STAR FRONTIERS®

A Brief History of the Frontier History

Near the centre of a great spiral galaxy, where stars are much closer together than Earth's sun and its neighbours, a Human race developed. They were not identical to the Humans of Earth, but they were not very different. either. When these Humans discovered that waves of sub-space pi-tachyon particles could cross interstellar space faster than light, they realized they had found a link to the stars. A radio message that would have taken years to travel between stars could be sent with subspace communicators in months or even weeks The Humans started broadcasting news of themselves to the neighbouring stars, and soon found they weren't alone.

The Humans made contact with an inventive race of insect-like creatures called Vrusk, who had developed limited space travel decades earlier. One of the Vrusks' mining colonies had already contacted another race, the shape-changing Dralasites. The two races had been exchanging information for several years. The Vrusk and Dralasites were pleased to learn of another race. They sent a wealth of scientific information to the Humans Using this new knowledge, the industrious Humans quickly developed interstellar spaceships.

The three races met in a large area of space known as the Frontier. There they also discovered the Yazirians, a race of tall, maned humanoids. Soon, settled worlds in the Frontier became melting pots for the four races, with dazzling mixtures of architecture and alien cultures.

To supply the needs of these worlds, the first interstellar company, the Pan-Galactic Corporation, was formed. It developed interests everywhere, from scientific research to farming to spaceship building. PGC even created its own language, Pan-Galactic, which soon became the most common language of all races on Frontier worlds. Many large companies which started later were modelled on PGC, but none approach the size or power of the Pan-Galactic Corporation.

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Chapter 1
Introduction

What Is STAR FRONTIERS™?

STAR FRONTIERS™ is a roleplaying game set in a far off part of the galaxy where many sapient race co-exist and interact. Space travel has opened up many opportunities for adventure. Large corporations, planetary militias, scientific research organizations, smugglers and small traders all can use the services of a few skilled hands and a cool head. It will take the courage of a few brave heroes to fend off the dangers of a wide frontier. So create your character, strap yourself in and prepare to blast off to high adventure!

What is a Roleplaying Game?

A roleplaying game can be thought of as collaborative storytelling. Each player in a **STAR FRONTIERS**™ game plays a character, either a human or an alien living far in the future. Together, the players tell a story about how these characters adventures.

Characters can do anything a real person could do if he was living in a **STAR FRONTIERS**™ world: shoot a laser, drive a hovercar, hunt down dangerous space pirates, operating an exploration ship that is seeking out strange new worlds, or anything else the player wants the character to

The Narrator

One of the participants will play the role of Narrator and be responsible for storytelling. The Narrator sets the scene for the other players, telling what their characters see and hear in any situation, and when necessary tell them what skill they will need to accomplish what they want to do.

He creates the adventures and makes the final decisions about how the rules should be applied. If players are the citizens of a world in the future, then the Narrator is that world; he creates unexplored planets and alien races, and he controls everyone character that is not a played by the other players. The Narrator has the most important job in the game.

Refer to the Narrator's Manual for further details on this role.

do. Players are not limited to only a few actions by the rules. A player has complete control over his character, and makes all the decisions for him.

In fact, you can think of your character as being you, placed in a science fiction world. Your character may not be like you at all—it may even be an alien, unlike anything you've ever seen before—but you make all the decisions, and act through your character. This is part of the fun of roleplaying, even if you are not a hero

in real life, you can become one in a **STAR FRONTIERS**™ game.

Since the outcome of the story is not known, dice are used to help determine the outcome of actions in the game (and to add a random element); If a player wants his or her character to try something (make an attack, use a skill. etc.) and the outcome is not obvious, dice are rolled.

Unlike many other games, there is no clear winner or loser in a

STAR FRONTIERS™ game. In most games, the players will have a goal, such as capturing a group of criminals who have kidnapped a high ranking government person or recovering a rare artefact that was lost when a starship crashed on an uncharted planet. If the players cooperate and reach their goal, everyone wins. A skilful player who uses the same character in several adventures will see that character rewarded, becoming richer, more

powerful and able to handle more difficult missions.

What You Will Need

To play a **STAR FRONTIERS**™ game you need these rules, dice (see right), pencils, paper, a place to play, ample time, and your imagination.

Basic Concepts

Characteristics

All **STAR FRONTIERS**™ characters are described by a number of characteristics, from natural talents to skills learned through formal training and experience. The characteristics used in **STAR FRONTIERS**™ include Attributes, Abilities, and Skills. These characteristics define the performance and relative capabilities of a character in terms of the game rules, and are usually rated between 1 to 100. The higher the rating, the more gifted or skilled the character is in that particular characteristic.

Dice

In addition to the ordinary six-sided dice (abbreviated "**d6**") found in most board games, you will need at least one four-sided dice ("**d4**"), eight-sided dice ("**d8**"), twelve-sided dice ("**d12**"), and two ten-sided dice ("**d10**").

The rules often ask you to roll one or more dice and add them together. The number before the letter "d" tells you how many of a type of die to roll. For instance, 4d6 means roll 4 six-sided dice. A plus or minus after means add or subtract that number from the result. 2d4+1 would mean roll 2 four-sided dice and add one to the total; 2d4-1 would mean subtract one from the total.

At various points in a game, you will have to make a "**percentile roll**" (abbreviated "**d100**"). Roll 2 ten-sided dice. One is designated as the tens digit, and the other as the ones digit (**STAR FRONTIERS**™ tradition designates the dark die as the tens, and the light die as the ones to avoid confusion). Instead of adding the two numbers rolled, you read them one after the other, with the first number being the tens digit and the second the ones digit.

Thus, a roll of 7 followed by a roll of 5 would be read as 75 (not 12); A 0 followed by a 9 would read as 09, or simply 9; a 9 followed by a 0 would be read as 90. Double zeroes (00) equal 100.

In addition to the standard percentile roll, there are d60 and d40 rolls. Instead of rolling a d10 for the tens digit, a d6 or d4 (respectively) are thrown instead. The d6 or d4 result are read as the tens digit and the d10 as the ones. A 2 (on the d6) and a 9 (on the d10) equals 29; a 5 on the d6 and a 2 on the d10 equals 52.

A character's Attributes measure a basic mental and physical capabilities. They are fundamental traits common to all animals, regardless of species. While attributes are largely determined by genetic makeup, they can also be developed through training and experience.

Unlike attributes, Abilities are not possessed by everyone. They are special qualities unique to individual characters or species. Dralasites, for instance have an elastic body which allows them to alter their shape.

The last Characteristic types are skills. Skills are learned abilities that represent a character's training or experience in performing specific tasks.

Characteristic Checks

Whenever there is a chance that an action a character is performing might end in failure, the Narrator will ask for a Characteristic Check. A check is made by rolling d100, and comparing the resulting number to your score in the Characteristic the Narrator decides is appropriate. If you roll your Characteristic score or lower, your character succeeds; if you roll higher than your Characteristic score, your character fails. It is important to know that a Characteristic Check always fails on a roll of 00.

Characteristic checks are only necessary when your character attempts to perform a task under extraordinary circumstances, or when there's some risk involved.

Modifiers

The Narrator may make your roll easier (by giving you a bonus of 10, 20 or more to add to your characteristic before you roll the dice), or harder (giving you a penalty), depending upon what's going on in the game. This is called "modifying" the die roll.

Finally, some situations call for ½ or ¼ attribute checks. This means you halve or quarter the appropriate characteristic before rolling the dice (round up).

NOTE: Some modifiers cause you to multiply or divide your characteristic scores; others cause you to add or subtract from them. If you ever have to do both (and chances are such situations will arise), divide and/or multiply before you add or subtract.

Minimums

From time to time, there will be situations where a minumum characteristic score is required to attempt an action. In such cases the Narrator will require you to roll a certain number or higher, as well as below your Characteristic.

For instance, the Narrator might decide that in the heat of battle, targeting the pistol in someones left hand requires a high degree of
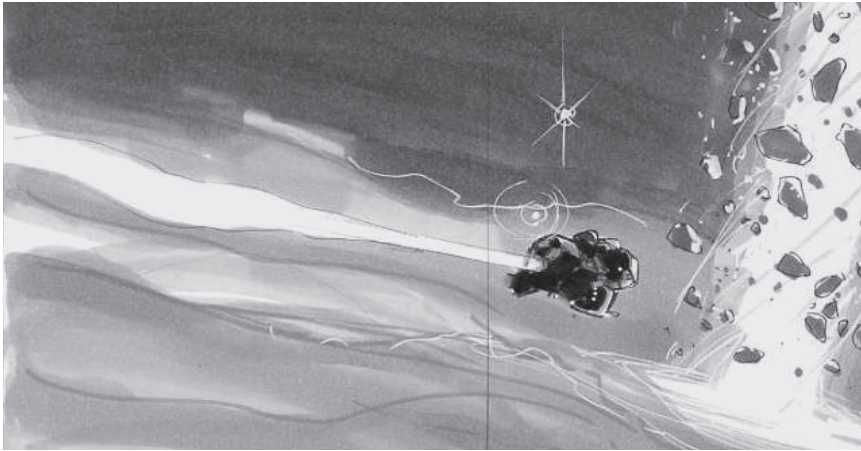
training. The narrator therefore assigns the task a minimum of 30. To successfully shoot the pistol, not only would you have to roll your Characteristic score, but above 30.

NOTE: You can only preform an action where a minimum has been set if your Characteristic score is above that minium; if it is lower, you do not have the skill, ability or training to attempt that action.

Inverting results

In some situations, such as performing multiple actions simultaneously (See multiple actions), or with some skills, you may be asked to read a the result of a roll in reverse . In some situation this might means you have the option of switching the dice. If you rolled a 91 and you can invert that roll, you could make it a 19 instead if it's better for you.

Alpha, Beta and Gamma

Besides determining success or failure, the numbers rolled on the individual dice of a percentile roll are sometimes used to determine other effects. For ease, the number on the tens die is referred to as the Alpha Number (α), and the number on the ones die is the Beta Number (β). From time to time you will also use a third number, Gamma (γ);

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WHO ROLLS?

At first glance it seems obvious; if the player's character is attempting an action, the player gets to roll the dice for the check.

That's true almost all the time, but there may be occasions in an adventure when the Narrator decides to roll a characteristic check secretly on behalf of a character, and then apply the results without revealing anything about whether the check succeeded.

Secrecy may sometimes be necessary to prevent a player from knowing something their character does not. For instance, if a character tries to set an explosive charge, the Narrator will probably elect to roll the character's Demolitions skill in secret, so that the player does not know ahead of time if the explosive will work or if it will be a dud.

you derive the Gamma number by adding the Alpha and Beta numbers together.

Interpreting Checks

For most actions it will enough to know whether your character succeeds or fails. Sometimes, however, it will be important to know to what degree you succeed or fail. In most cases, the margin of success or failure is found by reading the **alpha** or **beta** number—depending on the occasion—of the Characteristic Check. The higher the number, the greater the success or failure.

Throughout this book the success and failure margins are noted with an S (success) or F (failure), followed by the Alpha/Beta/Gamma number. Sα6, for example, is an average alpha success; Fβ1 on the other hand, would be a minor beta failure. Sγ19 would be a major gamma success.

Some characteristic checks, especially combat related checks, have

specific guidelines for interpreting results (see the skill descriptions in Chapter 3, or page xx in Chapter 4 for combat skill rolls).

In general, however, roll interpretation is left to the Narrator discretion. They will be aware of factors affecting the action that the player does not know about.

Contests

Sometimes the difficulty of a task will be based on how well a previous roll was made. For example, the chance for one character to notice a concealed object depends in part on how well it was hidden by another. In such cases, the alpha or beta numbers (depending on the circumstances) are compared to one another, with the higher number winning.

Note: If a characteristic used in a contest roll is **above 100**, subtract the amount above 100 from both sides of the contest roll.

CHAPTER 2
CHARACTER CREATION

Creating a **STAR FRONTIERS™** character is simple; on the following pages the process is presented in easy to follow steps. All that is needed is, this rulebook, a pencil, dice and a character sheet.

Step 1—Determining Primary Attributes

There are eight primary attributes in **STAR FRONTIERS**™ which are organized into four related pairs. These pairs are **Physique**, which consists of Strength and Stamina; **Coordination**, consisting of Agility and Dexterity; **Cognition**, consisting of Intuition and Logic; and **Psyche** consisting of Presence and Willpower.

These eight abilities tell players how strong, fast, smart and masterful their characters are. Each of these abilities will have a score from 1 to 100 (and in some cases more). The higher the number, the better the character is in that particular attribute.

For each ability pair (Physique, Coordination, Cognition and Psyche) attributes are determined by a "d60 + 10" roll—to make a d60 roll, roll 1d6, followed by 1d10, reading the d6 as the tens digit and the d10

ATTRIBUTE DESCRIPTIONS

Physique Pairing

Strength (STR): A measure of the characters ability to exert physical force. The Strength attribute factors into the ability to lift and carry heavy loads; the amount of damage inflicted through a blow; and restricts the types of manual tools that can be operated easily.

Stamina (STA): The gross physical well being of a creature, Stamina measures the ability to withstand disease, toxins, and other unpleasantries as well as the amount of physical energy that can be expend before becoming exhausted.

Coordination Pairing

Agility (AGI): The relative ability to react physically to a brief event.

Dexterity (DEX): The degree of fine motor control required to manipulate delicate objects.

Cognition Pairing

Logic (LOG): The mental ability to remember facts and employ reasoning to analyse a problem.

Intuition (INT): The ability to notice small details and make sense of seemingly unrelated or illogical facts. Ability to think quickly. Innate wit and street-smarts

Psyche Pairing

Willpower (WIL): The amount of self-control a character has over his own mind and body.

Presence (PRE): The ability to influence the behaviour of others using a commanding presence, persuasive dialogue, and appealing behaviour. It does not imply an ability to lead sensibly, but does enhance the loyalty and morale of friends and allies under discouraging conditions.

as the ones digit—yielding a result between 10 and 69. Then, add 10 to the number rolled. The end result of a d60+10 roll is a number between 20 and 79. This number is the base score for both attributes in an Attribute Pair. Roll separately for each attribute pair, writing the results of your d60 + 10 rolls on your character sheet.

EXAMPLE: *Dave Schick is creating a* **STAR FRONTIERS**™ *character. To find his character's base scores for the Physique attribute pair, he rolls a d60 and adds 10. The result is 53, to which he adds 10 for a final score of 63. Dave writes in a score of 63 in both Strength and Stamina on his character sheet.*

After you have determined the score for your primary attribute pairs, add them together. If the total is less than 200, take the difference and distribute them among

your four attribute pairs as you see fit. The only restriction is that no attribute pair can be raised higher than 70.

EXAMPLE: *While he rolled a high score for Physique of 63, Dave Schick's luck did not hold; his subsequent rolls yielded a Coordination of 38, Cognition of 22, and a Psyche of 29. The combine total of 152 is 48 points short of 200, so Dave has 48 points to divide up amongst his Primary Attribute pairs. He adds 15 points to his Coordination, 22 points Cognition and 11 points to Psyche. The final results are: 63 for Physique, 53 for Coordination, 44 for Cognition and 40 for Phyche.*

Step 2—Pick Species

After you have determined your character's primary attributes, decide what race your character will be. Players can choose to between any of the four major races of the Frontier: **Dralasite**, **Human**, **Vrusk**, or **Yazirian**.

These four races are not the only intelligent races living in the Frontier; there are many other races native to planets in the area. However, these four are the only races that have managed to build starship and explore and colonize other worlds.

The following listings offer basic information about each species and their default values in each attribute, any special abilities they may have, as well as any modifiers the species receives for their attribute scores. These modifiers are applied after the derived attributes base score is calculated (The four major races of the Frontier are described in more detail on pages **26 - 41**).

EXAMPLE: *Dave Schick has decided he wants his character to be a*

AN ALTERNATE WAY TO DETERMINE ATTRIBUTES

The original **STAR FRONTIERS**™ game determined the score for an attribute pairs by rolling a d100 and consulting a table. Characters wishing to use this system—with the Narrator's permission—use the chart below.

d100	Score
01-10	30
11-20	35
21-35	40
36-55	45
56-70	50
71-80	55
81-90	60
91-95	65
96-00	70

SENSES

Different species detect and interpret information about their surroundings in different way. Dralasites, for instance, rely more on their sense of smell while Humans rely more on sight. When it is important to know wether a characters was able to notice something, a Sense Check is made.

Types of Sense Checks

Hearing: hearing rolls are made whenever a character tries to perform a task that relies on his sensitivity to sound.

Taste: taste rolls are made when a character performs a task based on his ability to notice or distinguish flavours.

Smell: smell rolls are made when a character performs a task based on his ability to notice or distinguish smells.

Touch: touch rolls are made when a character is attempting to determine something about his environment using physical contact.

Visual: vision rolls are made when a character is attempting to identify something at a distance, is looking for something in particular, or is trying to see in poor conditions.

Sense checks are simply Cognition rolls (in most cases intuition will be the relevant attribute), with the resulting α number modified by any amount listed for that particular species .

For example: *a dralasite smelling a vial to determine its contents makes a Sense Roll, and then adds 3 to the resulting α number.*

Yazirian. Looking at the Attribute Modifiers for Yazirians, he sees that he must subtract 10 from each of his Physique attributes. This is because Yazirians are not as strong as the other races. Subtracting 10 from his base score of 63, Dave gets final Strength and Stamina attribute scores of 53 for his character. He writes "53" for both his STR and STA on his character sheet.

Dralasites

Dralasites are rubbery, elastic aliens sometimes called "blobs." They can change their shape at will, creating as many artificial arms and legs (pseudopods) as they need at the moment, with a maximum of one limb per 10 DEX points (rounded up). As such, a player must declare which limb is the "dominant" hand. They are stronger than Humans, but are also slower. They enjoy philosophical debates

and have a very strange sense of humor; they love telling old jokes and puns they hear from Humans. A Dralasite may roll ½ their INT (rounded up) or less to detect if someone is telling a lie.

- **Attribute Modifiers**–Characters add 5 to both Physique Attributes, and subtract 5 from both Coordination Attributes.

- **Senses**–Characters add 3 to Sense Checks involving smell.

- **Movement**–Characters have the following movement rates; Walking 5/0, Running 20/2, Swimming 5/1 and Jump 2/½.

- **Elasticity**–Characters can make a number of limbs equal to 1/10 of their DEX.

- **Detect Deception**–Characters may roll ½ their INT to detect a lie.

Humans

Humans are considered the average characters in **STAR FRONTIERS** games, so none of their attribute pairs are modified during the character creation process. However, since Humans have no racial/special abilities, the compensation is that they may add 5 points to any single attribute of the player's choice (just one score from the pair).

- **Movement**–Characters have the following movement rates; Walking 10/0, Running 30/3, Swimming 10/1 and Jump 5/½.

- **Diversity**–Characters get to add 5 points to any one attribute score.

Vrusk

Vrusk look like large insects, and are sometimes called "bugs." They are quicker than Humans, but are not as strong. They are also ambidextrous and quite flexible, so they may use

either hand for operating equipment from many different angles that might strain a member from another race. Vrusk are excellent businessmen and merchants. They love art, beauty and music. A Vrusk may roll ½ of their LOG (rounded up) or less to comprehend something he/she doesn't immediately understand when social dealings are concerned.

- **Attribute Modifiers**—Characters add 5 points to both Coordination Attributes, and subtract 5 from both Physique Attributes.

- **Senses**—Characters add 1 to both smell and touch Sense Checks.

- **Movement**—Characters have the following movement rates; Walking 15/0, Running 35/5, Swimming 10/1 and Jump 5/½.

- **Ambidexterity**—Characters can use either hand equally.

- **Comprehension**—Characters may roll ½ of their LOG to comprehend unknown social dealings.

Yazirians

Yazirians are tall, light-boned humanoids with furry manes around their necks. Humans nicknamed them "monkeys" because they look a little like chimpanzees. Thin membranes that stretch between their arms, torso and legs allowed Yazirians to glide between the trees on their native planet. They are generally smarter and quicker than the other races, but are not as strong. Their eyes are very sensitive to light, so they usually wear dark goggles during the day. Yazirians were very warlike in the past, and are still considered pushy and aggressive by other races. A Yazirian may roll ½ of their WIL (original score, not current. Round up) to go into a berserk battle rage, gaining +20 to hit in melee combat.

- **Attribute Modifiers**—Characters add 5 points to both Coordination and Cognition attributes, and subtract 10 from both Physique Attributes.

- **Senses**—Characters add 2 to visual skill checks.

- **Movement**—Characters have the following movement rates; Walking 10/0, Running 30/3, Swimming 10/1 and Jump 5/1.

- **Battle Rage**—Characters roll ½ of their WIL to gain a +20 to hit in melee combat.

- **Glide**—Characters can glide short distances.

Step 3—Determine Character Origin

The choice of origin indicates where a character was born and where

CHARACTER ORIGINS

GRAVITY

Zero-G, Low, Normal, or Heavy Gravity: specialization in Freefall, Standard, High, or Low-G Manoeuvres. Characters from Low or Zero-G add 5 to their Agility, and subtract 5 from their Physique Pairing; High-G add 5 to their Strength and subtract 5 from their Coordination Pairing.

ATMOSPHERE

Vacuum: Damage Control +10, Environmental Suit +10

Light: Environmental Suit +10. Characters treat light atmosphere as normal.

Normal: two skills at +10 in the Athletic Cluster.

Heavy: Environmental Suit +10. Characters treat heavy atmosphere as normal.

Toxic: Damage Control +10, Environmental Suit +10,

FEATURE

Active: Environmental Suit +20 and Piloting +10.

Coastal: Survival—Coastal +10, Aquatics +20

Desert: Orienteering +10, Survival—Desert +10

Glacial: Mountaineering +10, Orienteering +10, Survival—Arctic +10

Forest: Orienteering +10, Survival—Forest +10, +10 in Botany or Zoology.

Jungle: Orienteering +10, Survival—Jungle +10, +10 in Botany or Zoology.

Marsh: Survival—Aquatics +10, Marsh +10, +10 Orienteering.

Mountains: Mountaineering +20, +10 Geology.

Plains: Orienteering +10, Survival—Plains +10, +10 in Ride, Piloting or Ride Mount.

Space: Astronomy +10, Environmental Suit +10, Damage Control +10,

Submerged: Aquatics +10, Environmental Suit +10, Damage Control +10

Surface Water: Aquatics +20, Navigation +10

Underground: Geology +20, Mountaineering +10.

TEMPERATURE

Cold: PCs treat cold as normal .

Normal: No change.

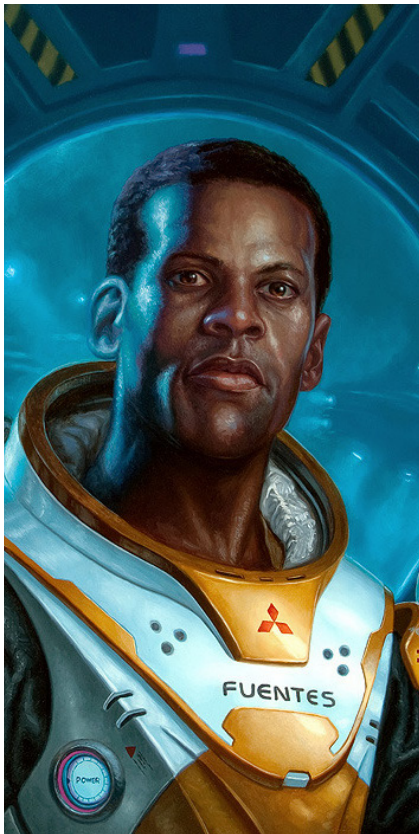**Hot:** PCs treat hot as normal.

POPULATION

Colonial: One skill from the Agriculture Cluster at +20 , Culture—Colonial + 10, Survival +10, +10 in Drive, Piloting or Ride Mount.

Rural: One skill from the Agriculture Cluster at +10, Mechanics +10, Driving +10, Piloting +10, +10 in one Culture Cluster skill.

Urban: Bureaucracy +10, Computers +10, Culture-MegaCorp +10, Driving or Piloting +20.

they spent the formative years of their life. It also provides the character with a body of knowledge and skills derived from their upbringing. There are several options listed on the facing page, each giving characters unique perspective and specific experiences.

Players pick one descriptor about the character's place of origion from each of the five categories: Gravity, Atmosphere, Temperature, Feature and Population. They then apply any skills or notes to their characters. The Narrator should have final say if the origin of the character is workable. While some descriptors may seem conflicting, the Narrator might be able, with imagination, to work them into his story.

Step 4—Modifying Attribute Scores

After determining their attributes, species and background (and ap-plying relevent modifiers), players may modify their attribute scores by subtracting points from one ability and adding them to the other ability in its Attribute Pair. No more than 10 points can be shifted this way.

> **EXAMPLE:** *Dave Schick's Yazirian Character has a Strength/Stamina base score of 53/53. Dave decides he wants his character to be very strong. He can increase the character's Strength score to 63 if he reduces the Stamina score to 43.*

Step 5—Determine Secondary Attributes

STAR FRONTIERS™ also uses three attributes that are derived from the above primary attributes. These attributes are **Vitality**, **Movement** and **Psi Potential**. Their scores are calculated as listed in the following descriptions.

Vitality (VIT): A rating of just how much cumulative damage a creature can withstand before dying. Vitality is calculated by adding your Stamina and Willpower and dividing the result by 5 (round down).

Movement (MOV): This derived attribute is used to determine how far a creature can move during an interval of time. Movement is calculated by averaging your Strength and Agility.

Psi Potential (PSI): This attribute measures the level of psychic power a character is capable of wielding with proper training. Most characters will have no Psi Potential, i.e. a score of 0. If however a character's Intuitian and Willpower scores add up to **more than 125 points**, and both attributes have a score of **55 or higher**, the character's Psi Potential score is equal to ½ their Intuition Score. For more on information see Chapter x—Psionics.

Example: *After modifying his primary attributes, Dave Schick calculates his secondary attributes. He adds his Stamina and Willpower scores, a 43 and 40 respectively, and divides the result by 5, giving him a Vitality of 16. Adding up his Strength of 63 and Agility of 49 and dividing the result by 2 (and rounding down) gives Dave a Movement score of 56. Neither Intuition or Willpower have a score of 55 or above, so his character has a Psi Potential of 0.*

Step 6—Picking Character Skills

A character's natural attributes and abilities help determine how successful they will be, but the skills you select may be of even greater importance. Skills are learned abilities: nobody is born with the ability to use a laser rifle or pilot a shuttle.

MOVEMENT CHECKS

Sometimes a character will want to leap a little farther, or run a little faster than normal. When you want your character to move faster than their normal movement rate, you make a Movement Check.

If the check succeeds, your character can put out that extra burst of energy. Multiply the Additional Movement number (the second number listed for each movement type) by the α number of the result and add it to the Base Movement. If the Check fails, the character cannot move faster than normal. On a Fα0, your character might experience some mishap.

Example: *Dave's Yazirian is sprinting towards a closing airlock. Rolling a 51 (Sα5) , he can run up to an additional 15 meters this turn—5 x the additional movment number of 3 for Yazirians.*

Now that the character's attributes, species and origin have been figured, it is time to pick the skills your character has been trained in.

Your character's level of ability in the skills you choose is determined by the character's attribute and skill ratings. Characters will have already acquire some skills (as explained in Step 3—Determine Character Origin), the rest are a matter of your personal preference.

For a list of skill and their descriptions see the next chapter, Skills.

Picking Skill Clusters

Skills have organized in to groups of related skills called Skill Clusters. Choose 3 skill clusters to represent the areas of professional training your character has received.

Once you chosen your skill clusters, you have 100 points to divide amongst any skill in these Clusters. There is one important limitation, however; you can only add 10, 20 or 30 points to any one skill.

Personal Interest Skills

In addition to their professional training, characters also receive 50 points to divide among any skill, in any cluster, to represent the characters personal interests and hobbies. Unlike professional skills you do not have to spend these points in increments of 10, but you may not put more than 20 in any one skill.

Step 7—Equip Your Character

The last step in character creation is to purchase your starting equipment. Characters start with 300 credits (see **The Guide to Frontier Space** for a list of equipment available for purchase) and a piece of specialized equipment from the following list:

- EnviroKit
- MedKit
- RobocomKit
- TechKit
- Generic pistol (Autopistol, Elestro stunner, Gyrojet Pistol, Laser Pistol, Needler Pistol or Sonic Stunner)

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SKILLS

RATING
INNER
CHECK
CHECK
OUTER

COGNITION
LOGIC
PSYCHE
PRESENCE
COORDINATION
AGILITY
INTUITION
DEXTERITY
PHYSIQUE
WILLPOWER
STRENGTH
OUTER
STAMINA
PRIMARY
PSI POTENTIAL
MOVEMENT
VITALITY
INNER
SECONDARY
CURRENT
NAME
SEX
MASS
MOVEMENT
RACE
HEIGHT
WALK
SWIM
VISUAL
ORIGIN
RUN
JUMP
TOUCH
SENSES
HEARING
TEMPERATURE
ATMOSPHERE
SMELL
TASTE
FEATURE
POPULATION
GRAVITY

Dralasites

Average Size: 1.3 m tall, 1 m wide

Average Mass: 65 kg

Average Lifespan: 250 years

Reproduction: hermaphroditic, budding

Body Temperature: 30 C

Description

Dralasite skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the Dralasite's two eyespots.

The internal structure of a Dralasite is very different from the other races. The Dralasite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralasites breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores, but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.

All Dralasites go through male, female and neutral stages during their lives (these phases can be controlled with medicines). Males release spores into the air, which drift until they become attached to a female. A young Dralasite then ''sprouts'' from its mother, eventually maturing and dropping off.

Dralasites do not float naturally. They can swim, but if knocked unconscious they will drown. A Dralasite can float if it spends 5 minutes forming an air pocket in its body before entering the water.

Senses

The most important sense for a Dralasite is smell. They breathe directly through their skin, and the entire membrane is sensitive to odors. Their sense of smell is so keen they can identify persons by smell alone and can recognize familiar smells on

objects or persons. The membrane also is sensitive to touch and to vibrations, allowing Dralasites to hear and feel.

Dralasites see in a monochrome spectrum described as "dark vision". They see shapes and light and darkness very clearly, and can see a difference between distinct colors (blue and green, for example) because one is darker than the other, but they do not see actual colors. However, a Dralasite may function in the absence of light by observing the luminal energy signatures of objects.

Speech

Dralasites have a voicebox, but it works like a bellows because they have no lungs. A Dralasite's voice can vary from a soft whisper to a thundering roar and from a bass rumble to a piercing screech. Among themselves, they also use shapes, odors and touch to communicate.

Society and Customs

Dralasites are philosophical and thoughtful. Their communities are small, and many Dralasites prefer to live alone. Dralasites do not care about wealth, power or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasites often hold large public meetings to discuss new ideas. Discussions and debates are among their favorite ways to relax.

Steam baths are another favorite Dralasite recreation. They mix perfumes and intoxicants with the steam. These affect Dralasites the same way alcohol does a Human or Yazirian.

Dralasites are widely known for their strange sense of humor. They love old jokes and puns that make Humans groan. Many Human comedians who could not find work in Human cities have become rich performing on Dralasite worlds.
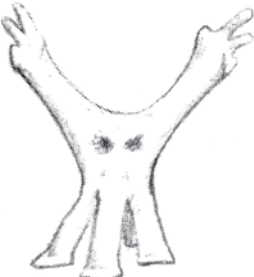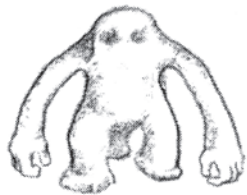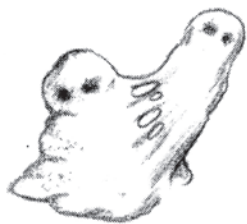
Dralasites do not normally wear clothing, because it makes breathing difficult and interferes with their sense of smell. They usually carry their equipment on web belts. When they must wear clothing to protect themselves, they use special materials that let air reach their skin.

Attitudes

Dralasites are very fond of Vrusk, because they think Vrusk have funny shapes. They get along well with Humans but are careful not to upset Yazirians, who they consider too violent. They use jokes as a means to solidify bonds and even to confuse or disarm their enemies as masters of dry humor and tongue-in-cheek. Despite these tendencies, they take life as seriously as any other race and the weight of a situation is rarely lost on them.

Special Equipment

Dralasites may only use spacesuits and armor made specifically for Dralasites. Dralasite spacesuits and armor cost 10% more on worlds and space stations where Dralasites are not primary inhabitants.

Special Abilites

Elasticity: A Dralasite's skin is stretchable and supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed.

A Dralasite can have a number of limbs equal to its Dexterity divided by 10, rounded up. The player must decide whether a limb is an arm or a leg when it is grown. For example, a Dralasite with a Dexterity score of 45 can control up to five limbs. It could have three legs and two arms, two legs and one arm, no legs and five arms, or any other combination adding up to five or less.

Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 1 meter long and no less than 10 cm thick. "Fingers" for handling items can be up to 10 cm long and no less than 1 cm thick.

Even though a Dralasite can have many arms, it can not fire more than two weapons at once. When a Dralasite player creates limbs, he must specify one as the dominant limb, the same way a Human must choose to be either right or left handed. Also, despite a Dralasite's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.

Detect Deception: A Dralasite's sensitive outer membrane and dark vision makes them able to pick up a combination of smells, light, and vibrations. By paying attention, the Dralasite may identify a person's

mood and whether they are being dishonest and/or manipulative, earning them the reputation of being lie detectors. The Dralasite may roll ½ their INT, plus modifiers, to detect deception or other moods during each complete dialog or answer by the speaker, face-to-face. This may be improved with experience points. When the player requests to detect deception, the Referee makes the roll in secret. If successful, the Dralasite senses deception, if any, but cannot determine what the truth is from those deceptions.

Example: *Drom is observing a security guard who is speaking about the reason why he is making rounds at this time. Drom makes an attempt to detect deception at 27%. A roll of o6 reveals that the security guard is indeed being deceptive. So then Drom begins asking the security guard a series of questions, attempting to detect deception with each answer, narrowing his questions to pin down the security guard. Realizing that he has been found out, the security guard pulls his laser pistol.*

Motivations for Adventure

Dralasites that become adventurers often do so because they want to have anecdotes to share and to learn more and express ideas about the universe around them. They have no special attraction to violence or action, so they will not seek it, but will certainly capitalize on it for their anecdotal repertoire and find overcoming their enemies to be a source of amusement.

Sample Names

Bebble, Bendo, Bizzle, Dom, Ebin, Embo, Fromm, Greck, Gemel, Gleeb, Gloob, Gloop, Grobber, Mazy, Nobb.
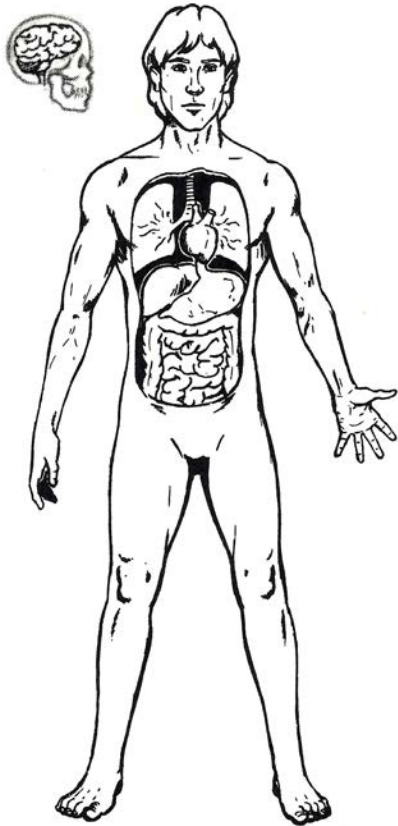
Humans

Average Size: 1.8 m tall (male), 1.7 m tall (female)

Average Mass: 80 kg (male), 55 kg (female)

Average Lifespan: 200 years

Reproduction: heterosexual, viviparous

Body Temperature: 37 C

Description

Humans are similar to Earthmen, but these Humans developed on another planet closer to the center of the galaxy. Humans are considered the average characters in **STAR FRONTIERS**™ games, so their abilities are not modified when the character is created.

Typical adult Humans are approximately 2 meters tall, and have two arms and two legs. They are warm-blooded omnivores with internal skeletons. Both hands have four fingers and one opposable thumb that allows them to grip and use tools. Their arms are jointed at the shoulder, elbow and wrist. Their legs are similar, being jointed at the hip, knee and ankle. Humans walk upright.

Human skin color varies over a wide range, including pale white and pink, tan, pale yellow, red, brown and black. This color does not change as the Human matures. Most Humans have hair covering the top and back of the head, and males also have hair on their chins and throats. Hair color varies from white and yellow to red, brown and black, gradually changing to gray as the Human ages.

Senses

Humans have color vision, sensing the spectrum between infrared and ultraviolet wavelengths. They have good depth and motion perception. Their hearing covers a range from 16 to 27,000 cycles per second, with good separation and

direction-sensing qualities. Their skin is touch-sensitive. Their senses of taste and smell are not as highly developed as their sight.

Speech

Humans speak by forcing air from their lungs through a larynx or voice-box and shaping sounds with their lips and tongue. They can create a wide range of sounds, and have no difficulty speaking Pan-Galactic and Yazirian languages.

Society and Customs

Human society centers around the family. A family generally consists of a father, a mother and 1 to 10 children. Families usually group together into communities for mutual support and protection. Community size varies widely; several Human cities are known to have populations above 5 million.

Of all the star-faring races, Humans are the most varied. As a race they are not as warlike as the Yazirians, as businesslike as the Vrusk or as thoughtful as the Dralasites. Yet, individual Humans can be found who surpass even the most violent Yazirians, the most dedicated Vrusk and the most philosophical Dralasites. Humans tend to value individuality and personal freedom more than anything else, but they do not hesitate to work together to reach a common goal or to protect themselves from attack.

To members of the other races, the most puzzling aspect of Human behavior is their curiosity and love of adventure. Many Humans are willing to put themselves in great danger simply to see something new or go somewhere no one has ever gone before. Some Humans (a very small percentage) seem to actually enjoy being in danger, thriving on the excitement of a life-or-death situation. This type of behavior has never been observed in normal
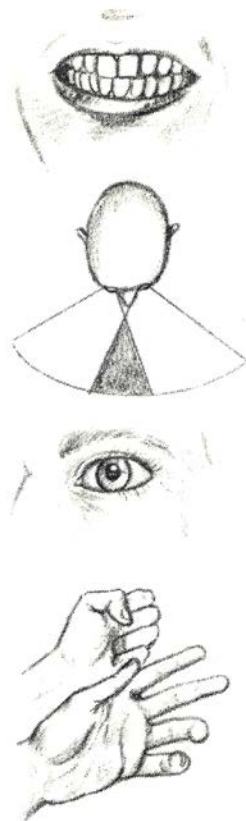
members of the other races. Even the Yazirians, known for their violence and fits of rage, try to avoid taking unnecessary risks. This spirit of adventure has served Humans well, however, as most major exploration missions organized by local governments or private companies are led by a Human.

Many alien biologists have wondered how the Human race could have survived long enough to build a civilization and colonize new planets; compared to other creatures in the galaxy, Humans are not especially strong or quick, and are no smarter than the other races. However, Humans are very inventive and adaptable. They manage to survive and even flourish in areas other races consider uninhabitable, by adapting themselves to the new conditions with surprising speed. This and the Humans' love for gadgets and hardware led to the appearance of a popular saying among Vrusk, ''Mr. Human and his Indestructible Junk Show.'' Despite this condescending attitude, Vrusk and the other star-faring races have learned to respect Humans.

Attitudes

Humans are one of the most open and accepting of the known races. They get along very well with Dralasites, and their similarity to Yazirians usually is strong enough to overcome the usual negative reaction to a Yazirian's pushiness. Many Humans, however, are mildly nervous around Vrusk. Human psychologists blame this on the Vrusk's resemblance to a giant insect. (Many Humans dislike insects, and some are actually afraid of them.)

Special Abilites

Humans emphasize training and education more than the other rac-

es, so players who are starting new Human characters get to add 5 to any one ability score. This bonus can be added to only one ability in an ability pair. For example, increasing a character's Strength score does not affect the character's Stamina score.

Motivations for Adventure

Many humans have a thirst for excitement and strong ideologies (including a quest for independence) that can lead them into much trouble. Other races often view them as foolhardy, but admire their perseverance. However, that same perseverance may lead to them being the target of their group's enemies.

Sample Names

Devrose, Reanna, Hollace, Calli, Ringar, Doma, Dong Mai, Ichinata, Soren, Osterhein, Micholi, Brom, Char, Roj.
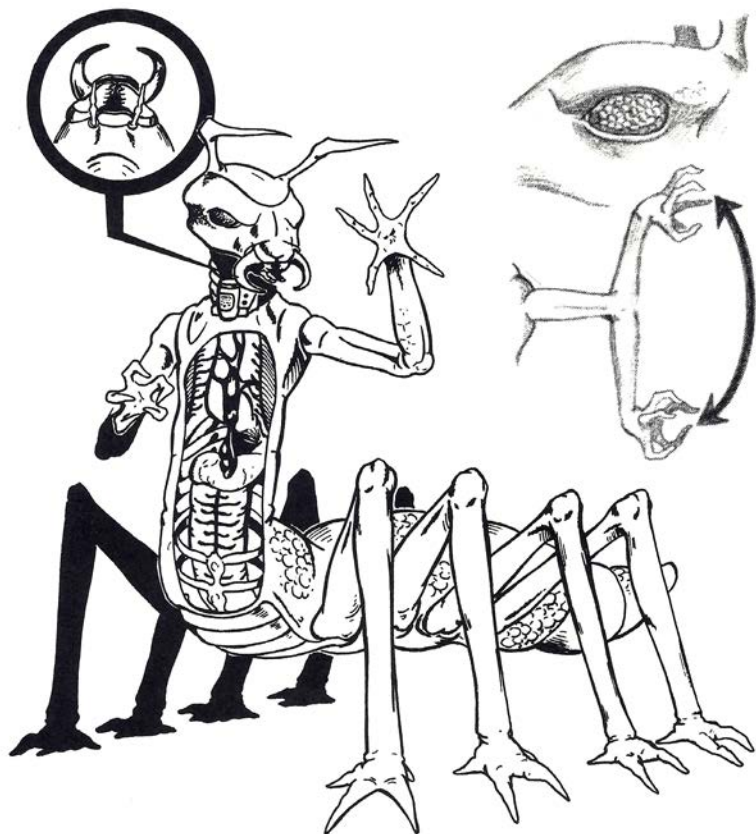
Vrusk

Average Size: 1.5 m tall, 1.5 m long

Average Mass: 85 kg

Average Lifespan: 175 years

Reproduction: heterosexual, ovoviviparous

Body Temperature: 38 C

Homeworld: K'zah-kit, K'ak-en-Kar

Description

Vrusk look like large insects and are sometimes called "bugs". Eight legs grow from their abdomen, four on each side, giving them +10 to stability checks. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders. The head is above the shoulders. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any

muscles. They can reach any point on their abdomen or behind their backs easily. They are quicker than Humans, but are not as strong.

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

Senses

Vrusk have very good color vision, however compared to Human vision, Vrusk see more of the short wavelengths (blue and ultraviolet light) and less of the long wavelengths (orange and red). Their sense of smell is centered in their antennae, and is slightly better than a Human's. A Vrusk's antennae also serve as tactile feelers.

Speech

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths.

Society and Customs

Vrusk are hard-working and practical. Their society is organized around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set up colonies. A Vrusk that works for a conglomerate usually works for only one division, and might not even know what other divisions the company owns. Trade houses, which are more common in the Frontier, specialize in one type of business. Because all Vrusk working for a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is reg-

ulated by laws that are so complex no one besides Vrusk have ever fully understood them.

Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art, and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However, Vrusk that are defending their company will do anything to remove the threat permanently.

Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

Attitudes

Vrusk get along well with the other three races. They respect the Yazirian

custom of choosing a life-enemy, and feel at ease around Dralasites because they are careful and skillful planners (though they are annoyed by the Dralasites' sense of humor). They understand Humans the least because, to a Vrusk, Humans seem unpredictable and a little lazy.

Special Equipment

Vrusk may only use spacesuits and armor made specifically for Vrusk. They may use **non-Vrusk weapons** at a **-5 penalty**, and other races, except Dralasites, get a -10 penalty when using Vrusk weapons. Vrusk spacesuits, armor cost 10% more for materials. Vrusk spacesuits, armor, and weapons cost an additional 10% more on worlds and space stations where Vrusk are not primary inhabitants.

Special Abilities

Ambidexterity: All Vrusk are ambidextrous (they can use both hands

equally well). Players with Vrusk characters do not need to choose whether their character is right or left handed. Vrusk can shoot weapons, throw grenades, write, catch or grip with either hand.

Comprehension: Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. All Vrusk characters start with a Comprehension score equal to ½ of their LOG. This score is the character's percent chance to figure out any type of social dealing that the player himself can not.

Example: *Kek is following a Human he thinks is a spy for another company. He follows the Human into a bar and sees him talking to a group of rough-looking Yazirians, occasionally glancing over his shoulder. Then the Human hands some money to the thugs and leaves the bar. The Vrusk player is*

not sure what the Human was trying to do, so he tells the Referee he wants to use his Comprehension ability, which has a score of 30. If he rolls 30 or less on a d100, the Narrator will tell him that the Human paid the Yazirians to attack the Vrusk if he tried to follow the Human from the bar. A character's Comprehension score can be increased by spending experience points (see IMPROVING CHARACTERS).

Motivations for Adventure

Vrusks maintain a traditional lifestyle among their people, seeing no logic for a life of danger, and when they end up in adventure, it will either be because of employment or in search of employment. Outcasts will find themselves in constant search for employment and will often find them taking any job they can find, including those on the other side of the law.

Sample Names

K'liKit, Tz'k, Kur'Kuk, Zivik, Kormak, G'dik, Kr'Krusk, V'diKit, Kek, Vittim, T'kik, Ko'Kot, Gettig, Gramic.

Yazirians

Average Size: 2.1 m tall
Average Mass: 50 kg (male), 60 kg (female)
Average Lifespan: 140 years
Reproduction: heterosexual, viviparous
Body Temperature: 39 C

Description

Yazirians are tall, thin humanoids. They are generally smarter and quicker than the other races, but are not as strong. They have long arms and legs and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions (explained under Gliding). Yazirians can glide short distances using these wings.

Yazirians have muzzles and high foreheads, giving them an ani-mal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in color from glossy black to pale yellow. Their skin color ranges from gray to light tan. Because their bodies do not sweat, Yazirians pant to keep cool. They are omnivores.

Yazirians have four knuckles (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip. These characteristics, combined with their primate-like appearance, earned them the nickname "monkeys."

Senses

Yazirians' senses of hearing, smell, and taste are equivalent to a human's. Because they evolved from nocturnal hunters, however, their eyes are adapted to seeing in dim

light. They cannot see in complete darkness. Yazirians usually wear dark goggles or contact lenses when they must work in sunlight or brightly lit interior spaces. Yazirians in bright light without dark goggles must subtract 20 from Coordination rolls and subtract 2 from the results of visual Sense Checks.

Speech

Yazirians have no trouble speaking Human languages or Pan-Galactic. Their own language is a combination of Human-like sounds interspersed with yips, snarls, grunts, and growls.

Society and Customs

Yazirians were very warlike in the past, and are still considered pushy and aggressive by other races. Yazirian communities are divided into large, loosely organized clans. All the members of a clan are related to each other. In the past, clan ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirians moved into space, they have learned to co-operate more and the clans have become less important. Despite this, Yazirians still have a reputation throughout the Frontier as proud, fierce fighters.

A custom Yazirians have kept intact is the selection of a life-enemy, or Darzuhn (dar'zoon, meaning "end-duel"). When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life-enemy, or a Yazirian trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own
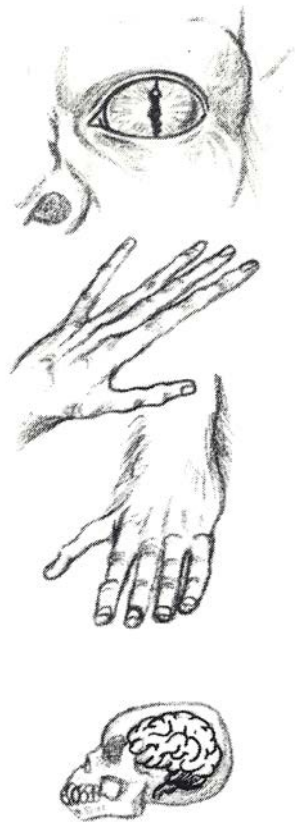
company so it is more powerful than his enemy's, or even try to drive the other company out of business.

A Yazirian gains honor by striving to defeat his enemy. Yazirians with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirians do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirians never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Typical Yazirian clothing is a large, brightly colored cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are worn in the daytime. Yazirians do not like shoes, but when necessary they wear mitten-like shoes.

Attitudes

In general, Yazirians like Vrusk and Humans. They occasionally lose their patience with Dralasites, because they are slow and would rather discuss ideas than act on them.

Special Equipment

Yazirians may only use spacesuits and armor made specifically for Yazirians. Yazirian spacesuits and armor cost 10% more on worlds and space stations where Yazirians are not primary inhabitants. Yazirians cannot use their membranes for gliding while wearing powered armor.

A battle disk known as a zamra is a favorite Yazirian weapon. Yazirians get a +10 ability/skill check when using zamras. Zamras were used in the early history of the Yazirians as a dueling weapon. Battle gauntlets made of a strong, light alloy are used to handle zamras. Two Yazirians equipped with one zamra each would climb separate poles about 20 meters in height 5 meters apart and glide downwards, throwing their zamras at each other. If the duel was not between enemies, the Yazirians would try to hit each other's wing-like membranes, causing opponents to fall faster. If they were enemies, the duelists would try to critically wound or kill each other.

The winner of the duel had to fill several conditions. He had to be alive when he landed, the last one to touch down, and had to land within a two-meter diameter circle which was clearly marked on the ground. One contestant had to meet all these requirements or the duel was considered a draw.

A Yazirian will carry one dark red zamra that can only be used against that Yazirian's life-enemy. A Yazirian will use the zamra against a life-enemy before any other weapon carried. Often the red zamra will be carried as a sign of honor if the Yazirian chooses a life-enemy that

is not a living being, such as a disease or a competitive company. Only one red zamra is ever owned by a Yazirian; to own more is considered disgraceful. A Yazirian may own as many other kinds of zamras as he pleases.

The zamra has a significant place in Yazirian folklore and culture, and Yazirians like to see it treated with proper respect (which they don't feel can be given the device by other races). While Yazirians won't usually attack a non-Yazirian for using a zamra, they won't necessarily be happy to see this situation.

Special Abilities

Battle Rage: Yazirians train themselves to go berserk in battle. A berserk Yazirian gets a bonus of +20 to hit in melee. Yazirian characters start with a Battle Rage score equal to ½ of their WIL, which they can roll at the start of a battle. This chance can be increased by spending experience points (see IMPROVING CHARACTERS) to raise the Battle Rage score. A Yazirian gets a +10 chance to enter Battle Rage against a life-enemy. Battle Rage lasts as long as the Yazirian keeps fighting; it ends when the Yazirian rests for five minutes.

Gliding: Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 1 meter for every meter he is above the ground when he starts. He must start at least 10 meters above the ground. The maximum safe height (and therefore distance) a Yazirian can glide from depends on the gravity of the planet, as shown in the Gliding Table. Yazirians cannot glide on planets with gravities below .6 or above 1.

Motivations for Adventure

Yazirians tend to gravitate towards places where their Darzuhn may be found and will take on jobs or

GLIDING TABLE	
Gravity	Maximum Safe Height
.6	150
.7	100
.8	50
.9	25
1	10

quests that bring them closer to their goal of overtaking or destroying their life-enemy. Yazirians that refuse to take a Darzuhn grow to find mundane life intolerable, and will be overwhelmed by wanderlust and a thirst for adventure.

Sample Names

Grobber, Ajama, Aldo, Amjereel, Ari, Asteret, Attar, Maskedar, Nado, Rabazz, Sandar, Thade, Urko, Ursus, Zaius, Zira, Zorbek.

Chapter 3
Skills

Attributes and Skills

Every skill in **STAR FRONTIERS**™ is tied to an attribute pair. The higher a character's scores in the appropriate attribute, the more skilled that character is likely to be.

Skills and Attribute Pairs

It is important to note that skills are not linked to a single attribute, rather they are linked with both attributes in an attribute pair; depending on the situation, one attribute may be more appropriate to use than the other.

For instance: Logic might be used by a surgeon attending a crew-member in sickbay, but Intuition might be more appropriate when operating on an newly discovered alien species.

In most cases the Narrator determines which attribute is appropriate, however there are times when a players might choose which attribute is being used; a character skilled in martial arts might use his Dexterity when striking with is fists, and Agility when preforming a flying kick. Likewise, a commander might Will his tired troops or rouse them with his Presence.

Note: Some skills are can not be improved. They only allow

you to use the scores of the attributes in an attribute pair. Check the individual skill descriptions carefully so you do not try to improve unimprovable skills!

Most skills can be improved, however. (see Improving Characters XXX).

Skill Checks

In basic terms, when your character uses a skill, you get to make a check against the sum of your skill rating and one of the corresponding attributes in an attribute pair (whatever attribute the Narrator thinks is most appropriate for the particular situation), plus any modifiers that apply to the situation.

Example: *Eusly aim her laser pistol at Streel Corp. hired thug. Dave Schick adds Eusly's Dexterity (the relevant attribute) of 53 and her Energy Sidearm Skill of 20, giving a total of 73. Dave further subtracts 35 for being at medium range. For Eusly to hit Dave needs to roll a 38 or under.*

Maximum Skill Rating

Skill ratings can never exceed the higher score in an attribute pair (physique etc.)

Minor Checks

In relaxed situations where you have plenty of time and are not at risk, you automatically succeed in any Skill that you have at 20% or higher. The Narrator may ask you to roll anyway just to see how long it takes you or how good a job you do (See XXX).

Conjunction Skills

Some skills are not used on their own, but allow other skills to be used differently. The Xenological Theory skill for instance, can be used in conjunction with Language to try to decipher an alien text. The character designates which action is the primary action and which is the secondary action; A single Characteristic Check is made, with the primary skill being read as normal. To determine the success of the secondary action, the dice are read in reverse (see "Inverting results" on page <?>).

In most cases it will be necessary for both skills to succeed, however, final interpretation is left to the Narrator.

Specialization

Most skills give your character the ability to perform a wide variety of related actions, or the ability to use several similar objects or weapons. The Drive Ground Vehicle skill, for example, allows characters to drive just about anything with wheels, an engine, and a steering device; the Energy Sidearm skill allows the use of any energy weapon fired with one hand.

Sometimes however, characters have particular vehicles or a favourite sidearm that they prefer to use over others; that they are better at using than others. These characters have specialized.

You can specialize in any skill, provided you have a rating of more than 20 in that skill. Simply decide how your character specializes (work with the Narrator to determine the limits of that specialty).

In game terms, specialization provides advantages and disadvantages. Performing actions within your specialty allows you to invert your die roll to get a better result. However, performing actions outside your specialty forces you to invert your die roll to the lesser result.

MEASURING SKILL RATINGS

What does a skill rating mean in general terms. Skills are rated on a 1 to 60 (1-40 for Advanced skills). The following table offers a way to evaluate a character's training and experience at different skill ratings.

1–10%: Beginner. The character has only the most basic knowledge of how the skill works, and must roll whenever attepmting to use it,

10–20%: Amateur. The character has some rudimentary training in the skill. and in non-stressful situations the character can perform routine activities without needing to roll.

21–40%: Professional. The character does not need to worry about failing routine tasks, and is experienced to manager others in the skill. At this skill rating, a character can perform routine or even complex activities relating to the skill, rolling only when there is an element of risk, or when the chance of failure is dramatic.

41–60%: Expert. The character has advanced expertise in a given field. Skills in this rage correspond to an advanced degree, or many years of experience. Character wtith this level of skill can perform complex and difficult actions relating to this skill, under routine circumstances, without rolling.

61% or higher: Master. Only a handful of true geniuses attain this level of mastery. Most skills cannot be raised to this level through education or training alone: your character must advance further through practical use (see Character Improvement). Only the most difficult tasks are beyond their abilities. Character this skilled rarely need to roll the dice except at most difficult of tasks or in dire situations.

SKILL LIST

Administration
Bureaucracy (PSY)
Economics (COG)
Law (PSY)
Management (COG)

Agriculture
Animal Handling (COG)
Aquaculture (COG)
Farming (COG)
Hydroponics (COG)

Athletics
Aquatics (MOV)
Archery (COR)
Freefall (COR)
Standard-GManoeuvre(MOV)
High-G Manoeuvre (PHY)
Low-G Manoeuvre (COR)
Parachuting (COR)
Sports (PHY)
Throwing (COR)

Close Combat
Armed Combat (PHY, COR)
Brawling (PHY)
Boxing (PHY)
Martial Arts (COR)
Wrestling (MOV)

Command
Leadership (PSY)
Logistics (COG)
Strategy (COG)
Tactics (COG)

Communications
Language (COG)
Oration (PSY)
Persuasion (PSY)
Writing (PSY)

Culture
Dralasite (COG)
Human (COG)
Military (COG)
Vrusk (COG)
Yazarian (PSY)
Spacer (COG)
Street (PSY)

Fine Arts
Acting (PSY)
Artisan (PSY)
Dance (COR)
Music (PSY)
Painting (PSY)
Photography (PYS)
Sculpture (PSY)

Firearms
Energy Sidearms (COR)
Projectile Sidearms (COR)
Energy Long Arms (COR)
Projectile Sidearms (COR)

Cultural Sciences
Archaeology (COG)
History (COG)
Politics (PYS)
Sophontology (COG)
Theology (COG)
Xenological Theory (COG)

Life Sciences
Biochemistry (COG)
Botany (COG)
Cybernetics (COG)
Exobiology (COG)
Genetics (COG)
Zoology (COG)

Medicine
First Aid (COG)
Forensic Medicine (COG)
General Medicine (COG)
Pharmacology (COG)
Psychology (COG)
Surgery (COG)
Veterinary Medicine (COG)

Military
Beam Gunnery (COR)
Heavy Weapons (COR)
Projectile Gunnery (COR)

Physical Science
Astrogation (COG)
Astronomy (COG)
Chemistry (COG)
Geology (COG)
Meteorology (COG)
Physics (COG)

Stealth
Hiding (COR)
Shadowing (COR)
Sneaking (COR)

Subterfuge
Bribery (PSY)
Disguise (COR)
Fast-talk (PSY)
Forgery (COR)
Lockpicking (COR)
Sleight of Hand (COR)

Tech
Computers (COG)
Damage Control (COG)
Demolitions (COG)
Electronics (COG)
Mechanics (COG)
Remote Operations (COG)
Robotics (COG)
Robopsychology (COG)

Vehicle
Driving (COR)
Piloting (COR)
Power Suit Operation (PHY)
Ride Mount (COR)
Sailing (COR)

Wilderness
Environmental Suit (COR)
Mountaineering (COR)
Navigation (COG)
Orienteering (COG)
Survival (COG)
Tracking (COG)

Skill Descriptions

Each skill used in **STAR FRONTIERS** is described below along with what Attribute Pair it is linked with. They have been organized according to Skill Clusters—groups of related skills.

Skills with a **A** next to them are advanced skills, and much more difficult to improve (see chapter 6). Skills with a **C** next to them are used in conjunction with other skill.

Administration

These skills cover the organization of the activities of any social, political, or commercial institution.

Bureaucracy (PSY)

This skill covers the organization and procedures of institutions and can often find ways to improve their service and performance, or obtain services more efficiently.

Economics (COG)

This skill deals with the principles of production, distribution, and consumption of goods and services and the management of economic systems. Characters with this skill will be able to judge the value of specific goods and services in various markets on the Frontier, as well as analyse economic trends.

Law (PSY)

This skill gives characters knowledge and experience with the rules and principles governing the affairs of modern communities.

Management (COG)

This skill covers the control of an institution's physical, economic, and personnel, including how they can be used most effectively.

Agriculture

These skills cover the art and science of producing food crops and raising live stock.

Animal Handling (COG)

This skill covers the breeding, care and processing of domesticated livestock.

Aquaculture (COG)

This skill covers the science of cultivating aquatic plant crops and live stock both on and under the water.

Farming (COG)

This skill covers the cultivation of food crops in terrestrial environments.
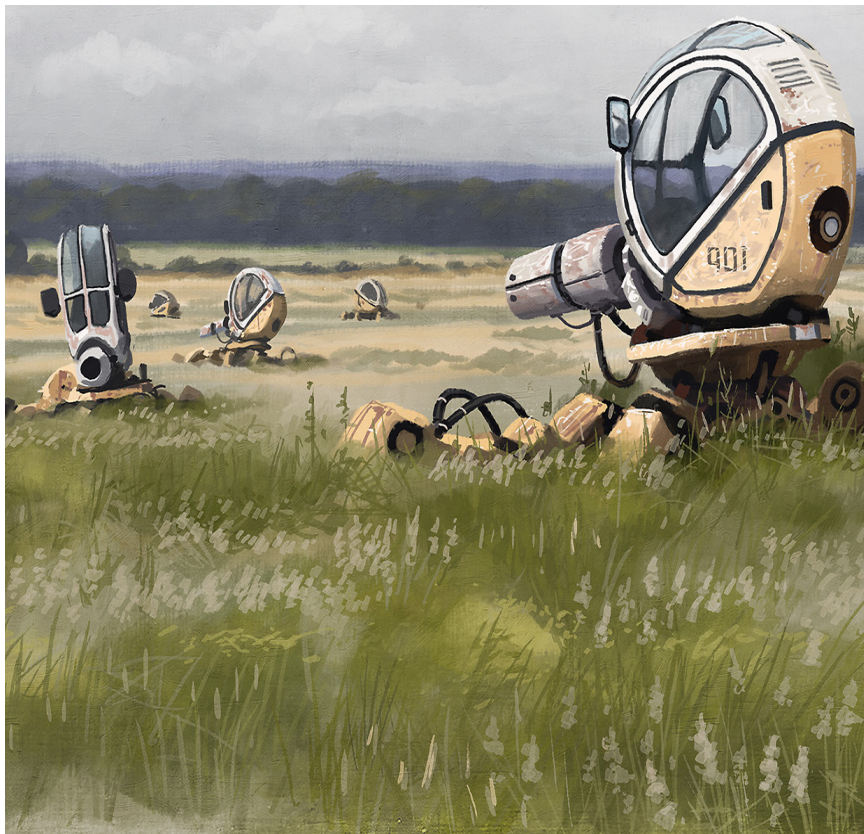
Hydroponics (COG)

The science of cultivating plants in nutrient solution rather than in soil. This process is useful for environments in which available space is a consideration, such as orbital stations or underwater complexes.

Athletics

These skills represent training in activities such as sports, exercise and games that require physical skill.

Aquatics (MOV)

This skill covers movement and activity in aquatic environments. Use of underwater breathing equipment is covered by the Environmental Suit skill.

Archery (COR)

This skill covers the use and construction of muscle-powered missile weapons, ranging from longbows to modern compound bows.

Freefall (COR) C

This skill represents a character's ability to function in low- and zero-G environments. For game purposes, Freefall is used in conjunction with other other PHY and COG skills being attempted in zero gravity environments.

Standard-G Manoeuvre (MOV) C

While it might not seem nessessary to have a skill to deal with movement in standard gravity (above .6 G and less than 1.4 G), for characters who originated in lower or higher gravity environments, it can prove vital. For characters from a low-G environment, the skill is linked to Physique ability pair; for characters from higher gravity environments, it is linked to the Coordination ablty pair. For game purposes, Standard-G manuvers is used in conjunction with other other PHY and COG skills that are being attempted in standard gravity environments.

High-G Manoeuvre (PHY) C

Gravities from higher than 1.4 G pose special hazards for characters who attempt to move about within them. Characters with the High-G manuver skill have been trained to deal with high-G environments. For game purposes, High-G manuvers is used in conjunction with other other PHY and COG skills that are being attempted in high gravity environments.

SKILLS

3

Low-G Manoeuvre (COR) ◉ C

Low-G environments, less than .6 G pose their own special set of problems for characters attempting to manuver in them. For game purposes, Low-G manuvers is used in conjunction with other other PHY and COG skills that are being attempted in low gravity environments.

Parachuting (COR)

The skill of jumping out of aircraft with a parachute or similar device designed to slow atmospheric freefall. This skill covers maintenance of a equipment, the selection of a landing zone, and the evaluation of local weather conditions.

Sports (PHY)

This skill must be taken individually for each sport with which the character is familiar. It represents knowledge of the rules, history. tactics, and skills of specific athletic games and contests.

Throwing (COR)

While the distance a character is capable of throwing an object is based on his arm strength, it is usually more important to determine how accurately a character throws an object. Throwing with accuracy depends on use of the Throwing skill.

Close Combat

These skills represent several arts and disciplines of armed and unarmed combat and self-defense. See page xxx more information on close combat.

Armed Combat (PHY, COR)

This skill covers training in the use of a variety of melee weapons, including blades, nightsticks, and stun batons.

Brawling (PHY)

Brawling is the art undisciplined street-fighting. Brawling depends primarily upon brute force rather than elegance of movement to achieve its effect.

Boxing (PHY) ◉ A

Characters with this skill are trained in the art of fisticuffs. They are better able to block blows—and deliver them—than untrained fighters. Characters with this ability get several special attacks, described in detail on pages xxx.

Martial Arts (COR) ◉ A

Characters with the Martial Arts skill are trained in a variety of martial techniques which set them apart from ordinary fighters. The special abilities that are available to martial artists are described in detail on pages xxxx.

Wrestling (MOV) ◉ A

Characters with this skill are trained in the art of grappling and subduing their foe. They have several holds and other special attacks at their dis-

posal. These are described in detail on pages xxx.

Command

These skills represent a character's ability to manage resources and conduct operations in a military or crisis situation.

Leadership (PSY)

This skill is the art of inspiring and motivating others to perform pre-scribed tasks and duties. This skill is used influence the willingness of non-player characters to follow a player character.

Logistics (COG)

This skill represents a character's ability to plan and coordinate the material supply of a military opera-tion or similarly complex project.

Strategy (COG)

This skill involves planning and co-ordinating the operational elements

of a military campaign, including the manoeuvre of land, air, and sea forces, as well as the deployment of orbital assets.

Tactics (COG)

This skill involves the deployment and maneuver of individual craft or small units.

Communications

These skills define a character's ability to interact and communicate with other people.

Language (COG)

This skill represents the ability to communicate in a specific language other than a character's native tongue. This skill must be purchased independently for each language a player wishes his character to know.

Negotiations (PSY)

The art of subtle manipulation and calculated compromise in an effort to reach an agreement or consensus. Negotiation is distinguished from Persuasion in that it is most often concerned with commercial transactions between two or more parties. An understanding of Economics and the local Culture can improve a character's ability to use this skill successfully.

Oration (PSY)

The art of speaking powerfully and eloquently before a group of people with the intent to alter their attitudes or behavior.

Persuasion (PSY)

The art of inducing another peron or persons to modify their actions or beliefs through reasoned argument or emotional and psychological appeal. As with any social skills. the narrator should feel free to modify the difficulty quite liberally according the manner in which such an interaction is roleplayed.

Writing (PSY)

The art of constructing not only entertaining or meaningful written accounts and narratives, but also technical and non-narrative writing.

Culture

These skills represent familiarity with the customs, ethics, and rules of conduct of specific social and cultural communities and institutions. The following options are available:

Dralasite (COG)

This skill covers familiarity with the mores, customs, ethics, and rules of conduct of Dralasite society.

Human (COG)

This skill covers familiarity with the mores, customs, ethics, and rules of conduct of Human society.

Corporate (PSY)

This skill covers familiarity with the corporate culture on the frontier.

Military (COG)

This skill covers a familiarity with the codes and traditions of the armed forces.

Vrusk (COG)

This skill covers familiarity with the mores, customs, ethics, and rules of conduct of Vrusk society.

Yazarian (PSY)

This skill covers familiarity with the mores, customs, ethics, and rules of conduct of Yazarian society.

Spacer (COG)

This skill covers knowledge of the culture and society of communities on space stations or onboard spacecraft.

Street (PSY)

This skill covers knowledge of the codes and customs of the darker side of life in any sprawling urban area.

Fine Arts

These skill represent talent or training in a variety of art forms which emphasize aesthetic appeal.

Acting (PSY)

This skill covers training in and performance of traditional dramatic techniques, including the careful manipulation of voice and physical mannerisms in support of language.

Artisan (PSY)

Characters with this skill can handcraft items of practical value and high quality.

Dance (COR)

Characters with this skill are able to perform a wide variety of traditional dances, both professionally and for personal enjoyment.

Music (PSY)

The art of arranging sounds so as to create a coherent and evocative composition. This skill covers both composition and the ability to play a musical instrument.

Painting (PSY)

This skill covers training in the art of creating picture or abstract representations in a variety of mediums.

Photography (PYS)

This skill covers training in the use of photographic equipment, including video and holographic recorders.

Sculpture (PSY)

This skill covers training in the art of shaping a three-dimensional object, figure, or design from a variety of physical media.

Firearms

These skills represent training in various classes of firearms. This include loading and unloading. aiming and firing, sighting, mounting accessories, routine care and

maintenance, and immediate actions necessary in the case of a misfire or jam.

Energy Sidearms (COR)

This skill covers the use of the wide variety of energy-based hand-guns and sidearms found on the frontier.

Projectile Sidearms (COR)

This skill covers projectile based hand guns and side arms.

Energy Long Arms (COR)

This skill covers the use of standard shoulder-fired energy weapons.

Projectile Longarms (COR)

This skill covers projectile based hand guns and side arms.

Cultural Sciences

These skill represent the systematic, academic study of behavior and society of sentient beings both known and unknown.

Archaeology (COG)

This skill covers the recovery and study of material evidence, such as graves, buildings, tools, and other remaining from past cultures.

History (COG)

This skill covers the scholarly discipline concerned with the recall, recording, and analysis of past events.

Politics (PYS)

This skill covers the processes, principles, and structure of government and political institutions.

Sophontology (COG)

This skill covers the scientific study of the origin, behaviour, and physical, social and cultural development of intelligent living creatures.

Theology (COG)

This skill covers the study of the nature of the divine, religious truth, and spiritual belief systems.

Xenological Theory (COG) Ⓐ Ⓒ

This skill deals with the recognition of familiar elements in alien beings, and using them as a basis to understand the remaining differences. More simply, it is a training in predicting alien natures. It is intended to be used in conjunction with other skills. For example: if used with language, it allows for the learning of alien languages; if used with Philosophy, it allows for the understanding of alien philosophies; and so on. In each case, Xenological Theory is the primary skill.

Life Sciences

These skills cover the branches of science that deal with living organism and their organization, life processes, and relationship to each other and the environment.

Biochemistry (COG)

The study of the chemical substances and vital processes occurring in living organism.

Botany (COG)

The scientific study of plants, including their taxonomy, ecology, and morphology.

Cybernetics (COG) Ⓐ

The study of blending living and synthetic life.

Exobiology (COG)

Exobiology is the study of totally alien living organisms, that is, life forms that do not resemble known animal or vegetable life forms, as well as the effects of alien environments on known organisms.

Genetics (COG)

The branch of biology that deals with heredity, especially mechanisms of hereditary transmission and variation between similar organisms.

Zoology (COG)

The branch of biology that deals with animal life, including their

structure, physiology, development, and classification.

Medicine

These skills cover the techniques of diagnosing. treating, or preventing disease and damage to the body and mind. There are special interspecies modifier for all attempts to provide care to patients of a different species.

First Aid (COG)

A character with this skill is able to administer emergency medical treatment to an injured or sick person. First Aid is used to stop bleeding, set fractured bones, stabilize a patient suffering from shock, and temporarily relieve pain.

Forensic Medicine (COG)

The branch of medicine concerned with identifying the details surrounding a death, usually in the context of a criminal investigation.

General Medicine (COG) Ⓐ

This skill covers the extended medical care a patient receives following first-aid treatment, excluding any surgical procedures.

Pharmacology (COG)

The science of drugs, their composition, applications, and effects.

Psychology (COG)

The science of mental processes and behaviour, including the diagnosis and treatment of mental illnesses.

Surgery (COG) Ⓐ

The branch of medicine dealing with the diagnosis and treatment of injury and disease by manual and instrumental means, often involving the replacement or removal of damaged or diseased tissue or organs.

Veterinary Medicine (COG)

The medical care and treatment of animals.

Military

These skills include the operation and maintenance of weapon systems most commonly in use by military and paramilitary organizations.

Beam Gunnery (COR)

This skill covers the operation of energy weapons, both integral vehicle weapon systems and crew-served artillery weapons. Weapons include beam weapons of every kind, including laser batteries, laser canons, proton beam batteries, proton canons, and any other type of beam weapon and electrical attacks.

Heavy Weapons (COR)

This skill covers weapons larger than longarms, such as machineguns and missile launchers. Turret-mounted weapons on vehicles use this skill, while Gunnery is required to fire integral vehicle weapons.

Projectile Gunnery (COR)

This skill covers the operation of projectile weapons, both integral vehicle weapon systems and crew-served artillery weapons. Large rocket weapons include large rockets, assault rocket batteries, torpedoes, canons, tank turrets, and large missiles.

Physical Science

These skills cover scientific disciplines which deal with the observation, identification, description, experimental investigation, and theoretical explanation of energy and inorganic matter.

Astrogation (COG) Ⓐ

Characters trained in Astrogation can make the complicated calculations required to take a starship safely through hyperspace. Astrogators also have a chance to pinpoint their location if, for some reason, a hyperspace jump deposits them somewhere other than their intended destination.

Astronomy (COG)

The scientific study of matter in outer space, especially the positions, dimensions, distribution, motion, composition, energy, and evolution of celestial phenomena.

Chemistry (COG)

The science of the composition. structure, properties, and reactions of matter, especially of atomic and molecular systems.

Geology (COG)

The study of the origin, history, and structure of planets. The Geology skill is valuable in the locating and exploitation of natural resources.

Meteorology (COG)

The science of atmospheric phenomena, especially weather and weather conditions.

Physics (COG)

The science of matter and energy and of interactions between the two. The skill is commonly specialized in traditional fields such as acoustics. optics, mechanics. thermodynamics, electromagnetism, nuclear physics, and particle physics.

Stealth

These skills represent a character's ability to move quietly and avoid observation.

Hiding (COR)

A character with this skill is trained to use his surroundings to avoid detection. This skill gives a character knowledge of how to use camouflage to conceal his position as well as other objects.

Shadowing (COR)

This skill represents a character's ability to follow a person unobtrusively, either on foot or in a vehicle.

Sneaking (COR)

This skill represents a character's ablility to move silently while remaining unobserved.

Subterfuge

These skills represent training in covert or criminal activities. These skills are often as important to law enforcement, counter-intelligence, and security personnel as they are to operatives and criminals themselves.

Bribery (PSY)

A character with this skill is versed in subtle techniques of offering money or favors to a person in a position of trust or authority, with the intent to influence that person's views or actions.

Disguise (COR)

This skill involves the alteration of physical appearance with the intent to deceive. Disguise typically emphasizes major characteristics such as hair and eye color. complexion, apparent age, and dress. Acting is very useful in supporting and sustaining a disguise.

Fast-talk (PSY)

philosophies of thinking and speaking quickly and improvisation, with the intent to deceive through bluff, bravado, or outright lies.

Forgery (COR)

This skill covers the art of replicating official documents, papers, or identification in either hardcopy or electronic form.

Lock-picking (COR)

This skill covers the ability to use specialized tools to open or bypass mechanical locks.

Sleight of Hand (COR)

This skill covers all feats of legerdemain, from picking a mark's pockets.

to drawing from the bottom of the of the deck.

Tech

These skills cover the ability to operate, modify, build, and repair technological devices, including electronics, mechanical devices. computers, and telepresence remotes.

Computers (COG)

This skill represents a character's familiarity with the operation, maintenance, and repair of computer hardware and software.

Damage Control (COG)

This skill covers training and experience in detecting, analyzing, controlling, and combating potentially catastrophic failure of various technological systems, or serious damage to structures and vehicles. Characters with this skill can respond to a failing life-support system aboard an interplanetary

spaceship, control the flooding cau-ed by a hull-breach in a deep-sea habitat, or combat an engine fire on an ocean-going vessel.

Demolitions (COG)

This skill allows a character to set explosive charges and deploy land and sea mines. The character will also be able to create homemade explosives and construct mines or explosive traps.

Electronics (COG)

This skill represents a character's familiarity with the operation, re-pair, and design of electronic equipment and technology, in-cluding communications, sensor equipment, cybernetics, and secu-rity systems.

Mechanics (COG)

This skill covers the operation. re-pair. and design of mechanical equipment and technology.

Power Plant Operation (COG)

This skill covers familiarity with and operation of and operation of power plants such as electrical gen-erators, nuclear reactors, etc.

Remote Operations (COG)

This skill represents a character's training with remotely operated devices, telepresence systems and remotely piloted vehicles.

Robotics (COG)

This skill allows a character to build, modify, and repair broken hardwire on robots of all types. Characters will still need to use the Computer skill, however, to alter or fix faulty software.

Robopsychology (COG) Ⓐ

Robopsychology allows a character to argue with an artificial intelligence and try to tap its memory, learn infor-mation from it or get it to change its programmed way of thinking.

Vehicle

These skills cover training in the operation and routine maintenance of vehicles and trained animal.

Driving (COR)

This skill includes the ability to operate a variety of modern surface-going vehicles, such as ground vehicles, hovercraft, and powered water-craft.

Piloting (COR)

This skill includes the ability to operate a variety of sophisticated modem vehicles, such as submersibles, jumpcraft, aircraft, and even orbital shuttles. Note, however, that this skill only represent a character's familiarity with the physical operation of these vehicles. All of them rely on dedicated computer-controlled systems and a Computers roll can be used to determine a character's familiarity with individual control systems.

Power Suit Operation (PHY)

This skill allows the use any type of powered suit or frame, such as exoskeletons and power armour.

Ride Mount (COR)

This skill allows a character to ride a tamed animal trained to carry a rider. The only time a skill check is needed is when a character first tries to mount a new species, when a difficult manoeuvre is performed, or when a mount feels endangered.

Sailing (COR)

This skill covers the operation and routine maintenance of wind-powered sailing vessels.

Wilderness

These skills represent survival training in wilderness environments.

Environmental Suit (COR)

This skill covers the ability to operate enclosed protective gear, whether it

be spacesuits, deep-diving gear, or other hostile environment gear.

Mountaineering (COR)

All characters can climb by making a Movement Check, as described on page 23. Some players may also wish to have specific training with techniques such as mountaineering. A character with Mountaineering can modify the difficulty of a climb, and knows how to identify the best hand and footholds, how to select the equipment appropriate for a particular climb, and how to maintain.

Navigation (COG)

This skill covers the science of determining and tracking the position, course, and distance travelled of ships submersibles, and aircraft.

Orienteering (COG)

This skill allows a character to determine their location using terrain features and other land marks, and to judge the best path or means of travel through difficult or dangerous terrain.

Survival (COG)

This is the ability to "live off the land." It allows the character to find good food and water, avoid hazards, build shelter, etc. A different Survival skill is required for each type of terrain, the most common being: Arctic, Coastal, Desert, Forest, Jungle, Marsh, Mountains, Plains, Woodlands.

Tracking (COG)

This skill covers the ability to follow a mark or succession of marks left by something that has passed through a location or environment. A high action value will allow the tracker to not only follow the trail. but identify various characteristics of his quarry, including species, size, speed, and time of passage.

CHAPTER 4
PLAYING THE GAME

The following chapter summarizes how actions such as movement, combat and skill checks are resolved in the game

Time in the Game

The passage of time in the game can be very precise, or flexible, depending upon what's going on. A trip to an orbital station may take several hours, but a moment or two in the game—the Narrator might simply say, "Okay, your shuttle takes off from Port Loren, and docks with the station a couple of hours later." The Narrator compress time any time the action isn't crucial to the story.

Any time anything important happens—combat, chases, skill checks, and so on, the passage of time in the game changes into turns

Turns are an abstraction intended for easier gameplay, not a definite measure of time. Assume a turn is about six seconds, but do not get hung up on accurate timekeeping.

During each turn, players say what they want their characters to do—any action (or actions) a real person might reasonably perform in few seconds. In a single turn you could use an attack skill, dodge, or start performing some other simple action.

Actions

During a turn, players can choose to have their characters perform one of these seven actions:

Move: This option allows characters to move either under their own power or in a vehicle. Characters moving under their own power can move a number of meters up to their movement rate (plus any additional movment due to a successful Movement Check) for a given type of movement. The maximum move of characters in vehicles is determined by the vehicle's speed.

Dodging (Ranged): This Option allows youe some protection versus ranged attacks. Attacks made against you before it's your turn aren't affected by dodging–they're just plain faster than you.

Attack (Ranged): Characters select this option if they want to fire a ranged weapon. It is also used when, throwing weapons, such as knives or hand-grenades. Characters making a ranged attack must specify if their weapon is braced, if they are firing a burst, autofire, or if they are making a called shot.

Attack (Close-Combat): This option allows characters to punch, stab, or strike another character up to two meters away. Characters must describe the attack they're making, and announce if they are using a special fighting style.

Defend (Close Combat): This option gives characters the opportunity to dodge or block an opponent's close combat attack, preventing the blow from landing.

Watch: This option allows characters to watch other characters, to wait and see what they do. Characters selecting the Watch option get a + 5 to the α number of their Initiative roll on the next turn. Characters can not do anything on the turn they Watch—no movement, combat, or other activities allowed. This option can also be used to keep a foe or prisoner "covered" (i.e., to keep a weapon ready, and an eye on, the other character).

Special Action: This option allows characters to do anything not covered by the options above. Any time you want your character to make a characteristic that doesn't involve combat or movement, select this option, then specify what you want to do and what characteristic you will use to do it.

Multiple Actions

Ordinarily, characters can only select one of the options above per turn. Selecting the Multiple Action option allows characters to do two things in a single turn. The Narrator decides whether a the given actions can be performed at the same time.

If the actions can be preformed, the character than designates which action is the primary action and

which is the secondary action; A single Characteristic Check is made, with the primary skill being read as normal. To determine the success of the secondary action, the dice are read in reverse (see "Inverting results" on page 11).

Initiative

The order in which characters act is determined by an Initiative roll at the start of each turn. Players roll individually for their characters. The Narrator rolls once for all NPCs involved.

First, players declare what their characters will do that turn, selecting one of the options described above. The order isn't important at this point.

Once all the players have declared what their characters will do, everyone makes an agility check. If successful, the **α** result is the initiative number. Character who fail their roll have not reacted quick

enough to the actions of others in combat, and go after all combatants who passed their agility check, using their β number to determine order.

The player with the highest result wins initiative, and has the option of acting first, or waiting and letting other players go first. The player with the second highest result goes second (or may wait for other players with lower rolls to go first), and so on. If two or more players roll the same number, their characters are assumed to act simultaneously.

All NPCs act at the same time (wherever the Narrator's initiative roll falls in the sequence), except those who selected the Watch option on the previous turn. NPCs who **Watched** act as if have the referee's initiative number plus five.

All players must make initiative rolls each turn except those whose characters are undetected by enemies. If the Narrator decides the opponents have no idea of your character's whereabouts, you can act at any point in a turn. Once you act, your character is considered detected, and you must begin making initiative rolls on the next turn.

There is one other situation in which initiative rolls are unnecessary: When an armed fighter in close-combat battles an unarmed fighter, the armed combatant always wins initiative. For more about this special situation, see page xxx.

Modifying Initiative Rolls: In addition to the +5 modifier for taking the watch option, the initiative roll made by each player can be modified as follows:

- A weapon speed is added or subtracted from initiative.
- The character suffers a -1 penalty for each point of vitality damage they have.

Combat Skills

Combat skills are used much the same way others skills are used: If you make a successful skill check, you've used the skill successfully. In other words, if you make your roll, a blow aimed at a foe lands; a failed roll means you missed.

Damage

The differnece with combat skills vs. regular skills is that if you succeed, you do damage to your opponent.

There are two types of damage in **STAR FRONTIERS**™, Stamina damage and Vitality damage. Stamina damage is less serious and heals more quickly than Vitality damage. Stamina damage is likely to knock characters unconscious, where Vitality damage is likely to maim or kill them.

Stamina damage is caused by the host of bruises, grazes, cuts, nicks, burns, jolts, and effort spent avoiding serious harm. A character who loses all his stamina points does not die—they fall unconscious. (This may result in their death, of

course). Unconsciousness comes from the combined effects of pain, blood loss, concussion, shock, and just plain exhaustion. If an attack causes 10 points of stamina damage and your character has only 4 remaining, the excess points are ignored. Your character just falls unconscious. However, future attacks will automatically cause Vitality damage.

Vitality damage represents wounds and injuries that seriously threaten the health of your character. These include bullet holes, stab wounds, broken bones, serious burns, and other unpleasantries. When your character loses all their vitality points, they are dead.

Lethality Ratings

It is possible to seriously injure someone with anything, but it is a lot easier with some weapons than others. A hit from a club hurts but most often only raises ugly bruises, while

Hit Location Table

Roll one die. On an odd number, the left side of the body is hit; on even the right side has been hit.

γ	Dralasite	γ	Human	γ	Vrusk	γ	Yazirian
2-6	Lower Appendage	2-4	Lower Leg	2-3	Lower Leg	2-4	Lower Leg
7	Vitals	5-6	Upper Leg	4-5	Upper Leg	5-6	Upper Leg
8-13	Central Mass	7-9	Vitals	6-7	Vitals	7-9	Vitals
14	Cranial Mass	10-13	Torso	8-11	Abdomen	10-12	Torso
15-19	Upper Appendage	14-15	Lower Arm	12-15	Torso	13-14	Wing Membrane
		16-17	Upper Arm	16	Lower Arm	15-16	Lower Arm
		18-19	Head	17	Upper Arm	17	Upper Arm
				18-19	Head	18-19	Head

a laser blast tends to have much more fatal effects. The differences between weapons are reflected, in part, by their lethality ratings, the chance that any hit will cause vitality damage instead of the normal stamina damage.

Every weapon is rated for damage. Damage is given as two numbers—a die range for the number of points of damage caused, and a lethality rating. Whenever a hit is scored, the dice are rolled and that amount is subtracted from the target's Stamina or Vitality points.

Each time you roll for a hit, you must note not only whether your character hit or missed but, if he did hit, what the β rolled was. If this number is equal to or less than the Lethality Rating of the weapon, the damage caused by this hit is subtracted from the target's vitality points, otherwise all damage comes from the target's stamina points. Lethality numbers can never be less than 1 or greater than 10 (0 on the die).

Hit Locations

Sometimes it is important to know where an attack hits. To determine a hit location of a successful attack, cross reference the γ number with the appropriate species on the hit location table.

To fire at a specific body part or other target of similar size, you need a successful attack that beats the following minimums:

• Legs (large appendages): A minimum roll of 30
• Arm (medium appendages): A minimum roll of 40
• Hand or foot (small appendage): A minimum roll of 40. Lethality is decreased by 2. If against the hand, the target drops any item held in that hand
• Head (vital areas): A minimum of 40. Lethality is increased by 3.

Every character has a sighting range, normally of 50 yards. Characters can see beyond this distance, of course, but when firing at targets beyond the sighting range they may

not call shots (unless using a telescopic sight.)

Close-combat

Fighting Hand-to-Hand

When you roll percentile dice in hand-to-hand combat to see if an attack succeeds, look first to see if the number you roll is less than or equal to your skill level. If it isn't, you missed. If it is, you hit. The α number tells you the amount of damage, in Stamina, your attack did.

Grabbing Possessions: A character can grab an item held by another character by winning initiative and making a successful Brawling, Boxing, Wrestling, or Martial Arts roll.

A successful attack does no damage, but indicates that the item has been grabbed. When this occurs, both characters are assumed to have a grip on the item in question, unless one of the characters lets go of it voluntarily. The grab attempt takes one turn. On the next, each character can attempt to pull the item away from the other. This is done by making a contest roll between the attacker and defenders Strength attribute. Success means that the object has been pulled away from the other character. If both characters make their STR checks, they continue grappling for the object until the next turn.

At times, characters may struggle for control of an item with a handle or grip. This would likely be true in the case of a struggle over a suitcase or a gun. When this happens, the character holding onto the handle or grip rolls a full STR check, the opponent a ½ STR check.

Holds: There will be times when you'll want your character to grab and immobilize an opponent, rather than do damage. Holds allow you to do this.

To establish a hold, roll a Brawling, Boxing, Wrestling, or Martial Arts attack. If you succeed, and your foe doesn't defend, you put him or her into a hold. The person in the hold takes no damage, but is immobilized.

A character in a hold can attack (at ½ skill level) or try to break the hold (by defending and making a ½ skill check). A successful defence means the character has broken the hold and can act normally on the next turn.

A prone character trying to break a hold must roll a defence attempt at ¼ skill level. If a character has an opponent in a bold, the next successful attack will drop the opponent to the ground.

Armed Combat

The system used to determine whether your character hits with a weapon is the same as that described for hand-to-hand combat described above. The difference between armed and unarmed com-

Hand-to-Hand Fighting Styles an Special Techniques

Characters with the Boxing, Martial Arts, or Wrestling skill are specialists. The biggest advantage they have is that they can learn special fighting techniques which may do extra damage, allow multiple attack per turn, do vitality damage with bare hands, and so on.

These techniques can be learned during character creation, or later in a campaign. Special techniques can not be used by default, they must be bought in order to use them.

Characters can have only one technique for every 10 points of skill until reaching a rating of 50. Once a score of 50 has been reached, characters can buy as many techniques as desired. It is important to note that not all special techniques are available to specialists in all fighting styles. Techniques available to a specific style are as follows:

Technique	Boxing	Wrestling	Martial Arts
Attack/Defend	x		x
Blind Fighting	x	x	x
Drop		x	x
Hold		x	x
Instant Defence			x
Instant Stand		x	x
Knock Down	x	x	x
Leap		x	x
Multiple Attacks	x		x
Multiple Defence	x	x	x
Surprise Action			x
Throw		x	x
Vital Areas	x		x

Techniques are used by making a Boxing, Wrestling, or Martial Artist skill check at with a minimum of 20. If the check succeeds, the technique is used successfully has the effect described below instead of inflicting normal damage.

Attack/Defend: The character can make one attack and defend against one attack on the same turn.

Blindfighting: This is the ability to fight in total darkness. The character's skill levels are only halved in the dark, instead of ¼ skill level. Darkness modifiers are discussed in greater detail in the Narrators Guide.

Drop: This attack causes victims to open one hand and drop something they are holding. A successful skill check which an Sα8 causes both of the target's hands to open. Any thing held in either hand is dropped.

Hold: Any character can put another character into a hold, but characters who know this technique get the added advantage of

doing damage (α number in stamina) each round the character is held if they choose.

Instant Defence: Characters with this ability are harder to surprise than others—when surprised, they can Defend (though they can't attack).This technique also allows characters to Defend thrown or primitive ranged weapons.

Instant Stand: Characters who are knocked to the ground, or are lying prone can stand and move without penalty in a single turn.

Knock Down: Successful use of this technique knocks an opponent to the ground directly in front of the character.

Leap: Characters who know this technique use their jump movement rating as part of an attack. Thus, they can engage and attack characters much farther than 2 meters away in hand-to-hand combat.

Multiple Attacks: Characters with this technique can make a number of attacks equal to 1/10 of their skill rating, as long as all opponents are within 2 meters. They can direct their attacks against a single or multiple foes. The first attack roll is at a minimum of of 20 (the minimum for using the special technique); the second defence has a minimum of 30; the third 40, and so on.

Multiple Defence: Characters with this technique can defend against as many attacks as equal to 1/10 of their skill rating, as long as all attackers are within 2 meters. The first defence roll is at a minimum of of 20 (the minimum for using the special technique); the second defence has a minimum of 30; the third 40, and so on.

Stun: A successful skill check does normal damage and stuns the victim

slightly—the victim loses one action (on this turn if they have not already acted; on the next if they have). If the check beats a minimum of 40, the foe is knocked unconscious.

Surprise Action: Characters with this technique can act so quickly or make such a distracting noise (or both) that all foes within 3 meters are taken by surprise, even in the middle of a fight! A successful check allows the martial artist to make a surprise attack against any character within 3 meters.

Throw: A character must have a victim in a hold before using this technique. A successful skill check allows the character to throw the held character 1d3 meters any direction. Unless the victim falls onto something soft, they suffers 1d6 of stamina damage.

Vital Areas: A successful attack has a lethality of 1.

bat is that weapons generally do more damage than fists, and many can inflict special kinds of damage.

Close Combat Weapon Modifiers: Weapons make it easier to hit an opponent by increasing a character's reach. In the **STAR FRONTIERS** game, this is represented by a weapon's Close Combat Value (CCV). The CCV is a number added to a character's chance to attack or defend with a weapon.

Options and Modifiers

Close-combat is possible whenever opponents are within 2 meters of one another. Once the decision has been made to enter close-combat, players use the combat procedures described earlier, but they have some new decisions to make and some new options from which to choose.

The first thing players must decide when they enter close-combat is what skills they will use to attack their foes. If your character has a ranged weapon ready, and another character engages him or her in close combat, you can use a ranged weapon skill to squeeze off one shot, but on the next turn, you will have to begin using a close-combat skill.

Bare Hands Versus Weapons: An unarmed character fighting one with a close-combat weapon (a club or sword, for example) is at a significant disadvantage—the armed fighter always wins initiative. No initiative roll is necessary. Note that this applies only in cases where the opponent's weapon is larger than a character's hand—brass knuckles, small knife blades, and other small objects do not give a character any advantage over unarmed foes.

Defending: A character engaged in close-combat can elect to defend instead of attack. To defend, simply select the defend option at the beginning of the turn, when players announce what their character will

do. The defending character than makes an Armed Combat skill rolls, which will become the minimum for close-combat attack rolls against him that turn. If the attack does not beat the minimum, your character avoids or blocks the attack, taking no damage.

Surprise: A character that makes a surprise close-combat attack can choose where their blow lands. A successful skill check automatically strikes the selected area. In addition, the lethality of the attack is increased by 2.

Ranged Combat

Firing a ranged weapon (any weapon that shoots, flies, or is thrown), is a bit more complicated than simply picking up the weapon and firing. Several factors may affect the accuracy of a shot: range, time spent aiming, the stance of the shooter.

All of these, and more, increase or decrease the shooter's chance of

hitting the target. These variables are factored into the skill check through modifiers.

But the first questions that must be asked before a character fires a ranged weapon are these: Is the weapon loaded, drawn, and ready for action?

Loading

The amount of time it takes to load a gun varies from weapon to weapon. To check the reload time for a particular gun, check the Reload Time column on the Weapon Table.

This is the number of turns required to insert a clip, or load individual bullets, into a gun. This assumes that the ammunition is within easy reach.

Fast Reloading: Players who make a successful skill check (with the weapon being used) can load a fresh clip (or a single round) in just one turn. A failed skill check means

the character fumbles the clip or bullet, and must begin loading again on the next turn, taking the amount of time listed for that particular weapon.

Drawing

People don't generally walk around with weapons at the ready. This means you'll probably have to spend a turn getting a weapon from a pocket, holster, scabbard, or other hiding place.

Characters ordinarily draw weapons on one turn and attack on the next. The only way to speed this process—drawing and attacking on the same turn—is to use the Combined Action option. This allows you to draw and attack on the same turn, but the attack is at ½ skill level.

Options and Modifiers

Once a loaded weapon is drawn, your character is ready to begin firing. This is where the die roll mod-ifiers mentioned above come into play. This is also where you choose special options which may give you a better chance to hit, if you're willing to make yourself more vul-nerable (by exposing your self, or spending time setting up a shot). Alternatively, you may want to make yourself a less attractive target, by dodging and weaving, for example. The Special Options and Modifiers list below covers the options pecu-liar to ranged combat.

Braced Shots: Propping ranged weapon on a steady surface—a wall, a tripod, a rock, or whatever else happens to be handy —can make aiming much easier. Bracing your weapon is worth a +10 modifier to your skill check when you fire.

Bursts and Autofire: Instead of firing single shots, a character squeezes off short bursts. A burst gives a firearm a modifier of +10%, and counts as a single shot for rules purposes. Burst fire increases lethal-ity by 1. Each burst may be fired at a different target.

A character may fire a weapon at its full automatic rate (if any). Aut-ofire gives a firearm a modifier of +20%, and lethality is increased by 3. It also automatically qualifies as suppressive fire.

A weapon with more than one shot, but less than its burst or aut-ofire rate, can still use the burst or autofire option provided that it empties the magazine.

Bursts and Multiple Targets: A weapon firing a burst or an autofire can be used against several targets in a single attack. Short bursts can fire at targets within a 45 degree arc. Autofire can fire at targets within a 90 degree arc.

Cover: Cover affects weapon ac-curacy in two ways. First, it can make a target harder to see; second, it can stop bullets from hitting some or all of a target. There are two types of cover—Soft Cover and Hard Cover.

Soft Cover makes a target difficult to see, but is not "bulletproof." Under-brush, dressing screens, wooden walls and doors, empty metal oil drums, even car doors are considered to be soft cover.

If soft cover conceals less than ¼ of a target, no soft cover modifier applies. If half of a target is concealed by soft cover, the attacker's skill check is made at ½ the normal amount. If most of a target is concealed, the attack is made at ¼ a the full skill level. The Narrator decides how much of a target is concealed, and how the skill check is modified.

Hard Cover never results in a die roll modifier, though it may make a target impossible to hit. Hard cover actually prevents attacks from striking a target. Boulders provide hard cover, as do metal structures, bullet proof vests, shields, helmets, and any other materials the Narrator deems able an attack. Hard cover can protect a target completely: It just isn't possible for an attacker with a sidearm to hit a target completely hidden from view behind a rock.

Hard cover can also protect specific parts of a target. If, when determining a hit location, the resulting location is an area of the body that was behind cover, that attack has hit the cover being used instead.

Dodging: When someone successfully attacks you while you're dodging, make an Coordination Check with a minimum roll equal to your opponent's attack roll. If you succeed, the attack does no damage at all. If you fail, but your opponent's attack roll is lower than the score of the Attribute used in your Coordination Check, the attack does half damage (round up).

If you want to continue dodging next round, you have to declare this at the start of that round. By doing this, you dodge even affects attackers who have a higher initiative than you during that round. You can continue this as long as you like. If you stop declaring your dodge at the start of the round in order to take a different action, your next dodge starts the process over again.

Handedness: A right-handed shooter is going to be a lot less accurate when forced to fire left-handed. A shooter with only one hand free is going to have a difficult time with a weapon requiring two hands. This is reflected in the Handedness modifiers below.

Firing With One Hand: All rifles, assault weapons, carbines, sub-machine guns, and heavy weapons require two hands. Using any of these weapons with just one hand results in a -20 modifier to the skill check.

Firing With the "Wrong" Hand: Most people are better with one hand than with the other. During character creation, you determined whether your character is right- or

left-handed. If your character ever has to do anything (firing a gun, picking a lock, whatever) with the other hand, he or she suffers a -30 modifier to the skill check.

Focusing Attention: If you really want to put the hurt on someone, you can Focus Your Attention. You have to declare this at the beginning of the round, not when it's your turn during the round. If the Narrator doesn't believe you can focus your attention, owing to circumstances—perhaps you're badly wounded or drudged—you don't get to do it.

Focusing your attention means you concentrate on attacking a single target and pay less attention to the rest of the combat. You can choose a modifier of +10, +20 or +30, and you apply it to your attack roll when it's your turn during that round—assuming you're still standing when your turn comes around. You can only focus attention on a combat skill.

It's clear to everyone else from the start of the round that you're focusing on your target. As a result anyone else who attacks you this round, including the target of your attention, gets the same modifier applied to any attack against you. If you and your target are focusing your attention on each other, you add the modifiers together. Mutual attention modifiers are cumulative to a maximum of +30

Movement: The accuracy of a ranged weapon attack decreases if either the attacker or the target is moving. There are three movement modifiers, depending upon how fast the parties involved are moving:

Slow movement gives a modifier of -10 to a ranged weapon attack. Pedestrians are moving slowly (for the purposes of this die roll modifie1) if they are crawling, walking, or swimming at any speed up to a fast walk. For vehicles, slow movement is any speed less than 20 kph.

Medium movement gives a modifier of -20 to a ranged weapon attack. Characters on foot move at medium speed when they are running (using their MOV score to figure their movement, rather than taking the 2 or 3 meters per turn for walking). For vehicles, medium movement is anything between 20 and 60 kph.

Fast movement gives a modifier of -40 to any ranged weapon attack. Characters who duck and weave or run at top speed (using their entire MOV score) qualify for the fast movement modifier. For vehicles, fast movement is anything above 60 kph.

If both the attacker and the target are moving, add the two appropriate movement modifiers unless the two characters are moving directly toward each other, or directly away from each other; in that case, apply just a -10 to the attacker's skill check.

Multiple Shots: To fire more than one shot in a round, divvy up

your skill rating—which includes any modifiers applied—among the number of attacks you want to make. You cannot take more than three attacks per round without using the suppressive fire rules in the next section.

You cannot aim if you are shooting multiple targets, but you may if attacking a target; apply all modifiers before dividing your skill instead of applying it to individual attacks.

Range: Checking the Weapon under "Range:" you'll find five numbers. The first of these is the modifier applied when your target is at point blank range (see below); the second is the modifier applied at short range (point blank to 20 meters); the third is for medium range (21 to 100 meters); the fourth for long range (101 to 200 meters); and the fifth and final number is the modifier applied to the maximum usable range.

A target is considered to be at point blank range if the distance from the attacker to the target (in meters is 25% or less of the attacker's skill with the weapon being used (rounded up). Thus, a character with a 72% chance to use a pistol successfully is at point blank range if a target is within 3 meters. A character with a 29% chance with the same pistol must be within 2 meters from the target to be at point blank range.

Example: *Eusyl has a 58/58 for her Coordination and as skill rating of 20 for energy sidearms. Her generic Pan-Galactic laser pistol has a +35% modifier at point blank range (3 meters or less), +2% at short, -35% at medium and -60% at long. Her chance to hit at point blank would be a whopping 108%; 53 for either of the abilities in the coordination pair, plus 20 for her skill rating and a plus 35 range modifier. At short range her chance to hit would be 75%, 38% at medium range and 13% at long range (there is no extreme range on a laser pistol). Let's hope her target is close.*

Suppressive Fire: You're nor aiming, you're just shooting to make your enemy stop shooting while your buddy does something.

This requires that you fire at leasl four shots per round of suppressive fire. More than one person can lay down suppressive fire in the same round; the effects are cumulative.

As with dodging, your first round of suppressive fire kicks in when it's your tum, making it useless against faster opponents. You can continue it by declaring so at the start of each subsequent round, in which case it then affects everyone regardless of initiative ranking.

Make a single roll for all shots you are firing for the turn. An α number of 2 or less indicates someone in the target area has been hit. The narrator determines randomly who was hit.

The effects of suppressive fire depends on how many shots are fired into the air that turn.

- 4-10 shots cause a -10% modifier to everyone in the field of fire
- 11-20 shots cause a -20% modifier to everyone in the same field of fire
- 21+ shots cause a -30% modifier to everyone in the same field of fire

Telescopic Sights: Telescopic sights increase the accuracy of rifles, but locating and sighting in on a target takes longer. A scope provides deceases the range one category, but only if the user has spent two turns sighting in on the target.

Note that the shooter does not apply a modifier for focusing attention when using a scope.

Explosives

Explosions can be caused by hand grenades, demolition charges, and heavy weapons such as artillery. They do damage to all characters within a set distance from the centre of the explosion. Up to twice that set distance, they do half damage.

There are three ways to use explosives: You can set them in a particular spot, primed to go off at a particular time; you can throw them, and hope you lob them where they'll do the most good; or you can fire them from heavy weapons.

Setting Explosives: If your character has the Demolitions skill, you simply tell the Narrator the effect you hope to achieve with explosives. If the Narrator approves, you make a skill check, and, if you succeed, achieve the desired effect. The skill check ensures that you know how much explosive to use, how to set a fuse to the desired length of time, and so on.

Throwing Explosives: Hand grenades, sticks of dynamite, and clumps of plastique can be thrown.

To throw an explosive, select a target and make a throw skill check. If you hit, you hit determine damage as normal. If you miss, the Narrator determines where the explosive lands.

Explosives are thrown when your turn to act comes up in the initiative sequence; their landing—and explosion—is the very first thing that happens on the next turn.

Firing Explosives: Certain weapons fire projectiles in a high arc, instead of by aiming directly at the target. This is called "indirect fire."

Mortars and artillery pieces are the most common indirect fire weapons. However, a thrown explosive lobbed at an unseen target also qualifies.

This is an inherently inaccurate firing (or throwing) method, so all indirect fire attacks are made at ½ skill level. Note that tank guns and missiles do not suffer the indirect fire penalty.

Chapter 6
Character Improvement

All Characters have the opportunity to improve with time. Improvement can be undertaken in several areas:

- **Increasing existing skills**

- **Increasing attributes**

- **Increasing special abilities**

- **Learning new skills**

Experience Rolls

The mechanism for most character improvement is the Experience Roll. Games Masters dispense Experience Rolls at an appropriate juncture in the campaign: at the end of every successful scenario or storyline; or after perhaps two or three sessions of play if the story is a long one which will take time to complete. The frequency is at the Games Master's discretion. A high frequency of Experience Rolls will lead to the characters developing at a faster rate.

There is no right or wrong time to give Experience Rolls, but natural breaks in the story may suggest suitable times. The Narrator is, however, always the decision maker here. Whilst players cannot demand Experience Rolls, they have a right to

expect them at certain times. Without them their characters will not be able to develop.

The number of Experience Rolls given in any one sitting should be between two and four, but it can be lower or higher depending on how long it has been since the last set of rolls and how well the characters performed or have been played.

It is recommended that all characters be given the same number of Experience Rolls, which helps maintain fairness and parity in character progression—although even with the same number of rolls characters may progress at different rates, as the mechanics for Experience Rolls illustrate.

Experience Rolls do not need to be used when they are first recieved. They can be reserved for future use at the player's discretion. The main reasons for reserving use of a roll are:

• **To increase Characteristics**

• **To buy new Skills**

• **Improving Skills**

Any skill the character has can be increased by spending one Experience Roll.

The player rolls a d60 (Advanced skill roll a d40) and compares it to the skill being increased. If the number rolled is equal to or greater than the skill being improved it increases by 1d4+1%. If the number rolled is less than the skill selected, the skill still increases, but only by 1%.

Note: Experience roll spent on skills with a rating of 10 or less automatically succeeds (the lowest you can roll on a d60 or 40 is 10). A result of 00 is still results in a failure, the skill is only increased by 1%.

Freely Improving Skills

Normally players have full discretion over which skills to improve, no matter their location or circumstances. Sometimes, however, this might prove unrealistic.

In such cases it is reasonable for the Narrator to request that characters only attempt to improve skills which they have recently used, or for which the situation exists to practice them.

Some caution is required that the Narrator is not too restrictive, as this can lead to a bias in a subset of those skills which are most often used in his campaign, leading to disproportionate character development. Instead, if a character wishes to improve unusual skills, the Narrator should use this to create a roleplaying opportunity or an eventual subplot for his campaign.

Learning New Skills

Some characters may wish to acquire new skills. Learning a new skill requires 2 experience rolls. The character rolls a d6 to determine their initial skill level; the skill can be improved later in the normal manner.

Improving Special Abilities

To improve a special ability, the player rolls a d100, and compares it to the ability being increased. If the number rolled is equal to or greater than the ability being improved it increases by 1d4+1%. If the number rolled is less than the ability selected, that ability still increases, but only by 1%.

Increasing Attributes

Attributes can, like skills and special abilities, be improved through Experience Rolls.

The player rolls a d100 and compares it to the Attribute being increased. If the number rolled is equal to or greater than the Attribute being improved, it increases by 1%; If it is less the attribute does not increase.

When a characteristic increases, all attributes and skills derived from it increase too. No Attribute can exceed its species maximum.