5 rounds.

** Characters in range must roll Fortitude save (DC 17) or suffer -2 to all Attack rolls, and lose ½ Initiative modifier and their Defensive adjustment due to nausea for 2-5 rounds.

*** Smoke grenades last 1-3 rounds and while they last all targets in the smoke gain a +5 to their Defense Rating due to obscurity.

**** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.



Section Three: Additional Rules

Blindness/Deafness

A character that is blind suffers a -4 to his attack rolls, and loses his defensive bonus due to agility. Furthermore characters and creatures attack the character gain a +4 to strike the blind character. Blind characters treat opponents as if they were invisible (meaning that they gain a +10 bonus to DR when being targeted by the blind character)

Characters that are deaf are automatically surprised by characters or creatures attacking them from their flanks or from behind, The attacker is able to make an attack against the surprised opponents as if they were defenseless (Defensive rating without their Agility based defensive modifier), and the attack does not count against the number of Attacks of opportunity or regular attacks that the attacker has.

The deafened character automatically fails any Listen rolls they wish to make, and the character loses one point to Agility. The victim suffers a -2 to his Spot checks to avoid surprise against targets not behind him. Lastly the character suffers a -2 to hit in combat. It should be noted that deaf characters are immune to verbal or sonic based effects, and Blind characters are unaffected by effects that require a visual medium to be effective.

Character Expenses

As important as money is to a character tracing the character's day to day expenses just isn't that much fun. Below is a simple table which lists the monthly expenses for a character living a certain lifestyle. The Player may choose how he is living and even living beyond his means is acceptable, but bills add up and before the characters know it the bill collectors will be on their way (Adventure hook). The expenses below include any taxation and tariffs commonly collected by city officials.

Living Conditions

Living Condition	Monthly Expenses	Variable	Living Condition	Monthly Expenses	Variable
Squalid	100 dollars	10-60 dollars	Comfortable	1,000 dollars	10-100 dollars
Poor	500 dollars	10-80 dollars	Wealthy	5,000 dollars	100-600 dollars

Squalid: An abandoned building in the slums of a city, and random violence are common place and danger, starvation, and disease are everyday threats.

Poor: A character living a poor existence might have a room at a local rooming house or spend his nights in a hostel. A poor living has few creature comforts but is safer than living in squalid conditions with less likely hood of starvation and disease, but at this level one can't escape from random violence and crime.

Comfortable: A character who lives at this level owns or rents his own apartment home, and has adequate food and sanitary conditions insuring that under normal circumstances he is free from disease. People living at this level dwell in relative safety so crime is not as common as elsewhere.

Wealthy: Ah wealth can be wonderful. Characters living at this level have their own troubles as they must maintain appearances, and are scrutinized by both the wealthy and those who want what they have.

Other expenses

Occasionally Administrators are faced with players who wish to purchase or rent homes for their characters or who wish to use services that are available in the real world and using an abstract monthly expenses rule won't fit the bill. Below are listed several tables that show the cost of some common large ticket items that characters may wish to spend their wealth on, and the cost of several services that are available to characters in most modern Campaign settings. As with all the lists in these books they only present a fraction of what is available, and Administrators should feel free to tailor these tables to his/her Campaign model.

Lifestyle Items

Housing	Cost	Housing	Cost
Houseboat (rental)	400-800	Small trailer (rental)	500-1,000
Office space (rental)	500-1,000	1-2 bedroom apartment (rental)	600-1,200
Studio apartment (rental)	500-1,000	Loft space	1,000-2,000

Housing	Cost	Housing	Cost
2-3 bedroom apartment (rental)	800-1,600	Small trailer	30,000-50,000
Large trailer (rental)	800-1,600	Medium house	65,000-100,000
Store front (rental)	2,000-4,000	Large trailer	50,000-100,000
Gallery (rental)	2,000-5,000	Store front	50,000-100,000
Houseboat	4,000-18,000	Large house	120,000-240,000
Cottage (rental)	2,000-8,000	Gallery	60,000-120,000
Small condo	10,000-20,000	Brownstone	200,000-500,000
Large condo	25,000-35,000	Mansion	500,000+
Loft	25,000-35,000	Warehouse	500,000-2,000,000
Small house/Cottage	30,000-50,000	Office building	1,000,000+

Typical entertainment

Item/event	Cost	Item/event	Cost
Movie ticket	10	Concert ticket	50-300
Imax	20	Amusement park	50-100
County fair	20-40	Sporting Event	50-200
Theatre ticket	50-100		

Meals

Type	Cost	Type	Cost
Fast food	5	Upscale restaurant	50
Family restaurant	20	Fancy restaurant	100

Transportation

Type	Cost	Type	Cost
Airfare-		Car rental-	
Domestic, couch	350	Economy	40
Domestic, first class	900	Mid-size or truck	80
International, couch	1,200	Luxury	160
International, first class	3,500	U-haul-	
Bus fare-		Trailer hitch	20
Local	250	Small truck	40
Greyhound	100	Large truck	120

Lodging

Type	Cost	Type	Cost
Halfway house	40	Average hotel	90-180
Budget motel	70-140	Upscale hotel	150-3,000

Services

Type	Cost	Type	Cost
Auto repair-		Legal services	50-50,000
Minor	200-500	Medical services-	
Moderate	1,000-2,000	Ambulance	120
Heavy	3,000-12,000	Emergency room care	120-240
Critical	4,000-16,000	Check-up/Out patient service*	50-300
Bail Bonds-		Minor surgery/Disease treatment**	1,000-20,000
Property	250-500	Major surgery***	20,000-120,000
Assault	600-30,000	Critical care****	100,000-800,000
Murder	30,000-240,000	Long term care	100,000-400,000/year

* Restore 2-12 Endurance points, or restore 1 Attribute point loss

** Restore up to 24 Endurance points, or restore 4 Attribute point losses total

*** Restore up to 48 Endurance points, or restore 8 Attribute point loss

**** Restore up to 96 Endurance points, or restore 16 Attribute point loss

Diseases

Whenever there is a chance that a character suffers a disease a Fortitude save is made against the disease's difficulty and after the incubation period the disease's effects begin. For minor diseases, these effects cannot begin to be restored until the disease runs its course. For major diseases, after a set period the disease's effects are reapplied to the already weakened character, and this continues until either the disease ends or death occurs.

If a disease is Contagious whenever the character comes into contact with another person the being they've come into contact with must make a Fortitude save or they become ill. Below are tables covering a wide variety of diseases. They are listed by types as it is left to the Administrator to name an ailment as appropriate to his needs.

Minor Diseases

Die	Roll	Type	Difficulty	Incubation	Effect	Duration
	01	Minor-01	16	1 week	-2 Str	2 weeks
	02	Minor-02	16	1 week	-2 Ag	2 weeks
	03	Minor-03	16	1 week	-2 Sta	2 weeks
	04	Minor-04	16	1 week	-1 Str, -1 Sta	2 weeks
	05	Minor-05	15	3 days	-1 Str	2 weeks
	06	Minor-06	15	3 days	-1 Ag	2 weeks
	07	Minor-07	15	3 days	-1 Sta	2 weeks
	08	Minor-08	15	3 days	-1 Ag, -1 Sta	2 weeks
	09	Minor-09	14	2 days	-1 Str, -1 Sta	1 week
	10	Minor-10	14	2 days	-1 Int, -1 Sta	1 week
	11	Minor-11	14	2 days	-1 Log, -1 Sta	1 week
	12	Minor-12	14	2 days	-1 Str, -2 Sta	1 week
	13	Minor-13	15	1 day	-1 Ag, -2 Sta	1 week
	14	Minor-14	15	1 day	-1Int, -2 Sta	1 week
	15	Minor-15	15	1 day	-1 Str, -2 Sta	1 week
	16	Minor-16	15	1 day	-1 Log, -2 Sta	1 week
	17	Minor-17	16	1 day	-2 Str, -2 Sta	2 weeks
	18	Minor-18	16	1 day	-2 Ag, -2 Sta	2 weeks
	19	Minor-19	16	1 day	-2 Int, -2 Sta	2 weeks
	20	Minor-20	16	1 day	-2 Log, -2 Sta	2 weeks

Major Diseases

Die	Roll	Type	Difficulty	Incubation	Effect	Interval	Duration
	01	Major-01	20	1 week	-2 Str	3 days	death
	02	Major-02	20	1 week	-2 Ag	3 days	death
	03	Major-03	20	1 week	-2 Sta	3 days	death
	04	Major-04	20	1 week	-1 Str, -1 Sta	3 days	death
	05	Major-05	18	3 days	-1 Str	2 days	5 times
	06	Major-06	18	3 days	-1 Ag	2 days	5 times
	07	Major-07	18	3 days	-1 Sta	2 days	5 times
	08	Major-08	18	3 days	-1 Ag, -1 Sta	2 days	5 times
	09	Major-09	16	2 days	-1 Str, -1 Sta	1 day	5 times
	10	Major-10	16	2 days	-1 Int, -1 Sta	1 day	5 times
	11	Major-11	16	2 days	-1 Log, -1 Sta	1 day	5 times
	12	Major-12	16	2 days	-1 Str, -2 Sta	1 day	5 times
	13	Major-13	18	1 day	-1 Ag, -2 Sta	2 days	3 times
	14	Major-14	18	1 day	-1Int, -2 Sta	2 days	3 times
	15	Major-15	18	1 day	-1 Str, -2 Sta	2 days	3 times
	16	Major-16	18	1 day	-1 Log, -2 Sta	2 days	3 times
	17	Major-17	20	1 day	-2 Str, -2 Sta	1 day	death
	18	Major-18	20	1 day	-2 Ag, -2 Sta	1 day	death
	19	Major-19	20	1 day	-2 Int, -2 Sta	1 day	death
	20	Major-20	20	1 day	-2 Log, -2 Sta	1 day	death

Falling Objects

Just as characters take damage when they fall more than 10 feet so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen. For each 200 pounds of an object's weight, the object deals 1d6 points of damage provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use the table below to see how far an object of a given weight must drop to deal 1d6 points of damage.

Damage from falling objects

Object weight	Falling distance	Object weight	Falling distance
200 to 101 lbs.	20 ft.	30 to 11lbs	50 ft.
100 to 51 lbs.	30 ft.	10 to 6 lbs.	60 ft.
50 to 31 lbs.	40 ft.	5 to 1 lbs.	70 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.



Morale

There comes a time when invariably players will have their characters hire NPC's or will attract NPC's who's goals coincide with their own. Though these characters are under the Administrator's control there may come a time when their loyalty may be tested, or where circumstances appear that force the character to either stand with his companions or they falter. An NPC's morale base is equal to the player character's Personality modifier. To this add any and all modifiers from the list below that apply.

Leadership Modifiers

General Leadership Modifiers

<i>The Leader Has a Reputation of</i>	<i>Leadership Modifier</i>
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Circumstance Modifiers

<i>The Leader</i>	<i>Leadership Modifier</i>
Caused the death of a Companion (NPC or PC)	-2*
Leader is of racially opposed race	-4
Moves around a lot	-1

If a Morale roll is called for the Administrator secretly rolls 1d20 + the character's morale base against a difficulty determined due to the circumstance, and if he fails the roll the NPC will react in a manner that benefits himself (Like fleeing from combat).

Replacing Allies: If a leader loses an Ally he can generally replace them but it takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the Ally, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Allies morale score.

NPC reactions

Generally it is recommended that an NPC's reactions should be determined by the Administrator as is suitable to the adventure. If the Administrator must however the following table can be used to determine an NPC's mood randomly.

Die roll	Result	Die roll	Result
01-04	Openly hostile	15-17	Cautious
05-07	Veiled hostility	18-19	Friendly
08-10	Unfriendly	20	Openly friendly
11-14	Indifferent		

Poisons

What follows is a revisited list of poisons, in the format used in the Universal Role Playing System. Note that injury poisons are treated as injected poisons as are inhaled poisons.

Name/Type	DC	Onset Time	Effect	Secondary Delay	Effect
Contact/Ingested-					
Type 1	14	1 hour	-4 Str	1 hour	-2 Ag
Type 2	14	1 hour	-4 Sta	1 hour	-2 Str
Type 3	14	1 hour	-4 Ag	1 hour	-2 Str
Type 4	14	1 hour	-4 Log	1 hour	-2 Int
Type 5	14	1 hour	-4 Int	1 hour	-2 Log
Type 6	12	1 hour	-2 Str	1 hour	-1 Ag
Type 7	12	1 hour	-2 Sta	1 hour	-1 Str
Type 8	12	1 hour	-2 Ag	1 hour	-1 Str
Type 9	12	1 hour	-2 Log	1 hour	-1Int
Type 10	12	1 hour	-2 Int	1 hour	-1 Log
Type 11	14	5 rounds	-2 Str	2 rounds	-1Str
Type 12	14	5 rounds	-2 Ag	2 rounds	-1 Ag
Type 13	14	5 rounds	-2 Sta	2 rounds	-1 Sta
Type 14	14	5 rounds	-2 Log	2 rounds	-1 Log
Type 15	14	5 rounds	-2 Int	2 rounds	-1 Int
Type 16	16	1 round	Paralysis*	2-8 rounds	-2 Ag
Type 17	16	1 round	Sleep*	2-8 rounds	-2 Ag

Name/Type	DC	Onset	Effect	Secondary	
		Time		Delay	Effect
Type 18	14	1 round	Paralysis*	2-8 rounds	-1 Ag
Type 19	14	1 round	Sleep	2-8 rounds	-1 Ag
Type 20	18	1 hour	-4 Sta	1 hour	Death**

* These effects last until the Secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Name/Type	DC	Onset	Effect	Secondary	
		Time		Delay	Effect
Injected/Natural-					
Type 1	16	1 round	-4 Str	2-8 rounds	-2 Ag
Type 2	16	1 round	-4 Sta	2-8 rounds	-2 Str
Type 3	16	1 round	-4 Ag	2-8 rounds	-2 Str
Type 4	16	1 round	-4 Log	2-8 rounds	-2 Int
Type 5	16	1 round	-4 Int	2-8 rounds	-2 Log
Type 6	15	1 round	-2 Str	2 rounds	-1 Ag
Type 7	15	1 round	-2 Sta	2 rounds	-1 Str
Type 8	15	1 round	-2 Ag	2 rounds	-1 Str
Type 9	15	1 round	-2 Log	2 rounds	-1 Int
Type 10	15	1 round	-2 Int	2 rounds	-1 Log
Type 11	18	Instant	-2 Str	1 round	-1 Str
Type 12	18	Instant	-2 Ag	1 round	-1 Ag
Type 13	18	Instant	-2 Sta	1 round	-1 Sta
Type 14	18	Instant	-2 Log	1 round	-1 Log
Type 15	18	Instant	-2 Int	1 round	-1 Int
Type 16	20	Instant	Paralysis*	2-8 rounds	-2 Ag
Type 17	20	Instant	Sleep*	2-8 rounds	-2 Ag
Type 18	18	1 round	Paralysis*	2-8 rounds	-1 Ag
Type 19	18	1 round	Sleep	2-8 rounds	-1 Ag
Type 20	25	1 hour	-4 Sta	1 hour	Death**

* These effects last until the secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Notes on poisons: It must be noted that contact or ingested poisons take longer to take effect because they have to enter the victim's system and then enter into the victim's bloodstream through absorption. Injected and most natural poisons are delivered straight into the victim's bloodstream and so they tend to affect the victim faster.

Damage to the victim's attributes is temporary and is dealt with in the same manner as other forms of ability score loss. Note that with the exception of Stamina damage, attributes cannot be dropped below zero. Stamina damage however that would result in negative Stamina requires a Fortitude save against the poison's DC with a penalty equal to how many points under zero the victim's Stamina would drop to and if they fail they die.

Random Poison Generation

To randomly determine the effects of a creature poison, roll on the table below. As an option once the roll is made make a note of the result so that whenever the characters encounter that type of creature the type of poison they generate will be the same.

Creature Poisons

Die Roll	Name/Type	DC	Onset	Effect	Secondary	
			Time		Delay	Effect
01	Type 1	16	1 round	-5 Str	2-8 rounds	-4 Ag
02	Type 2	16	1 round	-5 Sta	2-8 rounds	-4 Str
03	Type 3	16	1 round	-5 Ag	2-8 rounds	-4 Str
04	Type 4	16	1 round	-5 Log	2-8 rounds	-4 Log
05	Type 5	16	1 round	-5 Log	2-8 rounds	-4 Log
06	Type 6	15	1 round	-4 Str	2 rounds	-3 Ag
07	Type 7	15	1 round	-4 Sta	2 rounds	-3 Str

Die Roll	Name/Type	DC	Onset		Secondary	
			Time	Effect	Delay	Effect
08	Type 8	15	1 round	-4 Ag	2 rounds	-3 Str
09	Type 9	15	1 round	-4 Log	2 rounds	-3 Log
10	Type 10	15	1 round	-4 Log	2 rounds	-3 Log
11	Type 11	18	Instant	-3 Str	1 round	-2 Str
12	Type 12	18	Instant	-3 Ag	1 round	-2 Ag
13	Type 13	18	Instant	-3 Sta	1 round	-2 Sta
14	Type 14	18	Instant	-3 Log	1 round	-2 Log
15	Type 15	18	Instant	-3 Log	1 round	-2 Log
16	Type 16	20	Instant	Paralysis*	2-8 rounds	-2 Ag
17	Type 17	20	Instant	Sleep*	2-8 rounds	-2 Ag
18	Type 18	18	1 round	Paralysis*	2-8 rounds	-1 Ag
19	Type 19	18	1 round	Sleep	2-8 rounds	-1 Ag
20	Type 20	25	1 hour	-5 Sta	1 hour	Death**

* These effects last until the secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Water Rules

Diving

All characters can dive to a depth of 20'/round under normal conditions. If the character is wearing medium armor add 4' to the rate of decent and heavy armor adds 10' as it pulls the character down. A character who dives into water from a height adds 2'/10 of height that he falls in addition to the effects of armor above. If the character hit's a solid object (such as the floor under the water he takes 1d4 points of damage/5' of distance that he would have continued to travel if the character hadn't impacted before finishing his decent.

Thus if a character fell 30' into a 30' pit full of water wearing rigid combat armor would under normal circumstances dive to a depth of 36' (20' + 6' because of the height of his dive + 10' due to the armor). His descent however is stopped at 30' due to the floor so he takes 1d4 points of impact damage because he impacted 6' before he would have normally fallen.

Surfacing

A character can surface at a rate of 20'/round under normal circumstances. If the character is wearing medium armor however he must roll a Strength check (DC 15) to swim up 20', or without the roll he may only ascend 10'. A character wearing heavy armor must make a Strength check (DC 15) to ascend 10' otherwise he cannot swim upward due to the weight. Also for each 10' he has ascended the Strength check's difficulty raises by +1 as the character must maintain his momentum and add distance. If this roll fails however the character will involuntarily descend 30' in the round if he missed his check by over 5 points or half that if the failure was within 5 points of his required difficulty.



Section Four: Adventuring Challenges and Rewards

This section offers fledgling Administrators advice about how to handle the creation of encounters in his Campaigns. But more than this this section offers a wide variety of rules for playing in a wide variety of environments that might make for interesting settings for an adventure. This section also has guidelines covering how to determine experience points for the challenges that the characters face.

Encounters

If the imagination of the Players and Administrator are the fuel that powers the Universal Roleplaying System it is encounters are the engine that drives it. Without encounters nothing happens. Without encounters the party cannot defeat those terrorists, save the villagers from those marauding bandits or humble a mighty tyrant. Encounters make up the plot of an adventure, each one in some way pushing the game forward, while building what will become the legends of your unique mythology. Without encounters the campaign grinds to a halt.

To use encounters one must understand what they are. An encounter is a meeting between the player characters and an agent represented by the Administrator. The agent can be an NPC, a monster or can even be a change in the character's environment, like a storm, or a river that the characters must ford. It is an Administrator's job to:

- 1) Create in advance the encounter, be it an NPC, a creature or an event that is to be encountered by the characters.
- 2) Describe the scene to the players
- 3) Role-play any of the reactions of the beings in the encounter who are not controlled by the players.
- 4) Describe the results of the player's actions during an encounter.

These are a big part of what an Administrator does during a URS game session, along with interpreting the rules of the game, and handling the mechanics of the game itself.

What is an Encounter?

An encounter is best described by two broad criteria, if the described event lacks either of these it isn't a true encounter. First an encounter must involve an event, NPC, creature or an Administrator controlled character. A meeting between two player characters (handled by the players alone) is not a true encounter. It is an interaction between two or more player characters.

Secondly, an encounter must present the possibility of affecting a meaningful change in a player character's abilities, possessions or knowledge, depending on the player character's decisions. The keys here are Meaningful change, and Player's decision. For each character with 500 dollars in their pockets, going to a bar and spending 5 bucks on drinks is not a meaningful change, However if the characters spent that 500 dollars on gaining information at that same tavern about the local crime boss, the character has made a meaningful change, he is broke, but now knows a bit more about a person of interest.

If the player doesn't make a decision, then he is just coasting along letting the Administrator do everything. Going to the tavern and spending some money on food and drink isn't much of a decision, but going broke to learn some information that may prove beneficial is significant. The player is going to have to think about the choice. Is the information worth him going bankrupt? How reliable is this information? Will he need additional equipment that he won't have the money to buy? Or can the character get the information another way?

The presence of an active force and the possibility of change based on the player's decision is what make a real encounter. In Role-playing games, encounters fall into one of two categories: Planned (or placed) encounters and Random (or wandering) encounters.

Planned encounters

A planned encounter is one that the Administrator has prepared in advance, one tied to a specific place, event or condition. These can be defined as Keys or Triggers.

Keys

The simplest of planned encounters is called a key, a listing of who lives where, what they possess and how they will react to the player characters. The key can include colorful descriptions of otherwise boring or empty rooms thus creating environments for the players to explore.

When you write a key, describe the scene as accurately as possible, but also think of what sounds the characters might hear, or

what they might smell, what the place feels like, etc. writing a good key is like writing a good story. At the very least it should include:

- 1) Any monsters or NPC's found there
- 2) What equipment or weapons the creatures encountered might possess and use
- 3) Any other unusual items of interest. This can include colorful details to help the Administrator describe the area, or clues to warn the characters of possible dangers they may encounter.

The Key can also include any special conditions that must be met while the characters are in the area. Keys however are generally static-things don't change whether the characters enter the area at noon, or midnight. For fairly simple scenes this is fine, but the situation may get ridiculous, the more elements of chance you put into the scene.

Because a good adventure should be fluid, the Administrator must be prepared to alter his key events according to what the characters may do. While the Administrator may spend reams of paper jotting down every possibility that he can think of relating to a Key, be sure the players will use the one that he overlooked, so it's better to be able to use the Key as a base, but be prepared to alter it on the fly depending on what the characters decide to do, or have done elsewhere that might affect how the occupants of the area might react.

For example if the Administrator's Key says that there are three guards playing cards in an alcove of a 30' passage, which ends in stairs leading down to another level, and the character have a loud battle at the base of the stairs. Be prepared to say that perhaps the guards might have heard the noise and abandoned their game, preparing for a fight with the characters. The key might not say this, but common sense says that noise travels in corridors and unless the three guards are deaf, there is a strong possibility they heard the characters making noise. By altering the Key in play, the Administrator makes his world seem more alive and realistic.

Triggers

Another type of planned encounter is called a Trigger. It can be used by itself, or with a key. A trigger is a simple Either/Or or If/Then type of statement. It is used for more interactive types of encounters where the action of the event is most important. To write this type of encounter first outline the basic sequence of events that would happen if the players did not interfere. Then think like the players and decide what they might do, and write a brief note for what would happen dependent on the actions of the players.

In my own experience I prefer to blend both triggers and keys when preparing an encounter. I usually write out a Key describing the scene as it would look like when the characters first stumble on it. Following this I make an entry detailing the main antagonists and how they would react to the characters followed by a third entry which details those things that occur in the scene as the players investigate it, such as what happens if they search the area, or if they made noise would they attract unwanted attention etc. Though this works for me, and is how I've written all the adventures for this system, An Administrator doesn't have to follow my example and should find a system that he is most comfortable with.

In my own experiences I've run adventures with no preparation, or with a simple list of creatures that the characters will encounter, or fully detailed as above, but before any Administrator tries to wing an entire adventure I strongly recommend that he know as much about the rules as he can.

Random Encounters

In addition to planned encounters the Administrator also runs random encounters. Random encounters are not tied to a specific place or event, but instead are based on chance. During the course of an adventure the Administrator makes random encounter checks. He rolls a die and if he scores under a specific number an encounter occurs. If an encounter is indicated, the Administrator then rolls on the appropriate table (either one he has prepared, or one provided in the adventure he is running)

Some people argue that random encounters should not be used, and that the Administrator should have full control over everything in the adventure, and while that is a legitimate argument when used judiciously a random encounter can add to everyone's fun.

Adventuring Challenges

Cold

Cold and exposure deal temporary damage to the victim. This damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of temporary damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude Resistance roll each hour (DC 15, + 1 per previous check) or sustain 1d6 points of temporary damage. A character who has the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of temporary damage on each failed save. A character who has the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well.

Characters wearing winter clothing only need check once per hour for cold and exposure damage. A character who sustains any temporary damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the damage he took from the cold and exposure.

Heat

Heat deals temporary damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of temporary damage, the character begins to take normal damage at the same rate. A character in very hot conditions (above 90° F) must make a Fortitude Resistance roll each hour (DC 15, +1 for each previous check) or sustain 1d4 points of temporary damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saves. A character with the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well.

Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour) In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of temporary damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their Resistance rolls. A character with the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the damage he took from the heat.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of temporary damage. Those wearing heavy clothing or any sort of armor have a -4 penalty to their Resistance rolls. In addition, those wearing metal armor or coming into contact with very hot metal are affected as follows:

Unattended, metal gets no Resistance roll, but an item in a character's possession uses the character's Resistance roll (unless its own is higher). A character takes damage if its equipment is heated. It takes full damage if its armor is affected or if it's holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The character takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of exposure, the metal becomes very hot and uncomfortable to touch but deals no damage (this is also the effect on the round after the item is removed from the hot environment). During the second (and also the next-to-last) round, the heated item causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown below:

Round	Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the character negates Heat damage and vice versa on a point-for-point basis. Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters at risk of catching fire are allowed a Reflex Resistance roll (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex roll. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is,

once he succeeds at his Resistance roll, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. It is assumed that if the character fails, his Resistance roll, his clothes or equipment catch fire as well and each item sustains the same amount of damage as the character.

Water

Any character can wade in relatively calm water that isn't over his head (no check required). Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), the character takes no damage that round, and can make some headway. If the Swim or Strength check fails however the swimmer suffers as it deals 1d3 points of damage (1d6 points of damage if flowing over rocks and cascades). In addition to the damage taken, a swimmer who failed his swim check must make another check that round to avoid going under. If the character goes under, the character is drowning.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points /minute for every 90' the character is below the surface. A successful Fortitude Resistance roll (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of subdual damage from hypothermia per minute of exposure.

Drowning

A character that begins to drown falls unconscious (0 EP) and in the following round he drops to -1 Endurance points and is dying. In the third round, he dies. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Weather Hazards

Precipitation

Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

Snow: While falling, snow reduces visibility as rain (-4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty to all Spot, Search, and Listen checks. Storms make non-energy ranged weapon attacks impossible, except for energy weapons and vehicle mounted weapons which have a -4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

Dust storm: These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most dust

storms are accompanied by severe winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater dust storm accompanied by windstorm-magnitude winds (see above and Table: Wind Effects). These greater dust storms deal 1d3 points of temporary damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule—except that a character with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to ten times his Stamina score). Greater dust storms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail) thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude Resistance Roll (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table: Wind Effects).

Blizzard: The combination of high winds (see Table: Wind Effects), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds (see Table: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado (see Table: Wind Effects).

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision (Infravision), beyond 5 feet. Creatures within 5 feet have one-half concealment.

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of temporary damage/round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures cannot move forward, but they only drown if the waters rise above their heads.

Wind effects

Wind Force	Ranged Attacks	Creature Size*	Effect on Fort	Creatures Save DC
Light (1–10 mph)	—/—	Any	None	—
Moderate (11–20 mph)	—/—	Any	None	—
Strong (21–30 mph)	–2/—	Tiny or smaller	Knocked down	10
Severe (31–50 mph)	–4/—	Tiny	Blown away	15
Windstorm (51–74 mph)	Impossible/–4	Small or smaller	Blown away	18
Hurricane (75–174 mph)	Impossible/–8	Medium-size or smaller	Blown away	20
Tornado (175–300 mph)	Imp/imp	Large or smaller	Blown away	30

*Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan creature is treated as Huge for purposes of wind effects.

Winds

Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty to non-energy ranged attacks and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Non-energy ranged weapon attacks and Listen checks are at a -4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Non-Energy ranged weapon attacks are impossible and even vehicle mounted and energy weapons have a -4 penalty to attack. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with energy or Vehicle mounted weapons, which have a -8 penalty to attack). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with energy or vehicle mounted weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage/round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.



Other Dangers

Use the following guidelines to cover the other sorts of dangers a character can face depending on the campaign model being used by his Administrator.

Acid

Corrosive acids deals 1d6 points of damage/round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage/round. An attack with acid such as from a hurled vial or an Alien exploding counts as a round

of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Stamina damage. All such characters must make a second save 1 minute later or take another 1d4 points of temporary Stamina damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

Atmospheric Conditions

As with variants in gravity, a change in atmospheric conditions can cause major problems to characters. Unfortunately, not every planet will have the same atmospheric density and chemical composition as earth, meaning that worlds otherwise hospitable to human life could not be ideal for humans born and raised on an earth-like world. Two common atmospheric conditions are detailed below:

Thin atmosphere: Planets with thin atmospheres have less oxygen per breath than in a standard earthlike atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on earth. When dealing with thin atmospheres the character must make a Fortitude save to see if he suffers any ill effects. Being under such conditions can be disorienting and can cause a character to become sluggish, slowly whittling the character down as the brain is deprived of normal levels of oxygen (see lack of Air/High altitude).

Thick atmosphere: Thick atmospheres are those that contain more dense concentration of certain elements, like nitrogen, oxygen, or even carbon dioxide than the standard earth atmosphere. These dense atmospheres sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. Regardless of the form a thick atmosphere can be just as dangerous as a thin atmosphere over a long period of time. For purposes of these rules thick atmosphere's effects are treated just like thin atmospheres (see lack of Air/High altitude).

Corrosive atmospheres

A corrosive atmosphere is unbreathable to humans and most life forms in general, inflicting 1d6 points of Stamina damage to life forms for each round of exposure. In addition these atmospheres are typically of extreme temperatures (either extremely hot or extremely cold) which would be enough to quickly and easily kill a person. Those whose skin is partially exposed to a corrosive atmosphere (say by vacuum suit failure) must make a Fortitude save (DC 13) or take 1 point of Stamina damage/minute of exposure. Those who are fully exposed must make the same save or suffer 1d6 points of Stamina damage/ minute of exposure if it is failed.

A vacuum suit while sufficient to protect a life form from the effects of a corrosive atmosphere, will begin to break down (-1DR/hour) after 24 hours of repeated exposure due to the acidic effects. Once a vacuum suit reaches a DR of 0 it becomes useless and cannot be repaired. Hostile environmental suits and pressurized vehicles are immune to this corrosive effect.

Cryogenic fluids

Cryogenic fluids are the very cold liquids, like liquid hydrogen, found as vehicle or starship fuel, used in low berths or carried as cargo. Cryogenic liquids deal 2d6 points of damage for splash hits, up to 20d6 points for total immersion. Sealed armor, such as a vacuum suit, combat armor, hostile environmental suit or powered battle armor will reduce this damage normally. Unsealed armor has no effect against this type of damage.

Exotic atmosphere

Exotic atmosphere are not safely breathable by most life forms, but are not otherwise generally dangerous. This is often due to unusual biological or chemical compounds within the atmosphere that can cause adverse effects.

These compounds sometimes cause damage and at other times have more specific effects. If exposed to an exotic atmosphere, a character will suffer the effects of suffocation in addition to any other effects listed in the description of the planetary atmosphere.

Gravity

The force that gravity exerts on a person determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling.

Gravity conditions may vary considerably from one environment to the next. However for ease of play there are four simplified

gravity environments: high gravity, normal, low gravity, and zero gravity. The following section summarizes the game effects for each type of environment.

High Gravity environments

In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on earth. Although an object's mass doesn't change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious.

Speed: A creature not native to the high gravity environment suffers a decrease to its speed by 5 feet (to a minimum of 0 feet) per point over 1 that the planet's gravity is. This penalty applies to all the creature's modes of movement.

Carrying capacity: A creature's normal carrying capacity suffers a reduction of 10lbs/point of gravity over 1 that the character is in. In addition the creature takes a -1 penalty on any Strength checks made to lift or move a heavy unsecured object per point of gravity over standard gravity (1.0).

Skill checks: Creatures in a high-gravity environment take a -1 penalty on Strength based checks (including climb, jump, and swim checks) per point over normal gravity that the planet is.

Attack roll penalty: Creatures take a -2 penalty on attack rolls per point of gravity over standard gravity (1.0) unless they are native to that environment.

Damage from falling: Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is increased by 1d6 for every point of gravity that the environment is above standard gravity (1.0).

Long-term effects: Long term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a high gravity environment takes 1d6 points of temporary agility damage upon returning to normal gravity.

Low Gravity environments

In low-gravity environment, the pull of gravity is significantly less than on an earth-like world. Although an object's mass doesn't change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to move and lift heavy objects as well as perform Strength related tasks. In addition, creatures take less damage from falling.

Speed: A creature's speed increases by +5' per point less than standard gravity (1.0) that the environment the character finds himself in is. This bonus applies to all of the creatures modes of movement.

Carrying capacity: A creature's normal carrying capacity increases by +10lbs/point of gravity under 1.0 (standard gravity) that the character is in. In addition, the creature gains a +1 bonus on all Strength checks made to lift or move a heavy unsecured object per point under standard gravity that the character finds himself in.

Skill check bonuses: Creatures in low-gravity environments gain a +1 bonus to Strength based skill checks (including climb, jump, and swim checks) per point under 1.0 (standard gravity) that he finds himself in.

Attack roll penalty: Creatures take -1 penalty on attack rolls per point under standard gravity (1.0) that the environment that character finds himself is unless they are native to that environment or have zero gravity movement skill.

Damage from falling: Creatures do not fall as quickly in a low-gravity environment as they do on a normal or high gravity environment. Falling damage is reduced from 1d6 points/ten feet to 1d4 points/10' fallen.

Long-term effects: Long term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low gravity environment takes 1d6 points of temporary Strength damage upon returning to normal gravity.

Normal gravity

"Normal gravity" equates to gravity on earth. Environments with normal gravity impose no special modifiers on a character's ability scores, attack rolls, or skill checks. Likewise normal gravity does not modify a creatures speed, carrying capacity, or the amount of damage it takes from a fall.

Zero Gravity environments

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects. Climb and Jump checks no longer apply.

Most creatures find zero gravity disorienting, taking penalties on their attack rolls and suffering the effects of space adaptation syndrome (space sickness). In addition, creatures in zero-gravity are easier to bull rush than in other gravity environments.

Space adaptation Syndrome: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are shaken (-2 penalty on Attack rolls, Ability checks, and Resistance rolls), and those who fail the save by 5 or more are also nauseated (unable to attack, concentrate, or do anything else requiring attention). The effects last for 8 hours. A new save is required every 8 hours the creature remains in a Zero-G environment. Creatures with the zero gravity movement skill do not suffer the effects of space sickness.

Speed: While in zero-gravity environments, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However movement is limited to straight lines only; a creature can change directions only by pushing off of a larger object (such as a bulkhead).

Carrying capacity: A creature's normal carrying capacity increases by 10 times in a zero gravity environment. In addition the creature gains a +20 bonus on any Strength checks made to lift or move a heavy unsecured object.

Attack roll penalty: Creatures take a -4 penalty on attack rolls and skill checks while operating in a zero gravity environment unless they are native to that environment or possess the zero gravity movement skill.

Modified Bull Rush rules: A creature affected by a bull rush is pushed back 10' +10' for every 5 points by which the opponent's check exceeded its own.

Long term effects: Long term exposure to zero gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in zero gravity takes 2d6 points of temporary Strength damage when he returns to a normal gravity environment.

Ice

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Insidious atmosphere

Insidious atmospheres are the most dangerous types of atmospheres to deal with, since nothing is safe from their effects. Unprotected characters suffer 2d6 points of damage/round of exposure. Damage continues for 1d3 rounds after exposure ceases.

Vacuum suits are useless in insidious atmospheres, but a hostile environmental suit or pressurized vehicle will last 6 hours before beginning to succumb to the effects at a rate of -2 to DR/15 minutes of additional exposure until the suit's defensive bonus reaches 0 in which case the suit is useless and irreparable.

Lack of Air/High Altitude

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude Resistance roll each hour (DC 15, +1 per previous check), taking 1d6 points of temporary damage each time they fail. A character who sustains any temporary damage from lack of oxygen is automatically fatigued (cannot run or charge and suffers an effective penalty of -2 to Strength and Agility). These penalties end when the character recovers the damage he took from low oxygen.

Altitude Sickness: Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 3 miles, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

Lava

Lava or magma deals 2d6 points of damage/round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage/round. Damage from magma continues for 1d3

rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava.

Pressure Breach

The interior of spacecraft in space, vehicles used in deep water, along with buildings on vacuum, trace, exotic, corrosive, or insidious atmosphere worlds are typically pressurized, allowing those inhabitants within to live and work without the use of a pressure suit. In the event that such an environment should lose internal pressure through any reason other than normal use of airlocks will cause compression (if the outside pressure is higher) or Decompression (if the outer pressure is lower).

If a path of open hatches, iris valves, doors (any type, open or closed), internal walls (if they are not airtight) and/or breached bulkheads can be traced from a location in a vessel to a pressure breach, then all locations along that path become exposed, resulting in compression, or decompression. Iris valves and hatches may not be opened if there is a difference of pressure on either side (e.i. they will not function if there is pressure on one side and vacuum on the other).

Rate of Compression: A one ton (46 cubic feet) area will compress at a rate of .1 atmosphere x the difference in outside air pressure every 12 seconds from a hole 3 square feet in size. Thus a 100 ton ship on a planet with an atmosphere pressure of 10 would increase from 1 atmosphere to ten atmospheres in a period of 2 minutes from a 3' square hole. The rate of compression scales up or down proportionally to the size of the hole.

If the rate of compression is enough to raise the pressure 1 full atmosphere for more than a single round, exposed victims must make a Fortitude save (DC 15) to avoid getting the "Bends" or pressure sickness. A failed save will inflict 1d6 EP of damage/1 full atmosphere of change.

Rate of Decompression: A 1-ton (46 cubic foot) area will decompress at a rate of .1 atmosphere every 12 seconds from a hole 3' cube in area. Thus a 100 ton ship would drop from 1 atmosphere to .1 atmospheres (effective vacuum) in a period of 20 minutes from a 3' cube hole. The rate of decompression scales up or down proportionally to the size of the hole.

If a rate of decompression is enough to drop the pressure 1 full atmosphere or more in a single round an explosive decompression occurs. In addition, survivors of explosive decompression must make a Fortitude save (DC 15) to avoid getting the "Bends" or pressure sickness. A failed save will inflict 1d6 points of Endurance damage/1 full atmosphere of change.

Explosive decompression: Any life form unprotected and exposed must make a Reflex save (DC 15) to avoid holding their breath. Characters with Zero gravity movement skill add +2 to their Save due to training and experience. If the Resistance roll is failed the character held their breath, resulting in Lung damage. The character must now make a second Reflex save (same DC and modifiers) to realize their mistake fast enough to avoid too much damage. If this second save is successful the character takes 3d6 EP of damage. If the save fails, the character's Endurance immediately drops to 0 and the character is dying. A character in a decompressed area is now subject to vacuum exposure.

Robots along with life forms in sealed vacuum suits are immune to the effects of explosive decompression.

Signs of Atmospheric change: The following signs can be used by an Administrator to give characters a hint that they are facing a change in atmospheric pressure:

A) Explosive noise. When a rapid change in pressure occurs it is usually accompanied by a loud explosive noise when the two air masses meet.

b) Flying debris. As the air is rapidly drawn out of a spacecraft or aircraft at altitude, unsecured items within the cabin will be drawn towards the point of rupture. Most anything 2 pounds or less will become a hurling projectile, some very capable of inflicting serious damage if they should happen to strike someone in their path. The Administrator may wish to have characters in such a situation make a Reflex save (DC 10-15) to avoid getting hit by debris for 1d6 points of damage.

C) Fogging. Sudden changes in temperature or pressure, or both can create a temporary fog within the cabin during the event.

D) Temperature. If a decompression occurs, temperature will be reduced rapidly. Chilling and frostbite may occur if protective clothing is not worn or available. If compression occurs temperatures will rise rapidly to match the outside temperature.

E) Pressure. A compression or decompression event is accompanied by a rapid change in air pressure, causing the ears to pop, sinuses to clog etc.

Smoke

A character who breathes heavy smoke must make a Fortitude Resistance roll each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of temporary damage. Smoke obscures vision, giving one-half concealment to characters within it.

Suffocation

A character who has no air to breathe can hold his breath for 2 rounds/point of Stamina. After this period of time, the character must make a Stamina check (DC 10) in order to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Stamina checks, he begins to suffocate. In the first round, he falls unconscious (0 EP). In the following round, he drops to -1 Endurance points and is dying. In the third round, he suffocates.

Slow Suffocation: A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 10' on a side. After that time, the character takes 1d6 points of temporary damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 points per 15 minutes. If they have a torch (equivalent to another Medium-size character in terms of the air it uses), the air runs out in only 2 hours. Small characters consume half as much air as Medium-size characters. A larger volume of air, of course, lasts for a longer time.

Radiation

Radiation occurs from many sources; Nuclear bombs, Solar flares, some power plant fuels are all sources of radiation. Some planets may also be heavily radiated due to any number of factors including large concentrations of heavy metals and other radioactive elements, stellar bombardment, or even ancient wars.

Radiation occurs in two modes, burst and continuous. Radiation bursts, like from a nuclear bomb blast do normal damage, but personal armor has no effect (vehicle and starship armor still apply normally).

Continuous radiation exposure, like from solar flares or nuclear fuel rods cause damage based on the level of exposure measure in Rads, for each hour of exposure.

Radiation Damage

Severity	Rads	EP	Sta*	Symptoms
Mild	51-150	1d6	n/a	Mild to moderate nausea and vomiting
Moderate	151-300	2d6	-1/once	Hair loss, mild skin burns, nausea, vomiting
Severe	301-500	2d10	-1/hour	Hair loss, moderate skin burns, nausea, vomiting Internal bleeding
Extreme	501-800	3d10	-2/hour	Hair loss, severe skin burns, nausea, vomiting Internal bleeding, sterility
Lethal	800+	4d10	-4/hour	Hair loss, massive skin burns, nausea, vomiting Internal bleeding, sterility

* Requires a Fortitude save (DC 10 +2/100 Rads of exposure), to avoid this permanent loss to Stamina.

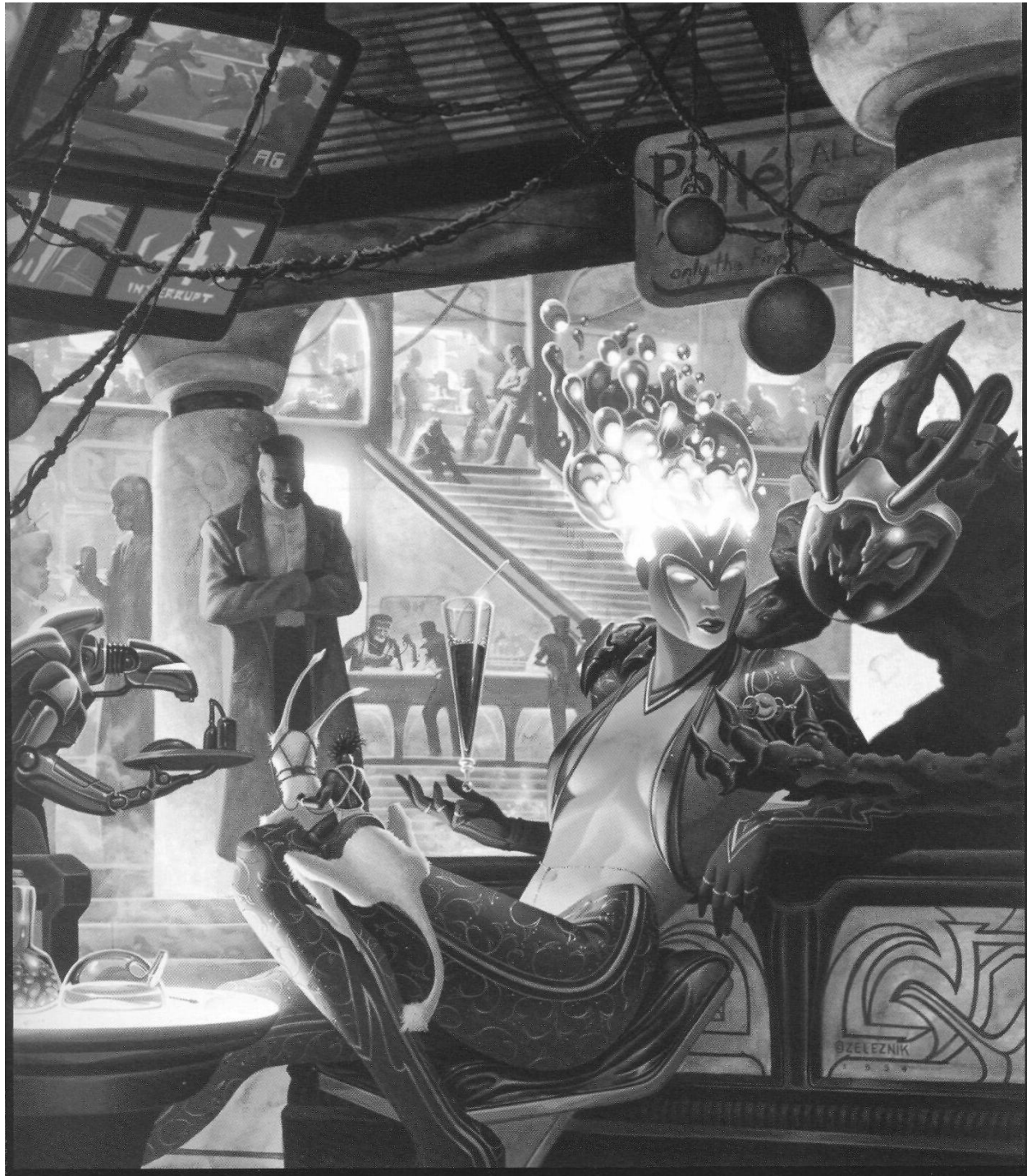
Solar flares: The effects of a solar flare last 1d12 hours during which time it will bombard any exposed living creature to 100 x 1d20 Rads/hour.

Treating Radiation sickness: Radiation sickness is considered a treatable disease that can be cured using the Heal skill so long as the character has a medical kit. Advanced medical technology can also eliminate radiation sickness or obviate its harmful effects.

Vacuum exposure

A character who is exposed to vacuum without protection suffers effects similar to suffocation, but due to the nature of a vacuum the character cannot hold his breath, to do so would be extremely harmful (see explosive decompression for more information). While exposed to a vacuum a character can survive for 1 round/2 points of Stamina that he possesses. After this period of time

the character must make a Stamina check (DC 20) in order to continue to survive. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Stamina checks, he falls unconscious (0 Stamina). In the round after he dies.



Adventuring Rewards

One of the main reasons for Heroes to adventure in any Campaign model is to acquire some reward. This reward can either be monetary, some special piece of equipment including such things as vehicles, Magic items, Technological treasures, or anything else that the Administrator has designed for the Campaign. Listed below are two of the most common forms of rewards gained by Adventurers (Experience, and Increases to reputation).

Experience Points

To determine experience points gained for successfully overcoming an encounter, cross reference the challenge rating of the Creature or encounter on the table below. For creatures with a challenge rating over 40 merely subtract 40 from the challenge rating and after cross referencing the result on the table below add that to 800,000.

When determining the challenge rating of an NPC use their level as a base (8EP for 0 level characters equals 1 level) and add +2 if exceptional in combat, to determine their CR rating. If determining experience for an exceptional creature use its Endurance level as a base +1 CR/additional 8 Endurance points it has +2 if it is exceptional in combat.

Determining Challenge ratings for newly created creatures

When an Administrator is creating a creature for use in his campaign the Administrator must determine the creature's challenge rating. The first thing he must determine is the creature's base Challenge rating. This is based on the creature's Endurance level. The table below determines the creature's base challenge rating:

Creature's Endurance level	CR	Creature's Endurance level	CR
1-3	1	13-15	5
4-6	2	16-18	6
7-9	3	19-21	7
10-12	4	22+	8

Once the base CR for the creature is found apply the highest of the following modifiers that applies to generate the creature's actual challenge rating and the experience for the creature. The modifiers are:

Ability	Category Modifier
Additional Endurance points +8 or more	+2
Attribute modifier +5 or better (applied once only)	+1
Attribute drain (temporary)	+1
Attribute drain (permanent)	+2
Blood drain	+1
Breath weapon	+2
Causes disease	+1
Causes fatal disease	+2
Damage resistance	+1/10 points of resistance
Defensive rating 20 or better	+1
Energy drain	+5
Exceptional creature	+2
Flies	+1
3 or more attacks /round	+2
Exceptional Logic (18+)	+1
Can only be hit by special weapon type	+1
Instant death attack (Saves allowed)	+5
Invisibility	+1
Missile/ranged attack	+1
Paralysis attack	+2
Petrifying ability	+2
Poison	+2
Regeneration	+3
Single attack causes 20+ points of damage	+2
Special abilities (not listed)*	+2
Special attack (not listed)*	+1
Special defenses (not listed)*	+1

Ability

Superior combat ability (weapon specialization, weapon of choice etc.)
Swallows whole
Weakness or fear generation

Category Modifier

+2
+2
+2

* This modifier is for possessing the ability, and is not cumulative/ability possessed.

Challenge Ratings	Experience	Challenge Ratings	Experience
up to CR: 1	40	CR: 21	60,000
CR: 2	80	CR: 22	70,000
CR: 3	120	CR: 23	80,000
CR: 4	250	CR: 24	90,000
CR: 5	500	CR: 25	100,000
CR: 6	1,000	CR: 26	120,000
CR: 7	2,000	CR: 27	180,000
CR: 8	4,000	CR: 28	240,000
CR: 9	8,000	CR: 29	320,000
CR: 10	10,000	CR: 30	360,000
CR: 11	12,000	CR: 31	400,000
CR: 12	15,000	CR: 32	440,000
CR: 13	18,000	CR: 33	480,000
CR: 14	21,000	CR: 34	520,000
CR: 15	25,000	CR: 35	560,000
CR: 16	30,000	CR: 36	600,000
CR: 17	35,000	CR: 37	640,000
CR: 18	40,000	CR: 38	680,000
CR: 19	45,000	CR: 39	720,000
CR: 20	50,000	CR: 40	760,000

Increasing Reputation

A character's reputation increases 1 point/level that the character gains but can also be increased by the Administrator if the characters perform some task or accomplishes some legendary goal. The Administrator may also decrease reputation if the characters fail in some task with catastrophic effects. Increases and decreases to reputation should not be greater than +5 or -5 regardless of what they accomplished or how badly they failed at a task.



Section Five: Game Mastering

Okay so in your hands you have the tools to create a variety of Campaign Models, and have become familiar with the rules, but what do you do with it all? Below I have taken a detailed account of what an Administrator does. This information was taken from game designers at Wizards of the Coast and though not taken verbatim, as in some places I embellished what they had written, but I put it in here in the hopes of giving the next generation of Administrators some guidelines so that they can master the art of game mastering, and utilize all the game materials, I've created and adapted for years to come.

What is a Roleplaying game?

Let's be clear about what a role playing game is. It is a game of cinematic action, a vehicle for all types of imagined concepts and scenarios. The game involves drama and conflict, mystery and adventure. It engages the players created personas in activity, including combat, skill challenges, roleplaying encounters and more combat. It's a game of dice rolling, statistics, imagination, and problem solving.

It's action-oriented group storytelling with a random element. It's a game about heroes. That's how the game mechanics are designed. All which can be played in a variety of backdrops depending on what the Campaign model is about.

Once your character moves to center stage and the campaign begins, he or she slides from the ordinary to the heroic. Heroic characters are larger than life and are able to accomplish things we ordinary beings can only dream about. Heroes go adventuring, they gain experience and improve, they go up against terrible odds-and most of the time they ultimately succeed.

Some might say that the Universal Role Playing system isn't realistic, and they're right. It's not meant to be a real life simulation, it's about heroic fantasy. The game rules are designed to help adjudicate larger-than-life adventures. Why should a hero's attack bonus for example, improve as he goes up in level? Because he goes up in level by participating in adventures and adventures almost always involve combat of some sort. Let's face it very few scientists leave their labs and go out of their way to battle villains and save the world from movie-worthy disasters.

The purpose of the game-of any game- is to provide fun and excitement for all involved. The Campaign models I've created or adapted for your use have been created with that in mind, and I hope that they are exciting, action-packed, often explosive and always engaging.

What is an Administrator's role?

The Administrator is a storyteller and referee, creator of terrible threats against humanity, secret master of the villainous, criminal, and insane, and hidden protector of the brave. The Administrator's responsibilities include five important tasks.

Craft a story: First and foremost, a game session is a story. It should make sense and hang together, complete with a beginning, middle and an ending. Of course after you set the adventure in motion, the players help provide what happens in the middle and how the conclusion plays out.

Set the mood: The mood of an action-adventure story might be different, depending on the adventure. It might be fast and furious, or full of slow-building suspense. It might be a techno-thriller or even have elements of horror.

Excite the Players: action adventure stories are intense, exhilarating, and ultimately exciting. Conveying these feelings is a crucial part of an Administrator's task. If you have properly set the mood, the players should cooperate with you to keep the tension high and the stories exciting.

Create the world: The Administrator develops the campaign world, either using one that we provide or creating something completely different. This campaign provides the backdrop for each adventure and story that unfolds.

Adjudicate the game: Finally, the administrator rolls the dice, decides to add a thug or two to keep the heroes in danger, and actually referees the use of the rules contained in this book. The players must be able to count on you to run the game fairly and in everyone's best interests.

Storytelling

The rules of storytelling are the same as the rules for any other art form. Don't bore your audience, tell them what you want to tell them, add razzle-dazzle, and always leave them wanting more. As the Administrator, it's your responsibility to transform the printed words (or scrawled notes) of an adventure into a dramatic collaboration between you and your players, one that keeps

everyone coming back for more.

Pacing

The pace of the game determines how much time you spend on a given activity or action taken by the Player characters. Different players enjoy different activities, and hence often enjoy different paces. Some like to meticulously map out the assault on a terrorist compound, while others prefer to kick in the door and charge in pistols blazing. Some tentatively feel their way along every foot of hallway, while others take the stairs two at a time in pitch darkness.

Do your best to please the group. If you have a bunch of techno-thriller addicts, don't skimp on the clever planning. If you have a collection of action-movie fans blow things up real good.

When in doubt, move things along. If you think you might be finished with a scene, you probably are. Don't get bogged down in details, or rules, and don't multiply scenes meaninglessly. It's seldom necessary to play out shopping trips for more ammo and low-light film, or describe every hour of researching a library or website, or tactically mapping out rest periods-unless that's when the enemy agents attack.

Setting up a scene

Consider each scene a kind of adventure in miniature. Each scene contains some bit of the essence of the story, either as a problem, an opportunity, or a decision point. These problems, opportunities, and decision points are collectively referred to as encounters. Dealing with the surly guard who won't let you pass is an encounter; so is a conversation with someone who wants to give you information; and so is deciding what to do when the bridge in front of you collapses as you're trying to get away from a rampaging forest fire.

There should always be a reason each scene is part of the greater story. To make scenes work, give the players immediate input and let them find as much of that essence as they can. You won't lead them to it by holding their hands, but you shouldn't hide it from them for so long that they become frustrated, lose interest, or get confused enough to derail the larger story by chasing red herrings.

In the moment

"What do we see?" this question traditionally begins a new scene; the players want information. If you have done your job right, they're desperate for it. Set up the scene beginning with the immediate overview. "The room seems small. You can't see anyone in it in the dim light filtering through the dirt-smudged windows, and there's a hole in the floorboards." Let the players ask their next questions. Don't slow the game with an abundance of details right away.

After the first flurry of descriptions, make sure you have engaged their senses. Mention the humming of insects in the still air. Describe the stench of stagnant sewage coming up from the hole in the floor. Evoke the creaks and groans of the old house. Pay attention to smells and sounds-they make a moment seem more real, and more real, and more involving, than visual descriptions alone. Finding a telling detail that will allow each player to fully imagine the surroundings. For instance, mentioning the chirping of birds and the distant ring of a bicycle bell summons up a panoply of suburban imagery without describing every picket fence and neatly trimmed lawn.

Shine a little light

Ideally, the players' questions will reveal the essence of the scene to them; "Are their bloodstains on the floor?" The answers to some questions can be guaranteed to keep everyone busy:

Q: "Is there anything in that hole?"

A: "You see only still dark water, covering the floor about 10' below you. There are ropes tied around some ancient pipes down there. Perhaps this is where the subterranean killer kept his villains, but the place appears deserted at the moment."

If the players seem to need a little help, try setting them up for the questions:

"The warped floorboards seem sticky as you walk on them."

"There's some kind of little box holding up the table leg, near that coil of rope."

"You hear a splash from the hole in the floor."

Calling for listen, Spot, or search rolls is another good way to feed clues to the players. Eventually, you'll want to spotlight the clue or conflict that sets up the next scene, if it wasn't the primary element of the scene already.

Move along

Once the players are almost done capturing the scene's essence, start nudging them towards the next one. Don't let the story run out of energy. Every scene should seem to have a little more juice left in it when you leave it.

Some scenes move naturally into the next with no help from you at all. If the scene is an action scene, the heroes may pursue the bank robbers into the next scene anyway; if it's an investigation scene, they may follow the scent themselves. They may have an idea that excites them; a plan to defeat the villain, a strategy for uncovering the mole at the agency, or whatever. If they're interested, excited and going somewhere, get out in front and lead them there, even if- especially if- it's not where you thought the scene would lead. If they're seriously off track, let them lose a little momentum before you start applying the brakes- or add a few clues or threats to subtly put them back on the path you have prepared.

Cinematic Techniques

You can easily compare roleplaying games to movies. The two art forms share the same imperatives of drama, conflict, storytelling, and action. Some of the same techniques directors use in movies to create suspense or advance a story can come in handy for administrators.

Cut-aways

If your players split the party-sending one group of characters to scout the serial killer's house while the rest ask questions in town- their decision can be fatal to dramatic tension. Even if the group have all gone to the house, one group may check upstairs while the others poke around the basement. By using cut-aways, the Administrator can run both scenes simultaneously, spending an action or two upstairs and then cutting away to the basement to follow the party there. This can make searching the house very suspenseful and dramatic, especially if one (or both) groups runs into some kind of obstacle. Cut away from the basement after the door to a small area of the lower level swings shut and traps the group within. Both groups will be in suspense as you describe the upstairs bedrooms to the oblivious characters two floors up. Although cut-aways can be confusing to new players, it can help tie separated parts of the story together and avoid boring half the players while you deal with the rest.

Montages

Some adventures need a fairly lengthy set up. A rescue operation into a distant land doesn't really get going until the heroes reach the site. Rather than saying "You take off from the airfield, land in a friendly country, take a helicopter through the desert, and get to the area." Try presenting a more impressionistic montage of experiencing. Describe the hurried packing of the gear into the C-130, the quick switch from plane to helicopter, the suspicious expressions of the local people, encounters with a militia or mercenary group, and maybe even trouble with the chopper before they reach their ultimate destination. By presenting the elapsed time as a montage, not only do you draw the players into the story, you can build suspense or foreshadow themes or plot points.

Teasers

At the beginning of some TV action-adventure episodes, some poor characters dies horribly, graphically, and- best of all - dramatically, You might consider beginning an adventure with a teaser, telling the story of whatever event serves as the background to the upcoming adventure, Remind your players that their heroes won't be able to act on any "out of game" information revealed during the teaser.

Ending the session

Whenever possible, end the session with either a question or a bang. When you and the players break up the game for the night, they should want to resume play soon. This helps keep the game's continuity between sessions, making the players eager to get into character next session and cooperate to rebuild the atmosphere of the story. Finishing the session with a combat scene, a revelation that changes everything or a juicy mystery to solve is the easiest way to get that kind of response.

This may require you to compress some scenes and expand others to reach the sessions "natural" climax at the end of game play for the night. Ideally, you'll be compressing the dull, talky scenes and expanding the taut, suspenseful ones anyway. This cliffhanger can make your game seem more exciting even if you don't quite hit the mark for the ending.

With that in mind, consider the perfect session ender a mark to shoot for, but not a "must have"- don't railroad players or rush through an adventure for the sake of a good final scene. A great ending to a lousy story isn't worth it.

Take some time after the ending to talk to your players about the game or better yet, listen to them discuss it, Find out what they liked, what they didn't like, what they were mystified by, and what they can't help chewing over. Listen closely to what they're

considering for next session. Use this to adjust your pacing, and even the story of this and future adventures, so that next session, you can restore the atmosphere of the game.

Atmosphere

There's a reason that we call the mood and feel of a game its "atmosphere"- it's hard to grasp, invisible, and often taken for granted. But without it, the game is dead. Some things add atmosphere, while others detract from it. Emphasizing the first class of things and minimizing the second is the key to developing a mood from the moment you pick up the dice, clear your throat, and say "When last we left our intrepid heroes, you were standing in the still, humid air outside the banner house, getting ready to enter the place and look for signs of the serial killer..."

Building atmosphere

Two levels exist that must be considered when creating the atmosphere for your particular game. The first is the in game thing; things immediately related to or occurring within the story and the adventure itself. Many published adventures provide a modicum of support for in-the-game considerations. The metagame level- the atmosphere outside the story, between you and your players wherever you're physically sitting down to play- is almost always up to you.

In-game considerations

Much of the work of building atmosphere is done by the adventure you have brought or designed. It likely involves suspicious Administrator characters, unique locations, evil villains, and some kind of epic plot. However, a few "generic" atmosphere building themes work well to establish and emphasize an action-adventure sensibility. Look them over, and identify any tricks you may wish to use while running the adventure, or themes to add if they aren't provided already.

First, you have to realize that the Universal Roleplaying system is not designed to replicate reality- it's a game of cinematic action. Those who write action-adventure movies and novels don't worry too much about scientific accuracy, and neither should you. Anything is possible, as long as it makes for a good story and the special effects look cool.

Here are some tips to help you incorporate the key elements of cinematic action into an adventure.

Plenty of action: In an action adventure story, obviously, there's a lot of action. This includes combat, chases, and dramatic conflict. Events happen fast and furiously, and they usually involve a lot more reaction than planning. So the Administrator should never let the heroes stand around quietly for too long- that's not in the spirit of the genre.

Opportunities for combat: Every adventure should have at least one combat scene, plus the potential for several more. Combat is action, and it's usually more exciting for characters to shoot their way out of trouble than to talk an enemy into surrounding- although the latter can be fun as a change of pace.

So be prepared. Every scene you present may erupt into combat, and that's okay.

Cool villains: In most cases, the heroes are good guys and the villains are exceptionally evil. But they're also cool! Nothing makes an adventure more memorable than a nasty, evil, powerful, and driven villain who threatens the heroes and opposes them at every turn.

Of course not every villain the characters face has to be cool. Minor opponents and lackeys of major villains are often weak, cowardly, and even outright stupid (they may still be dangerous- in large numbers, even weak opponents can seriously threaten a group of heroes.)

Real world considerations

Although most of your attention should be on the story and the action within the game, the world outside the game can affect all these things, so your attitude or actions when revealing the story to the players.

Setting: In general, a good roleplaying session doesn't flourish in brightly lit rooms with cartoons on TV, noisy computer games going on in the background, and lots of distracting toys. In general play with just enough light to see the character sheets, dice, and rules. Don't encourage TV shows or computer games during the session; you're there to game. Keep all distractions to a minimum.

To help build the atmosphere, you may want to provide handouts for the players; floor plans of the old warehouse, copies of the missing millionaire's will, or newspaper articles about a series of murders. If you're a deft hand with desktop publishing, try recreating a newspaper font, or if you feel like experimenting with coffee stains and fountain pens draft that old letter on

“antique” parchment. Picture magazines can provide an Administrator with character photos or images of faraway locations.

Style: All the handouts in the world won’t save you if you present a dull game. Use your tone of voice to set the mood. Keep it low and urgent, almost whispering, for the suspenseful search through the old house, then turn loud and panicked when the serial killer attacks. If a sudden gunshot interrupts a tense stakeout, announce it by slamming your palm on the table and saying “a bullet shatters your windshield-What do you do now?” Keep the players involved, interested, and reacting instinctively.

Style of Play

The Administrator provides the adventure and the world. The players and the Administrator work together to make the game unfold. However it’s your responsibility to guide how the game is played. Here are some examples of styles of play.

Shoot-em all: The heroes break down the door, fight the thugs and rescue the hostages. This style of play is very straight forward and action oriented. Very little time is spent on developing personas for the heroes, engaging in roleplaying while interacting with the Administrator’s characters, or mentioning situations other than what’s going on in the adventure. If you’re running this type of game, do whatever it takes to get the adventurers back into action as quickly as possible. Motivations depend on the set up but may include money, fame, or a burning desire to clean up the city.

Deep immersion storytelling: This style of game is deep and complex. The focus isn’t on combat, but on talking, developing in-depth personas, and character interaction. Whole game sessions can pass without a single die being rolled.

In this style of play, most characters should be as complex and richly detailed as the heroes- although the focus should be on motivation and personality, not game statistics. Expect digression about what each player wants his character to do, and why. Adventures deal mostly with negotiations, political maneuvering, and hero- Administrator character interactions. Players may even talk about the “story” they are collectively creating.

Something in-between: Most campaigns should fall between these two extremes. There should be plenty of action, but there should be a storyline and interaction between the player characters and the Administrator’s characters. Players develop their heroes, but they’re eager to get into fights as well. The In-between style provides a nice mixture of roleplaying encounters and combat encounters. Heroes interact with Administrator controlled characters through diplomacy, negotiation, combat or conversation.

Other style considerations: You should consider a few other style-related issues:

Serious or humorous: We recommend that you play the game with a good mixture of humor and seriousness, but do not stress on one or the other, the humor should come naturally over the course of the adventure and though you can set up humorous encounters it is hard to play these out without them looking staged. It is more natural for your gaming group to create situations that are humorous through their game playing rather than through some scripted “funny moment.”

Also do not try to stifle the natural humor that develops in the game because if the game is too serious many players will not want to play because the seriousness takes away from the fun of playing. The situation that the characters find themselves in might be serious, but there should definitely be moments where the players and even the Administrator can laugh without it taking away from the adventure that he is running. It should be noted that too serious a tone can sometimes kill a game just as fast as if the game is not taken seriously at all. A good Administrator and his players will find a comfortable mix of humor, and seriousness over the course of their gaming together.

Multiple heroes: How many characters do you want each player to control? In general, it’s best to keep it to one hero/player. However if you have fewer than four players you may wish to allow someone to run an extra character to bring a party to at least a minimum of four characters.

Interaction Style: Do you describe the action in third person, or first person, and which way do you want your players to respond? This determines the voice of your game. In third person you describe the action as though you are the narrator of a book, and your players answer in kind.

Admin: A police officer approaches you, he asks why you’re standing around the front of the third city bank.

Player: My character smiles innocently. He says they’re waiting for the uptown bus, and asks if anything is wrong.

In first person style, you speak as the Administrator’s character and the player speak as their characters as well.

Admin: “Good evening....So what kind of mischief are you four up to?”

Player: "Us? We're...um...waiting for the uptown bus."

Either approach works fine. Some Administrators and players vary their approach depending on the situation. They may take on the roles of their respective characters when interacting in a role playing situation, and then switch to third person when in a combat situation. But whatever way fits you and your group is just fine.

Adjudicating the game

When everyone gathers around the table to play the game, the administrator is in charge. That doesn't mean that you can tell people what to do outside of the bounds of the game, but it does mean that you are the final arbiter of the rules within the game. Good players always recognize that you have the ultimate authority over the game mechanics, even superseding the rulebooks. Good Administrators know not to change or overturn an existing rule without a good, logical justification.

This means that you need to know the rules. You're not required to memorize the rulebooks but you should have a clear understanding of what's in the book so that when a situation comes up where you need to make a ruling, you know where to reference the proper rule in the book.

Situations can arise that aren't explicitly covered by the rules. In such a situation, it's the Administrator who needs to provide guidance as to how it should be resolved. When you come upon a situation that doesn't seem to be covered by the rules, consider the following:

Try to extrapolate from similar situations that are covered by the rules.

If you have to make up a house rule, stick with it for the rest of the campaign. A good idea is to have a notebook handy so that you can jot down these rules for future reference.

If you come upon an apparent contradiction in the rules, choose the rule that you feel makes more sense, and then stick to it for the rest of your campaign.

One important tool that you have at your disposal is a rule known by Administrators as "the Administrator's best friend." Favorable conditions provide a +2 bonus to any d20 roll, while unfavorable conditions impose a -2 to the roll. You'll be surprised at how many times this simple rule has prevented or stopped problems in the game.

Most of the time favorable and unfavorable conditions arise because of situations that aren't (or can't be) specifically covered by the rules.

Changing Game rules

Every rule you see in this book was written for a reason. That doesn't mean that you can't change them for your own game. Perhaps you and your players don't like how initiative is handled or why a feat works the way it does. Rules that you change for your own game are called "house rules". In fact the rules you hold in your hands be they my AD&D rules, the Star Frontiers rules or the Universal Role Playing System and its Campaign models are all house rules that I created.

Given the creativity of gamers, almost every campaign develops its own house rules over time.

The ability to use the mechanics of the game as you wish is paramount to the way roleplaying games work. Still changing the way the game does something shouldn't be taken lightly. You should always have a clear picture as to what the consequences will be of any rule you decide to change. Consider the following questions before you change a rule:

Why am I changing this?

Am I clear how the rule I'm going to change really works?

Have I considered why the rule exists as it does?

How will the rule change affect other aspects of the game?

Will the rule favor one character type, skill feat etc. more than another?

Often players want to help redesign rules. This can be important because the game is supposed to exist for the enjoyment of all its participants, and creative players can often find ways to fine tune a rule. Be receptive about a player's concerns about game mechanics however be wary of players who want to change rules just for their own benefit. The game system is flexible, but it's

also meant to be balanced. Players may wish to change rules so that they always lean in their favor but the reality is that if there were no challenges for the players, the game would quickly grow dull. Resist the temptation to change the rules just to please your players.

Additions to the game

As an Administrator you get to make up your own stuff. Adding new elements to the game can be really entertaining and rewarding experiences. On the downside, an addition to the game can spoil game balance. Maintaining balance is an important Administrator responsibility. Most unbalancing factors are actually hasty or ill-considered Administrator creations.

One way to judge whether a new skill, feat or other option is balanced is to ask "If I add this to the game is it so good everyone will want to take it?" at the same time ask "Is this so limited that no one will be interested?" Keep in mind that it's easier and more tempting to create something that's too good rather than not good enough, so be careful.

Outside knowledge

"I figure that there's a lever on the other side of the room that deactivates the gas." A player says to the others "Because the Administrator would never create a trap that we couldn't deactivate somehow."

Whenever a player uses the logic that this is a game for his character we call that using outside knowledge. While this kind of thinking is natural to the players outside the game, the players in game persona shouldn't think this way. A player should be discouraged to think this way, instead he should think how his character would react to the situation based on the information that his character perceives from what the Administrator has told them that the characters perceive around them

A good Administrator should be able to keep their players guessing and even if secretly he wants the adventurers to succeed he shouldn't make the heroes successes too easy. Of course an Administrator must be careful not to fall into the Administrator vs. the players mindset where he creates situations made solely to defeat the heroes. While sometimes the heroes must fail, they must always have a chance to succeed even though this chance might not be obvious to them. Nothing kills a game faster than when players believe that every situation they find themselves in is hopeless, or that they feel that the administrator is out to get them. A Good Administrator provides balances the challenges in his adventures and rewards his players for ingenuity even when it means telling the player that they stumped him. Remember if you are the only one enjoying the game (usually at the players expense) then you're doing something wrong.

Cheating

Terrible things can happen in the game because the dice just go awry. Everything might be going fine, when suddenly the players have a run of bad luck. A round later, half the party is down for the count and the other half almost certainly can't take on the opponents that remain. If everyone dies the campaign may well end right there and then, and that's bad for everyone. Should you stand by and watch the heroes get slaughtered? Or should you "cheat" And have the opponents run off, or fudge the die rolls so the heroes still miraculously win in the end?

There are really two issues here Do you cheat? The answer: an Administrator can't cheat. You're the umpire, and what you say goes. As such it is well within your rights to sway things one way or the other to keep things running smoothly and to further the campaign or adventure, so long as you do not do so to favor one particular player over another. A good rule of thumb to have is that a hero should not die in a minor way by some fluke of the dice unless he is doing something really stupid at the time.

However you might not feel that it's right or even fun unless you obey the same rules that the players do. Sometimes the heroes get lucky and dispatch an opponent you had planned to have around for a long time. By the same token, sometimes things go against the heroes and disaster befalls them. Both the Administrator and Players must take the bad with the good. That's a perfectly acceptable way to play, and if there's a default method of running the game, that's it.

Just as important an issue, however is whether the players realize that you bend the rules. Even if you decide that sometimes it's okay to fudge a little to let the heroes survive so the game can continue, don't let the players in on this decision. It's important to the game that they believe the heroes are always in danger consciously or subconsciously.

If they believe you'll never let bad things happen to their heroes, they'll change the way they act. With no element of risk, victory will seem less sweet, and if later something bad happens to a hero, the player will believe you're out to get him and become disenchanting with the game.

Ending a session

A good Administrator should allow some time at the end of a session- a few minutes will do- to have everyone discuss what just happened. Listen to their reactions, and learn more of what they like and don't like. Reinforce what you thought were good decisions and smart actions on their part (unless in so doing you give away too much information about upcoming events) always end things positively. You may want to take time to award experience points at the end of each session, or you can wait until the end of the mission.

An Administrator's Checklist

- 1) Set up the play area. Make sure you and everyone has dice, rulebooks their character sheets etc.
- 2) Make sure everyone is familiar with their characters and what the current situation is.
- 3) Make sure at least one player is taking notes, drawing maps etc.
- 4) Describe the initial scene
- 5) Ask the players how each of them reacts
- 6) Play this session's encounters, taking breaks as needed.
- 7) Bring things to a good stopping point.
- 8) End the session
- 9) Get the players input on the session.
- 10) Award experience points and help with the alterations the players may have to make on their character sheets.



Appendix A: Advice from the masters

What follows is information gleaned from several sources that gives some advice for novice and experienced Administrators in running an entertaining and hopefully long lasting campaign. The advice in this book like everything else are guidelines to help the Administrator, not rules graven in stone.

Super characters

Perhaps one of the most common problems that an Administrator will come across is the super character. Super characters stem from a player's desire to create a character which will beat the game. Every player and even some Administrators while not blatantly breaking the rules occasionally create characters or NPC's that are designed with the mindset of making them as powerful as possible. While it is good to create a character that is capable of overcoming many obstacles some Players go so far as to creating the game equivalent of a Sherman tank, which makes the game no fun for everyone else but him.

This problem is especially true using the rules for play in the URS, because the game is designed to allow an incredible amount of Player control in creating a character. This is a double edged sword because the rules have been set up to give as much versatility as possible allowing a player full control over developing almost every aspect of his character, which serves to insure that the player gains a certain love for this character he has crafted but also allows for an incredible opportunity for the player to min/max the character. It is the Administrator's role to encourage that the players create interesting characters not just characters that are a collection of the best numbers possible, with no real thought to the personality behind these stats.

The other problem comes from players who wish to bring in their favorite characters from previous campaigns into the current campaign. The good thing though is that because the rules for these games (AD&D, Star Frontiers and the various Universal Roleplaying System Campaign models) are so different from the original games that a character must basically be recreated in order to fit them into the game and so it is far easier to create a new character than to adapt an existing one. If the player insists though, the Administrator must be stern about not allowing items or abilities that do not mesh with his campaign, do not be afraid to say "No you can't bring that into the game." but give the player a legitimate reason, and he will be more receptive to you, than if you just flatly say no. Nine times out of ten the player will choose to create a new character if the character he wishes to bring into the game is not allowed his prized items, or special abilities, while keeping his original character for use in someone else's campaign.

Players and Administrators must understand that a good balance of characters is important, and that allowing one or two super characters will ultimately cause those players who are playing "average" characters to become bored and irritated because the Super characters are dominating the game and hogging up the action. Of course the super character's players will be so wrapped up in their power characters to notice that their character's effects on their fellow gamers and this situation will eventually kill a campaign.

Hopeless Characters

In the other extreme there are those players who will moan and groan that the character they've created is hopeless. This is usually the case when the player sees that his character's stats are not as high as he would like, or that the character can't be a member of the player's favorite profession. The Administrator should try to encourage the player to give the character a try, after all there are no truly hopeless characters and having the player play a different class might be a refreshing change for the player, but do not push, him into it. If the player feels that his character is not what he wanted then he will not enjoy playing the character and that will bring the whole game down for everyone. Instead the Administrator is encouraged to have the player re-roll the character's Stats but he must accept the new stats if they are higher than the old ones even if they still do not allow him to become a member of the class he favors, or the Administrator may bring up the stats to the bare minimum required to make the character a member of a profession. The Administrator must never however raise stats that have nothing to do with the prime requisites of a profession, and never raise an ability score beyond the minimums for a character's profession in this manner. If the Player is still unhappy he should roll up another character. (That's the bottom line).

Players with Multiple Characters

Each character usually controls one character in a given adventure, but on occasion (especially for first level games or games with a small group) the Administrator may allow a player to run more than one character in a session. Immediately problems arise from this because almost always one character becomes the main character while the other character becomes the sidekick who supports the main character. This is not always acceptable because the second character becomes just an extension of the primary character, no better than a henchman.

The Administrator must be ready to step in when he sees the inevitable "I lend him my Alien made fusion rifle +4" or "I use my last Cure light wounds spell on him, even though the party's Tech-ex is down to 4 Endurance points and my other character has

29 Endurance points.” The player should be pulled aside and spoken to about his character’s behavior, but if the player continues in this manner the Administrator may be forced to overrule what the player wishes the secondary character to do, often having to assume the role of the secondary character for a while, or eventually he may have to take away the second character and either have someone else in the group play it, or do it himself.

If played right multiple characters can work well to insure the survival of a small group of players, or to insure that each player has a better chance to survive to the end of the adventure without having to alter plans or disrupt the flow of an adventure because a player has lost his character, and needs to bring in another character to continue the game. At higher levels as the players gain more power and abilities having multiple characters will fall to the wayside, but in beginning games it is recommended unless the Administrator is planning to bolster the party’s strength or has planned in advance for the possibility of characters dying before the adventure ends.

Character Background

One of the most important and often overlooked parts of character creation is devising a character’s background. Who were the character’s parents? Are they still alive? Does the character have any living brothers and sisters? What event in his life influenced his decision to become an adventurer? Does the character have rivals? childhood friends, or past loves? In short a character’s background gives both the player and Administrator a wealth of information with which to make the character more a part of the world around him, and elevates the character from the “He’s just a Spacer” to “He is a Spacer working for a local crime boss who was forced to flee New hope with his best friend Orendyl the Yazirian when it was discovered that he was having an affair with the Crime lord’s wife.”

Of course the Administrator and the player should collaborate on this background to insure that the character fits into the game world, but the Administrator should serve to help flesh out the player’s ideas not, impose his own ideas on the character otherwise the player will feel that he is no longer playing the character he envisioned.

There are no rules or charts within these rules to dictate possible backgrounds for characters in Star Frontiers, because these rules are foremost designed to allow the greatest amount of personal choice in the creation of a character, which was always my choice when I began creating these rules over 25 years ago. Below is some additional advice regarding character backgrounds.

Letting the player do all the work

The Administrator must not create the background for the characters in his campaign that are not controlled by him, but while the players do most of the work, creating these characters and developing their background it is the Administrator’s job to help the Player’s ideas for the character he wishes to play, to fit into the Universal Role Playing System’s many Campaign models, or the game world the Administrator has developed.

For example, if a Player brings a character to the Administrator and says “He (the character) is a rude Southerner that doesn’t like Puerto Ricans, or Mexicans.” The Administrator may determine that the character fits in with a group of militia men he has been developing in his game world and by making the player character a member of this group he has made the player’s character more a part of his game world. A good Administrator is able to help a Player’s ideas for a character mesh into his game world without catering to the player, and though he should not be afraid to say no, it may be better if he rather give a more feasible alternative to the player’s request. Players who feel that their characters are actually a part of the game world, will get more out of the game than players who have characters that have no invested interest in the world around them.

A character’s background may be used as a springboard for subplots within the main campaign, and an Administrator may be surprised at the change in a player’s attitude if something from his characters background comes into play within a story. Players who have been coasting along, or have had little interest in the current story will often perk up if suddenly something that singles out their characters even if it something minor, like someone recognizing them from some past deed mentions recognizing his character. This is not something to be overused, but should be added to the Administrator’s arsenal for making memorable stories.

Problem backgrounds

Certain types of background can and do create problems in campaigns, however first and foremost is nobility, followed closely by wealth.

Nobility

Some Players like their characters to be prince/princess-so-and-so, son/daughter of Duke dunderhead. Often this leads to an abuse of power as the player assumes, and rightfully and somewhat not that the character’s title confers on him certain special privileges such as the right to instant income, the right to flaunt the law, and the right to unlimited NPCs, information, and

resources, and worse the right to use his clout to push the other characters around. This kind of character quickly becomes tiresome to the other players and will constantly find ways to thwart an Administrator's carefully prepared adventures.

Titles can be allowed, but the Administrator must put some controls on noble characters. The easiest and most effective way to deal with nobility is to strip it of all its benefits. The noble character could be the son or daughter of some penurious Duke. The character could be next in line to inherit the Duke's holdings, including his father's incredibly large debt. Instead of seeking to impress others in public, the nobleman's son might be quite happy to keep a low profile so as to not attract his father's debtors. After all it's not easy to amass a fortune from adventuring, when the debtors are always there to take it away as soon as the character gets back to civilization.

Likewise the character could be the son of an unpopular or despotic ruler, even one who might have been overthrown for his abuses. Such a character would not want his lineage well-known since most people would have unfavorable recollections of his father's rule.

Of course as with anything else, over use of these types of tactics, can become tiresome. Not every Duke can be impoverished, nor every throne usurped. Going too far with this will invalidate the nobility of your campaign, and make titles worthless.

In the long run it is easier to make the characters start the game untitled, with one of the goals to be able to someday place a "Sir" or "Lady" before their name. Imagine the pride when such an event offers, and of course the trials that they faced to finally achieve such an end.

Wealth

Another problem somewhat related to the problem above is characters who come from wealthy families. Whether these characters are aristocrats, wealthy land owners, or corporate executives such characters lack one of the basic reasons to adventure, the search for long lost riches. Most of these characters see their own wealth as ways to buy solutions to their problems. These characters will often suggest reasonable (yet to the Administrator's adventure disastrous) suggestion to make their adventuring lives easier. It is of course reasonable to hire a weapons expert to churn out weapons galore, and a wealthy first level character could hire a mercenary company if he desires, but these types of things have detrimental effects on any campaign.

There are of course many ways to control such things while still allowing wealth to be a part of a characters background. Think how in the real world it's often very hard to ask family to lend or give someone money, especially sizable amounts of cash. So is it true in the game world. In the campaign parents could easily grow tired of supporting their deadbeat children or brothers and sisters could become upset by how the favored son or daughter is squandering the family fortune.

Standard practices in many societies call for inheritances, usually involving land and chattel to be divided equally among a person's children and this is a legitimate reason to whittle a wealthy character's fortune down to a reasonable size. Furthermore characters are not immune to families that are greedy or covetous. Many a tale has been told of a brother or sister's greed bringing tragedy into a character's life. A wealthy character may discover too late that he has been swindled out of the silver spoon they were born with.

Background as Background

The bottom line is that a character's background should be a role playing tool. It provides a character with information about his character before he enters the current campaign and offers information which can help a player determine how his character reacts to a situation. It should complement the story, and not overshadow it. A player should be gently reminded that what the character does now is much more important than what he did before entering the campaign.

Heroic Levels and the Common Man

Heroic levels are a useful game measure for measuring a character's talents and abilities. Every level gained increases the characters skills and capabilities. This is done to provide a system to quantify a characters ability to overcome certain challenges (encounters). With a little practice an Administrator will learn that a character or group of characters of X level can defeat monster Y, but Monster Z will provide them a challenge. This skill will allow an Administrator to create challenging adventures for his players at every level of play.

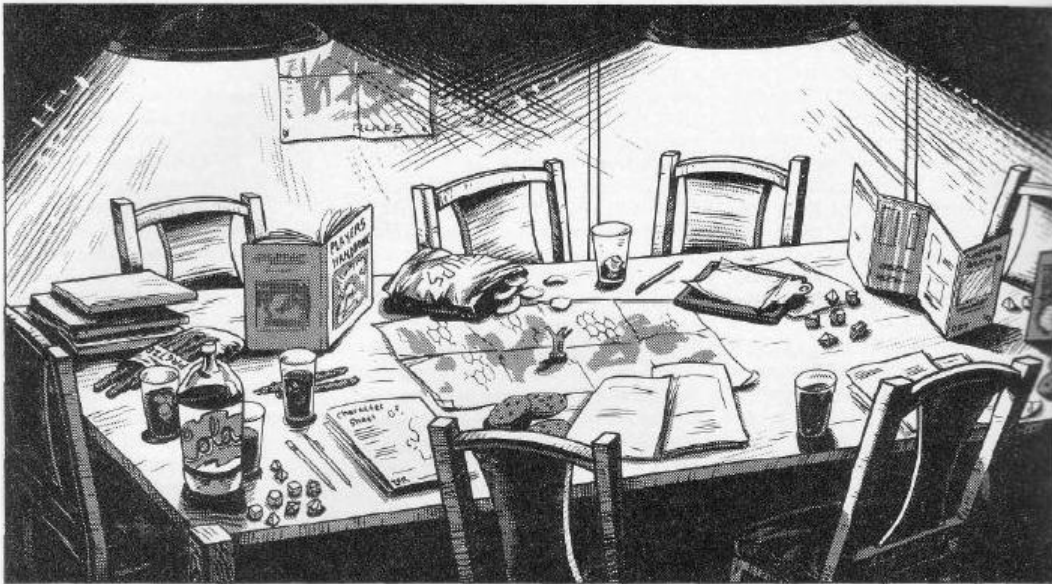
Of course the concept of levels does not always apply thus a merchant that passes the characters is not a 1st, or 5th or 100th level merchant, he is merely a merchant. His job is to sell goods and/or services. In the same way a cab driver is not a special class nor are his abilities defined by a level. The merchant and cab driver may be exceptionally skilled or competent, and yet there is no such thing as a heroic level definition of their skills. There is no merchant class, nor is there a cab driver, dock worker, hermit, or

beggar etc. class. This is because these are things that people do, not all encompassing definitions.

In the same way not all the people in the campaign world are Heroes. The situation would be ridiculous if every NPC encountered had heroic levels. Most people are just ordinary people, no more no less, which is why the rules were created by myself to make zero level characters that could not only challenge player characters, but could feasibly stand up to some of the threats that adventurers face, without requiring them to have Heroic levels.

In this way that cab driver that the characters pass might have had a long career as part of some transit fleet and along the way fought many battles while transporting passengers through the slums of Chicago in the 70's and such making him quite skilled with a pistol, and though he is in no way an Enforcer, he can still hold his own in most fights. Of course he lacks the special abilities that make an Enforcer what he is.

Only a few characters actually possess Heroic levels. Not every soldier that fights in a war becomes a Hero, nor does every space craft gunner become a hero. Characters with the Heroic template have them because they are in some way special. This specialness has nothing to do with ability scores, or skills, but what makes them special is that they are controlled and created by the players of the game.



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