

JUSTIFIERS RPG: Aborigine SourceBook



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Introduction

This is the third sourcebook for the Justifiers RPG game system. Within these pages you will find detailed descriptions and background on the races that share their worlds with Corp colonies, and an optional system for introducing magic into the Justifiers' universe . . . That's right, I said magic.

The purpose of this sourcebook is to give the Gamemaster and player characters sufficient background on the aboriginal people that they can be used as Player Characters within the system. So, for the first time PCs have the option of playing non-human (*as opposed to Beta-human, or human*) characters. These races are aliens . . . even those who are humanoid are not, in fact, human.

We have concentrated on including those races mentioned in sourcebooks, but not fully described. Races (*such as the Poilu, and the Merfolk*) that have been described in detail in adventure modules have been omitted.

As for the magic system . . . you'll find it unlike anything you've seen before. It is here to reflect the alternative possibilities that alien cultures would present. Some of these "primitive" cultures use magic as an everyday part of their existence. Magic is just a tapping of energies, a focusing of power . . . and now all PCs have the chance to learn how to manipulate these forces.

Think of the possibilities! High-tech, Cyber-tech, Magic-tech, and Beta-Tech combined into a single game system. Welcome to a whole new universe . . .

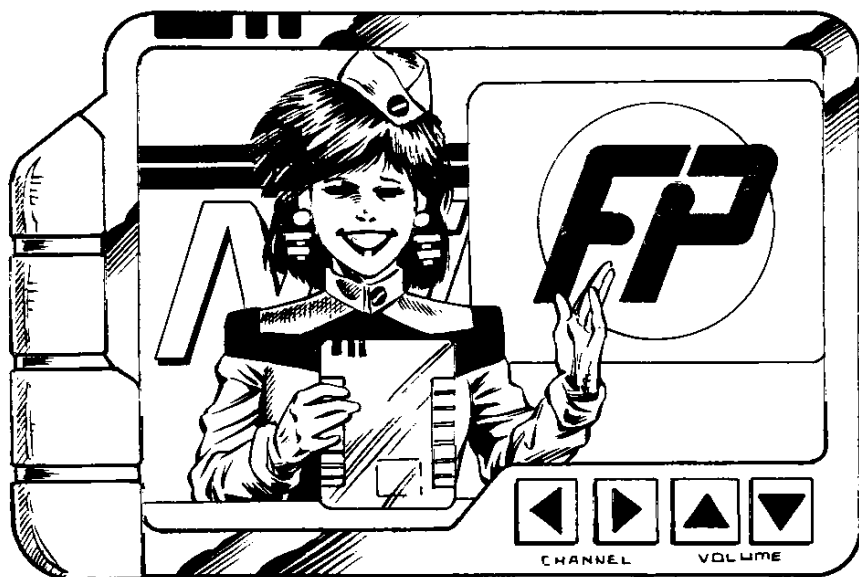


From Free Press

All the major corps have justified several worlds, without concern or care for what their use of a planet will do to the intelligent native lifeforms. This guide has been created to inform the general populace of several sentient races that are being ignored, used, assimilated or killed for the sake of making a profit. These aboriginal races, (*most of which are barely past the stone age*), are no match for the fire power and intelligence of the major corps, and for the most part are at the mercy of board members.

This publication is also to inform its viewer of a few of the idiosyncrasies of these aboriginal races and continue their usefulness to the various corps. Should not these races be left alone, to grow and prosper at their level without being mutilated by the corps? Please read on and determine for yourselves.

This information was gathered by many individuals visiting the various planets, interviews of executive officers, acquisitions of personal and private documents, and data links. To those who gave their lives for this endeavor, this publication is dedicated.



The Places

Ankylos

System	Gardener's Star
Planet	Kira
Corp	Tau Ceti Prime
Tech	Early Iron Age

Kira has the honor of being the planet with the most known Ancient sites. Unfortunately, the Ankylos hold these sites sacred. Advanced archeological studies are being conducted only on those sites outside the Ankylosian influence.

• Ankylosians

Armor	Lt Hide
Speed	20
Att Modifiers	+10 IQ, +20 Con
Nat Weapons	Psionics
Height/weight	6 Feet/ 160 Lbs
Lifespan	70-85 year



The Ankylosians have an appearance similar to human, but there are many different skin hues, caused by foods and chemicals used during initiations into various guilds. The skin color seems maintained by the diet and continual participation in special rites. The darker the pigment alteration, the longer the person has been involved with that particular guild. The elder Ankyosian that has achieved guild respectability is known as the Jher-dulene (*Vibrant One*) due to the richness of his skin hue. Each guild has its own skin color.

Red(blood)	Protectors (<i>warriors</i>)
Gold & Shaved	Isorodi (<i>psionics</i>)
Gold & Necklace	Healers
White(cream)	Clothiers (<i>dyers, tailors weavers</i>)
Gray	Makers (<i>glassblowers, tinkers, smiths, blacksmith & chemists</i>)
Lt Brown	Carvers (<i>weapons, furniture ship</i>)
Dk Brown	Rockson (<i>builders, masons, miners</i>)
Purple	Telal (<i>teachers, scribes, musician, storyteller</i>)
Blue	Wagoneers (<i>traders, merchants, porter sailors</i>)
Green	G'vet (<i>farmer {vegetable} fishers,</i>)
Yellow	Homeworkers (<i>cooks, cleaners, hair arts, stewards, bakers</i>)
Orange	Amskin (<i>Tanners, weavers, trapper, cobbler</i>)
Pink(Lt Red)	Herders (<i>butchers, hunters</i>)

Designer's Note: Though the healers and Isorodi have the same skin color, they are separated by the fact all Isorodi shave their head hair in various patterns. The longer one has been in the Isorodi guild, the less hair one has, this applies to both male and female. The healers use a medallion or patch to mark themselves.

Diet

Mainly vegetarian, but on certain occasions and conditions will digest animal protein. They do enjoy sea food, mainly shellfish and coral.

Rest

Standard 6 hour sleep cycle, but will take a 2 hour midday rest.

Reproduction

7 month gestation, child is born with eyes closed, and stiff. Once child begins to breathe, lubrication between bones and cartilage is produced. A newborn has the tint of his/her parents.

Senses

Human norms, but the Ankyosian have stronger taste sense and taste memory. They can identify liquids they have tasted before, even in minute amounts. Tasting (*natural*) cinnamon will enhance other senses for a short duration, but it will deaden their taste for D6 days.

Terran peppers also affect the Ankyosians. The chemical capsaicin, (*C18-H27-NO3*), is a stimulant contained within peppers (such as cayenne peppers) and usually acts as a pain inducer for humans. To the Ankyosians, however, capsaicin acts as a narcotic. In small doses, capsaicin will promote euphoria and feelings of well being. In large doses it will lead to intoxication, coma and possible death. It has been noted that the hotter the pepper, the stronger the effects.

Designer's Note: The plant Nightshade also contains capsaicin, and will have a similar effect on the Ankyosians.

Anatomy

The skeletal structure is slightly different from that of normal humans. The bones consist of three layers. They are as follows;

1. Core or marrow (*inner soft tissue, blood producing*)
2. Cartilaginous (*outer cartilage, encases core*)
3. Osseous (*hard, outer layer, calcium*)

The core layer is the traditional, blood cell producing bone marrow. The marrow is wrapped in the second cartilaginous layer, which covers all but the end of the core. This second layer is made up of cartilage and is very flexible. The entire bone is encased in the third layer, the osseous, (*calcium*), which is extremely hard. At the ends of each bone, the core contacts the outer (*osseous*) layer.

The cartilaginous layer gives many advantages to this race. It reduces the weight of each bone because cartilage is lighter than bone. It also allows for a softer, and more flexible bone. The overall strength of the skeleton is still maintained, however, due to the nature of the bones. The flexibility of each bone makes the Ankylosian more nimble than other races. Finally, this layer prevents complete separation of the bone if it were to break. This allows the race to take a greater amount of physical damage.

Although blood is made within the marrow, it is only transferred into the blood stream through the ends of the bones where the marrow contacts the outer layer. During this transfer a partial dissolution (*dissolving*), of the osseous layer takes place. This dissolved bone increases the rate at which the blood clots and makes these clots stronger. When the blood leaves the body, due to injury, the calcium, (*the dissolved bone*), is dried by contact with air, and clots. These scabs are very flexible, and durable.

A final advantage to this race is its increased muscular structure. In order for the race to fully utilize its increased flexibility it has developed a higher than normal human strength. This strength allows Ankylosians to bend and flex their bones, and be more flexible.

A disadvantages of the Ankyosians, is that over time, the osseous layer, (*the outer layer*), begins to change structure. It becomes denser, harder, and less calcium is dissolved into the blood stream. This decreases the

agility and blood producing ability of the race. This results in anemia, and hemophilia.

Society

Military dictatorship with several major guilds. Each guild is made up of several similar castes. These guilds are (*in order of prestige*):

Protectors	Isorodi
Healers	Clothiers
Makers	Carvers
Rockson	Telal
Wagoneers	G'vet
Homeworkers	Amskin
Herders	

The Oyun council is made up of the 13 'syndics'. In hall of the guild ALL masters are of the same rank. (*The isorodi usually only votes during a tie.*)

Psychology

Once a child is 6, he is placed with a "guidance counselor" or an isaroa (*ee-sa-roa*). The isaroa will assist in finding the child's 'strong field', or occupation. When the child is 10, his field has been determined, and he is placed with a family with that profession (*usually within the same clan, or village, but sometimes not*) Very few times has the decision of the isarodi been challenged. The isaroa are said to be a descended from one common ancestor, Kratoudna Ryohedred. In the history of Kira, it is said that the psionic power that she wielded was beyond imagining.

After a short apprenticeship the child joins that guild. The Guild then assist in the instruction of the adherent. Once the basics have been learned and mastered, the child is initiated to the level of apprentice. He is then routed to a new community that has a school for the occupation that he is learning. This not only gives hands on experience to the child, but serves to expand the gene pool. Most schools have no more than ten students, and are usually taught by master level guild member.

The one extreme exception to this rule is the Guild of Healers Headquarters, called Dakreher. Dakreher is the largest building on the world, and is a teaching hospital. Located on the island of Romaine, the hospital is where the journeymen are instructed. All journeymen worldwide are tested, and the best 300 are accepted. Journeymen can take the entrance exam up to 12 times. If the test is not passed, that person will remain a journeyman for 7 years before he can take the test again. The journeymen that do not pass can still practice medicine, but usually they must be under the eye of a Master. These individuals can be considered the Ankyosian equivalent of nurses or midwives. The journeymen that complete the 5 year school are advanced to the rank of master.

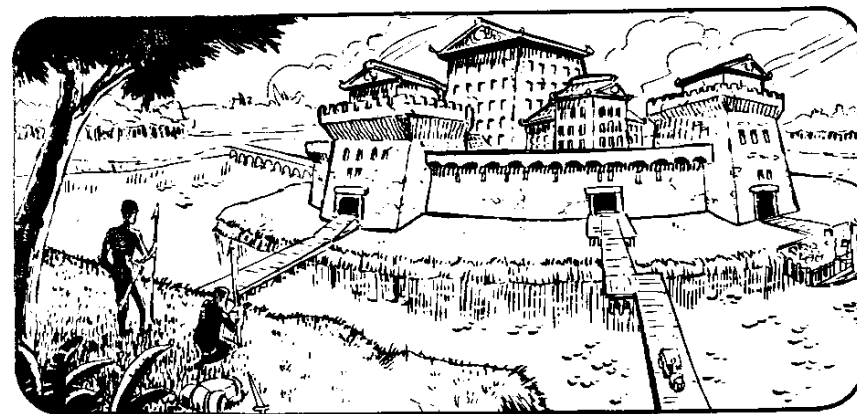
Master Healers can do exams, herbalism, assisting with major surgery, assisting teaching journeymen, and minor surgery (*i.e. residents*). Healer Guildmasters usually specialize in one or more fields. They do the major surgery and most of the instruction.

When a child goes to learn a skill with another family, the child becomes a homboe or fresbol depending if the child stays in the same town, (*homboe*) or moves to another (*fresbol*). The child will have access and visit his blood parents, but is mainly raised by his guild family.

While the child learns the ways of the cult he/she is an adherent. But once the child joins the guild the following ranking system is used (*except the healer's guild*).

Apprentice	First-sixth year student
Journeyman	Seventh-ninth year (<i>pass testing to continue</i>)
Master	Instructors (<i>continue their education</i>)
Guildmaster	Run area guild (<i>administrator</i>)
Syndic	Chosen from guildmasters (<i>region administrator</i>)
Master syndic or Oyunsyndic	Chosen syndics

From all the similar cults, one of the guildmasters will be chosen as the syndic. The syndic represents all the guilds in a given prefect. Each syndic is chosen by popular vote of the caste based upon skill and knowledge. Such votes have taken up to a year in a hotly contested field. Each caste has 13 syndics, one for each prefect. Of these syndics one is chosen as the master syndic also called the Oyunsyndic. The master syndics sits on the Oyun. The Oyun make world wide policy, concerning all matters of the guilds. The head of the Oyun is a member of the Warrior Guild.





Government/Heredity

Everyone is a guild member. Disputes are settled within the guild, but can be adjudicated by a third party (*outside the guild*). Appeals can be made to syndics of the guild, and rarely it can be brought before the Oyun. Only one case has been brought before the Oyun. The result was the creation of the Herders Guild.

The Ankylosian language is comprised of a complex series of guttural tones using 12 vowel tones and 23 consonants. Each guild will have a secret language as do many older families. These languages are comprised of verbal, written and hand signals, and passed down from father to son, master to apprentice.

Skills

All guild members have the basic skill: Read/Write Native, and Speak Native. Plus one additional language skill (*the Guild Language*). They also have such other skills that are applicable to their trades and technology level.

Designer's Note: We have chosen not to list individual skills for the various castes, and for most of the remainder of this sourcebook it is left to the gamemaster to determine what skills should be available to an aboriginal PC. Certain limits should be imposed on characters based in a primitive society, but these can best be determined by applying a little common sense.

Additional Lifeforms

Frems

#App	3d6-d10
Size	1 Ft
Con	+35 con
Speed	10
Armor	Lt Hide
Natural Weapons	1 small bite, 2 small claws

Frems are small blue furry creatures, with white head hair. They are a nuisance, similar to Terran rodents. They can make irritating high pitched noises that have the same effect as fingernails on a chalkboard to humans. The Ankyosians use them as pets, food, clothing, jewelry, and target practice (*not in that order*). Nothing is known about the breeding capabilities of the Frems, as none have been bred in captivity. It is known that there are wild herds of Frems on Kira, and most only have one or two females. Males are outnumbered by females by 20 to one. The reason for this ratio is unknown at this time.



Basalia

System Sirius
Planet Vulpus
Corp United Industries
Tech Pre-Industrial
(though Chemistry and Hydroponics may be Corp level)

The Basalians are seal-like, with innate telepathic abilities. There is no vocalized speech, since the Basalia rely on telepathic communication. There are some ritualized vocalizations, though these are very high pitched, and most fall outside the range of human hearing.

• **Basalians**
Armor Hv fur
Speed 20/70
Att Modifiers Dex + 10%, Agl +20, Str -10%
Natural weapons Swim 99% Track by smell (underwater) 35%
Height/weight 1 Bite Small, 2 Claws Small, Psionics, Magic
Lifespan 5ft-6.5 ft/200-350 lbs
60-80 years



The Basalians resemble Beta seals. They are bipedal with webbing between the fingers and toes. Their double layered fur provides them with excellent protection against even the iciest waters. The external layer has an oil base, which makes it waterproof. Internal layer is similar to down and helps to retain body heat. The Basalia have a high percentage of body fat, and can float unaided on the water's surface.

The Basalians eat a high fat, high protein diet to generate the necessary high metabolic temperatures of aquatic mammals. The diet seems to consist mainly of fish and aquatic plants. The entire fish is eaten, including skin, internal organs and bones.

Rest

A standard 6 hour sleep cycle.

Reproduction

Multiple births are common with a gestation period of 7 months. Basalia have live births and young are born with eyes closed. Eyes open in about 4 weeks. The young must be cared for the first 8 months of life. The pups can swim, without assistance, about a week after birth.

Senses

They seem to have a sonar type sense, that is determined by water pressure and changes in current. They are can dive up to 150 feet without risking nitrogen narcosis (*bends*) and can dive to 450 feet, but the must spend some time in an underwater habitat to allow their bodies to readjust. Their sight is less than human norms, sense of smell slightly better and hearing exceptional when compared. The Basalians always have Telepathy, and have a +20% chance of additional psi powers.

Anatomy

The Basalians possess two sets of lungs. The first set is normal, similar in form and function to those found in terrestrial aquatic mammals. The second is smaller, and lower, and acts as a "spare tank." This allows the Basalia to remain below the surface for an extended period. The second lung set can extract a greater amount of oxygen, but it takes longer. Lower lungs fill first, and release last.

The Basalians have light webbing on their five digit hand, and opposable thumb. The thumb has a third joint. They have a small air bladder in both ears. When submerged, this bladder is displaced slightly and presses against the eardrum. This gives the creature an accurate depth gauge. They literally feel how deep they are.

Psychology

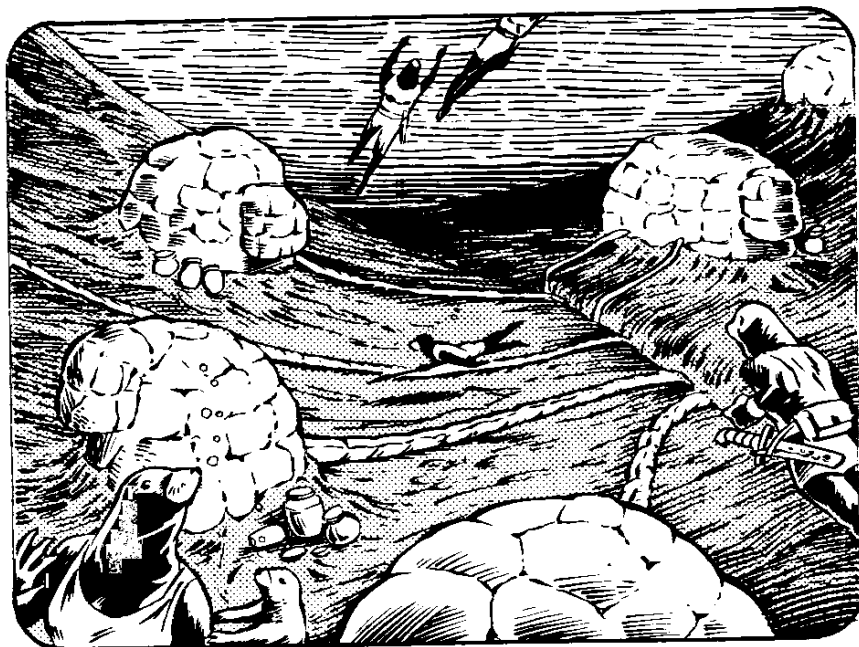
The Basalians have a system of advanced hydroponics. They live in underwater domes made of ice (*like underwater igloos*). The Basalians live in clusters around underwater steam vents in the sea floor. These

vents release water heated by Vulpus' core, usually fresh water with a high mineral content. The Basalians use intestine of the Ln'dapat to pipe the heated water into their domes. This hot water is used for cooking, heating homes, and their hydroponics gardens. Humidity is normally very high within Basalians homes.

Within these domes, the Basalia use various plants and animals to make their lives comfortable. Nai, or 'cold weeds' are grown on the internal walls of ice. The nai grows like ivy, and are used to purify air within the domes. Also nai can be used as an emergency food source. Since the nai's roots radiate cold, it also serves to hold their domes together.

The Basalians use a coral that when it is exposed to air has a chemical reaction that produces a flame-like glow. The coral, (*m'teeth*), resembles magnesium burning, but it has much less heat. The basalia have created devices will raise and lower the m'teeth in and out of a clear container of water. This device, a 'teos', provides light (*usually in a prismatic effect*) using the walls of the cave and the water in the container as amplification. One m'teeth can provide light equal to a 65 watt light bulb. When the m'teeth is added to certain dried seaweed and air, it can produce a flame.

The average Basalian is passive, but powerful, with highly specialize psi abilities. They have no centralized governmental structure, but do dwell in extended family units. No written language exists, but Basalians use pictographs to convey basic concepts.



Additional Lifeforms



Ln'Dapat

# Appearing	1
Size/Weight	30 Ft/10-30 tons
Armor	Hv Hide
Speed	10
Attribute modifiers	+50 Str +100 Con
Natural Weapons	None
(Its attacks are limited to ramming. Damage is as a vehicle.)	

Ln'Dapat is a large ugly whale-like creature. The Ln'dapat is very slow and dumb, but when angered or aroused it moves very quickly, and has a single minded sense of revenge. Females have a territory, that they guard against unwelcome visitors (*namely everyone except the Gw'nolig, which the Ln'Dapat has a symbiotic relation with, and during certain time of the year, Ln'Dapat males.*)

The Ln'Dapat can grow to about 30 feet in length, and is a mammal. The creature can remain underwater for about 90 minutes, but it must surface to breathe. It has double lidded eyes that are constantly changing color, depending on the mood of the creature.

The Ln'dapat have a territory of about 30 miles in area, and they guard it ferociously. Their attacks include ramming, biting, and clawing. The territory is usually decorated by shiny rocks and bits of coral or metal. These items are cast about the area. This may assist in enticing males. The Ln'dapat go to great lengths to decorate their home, and will single mindedly retrieve any stolen item.

Ln'Dapat females will mate with several males until a suitable male is found, but once the young are born the male usually leaves. It is noted that the Ln'dapat begins to mate at an early age (*1 year*), but it usually miscarries the first 2 or 3 births due to its immaturity.

Before the Ln'dapat's young are born, it must find a least one Gw'nolig. The Gw'nolig assist the Ln'dapat in caring for the young, finding food, and shelter. The Ln'dapat, once the female has children, does not leave the nest. The Ln'dapat dotes on the children, while the Gw'nolig provides all food, and takes care of the shelter. It is not uncommon to see one family of Ln'dapat being taken care of by one Gw'nolig, but usually four Gw'nolig are found with a family.

Gw'nolig

# Appearing	1-4
Size	2-3 Ft
Armor	Chitin
Speed	25
Attribute Modifiers	None
Natural Weapons	Club (small)



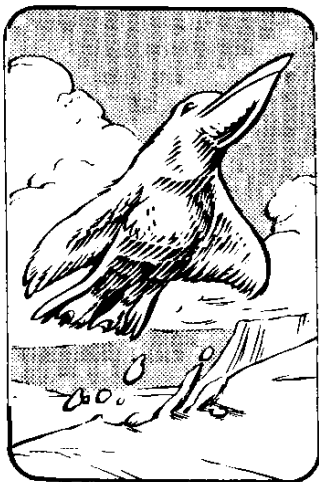
Gw'nolig is a small timid creature that uses Ln'dapat as a protector. Though it looks similar to Terran shrimp, it is much larger. A brown carapace covers the body, except the eye stalks. Males will stay with mates for 6 months then they separate. Female has live birth of up to twenty children, which are then ignored. The child Gw'nolig is fed by the scraps left by the family of Ln'dapat. The child, when it gets hungry enough leaves the mother. If it tries to return, it's attacked by the Ln'dapat as an intruder. Once the child has left the area, the Gw'nolig will begin to mate with all males until fertilized. Mating MUST take place outside the territory of the Ln'dapat. Their mortality rate is compensated by their birth rate. The Basalians use the Gw'nolig as a food source.

Tooki

# Appearing	D100
Size	18 In
Armor	Hv fur
Speed	20/70
Attribute modifiers	Agl +20, -20 Con, Str -10% Swim 99%
Natural weapons	1 Bite Small, 2 Claws Small

This Vulpan bird, is the main reason the Basalians come to the surface. This bird resembles a combination of the Terran seagull, hawk, and penguin. Wings are short and angled back-

wards for speed, and the beak is long. The feet are webbed and the short tail is used for both swimming and flying. The feathers cover a thick skin that assists in retaining heat. The Tooki needs a running start to fly. This is the main reason the Tooki is caught. When the Tooki runs to gather wind speed, they can, and do slip and slide on the ice. Very clumsy on ground, the tookie make up for this in the air. They have been clocked at 98 mph. The Basalians use the Tooki as a major source of supplies. All parts of the bird are used. Feathers and skin are used for clothing and blankets. The bones are used as needles, tools, and jewelry. The beak is used for musical instrument, similar to Terran castanets.



Catriona

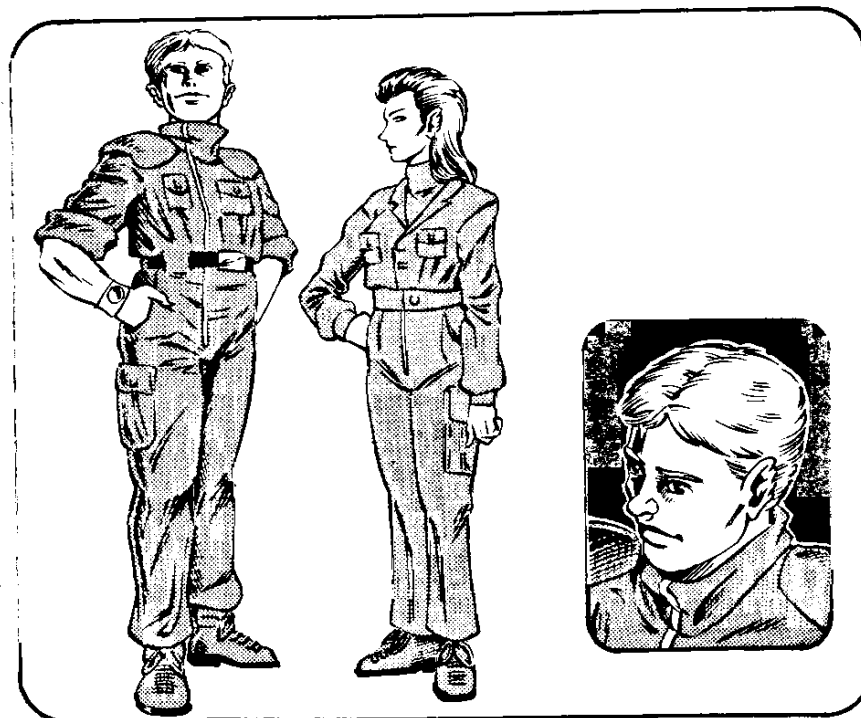
System	Bizmen
Planet	Dagda
Corp	B'hazard Mining
Tech	Early Industrial Age

Almost indistinguishable from terrestrial humans. Their ear cartilage is ruffled on the outer part of the ear. Also their limbs tend to be longer than humans. They are somewhat less agile, due to an inefficiency in their muscle neurons. It has been speculated that inter-species breeding may be possible, though there are no known cases. Still the human (and Beta) colonists on Dagda live in such close proximity, and work so closely together, it is only a matter of time before this hypothesis is tested.

• Catrionan

Armor	Lt hide
Speed	+ 5
Att Modifiers	+20 Int, -10 Agl
Natural weapons	Magic use
Height/weight	5-6 Ft/120-250 Lbs
Lifespan	80-100 years

Women are at the higher edge due to better medical care. Males live to 80-90 years of age.



Diet

Omnivorous, with a high seafood content.

Rest

Sleep 5-8 hours depending on individual.

Reproduction

The Catriona are viviparous with a 9 month gestation period, and a female cyclic system of 70 days. One child per pregnancy is the norm, but multiple births do occur, twins being not uncommon.

Senses

They possess the normal 5 senses of the average terrestrial human, though they have somewhat better directional hearing.

Anatomy

The Catriona have a basic human structure, but their pelvic bone is larger and extends higher. The lower ribs and the top of the pelvic bone are less than 2 inches apart, due in part to an additional pair of ribs in both males and females. This gives the Catriona less flexibility side to side, but it gives them a greater strength. They are also less prone to back problems.

Psychology

The Catriona have one well known holiday, Day of Joy, (*mardi gras, with fewer social stigmas*) This week long celebration honors the Empress. The celebration involves competitions (*some serious, most not*), parades, feasting, and much drinking. A well known saying on Dagda states that most of the population was conceived during the week long festival. Disguises are the norm, but only masks are mandatory. Betas and human colonists are encouraged to join in the festival. All social ranking is dropped during this time. Stores and merchants are not required to conduct business, but many do.

Since the introduction of the Corps here, baseball has become a favorite past time. The Catriona seem well on their way to adopting several other Terran customs as well. and have assimilated Corp technology quickly and with no evidence of any kind of "culture shock".

Society

Trust is highly valued (*doors do not have locks on them*). Dishonesty is very uncommon, and highly discouraged. Difficult to anger, the Catriona have a naturally ordered and disciplined mind. They have high emotional stability and very few birth defects. Violence is also uncommon, it is mainly used as self defense. But even then violence is the last resort. Weapon use is also discouraged.

However, the Catrionans are not pacifists. The Matriarch maintains a standing army to put down insurrections and police various feudal baronies. In addition the Matriarch has a personal guard of elite troops at her beck and call. Not only do they provide security for her and her household, but they act as a kind of roaming police force, travelling the countryside individually and acting as cop, judge and jury. Only a direct appeal to the Matriarch can override their judgements.

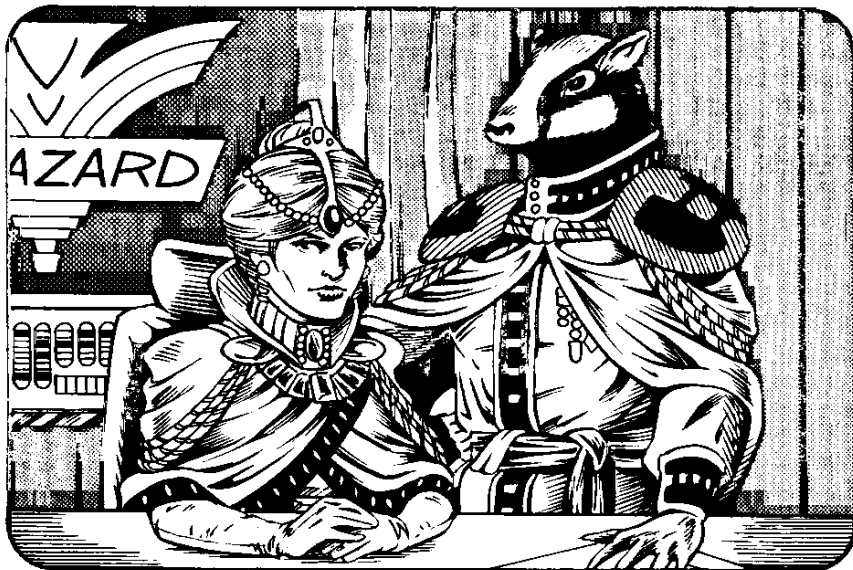
Males and females are treated as equals, but a pregnant female is highly respected. Catriona feel that an unborn child holds the secrets of the universe. Once the child is born, it begins to forget these secrets, and by the time the child can talk, all of the secrets are forgotten. For this reason children are highly valued. They are nurtured and instructed by everyone. Strangers can and do vocally discipline a child who is misbehaving.

Catrionans are very bright and have an excellent wit. They enjoy puns and subtle word plays. Hagglng is considered an art form. They not only haggle to get a better price, but to show their command of the language, and word manipulation. Long lengthy discussions are enjoyed, and two hour lunch discussions are not uncommon.

Betas have been treated as citizens and equals with little to no prejudice. Since B'Hazard Mining has been accepted on this world, the Catrionans tend to emulate colonist in the use of advanced technology. But they still maintain their traditions, including the use of magic.

The Catriona have the most widely developed sense of magic in the known universe. The Matriarch is a highly developed Magician of power. This is the most logical place to learn the use of Geomancy.





Family

Matriarchal structure with the senior grandmother as head of family followed by her daughters, sisters, and then her granddaughters.

Government/Hereditiy

Matriarchal society with the chief representative being a hereditary leader. Virinal Aman Rasas rel Pen Atha, is the present Matriarch. She has married a free Beta from the Untied Industries Corp. Brock (*a Beta-badger*), is her official consort, and assists her with all negotiations with the Corps. Many Corp-Exs are less than overjoyed at this arrangement, but have accepted it, for the time being.

When the "star" Kliandir (*actually the planet Nauda*) is in conjunction with the fourth planet in the system, the Matriarch must pass her position to the next Matriarch. If there has not been one born, one **MUST** be chosen. This only occurs every 76 years.

Designer's Note: At this time B'hazard is involved with mining operations on the planet Nauda(*Fifth position*). This planet, or star as the Catriona have been calling it, is sacred to them. In spite of the social significance, B'Hazard has decided to have mining operations on this planet.

Skills Available

Due to the highly developed technology of the Catrionans and their close working relationship with B'hazard any of the skills available to a normal citizen of a corp world is available to a Catrionan.

Fenris

System	Ariadni
Planet	Ariadni's Thread
Corp	Enclave Ltd.
Tech	Late Midieval
Pop	1.8 million

• Fenris

Armor	Light hide
Speed	20
Att Modifiers	+20 Dex, +20 Agl Nightvision, Heat Detection
Natural Weapons	2 Small Claws
Height/Weight	6 Ft/180 lbs
Lifespan	80-100 years

Tall and lanky, skin tone ranges from a red-brown to brown-black. The nose is flatter against the face structure than that of humans. Eyebrows extend up above the skull to form antenna. These antennae can detect minute changes in ambient temperature.



Diet

Completely omnivorous, though meat dishes are preferred.

Rest

Sleep required is 3-9 hours depending on individual.

Reproduction

Normal sexual reproduction, male and female, eight month gestation period, normally with single births. Children are born helpless and must be cared for.

Senses

Normal five human senses, but the sense of sight is slightly below human standards. The Fenris also have the sense of heat detection.

Anatomy

Standard human anatomy. Their antennae are connected to an extra lobe in the brain that processes the information received by the antenna. The antennae are very flexible, and have different styles depending on clan.

Psychology

Honor is important. "If a man cannot keep his word, he should give his life," is a common Fenris proverb. Blatant lies are rarely told. But the truth can be shaded or not told completely. Duels are a common way of life for the Fenris. Any slight against a person's honor, no matter how small, **MUST** be rectified by blood.

The roll of a female forces a woman to be subservient to the male, but a woman who gains respect or prestige can be accepted in male circles. *(One Fenris woman protected herself when raiders came to her home. The raiders thought an army was present and left. She and her five children were making the noise of an army. The husband was out drinking at the time. He lost respect, "His wife had to protect him.")*

There are several separate city states, each controlling an area of land. Each city-state has area of control of about 120 miles. This is roughly one day's riding distance from the city. Within this area, a structured caste system is present. This casting is varied due to region. The five part caste system (*in order of prestige*).

- 1 Alusru (emperor)
- 2 Officials (i.e. Niug'el, police, tax collector etc.)
- 3 Artisans
- 4 Merchant
- 5 Common laborers

Society

The Fenris believe in a deity that has 2 faces, front and back. The front is called Arimeed. Arimeed guides a person from their birth to their death. At this time, Deemira takes over, and guides the person from death back to birth. The Fenris do believe that they are reincarnated, and it has been determined that they do have racial memories. These memories may be just passed on by genes, but at this time no definite answer can be given.

The Fenris believe that birth, living, and dead are all part of the life of an individual. They also believe that dying and birth are the same thing. For this reason, the Fenris give the dead gifts. These gifts are things that the recently departed will need to have in his/her next life. Toys, clothing, food, and poetry are the normal items given. The items are placed with the body, and then burned with green branches. The Fenris think the smoke takes the gift to the person.

There is no unified government among the Fenris, but a steady stream of would-be emperors have claim over various areas. Some parts of the planet are entirely wild and were unknown to the Fenris until the coming of the Corps.

The Fenris have a law limiting weapons. The use of weapons with a greater range than the length of a man's arm is forbidden by their honor code to warriors. Only hunters (*classed with common laborers*) use projectile weapons of any kind. There is a ritual throwing weapon used to settle combats between champions of warring clans, the jhal. This is a bird-like design with razor sharp wings.

Despite their code against modern weapons, the Fenris are much sought after by Corp-Exs as bodyguards and household troops. They have managed to assimilate themselves into Corp society quite nicely as mercenaries. Their fierce loyalty and martial skills make them perfect for those occasions where armed guards are not allowed, or are too noticeable.

On their homeworld they comprise perhaps the finest light cavalry soldier in the galaxy. If not for their honor code against modern weapons, subjugation might well have proved impossible. It is speculated that this code comes from an earlier time. Archeologist have found evidence of mass battlefield fought with gunpowder powered projectile weapons. The Fenris might well have brought themselves to the brink of extinction before adopting this code.

Family

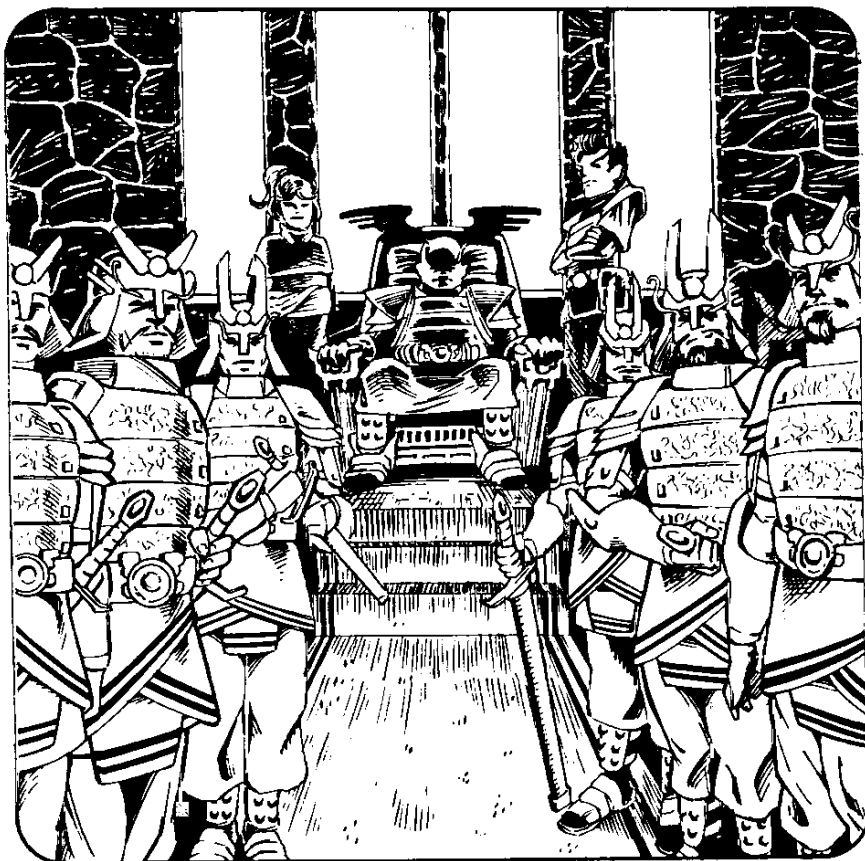
When first married, the husband and his new bride will move in with husband's parents. The newlyweds will remain with husband's parents until a child is born and is walking. This is done so the wife can learn how to be a proper wife to the husband. She learns from his mother. The wife also will get help in taking care of the child for the first year. Once the child is walking, the parents move into their own home.

Government/heredity

Alusru (emperor) This hereditary monarch has control over land grants, assignments of property, farming, and becomes an arbiter for disputes with Niugels. This position is passed down from father to son.

Niug'el (governor/burgermeister) has control over taxes in an area, (but must donate a portion to Alusru for use of the land). The area the Niugel controls depends on his ability to run it. If the Niug'el for one area does well and his neighbor Niug'el does not, the Alusru has the right to give some land that once belonged to the neighbor to the prosperous Niugle. Some of most successful Niug'el are the military head in the area.

Yerffacmenna(mayor, overseer, directs social and 'city problems', food harvesting, taxes, etc.) Appointed by the Niug'el.



Additional Lifeforms

Aturgeon

- **Larva**
 - # Appearing 10d6
 - Size 1-2 Ft
 - Armor Lt Hide
 - Speed 40 (swimming)
 - Attribute Modifiers 99% swim
 - Natural Weapons none
- **Young**
 - # Appearing 1D6
 - Size 5-9 Ft
 - Armor Hv Hide
 - Speed 10/50
 - Attribute Modifiers Can survive on land
 - Natural Weapons Bite (small)
- **Adolescent**
 - # Appearing 2-3
 - Size 8-12 Ft
 - Armor Hv Fur
 - Speed 45
 - Attribute Modifiers +20 Str
 - Natural Weapons Hoof (club small), claw (small), Bite (small)
- **Adult**
 - # Appearing 2-3
 - Size 12-18 Ft
 - Armor Plate
 - Speed 25
 - Attribute Modifiers +40 strength
 - Natural Weapons Ramming, 1 bite(large)
- **Elder**
 - # Appearing 1 (only one unconfirmed sighting)
 - Size 27-30 Ft
 - Armor Chitin
 - Speed 20
 - Attribute Modifiers unknown
 - Natural Weapons unknown

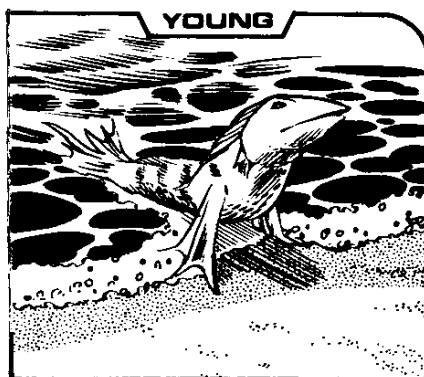
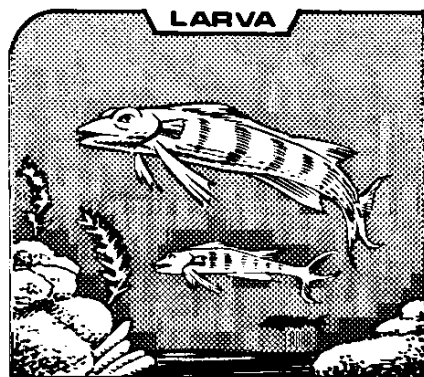
Aturgeon are a 0, 4, and 6 limbed creatures, depending on the age. They are mainly used for transportation and a food source, but wealthier farmers use them to help with the farm work.

Aturgeon are hatched in shallow seas, and are fish-like in appearance. They school among the reefs and are a major food source for the aquatic animals of Fenris. They eat algae and small fish. They spend most of their time in search of food, or trying not to be food. They have a very high mortality rate.

After about 16 weeks, the front fins grow small ridges. The amount of oxygen needed by the Aturgeon increases also. Using the fin ridges, the young Aturgeon crawl on land for short durations at night. As they grow, these land excursions become longer. The Aturgeon also begin to eat land based plants. During this time the rear fins gain the ridges also. By nine months of age the aturgeon have the land mobility of a Terran sealion.

Within two years, the Aturgeon is spending most of the time on land, and they begin to lose their gills. They mainly go to the water to hunt and eat. Within another two years, the size of the Aturgeon is over a meter in length, and it possesses four legs.

The adolescent Aturgeon are very quick and agile. Training begins when the Aturgeon is about five years in age. After a six month training period, aturgeon makes an excellent riding mount. The young Aturgeon have a split toed foot that is flexible. This hoof-like foot also has retractable claws, it can use for climbing and defense. On the rear of the hoof, there is a dew claw that slices as the animal kicks backward. The four legs are long and digitigrade, but they have a superior muscle structure, which accounts for their speed. The head has a pair of horns that the Aturgeon can use with deadly accuracy. These young Aturgeon are mainly used as riding mounts.

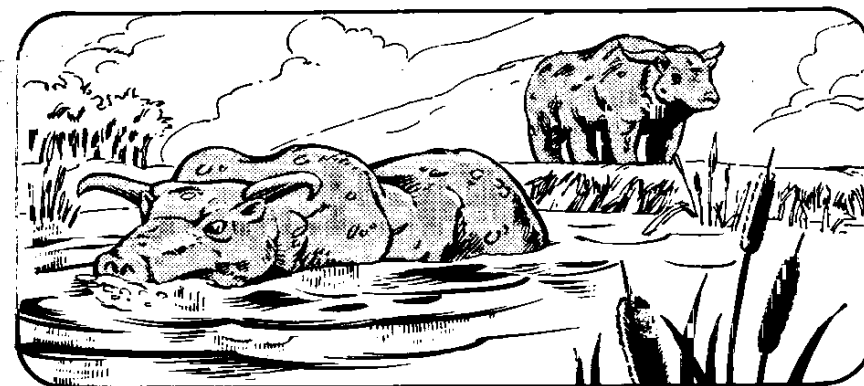


When an Aturgeon is about 8 years of age, it begins to metamorphose. This changes begins with the hide peeling. This is very irritating to the animal, and as the process continues, the animal is harder to control. The animal will then begin to rub on anything available. Once the hide is removed from between the front and back legs, a third set of legs are unfolded from next to the body. These new legs will be functional within two hours time. Once all the skin is removed, the animal begins to eat, anything and everything. The old skin, small animals, carrion, plants, trees, are included. The Fenris use Aturgeon in this state to dispose of garbage. As the Aturgeon eats, the new legs begin to help support the weight of the creature. The new skin stretches, and when the Aturgeon has been sated, it has almost doubled in size.

Due to the increased weight, the legs of the Aturgeon appear much shorter. The upper limbs are hidden within the body, and the speed the aturgeon once enjoyed is unattainable. The muscles are stronger and the aturgeon is now used as a beast of burden, or plow animal. Riding an adult Aturgeon is considered a sign of being poor, or beneath honor. However, riding in a wagon pulled by an adult Aturgeon is acceptable.

Adult Aturgeon spend much of their time in the water, where they mainly feed. They also mate in the water. The female then lays thousands of eggs that float away. Aturgeon normally mate twice a year. An adult aturgeon resembles a cross between a Terran hippopotamus, and a musk ox. When an adult Aturgeon dies, it lies down and pulls its legs and head into the body. The Fenris slit the body open and dry the meat and skin. The leg and head bones are not found within the body. There is a long oval chrysalis within the body cavity. This chrysalis is within the ribs and encircles the heart. The Fenris consider this 'zsagan' a delicacy, which they slit open to eat the raw meat within.

Upon examination of the zsagan, it has been determined that it is another state that the Aturgeon goes through. The Fenris do know of a flying creature that is about 30 feet long, and is very rarely seen. Many Corp scientists feel that this creature may be an elder Aturgeon. Presently several zsagan are being studied.



Ka'Anda

System Proxima Centauri
Planet Proxima
Corp TTMS
Tech Late Stone-Age

The Ka'Anda resemble large gerbils. They are digitigrade, with a light striped fur, and large eyes. Their feet and legs are built for jumping. They have a heightened smell and often have full body tatoos.

• Ka'Anda

Armor	Hv hide
Speed	25/50 (running/jumping)
Att Modifiers	Highly developed proximity sense. Very hard to surprise. Nightvision. Track by Hearing 45%
Natural Weapons	1 Bite (small) 2 Claws (small)
Height/Weight	6 Ft/ 150 Lbs
Lifespan	55-60 Years



Appearance

The Ka'Anda have a light covering of fur. These two subspecies have very minor differences, but they do not interbreed with each other. The colors range from dark brown light gray.

Nufenlen -have light spots on fur

Kwebik - have light stripes

Diet

The Ka'Anda are mainly vegetarians. Their major source of food is a high protein nut, the yonjuni. The yonjuni is similar to the Terran coconut, but it has a harder shell and more hair. The Ka'Andas have several uses for the yonjuni. After the meat is removed, the shell is used for jewelry and tools, and the hair is made into rope and cloth.

Rest

Four one hour periods of nap-like sleep during the day, with a single sleep period of usually not more than four hours. The Ka'Anda are nocturnal by nature.

Reproduction

They are viviparous with multiple births most common with a female cyclic rate of 2 months and a gestation time of 6 months.

Senses

The Ka'Anda have enhanced eyesight that also allows them to see in the twilight. Their directional hearing is due to the ability to independently focus their ears to different sound sources. Thus it is possible to hear two separate sound sources at the same time (both sides of a conversation at once).

Anatomy

They have small muzzles, with light whiskers that are sensitive to objects and air currents. Legs are digitigrade, with large feet, and a very strong jumping ability. Small claws for toenails aid in climbing. Their large eyes can see in well in the dark and they have two sets of tear ducts.

Their ears are independently movable, and set high and forward on the head. Their prehensile tails are very expressive (*similar to the human hand gesticulation*). For festivals they are decorated with colored string, and tail bracelets.

Psychology

The Ka'Andas possess a fondness for strangers, if the strangers possess some form of artistic marking on their skin. This marking can be as subtle as make-up. But any stranger without any markings will either be treated as a child, shunned, or ignored. Tattoos are an important symbol of status. This has been traced to an early contact between the



race and a journeyman archeologist. He lived among the Ka'Anda for an extended period and left behind a reference book on tatoos in primitive culture. His own tatoos and his kindness have left a lasting impression on the Ka'Anda culture.

Traditions/Culture

A person's life, family and accomplishments can be told by their tatoos. Color denotes tribe and family. Patterns denote clan, variations on hue denote family. There is a possibility the race can see in the UV and IR range, and markings seem to reflect this. More than one color means marriage, change of family or clan.

Direction Feet to fingers; firstborn
Line under feet; first male
Line over head; first female

Elaborations More elaborations, higher social rank.
(The Nufenen have stick figures)
(The Kwebik have art works)

Some basic markings denote the following:

First birthday (*birth order, sex, and clan notation*)
First steps (*considered a living being*)
First kill (*Solo, animal notation is added and becomes the person's soul partner*)
First Weapon Made
Assent (*coming of age, marrying age*)
Marriage
Childbirth (*father, mother, and both sets of grandparents*)
Noble deed (*granted by clan leader*)
Job (*each position in clan has a marking*)
Rank in Job (*craftsman, journeyman, apprentice*)
Victories (*competition, warfare, trading, discoveries*)

There are many other markings used. Any lifeform without tatoos, will be treated as a child. If a clan person loses tatoos due to injury, loss of limb, etc., he usually leaves the clan, and lives as a hermit.

Society

Tribe sizes fluctuate (*Some clans are migratory . . . some stationary*). The largest tribe (Ttaiow) has the only major city on the planet (*though the term city in this case really denote a large village*). Family groups usually include the clutch sibling of one or both of the parents. The clutch sibling assist in gathering food, protection and parenting roles. When the sibling finds a mate, he/she can join the mate's clan, or remain with the sibling. Ka'andas usually mate for life.

Government/heredity

Clans can be started by anyone, but must have:

- **Pakk'shi** (*leader*) Must have proven self in battle, (real or mock),
- **Illipal** (*stone builder*) One who has the mark of a mason.
- **She'l'bi** (*teacher*) A Lore Keeper, or Old One, will be accepted, if approved by 3 others (one must a she'l'bi and one a C'lezteal)
- **C'lezteal** (*tattooer*) A must for any clan. This person will be the "spiritual" support and must have the mark of a trained tattooer. They also must have their own hand written copy of 'Taoesan hei Cultu Si Tarri Simiar Dersh Lebari.'*

*"Tattoos and Their Cultural Significance on Terran Similar Lifeforms" by Dershion Lebarion

History

It obvious that humankind is responsible for much of the Ka'Anda's cultural background due to the introduction of the "book". It is quite possible and probable that the human race has altered the development of other emerging races and cultures by accidental introduction of its own lifestyles. Although this is unintentional it can be very profitable since it creates a market for product in an ever expanding field of competitors.

Skills

The Ka'Anda may have any appropriate skill, but their skills also may include the following special skills.

Artist: Tattooing
Botony: Herbal Healing



Gwylia

System	Kaznowski's Star
Planet	Gwion Bach
Corp	Tau Ceti Prime
Tech	Pre-industrial, but possessed of firearms similar to terran gunpowder weapons.
• Gwylia	
Armor	Plate
Speed	10/45
Att Modifiers	+10 Str, +10 Agl, -15 Dex
Natural Weapons	2 Large Claws, Magic Use
Height/Weight	6 Ft/ Weight varies with age. (as much as 1000 lbs)
Lifespan	Unknown



Diet

Carnivorous, diet consists entirely of fish and shellfish.

Rest

The Gwylia do not sleep normally, but have many small periods of inactivity spread throughout their day. This seems similar to light sleep, but these periods seldom last longer than 20 minutes.

Reproduction

The Gwylia are ovoviviparous with a 14 month gestation period, and a female cyclic system of 250 days. One child per pregnancy is the norm, but multiple births do occur, twins being not uncommon.

Senses

They possess normal 5 senses of the average terrestrial human, with one exception. They have an extra eyelid which makes seeing better underwater, but because this eyelid is non-retractable, their vision above water is somewhat distorted.

Anatomy

The Gwylia are amphibious, and ectothermic. Heat and cold have profound effects on their personalities. Heat makes them active, and aggressive. Cold tends to make them lethargic and passive. They have a large bony carapace, on their backs. This carapace grows thicker and heavier as they age, until they reach the point of virtually being invalids, unable to move under its prodigious weight.

Psychology

Gwylia personality is much dependent on immediate environment, specifically by temperature. They have known this for some time, and because of this have taken steps within their domains to regulate their temperature. They construct their houses in underwater jet streams that maintain their surrounding temperature at an even level. To this end they have constructed their homes as mobile spheres. These spheres can be moved easily to follow the most temperate part of the jet-streams during seasonal temperature changes.

These homes can also be connected into villages, or small communities. Most Gwylia live in small familial groups and value territory and privacy highly. To say that the Gwylia are social creatures is somewhat misleading, and feuds and communal wars are fairly common as one family encroaches on another family's territory.

Society

Several times a year the Gwylia gather their houses into large communities and hold council. At this time disputes are settled, laws are passed, and births and deaths are recorded by the scribes. There are no Gwylia "leaders", the Gwylia have a completely democratic society.

Disputes are presented to the entire group and voted on. All votes are final and decrees are enforced by the entire group, if necessary.

Precedents are recorded by the scribes, and though they may be taken in account during a presentation, the group is not bound by their previous actions. In this way Gwylian law is constantly changing, constantly working toward seeking the fair and just settlement, rather than the legally correct one.

Fairness is all important to the Gwylia. They are a practical and hard headed people. Their religious beliefs reflect both their common sense and their sense of justice. They believe in re-incarnation. They further believe that the evil that one does in this life follows one for the rest of one's life and into the next. They believe in balance (*perhaps because of their own lack of emotional balance*). Just as water seeks its own level, so does life. If one has too much, he will lose it. If another has too little he will gain. If he treats others fairly, he'll be treated fairly.

The Gwylia do have projectile weapons similar to heavy pistols and heavy rifles, but with multiple barrels. They must have multiple barrels, since the Gwylia have yet to develop the technology for multiple firing weapons. The only way they can fire without reloading each time is to have multiple barrels on each weapon. Weapons might have as many as seven or eight barrels.

Family

Family is all important to the Gwylian; more important than life, or comfort. A Gwylian will do anything for his family and anything a Gwylian does will be forgiven. Even their own laws come second to family. For this reason little familial violence is even prosecuted. No wife, brother, father, etc. will ever give over a member of their family for group justice.

Fortunately, family values are so ingrained in the Gwylia that little violence against other family members ever takes place. Even the most "hot" tempered Gwylian is unlikely to hurt another family member.

Government/heredity

The Gwylia respect only the laws and edicts of their group, a kind of very extended family in which all members are somehow related to a common ancestor. The groups gather a few time each year, seemingly at random. How the word is spread, or how and why they gather, is unknown at this time. It is possible that the Gwylia have some means of long range communication, that is also unknown.

Within the group everyone of age is equal, males and females. The closest thing the Gwylia have to political leaders are their scribes. Scribes record all that is said and done in meetings of the group. This includes oral histories as well as legal decrees. Scribes do nothing but record and preserve their records, copying and passing them along to other scribes. Since writing underwater is problematic, scribes inscribe

their writings onto parchment made from the thick hide of the snrf. They carve their intricate writing into the leather of the parchment, along with individual elaborations that act as a scribes special signature.

Scribes are cared for by their families, and fed and clothed by the group. They are not expected to hunt, to weave, or to do any other work. Harming a scribe, or destroying his work is punishable by death. There is no reprieve, no appeal.

Designer's Note: The Gwylia have been known to attack colonists on site. This is in large part the fault of the colonists. Since the establishment of the colony, they have taken to dumping their hot water waste (*produced by their nuclear power plants*) into the waters near the colony. This "Hot Zone" has induced aggressive behavior in the Gwylia who have passed through it. The colonist have made little attempt to understand this behavior and have instead adopted a "shoot-on-sight" attitude.



Additional Lifeforms



Snrf

# Appearing	D10+10
Size	10-12 Ft
Armor	Hv Hide
Speed	45
Attribute Modifiers	+100 Str, +500 Con
Natural Weapons	1 Large Bite

The Snrf is the main source of meat and hide for the Gwylia. They are a domestic animal, but they retain their wild nature. They are similar in many respects to the Terran barracuda, but somewhat larger. They travel in schools of up to 20, and are enticed by the Gwylia to follow their migrations. In this they serve two functions: they provide food (*and they breed prolifically, so the food source stays constant*), and they act as watchdogs against larger underwater predators.

Lanari

System	Ratchet's Star
Planet	Terra Cotta
Corp	Tau Ceti Prime
Tech	Bronze Age/ Hunter

• Lanari	
Armor	Lt Hide
Speed	15
Att Modifiers	+10 Con
Height/weight	6-7 Ft/ 200-300 Lbs
Lifespan	70-80 years

Lanari are outwardly indistinguishable from humans and resemble Terran eskimos with thick body hair.



Diet

Omnivorous. Diet has a low fat to protein ratio.

Rest

Approximately 9 hours of a 30 hour day.

Anatomy

Heredity has gifted the Lanari with thick skins and thick, close hair on most of their bodies. Their heads are slightly larger than humans, brain seems to have a layer of tissue surrounding it. Stocky, large feet, upper leg bones have two separate bones.

Psychology

Mtej kwao is a snow plant, used for medicine, food, and is highly prized by the Lanari. Mtej kwao grows under the snow and ice, and if exposed to the air and light will quickly die. Attempts to cultivate it have failed.

The plant is a blue vine, that has palm size leaves. The flower has 9 long petals and is a light shade of blue, which darkens as it ripens. Once the seed germinates, it takes about 30-50 days to mature. Once mature, the jubon (*as the Corps call it*) undergoes a chemical reaction that results in a small explosion. This explosion scatter the seeds in concentric circles. After the explosion, the exothermic process sets the seeds into the surface of the snow pack so they won't blow away. The seeds remain warm for a period of about three days. This allows the seeds to melt themselves down into the soil. Once in the soil, they retain enough heat to melt the snow, and water themselves. The quicker the seeds settle into the ground, the better chance of survival they have. (*A practice of the Lanari is to dance on a jubon that they have used. They believe that if they dance well, the Ice Star will bring them more plants.*)

The plant also has a long root system, over 6-9 feet in length, that is stretched out and only about 6 inches deep in the soil. The Lanari have many uses for the different parts of the plant. They waste very little. The Lanari have a law: "Use half the seeds, dance the rest."

Seeds	Glycol, ferments into alcohol
Leaves	Food and medicine
Vines	Food and water, if cured a strong rope.

Society

Lanari dwell on the edge of the icepack close to the food source. This nomadic behavior is part of the reason the population levels are unknown. Their weapons and technology are simple and efficient. By using local resources, their tools and weapons are made from bone, antler, rock, and hardened snow. The Lanari have recently discovered smelting, and by searching the glacial areas have found low grade ore. As a mobile nomadic tribe they travel with everything. They never live

in a permanent site, for it may draw the larger predators that exist on the icepack.

Language

The Lanari do not have a written language, but they do have several pictographs that they use. Each 'tribe' or 'clique' has their own, but they seem to have the same general basis. So far, only 9 symbols are similar and have the same meaning.

<i>Danger</i>	<i>Hidden</i>
<i>Sickness/bad</i>	<i>Help</i>
<i>Friend</i>	<i>Trade</i>
<i>Marriage</i>	<i>Death</i>
<i>Mtej kwao</i>	



Additional Lifeforms



Itey (Snow Beast)

# Appearing	1
Size	10-12 Ft
Armor	Hv Fur
Speed	20
Attribute Modifiers	+40 Str, +20 Con
Natural Weapons	2 Large Claws, 1 Large Bite

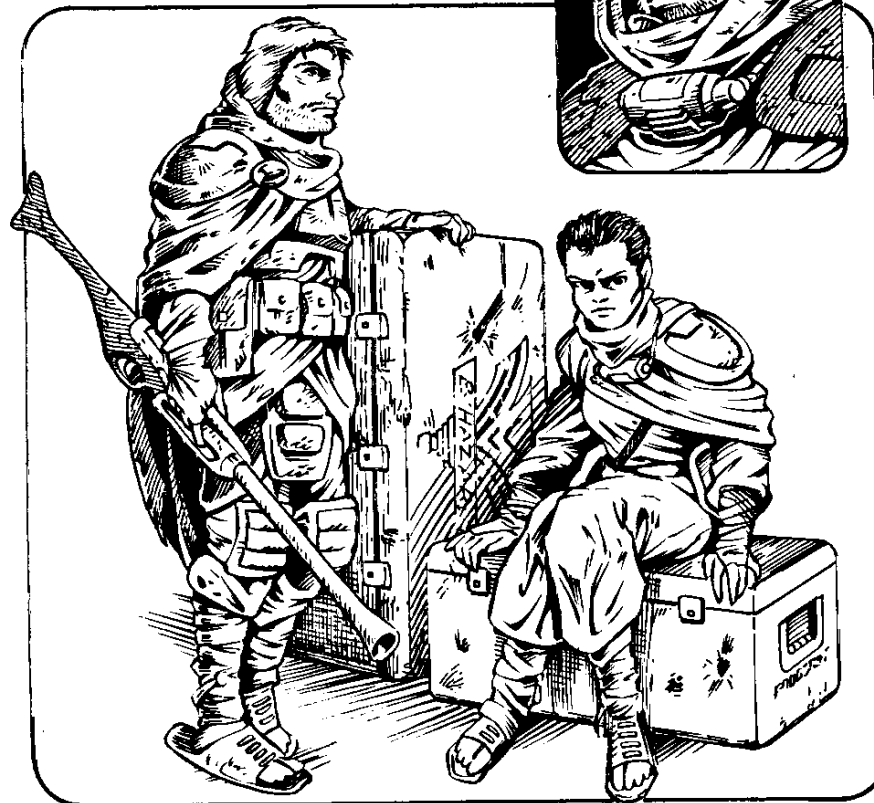
The Itey is a ferocious animal and will usually attack any movement it sees. They have long thick fur, razor sharp retractable claws, and a long whip like tail. One can usually outsmart an Itey by standing completely still. Lanari have tamed a few Itey, but they must always be fed by hand. Once they kill and eat, the Itey will return to their feral nature. Very loyal, but very unpredictable.

Maori

Planet	Lita
Corp	B'hazard
Tech	Tribal Nomads/Pre-Industrial

The Maori have primitive gunpowder weapons, matchlocks and flintlocks for the most part, but can and do use stolen Corp weapons. They are highly mechanical, and this capacity has served them well of late adapting and using high tech weaponry. The Maori are nomadic raiders by nature and have for the most part preyed on colonial outposts.

• Maori	
Armor	Lt hide
Speed	15
Att Modifiers	+20 Str
Natural weapons	None
Height/weight	Human norms
Lifespan	30-50 years



Diet

They are omnivorous. Their diet includes a great deal of proteins, due to the edibles available to them. Primarily meat, beans and roots.

Rest

Sleep period of about 10 hours out of each 37 hour day.

Reproduction

Average 5 month gestation period or 1 planetary season.

Senses

Their eyes are good in strong light or darkness, but they have problems at dawn or dusk. They hear in ranges into the lower frequencies. The Maori hear lower tones than humans, but high pitched tones can cause them pain.

Anatomy

Extra eye lid and a retractable secondary pupil; regular pupil is circular, second is oval, slit. This second pupil is used at night, or darkness. Secondary pupil protects the eye during sandstorms.

Psychology

The Maori are excellent traders. The Maori do feel that cheating is a crime, but cheating involves only outright fraud or lying. "Buyer beware" is their motto. If you do not check out a deal before it is done that's your hard luck. Deals are sealed with a two handed handshake. While trading, the Maori joins right hands with the person they are trading with. Once the deal is agreed to, the left hands are joined over the right. At this point, the deal becomes a contract. Once this is done, nothing can be added to or subtracted from that deal, but a new deal may be proposed. Any person knowingly violating a contract is outcast or killed, depending on severity of the crime.

Society

Large extended families, but youngsters must prove their worth. Water is a valued commodity on Lita as it is an arid world, and the Maori culture reflects this. Water is used as a standard means of exchange throughout the Maori tribes.

Government/ heredity

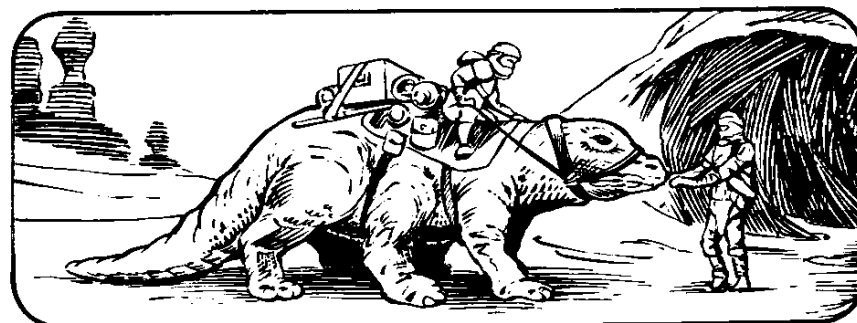
Each tribe is organized very loosely by families. If a family is traveling with other families, they can leave at any time, join a new group, or remain. Problems are decided by eldest family members on both sides. Rarely is blood shed, but it does happen.

Additional Lifeforms

Enorrahe

# Appearing	10-12
Size	30 Ft
Armor	Plate
Speed	20
Att Modifiers	+100 Str +50 Con
Natural Weapons	1 Large bite

This six legged lizard is used as a riding and pack animal by the Maori. They bear their young live and walk on pads much like cats. They can rise centaur-like and use their first pair of limbs as crude hands.



Twowalli

# Appearing	1D6
Size	18 In
Armor	Lt Hide
Speed	20/100
Attr Modifiers	-20 Con
Natural Weapons	2 Large Claws

Another hexapod, this unique bird-like analog lizard has wings as the second pair of limbs. Excellent eyesight and very sharp claws. The Maori often train them and use them much like falconers of old once used hawks.

Rel

System Beta Crateris
Planet Crater One
Corp TTMS
Tech Early Iron Age

The Rel are fur bearing, warm blooded reptilians. Violently hostile, and fiercely territorial, they are in the midst of an all out war with the colonists.

• **Rel**
Armor Hv Hide
Speed 20/ on toes 30
Natural weapons Claw small/ Spur medium/ Tail club
Att Modifiers Track by scent 60%, Magic (*vivimancy, enchantment*)
Height/weight Males 7-8 feet/ 310-370 lbs
Females 6 feet/ 290-350 lbs
Lifespan Due to their extremely aggressive natures, the exact age range of the Rel cannot be determined.

The eldest Rel found was 78 years old. She is called "Mois akjhruasaon chu," and the closest translation is "Holy One, Great Mother, Respected Iemalef," and that is just her title.



Appearance

Large, heavily muscled, fur bearing reptilian. Claws on both hand and feet. Hands have a retractable claw at the knuckles, and the feet have a heel spur. The Rels are very aggressive and show little fear when dealing with the colonial population.

Diet

The Rel are carnivorous and ritually cannibalistic. They believe in eating their dead enemies and thus absorbing their strengths. Needless to say this does not sit well with the colonists.

Rest

The Rel are predominantly nocturnal, but they are active during the day. They usually take a midday rest during the hottest part of the day and afternoon. A normal rest cycle begins at midday, and ends at dusk. A short rest period is also taken before dawn. The Rel sleep about 9 hours during a day.

Reproduction

Trisexual: Male, Female, Iemalef. The female mates with male and carries the embryo for 6 months. The female then goes into brood where her sense of smell is heightened. By sense of smell she searches for the pheromone of the "Carrier" for the child. The Carrier can be male or female. The mother, once the carrier is found will "kiss" the individual, secreting hormones. This will usually be the catalyst for making an individual a carrier (*all Rels, male and female, have a "marsupium" similar to the Terran Kangaroo*). The pouch will develop, teats will begin to secrete "netgue", and the eye ridge begins to turn a dark red.

Once the child is born, the carrier will place the child in its pouch. The child will remain for about 3 months. Once the child is in place within the pouch, the carrier is called Iemalef. This widens the gene pool, as the carrier gives the child 1/5 of the genes, and usually includes the "sex" gene. If a child is placed in an "unchosen" Iemalef, child has 75% of death, 80% birth defects, 98% of being sterile (*which includes not acting as an Iemalef*).

Very rarely the Iemalef is chosen within the same nuclear family. This causes very strong gene pools that last about 11 generations, but the family will have high percentage of birth defects (*including blindness, clubfoot, dysfunctional tail, etc.*). When the children are born without defects, they seem to have higher intelligence, strength, are ambidextrous, and have a higher chance of becoming Iemalef. These children are called Braitai, or "future children". The last known and recorded Braitai was born about 30 years ago. The gene pool of the Braitai has now been dispersed, but when three Rel that carry the particular gene unite, the child will have an 89% chance of becoming a Braitai.

It has been found that the hormone and "netgue" secreted by the female and the Iemalef have a euphoric effect on human and Beta stock. Caution is advised.

The netgue of the Braitai is chemically altered. Data diagnosing the result of the changes are sketchy at best. But it is known that the effect on human/beta is to temporarily heighten strength, senses, and stamina . . . BUT THE NETGUE IS 100% ADDICTIVE. The user becomes physically dependent on the netgue (*dosage is 10cc per month*).

The Iemalef is cared for the by the two parents, if it is necessary. The Iemalef is considered a member of the family (*many clan wars have been halted because of this*). Pregnant females, and Iemalef are considered sacred by all clans. Anyone harming a pregnant Rel is dealt with severely.

Once the child is born for the second time, the child is named by all three parents, the given name, father's name, Iemalef name, and then mother's name. All Rels have four or more names, and the last three are the closes thing to a last name the Rel's have.

The child is born with beginning vocal skills, visual ability at 65% of an adult, and "family memories" from all three parents. It has not been determined the extent of the memories, but it is known that highly emotional (*and painful*) memories are retained by the offspring.

Senses

Rels have the five normal senses. Hearing is better than human norms, but smell borders on the formidable. Other senses are at human norms.

Anatomy

Rel's have double eyelids, with a nictitating membrane. This aids in keeping the eye free of sand. Rel noses have "flaps" and a mesh of fine hairs that help keep sand and debris out of the respiratory system. The hairs are cleaned daily by exhaling a force of moisture, air, and small bit of acid (*from the first stomach*) through the nose. This procedure, "lingwe", is similar to a human spitting. Lingwe can be used to show displeasure with a person, contempt, or a challenge. The range of ligwe is about 15-30 feet, and can be VERY accurate.

Ears have a hollow ridge that becomes the eye ridge. Within the tube are small hairs connected to the top and the bottom. These hairs assist in hearing, by sympathetic vibrations. The ridge is very hard, and a direct hit with a small pistol will only temporarily stun the individual.

The Rel hand has 2 opposable thumbs one on each side of the hand. Fingers 3-2 joints (*not including knuckle*). The knuckle can lock and has a curved spur that can be extended forward and used as a weapon. The tail is not prehensile, but can also be used as a weapon.

Feet have four toes widely spread. The skin between the toes is slightly webbed. This allows the Rel better mobility and keeps them from sinking into the sand. Rels run on their toes. The heel has a spur that can be used during infighting.

Psychology

The Rel have the ability of magic. They seem follow the school of Vivimancy, but the rituals and specific spells they use, are unknown at this time.

Society

All Rels have knowledge of medicine. Very little illness is found among Rel society (*though injuries are common and, since Corp involvement on planet, illness has become more frequent*). The Rels can smell what plant is needed to cure specific illnesses (*illness seems to also have a smell*). The Rels are governed by a clan based patriarchy. Having a large family or clan is prestigious.

History

Knowledge of religion is very sketchy. The Rels believe in a Trinary Godhead.

- | | |
|---------------|---|
| • Lia'ian | Male figure, warrior, hunter |
| • Ren'e'lize | Female figure, mother, domestic, family |
| • Gar'leepres | Unsexed, arts, physical artistry, mental, and ground planting |

The Rel believe Gar'leepres was born and the ground became his Iemalef. All things come from the ground. Ground has three stages in its birth as hard stone and rock, fertile years as growing nurturing the people and the food, and finally its death as a desert.

The three stages of life lines (sayings):

- | | |
|------------------------|--------------------------------|
| "You're like a stone." | "You're just stoning." |
| "You're fertile soil." | "There's new earth about you." |
| "He's really desert." | "She's blowing in the wind." |



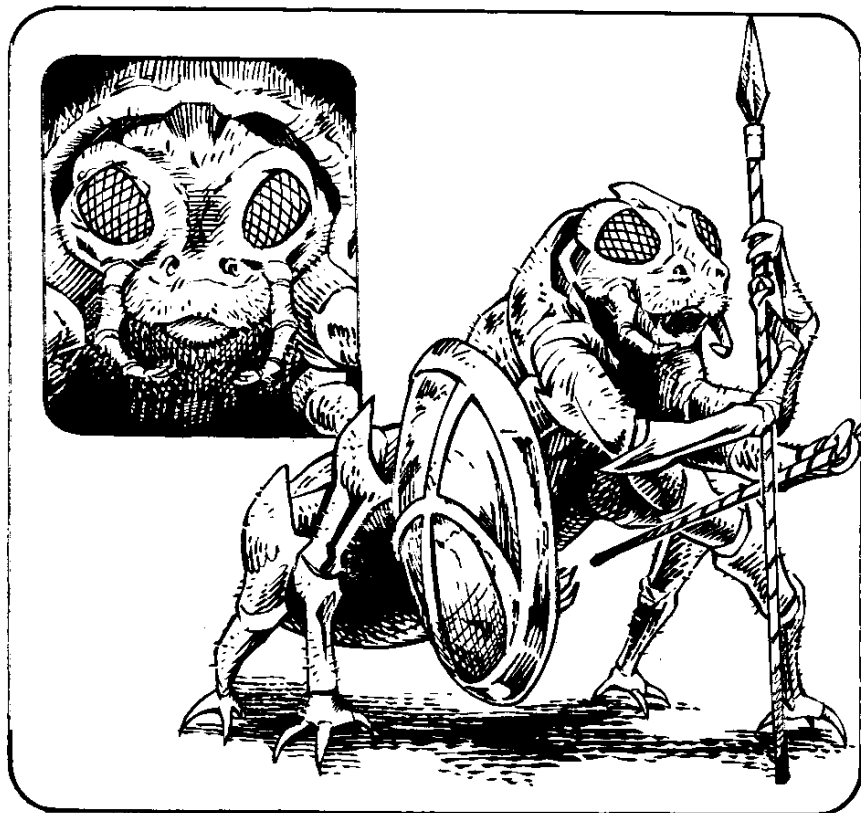
Arachnoid

System	Wolf 424
Planet	Lupus
Corp	TTMS
Tech	Alien to the point of complete inestimability.

The Arachnoids, ("arcs" to the local colonists), can remain raised on four legs and run for about 30 minutes. In this fashion, they resemble the Terran Centaur. The length varies by species of the Arachnoid.

• Arachnoids

Armor	Chitin
Speed	55/25(underground)
Attribute Modifiers	+25 agility
Natural Weapons	Mandibles (1 Large Bite)
Lifespan	Unknown
Height/Weight	Normal height is 3 ft. , but they can extend upward another two to three feet, due to the position of their knee.



Diet

Consists of predigested fluid and paste prepared by the cows. Cows can digest any kind of organic material and change it into food. On rare occasions, workers, warriors and the other out-hive workers will catch and drink the blood of other animals. They also will scavenge for other animals to bring back into the hive.

Rest

Short periods of inactivity have been noted, but there is usually always some type of activity going on within the hive.

Reproduction

Hive Queen is responsible for laying eggs that are handled by the High Queens. Single fertilization is good for the lifetime of a Hive Queen but does not preclude later fertilization by other males.

Senses

Arcs' senses include an extremely acute sense of smell that borders on the supernatural. Eyesight has a low range of colors they can detect, but clarity of vision is almost human norm. Hearing is poor. But they do react to ground vibrations very well. Sensitive hairs on the underbelly and legs are reactive to vibrations and air currents. This accounts for their highly developed proximity sense. They will notice the vibrations of an approaching enemy long before any attack might be successful.

Anatomy

The Arachnoids have 8 legs that are segmented like spiders, but are tucked close to the body. The backward angle of the legs assist with the distribution of body weight over sand. They have the ability to walk (and run for short distances) on four of the legs while using the other four as hands.

The body is tri-segmented, and is separated into head, thorax, and abdomen. All three sections have a strong exoskeleton. They have large multifaceted eyes. Their face has a short 'fuzz' to it. The Arachnoids also possess bio-weapons. These are several specialized glands that perform different tasks. These glands are:

1 Scent	Marking trails, identification
2 Adhesive	Making things sticky
3 Solvent	Dissolves Scent, Adhesive, Neutralizes Acid
4 Acid	Combat weapon
5 Flame	Self igniting gas
6 Neutralizer	Neutralizes all glands
7 Web	Strands for utility use
8 Oil	Slippery, lubricant
9 Aphrodisiac	

Listed below are the different types of Arcs and the glands they possess. These are numbered as above:

Hive Queen (<i>Queen Mother</i>)	1,2,3,6,7,9
High Queens	1,2,3,4,6,7,9
Hand Maidens (<i>Queens</i>)	1,2,3,4,6,7,8
Guard	1,3,4,7,8
Trooper	1,2,3,4,5,7
Warrior	1,2,4,5,6,8
Generals	1,2,4,5,6,7,8
Hunter	1,2,3,6,7
Gatherer	1,2,3,6,7,8
Laborer	1,2,3,4,6,7,8
Planner	1,2,6,7,8
Thinker	1,2,7,8
Learner	1,2,3,4,6,7,8
Tech	1,2,3,4,5,7,8
Cows (<i>Eater</i>)	1,2
Farmer	1,2,3,6,7,8,9

Designer's Note: It is the Arc's highly developed pheromonal sense that has caused the war with the colonists. To put it simply, and in Arc terms, we stink. Human body chemistry produces pheromones that act as a powerful stimulant to the Arcs. It drives them into a killing rage.

Psychology

The Arachnoid society is highly developed in that each individual has a clear and present task in the survival and betterment of the race. It also allows for advancement of an individual into a higher ranking either within caste or by changing caste, but if changing caste the individual comes in as the lowest member of the new caste with lower esteem and responsibilities. The concept of 'family' is lost on the Arachnoid. All members of a hive are related to each other.

Government/hierarchy

Hive Queen (<i>Queen Mother</i>)	Lays eggs (<i>Beginner of hive</i>)
High Queens	Cares for eggs
Hand Maidens (<i>Queens</i>)	Cares for larva
Guard	Protects queens and larva
Trooper	Defenders of the hive
Warrior	Major attackers of the colonies.
Generals	3 top males of hive. One usually is a warrior or hunter. They mate with the queen for a varied period.
Hunter	Gathers meat outside of the hive.
Gatherer	Gathers vegetable matter.
Laborer	Builds, repairs, and maintains hive
Planner	Architect, directs laborers
Thinker	Strategist, defense, and offense

Learner

Tech

Cows (*Eater*)

Farmer

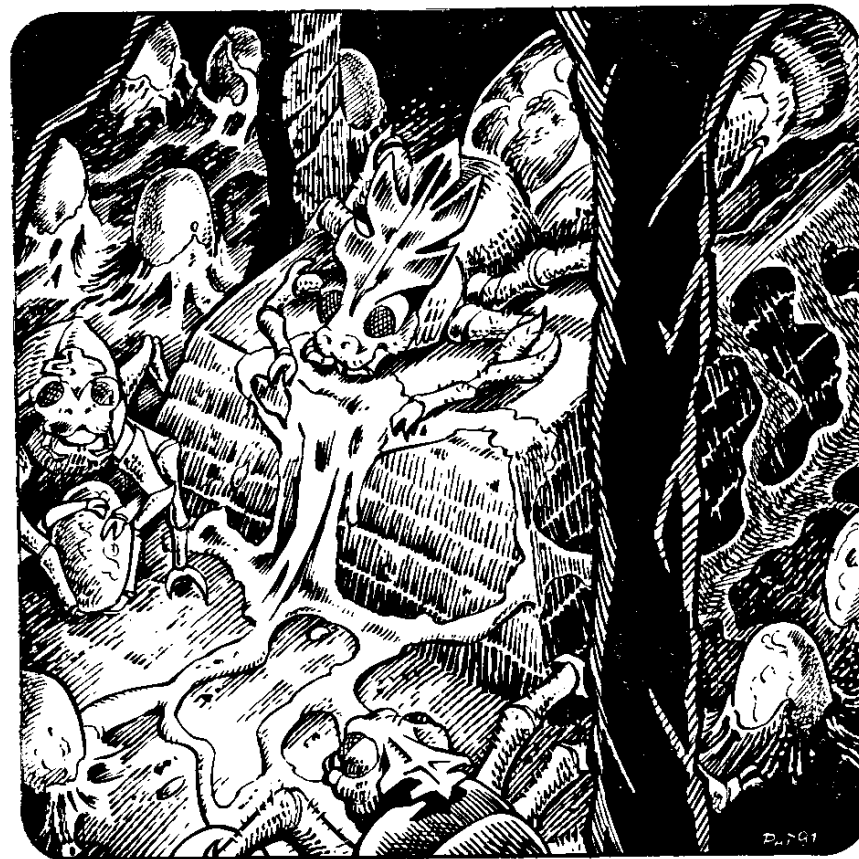
Teacher, archivist, historian, observer, advisor, field research, go between for thinkers, planner and information dispersal

Technical designer, works with laborers

Eat for a 'day' then process it into a nutrient syrup (*mobile garbage disposal*)

Grows specialized fungus for cows, larva, and hive. Also makes special 'queen juice'.

This queen juice allows a high queen to become a hive queen, and a hand maiden to become a high queen.



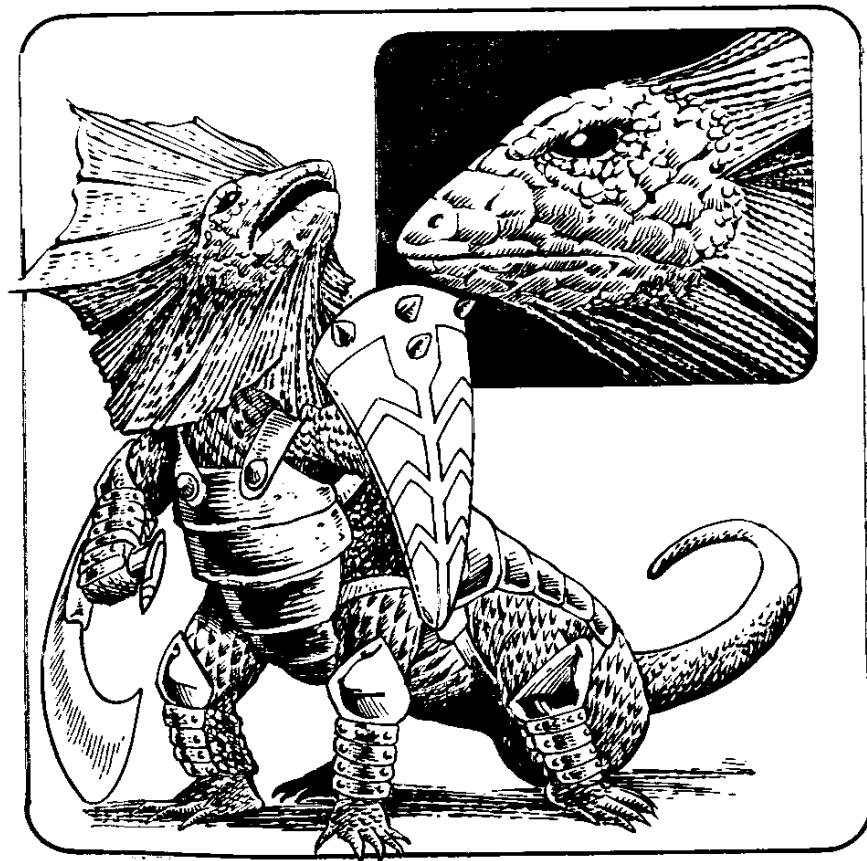
Ttt'chrchny

Planet Victoria
Corp Enclave
Tech Early/Middle Iron Age

The Ttt'chrchny (or "*chits*" as colony members call them), are semi-reptilian with scales and nictitating membrane to cover the eyes. Chits can walk on either two, four or six limbs; when using all six limbs, they are usually burrowing underground, moving with equal speed and dexterity.

Ttt'chrchny

Armor	Hv hide
Speed	22/9
Att Modifiers	Str 50, Con +30
Natural Weapons	4 Claw Large, 1 Large Bite, Magic
Height/Weight	Standing erect 6 feet/190 Lbs.
Lifespan	50-65 years



Rest

Sleep 9 to 10 hour cycles with a 3 hour relax during the midday cycle.

Reproduction

Chits are oviparous, with an 8 month pregnancy. Newborns can stand after about 10 minutes, and can run in 30.

Senses

Chits have poor to fair eyesight, excellent hearing into ultra high frequencies, very good sense of smell, good sense of taste, and phenomenal sense of touch, which includes an excellent sense of balance & stress detection.

Anatomy

They are warm blooded, with two three chambered hearts. One places oxygen into the blood stream, and forces the blood out into body. The second heart in the rear of the Chit pushes the blood back to the first heart. If the front heart stops, the Chit can survive by stopping all activity. In a short time, the front heart will begin to beat again. By the time the heart begins to beat again, the injury has had a chance to clot itself. If the rear heart stops, the blood begins to 'back flow' in the veins, and the Chit will die in a matter of minutes. The Chits also have 2 stomachs and a third intestine.

Psychology

Victoria's unstable orbital path means that once every 10 years the planet experiences "winter." The temperatures sometimes drop to near freezing on this tropical world. This winter lasts for several months and most planetary lifeforms have developed survival mechanisms to counteract the destructive capabilities of such a drastic temperature change.

The Ttt'chrchny hibernate for long periods during Victoria's harsh winters. During their hibernation only the first heart is active, and life signs are at minimal levels. When awakening from their hibernation period, the second heart slowly becomes active, making the Chits slow and somewhat stupid for the first several months. Unfortunately for the colonists, this wears off within a relatively short period.

When the first Justifiers teams came to Victoria, the vibrations caused by their scanning equipment woke the hibernating Chits. Many Chits, unable to cope with the colder climate into which they were thrust, died. The surviving Chits were at less than full capacity, they were not seen as a threat to the colonists and the planet was justified. By the time the first colonists were on Victoria, the Chits were up to speed, and "*madder'n'hell*". Since then they have been involved in all out warfare with the colony.

MAGIC

The official Corp stance on magic is simply that it exists only as an unsubstantiated rumor. However, certain scientists, and anthropologists among the Corps have made a study of magic since it first came to light a few years past. What they have discovered has shed new light on the various aboriginal cultures and offered new explanations for aspects of Terran culture and history.

Magic is a powerful and potent way of manipulating forces. It is distinct from psionics in both its focus and its grandeur. Where psionics has the innate ability to manipulate a force from within the user, magic is a skill, a learned ability, that allows the user to tap forces from without. Because of this, effects created as the end result of the use of magic happen on a much grander scale; whereas, with psionics, as the user grows more adept he is able to create bigger and bigger effects. With magic, as the magician becomes more adept he achieves greater and greater control over the effects that he can create.

However, much like psionics, magic does take its toll on the user. Despite magic's seeming ability to circumvent natural laws, it does obey the law of conservation of matter and energy, in that once the energy source has been tapped into by the magician, that energy once collected has to go somewhere. In the event of a successful spell casting, the energy is expended in the spell itself. It is only in the event of an unsuccessful spell attempt that energy is grounded through the magician into the nearest grounding source, much like lightning striking a person and being grounded through that person and into the earth. This is called the **grounding effect**, and as a magician becomes more proficient in the use of spells, he becomes better able to control the grounding effect.

Also magic takes a physical and mental toll, making it impossible for a magician to perform more than a certain number of spells per day. This number increases as the magician becomes more proficient. A high level magician has a huge accumulation of spells and the ability to use them with little fear of grounding effect. This makes the magician a formidable foe.

There are three basic schools of magic common to all the various aboriginal peoples. These are:

- Geomancy
- Vivimancy
- Enchantment

These are distinguished not by their results, which are often quite similar, but by the energy sources which they tap.

GEOMANCY: This form of magic taps the enormous forces of a planets rich and varied energy fields. It is capable of tapping all the varieties of fields; magnetic, gravitational, electrical and kinetic. The effects created using geomancy tend toward nature. Things such as the control

of weather, natural elements, etc... The geomancer is limited only by his ability to channel the energy required. Even transmutation of elements and control of natural disasters is possible with a sufficient amount of skill. However, because its nature tends to be tied directly with the particular planetary fields, geomancy is the least likely to function on another world, even another world in the same system. Base chance for successful spell use is 15% for each spell, for each world, outside the system where the magic originated, and 25% for each spell on other worlds in the same system.

VIVIMANCY: Those spells that rely on vivimancy tap life energies. Where geomancy taps the energy of the plant itself, vivimancy taps the energy in the planet's biosphere, and the various energies of all the living things that inhabit the planet. Because of its nature, vivimancy works more often and in more places than geomancy. Base chance for successful spell use is 30% for each spell, for each world outside the star system where it originated, and 50% for other worlds in the same system.

ENCHANTMENT: This is a combination of skills that allows the enchanter to **inscribe** magic into items, to actually place a working spell into a wand, a medallion, a staff, or even a book. Books inscribed this way are called **spell books** and require no magical skill to activate the spell written in their pages. They only require that they be read aloud. However, a person cannot learn magic from a spell book, the magic inherent in it makes it impossible to memorize the spell. Teaching books, called **lore books**, are used for that purpose. In lore books, the spells are written, but not inscribed. Lore books are much more rare.

Enchantment has as its root power either geomancy or vivimancy. Therefore the enchanter can not only inscribe, but perform the spells of whichever school of magic in which he is versed. It is possible for an enchanter to circumvent the rule limiting his number of spells per day by inscribing a number of magic items and carrying them on his person. However, inscribing is the same as casting a spell, so if an enchanter inscribes a spell then he is able to perform one less spell that day. Because the enchanter's powers come from the same sources as the other magician's powers, he is as limited as they are in his ability to use spells or inscribed items on other worlds, with the following modifiers: spell books are +5% to work, wands and staves are +10% to work. Other magical items are normal.

There is a prevalent theory which attempts to explain why magic seems to work better on pre-industrial worlds. It postulates that each planet may in fact be a sentient creature, but with thought processes and motivations completely beyond our understanding due to their scope (*a coherent thought might take a planet decades to complete...an idea generations to be born*). Scientists have further theorized that, assuming this is so, the planetary scarring which accompanies industrialization angers the world's sentience. In retaliation the consciousness withholds those energies which make magic possible.

GAINING MAGIC

To gain magical abilities, one must go through a powerful ritual, or series of rituals that can involve anything from fasting, and cleansing, to dances and deadly tests of courage and skill. In the case of some outsiders, it may also include an oath to forswear the use of technology. These rituals are conducted by a **master** and take D6 weeks, after which, if the student has survived, he gains all the powers of a beginning level magician of the school to which the master belongs. The student must then spend an additional D6 months mastering those skills. A master often requires a quest or journey to learn and refine the student's skills.



BEGINNING MAGIC

Each magician will begin with certain spells that are universal to all the magicians of his school. Each school of magic also has specific limitations on such things as the number of spells available each day, the length of time that it takes to learn new spells and the number of spells that a student begins with.

New spells are not automatically added, but must be sought out. The student must find those willing to teach him new spells, or seek out lore books with spells of a type that he can use. All new spells begin at the student's **Base Skill Level** plus bonus (*if any*) and increase at the level indicated by the spell.

Beginning Geomancy: Each beginning geomancer gains the following abilities automatically (*these do not count as initial spells*):

Sense Magic	25% (+ 5% per level)
Ground	10% (+5% per level)
Metamorph	10% (+5% per level)

Geomancers must have a minimum of an **85 Strength Attribute**. They get 10 spells initially at their Base Skill Level +5% and are limited to 3 spells per day at first level, and two additional spells per day every level. New spell are learned in 100 hours minus the **Intelligence Attribute** of the student. It would, therefore, take a student with a 60 Intelligence 40 hours to master a single new spell. This is the same whether the student learns his spell from a lore book or from another geomancer.

Beginning Vivimancy: Each beginning vivimancer gains the following abilities automatically (*these do not count as initial spells*):

Sense Magic	25% (+5% per level)
Ground	10% (+5% per level)
Bind Familiar	10% (+5% per level)

Vivimancers must have a minimum of an **85 Intelligence Attribute**. They get 7 spells initially at their Base Skill Level +5% and are limited to 3 spells per day at first level and an additional 2 spells per day every 3 levels. New spells are learned in 200 hours minus the Intelligence Attribute of the student.



Beginning Enchanter: The beginning enchanter begins with the following abilities automatically, which do not count as beginning spells:

Sense Magic	25% (+ 5% per level)
Ground	10% (+5% per level)
Inscribe Spell	10% (+5% per level)

Enchanters must have a minimum of both **85 Strength** and an **85 Intelligence** Attribute. They get 5 spells initially at +5%, and gain new spell at their Base Skill level only. They are limited to 3 spells per day at first level and an additional spell per day at every level. New spells are learned in 100 hours minus the Intelligence Attribute of the student. Items are inscribed at the rate of 100 hours minus half the Intelligence Attribute of the enchanter.



GROUNDING EFFECTS

As stated previously, each time a spell is unsuccessful it has a grounding effect. These effects are unpredictable and sometimes dangerous to the magician. Every magician, regardless of his school, has the skill **Ground**. This is the ability to control the grounding effect and deflect some of its potential for damage. This skill is activated by spell failure automatically. **However those using a spell book or other inscribed item may not have this skill. For them roll, on the chart unmodified.**

In the event of spell failure use the following charts to determine the result. Roll D100 and subtract the magician's Ground per cent from the roll and use the result. For enchanters, roll on the applicable chart according to the basic school.



Geomancy Failure:

- **01-20** - No result. Successful grounding has resulted.
- **21-30** - Anti-tech Field. All equipment and machinery requiring a higher level of technology than muscle power malfunctions. Base 25% chance that damage is reparable in D10 hours. 500 foot range.
- **31-40** - Wind Rush. Wind at 2D10 miles per hour in a 50 foot diameter. Duration: D10 minutes.
- **41-50** - Cloudburst. Rain in a 10 foot area around the geomancer. Duration: D10 minutes.
- **51-60** - Metamorph. Geomancer turns into random animal (*GM's choice*). Duration: D10 Hours.
- **61-70** - Repulsion. Every un-anchored, inorganic object within 10 feet of the geomancer is repulsed to the extent of that 10 foot range, regardless of mass. Repulsion can be dangerous to bystanders. To calculate damage to someone within the range of the effect, use the values for calculating damage for a rock (*1/2D6 per pound of the object*).
- **71-75** - Attraction. As above, but everything is attracted to the user as if by magnetism, including non metallic objects. The objects remain stuck to the geomancer for D10 minutes and then drop in a pile. They don't come with a velocity capable of harming the geomancer, but do come with an irresistible force.
- **76-80** - Paralyze. Geomancer is unable to move, but can still breathe, see, hear and feel, for D10 minutes.
- **81-85** - Paralyze. As above but duration is D10 Hours.
- **86-90** - Lightning. A lightning bolt strikes the geomancer doing 4D6 damage. Since the bolt is magical in nature it ignores body armor and does damage directly to **Body**. The geomancer gets no Dodge roll.
- **91-95** - Storm. Windrush, Cloudburst and Lightning. Duration: D10 minutes.
- **96-98** - Fireball. Does 6D6 damage as per lightning.
- **99** - Earthquake. 4D10 damage in a 100 foot radius. Duration: D10 minutes.
- **00** - Explosion. 10D10 Damage in a 100 foot radius around the geomancer. Effects per lightning. This is not a spell as with the other results, but is instead a release of the raw power accumulated by the magician.

Vivimancy Failure:

- **01-20** - No result. Successful grounding has resulted.
- **21-30** - Blind. The vivimancer is struck blind D10 hours.
- **31-40** - Float. The vivimancer floats as if in zero-g for 2D10+4 hours.
- **41-50** - Turn invisible. The vivimancer is invisible for D10 days. His clothing and equipment are not.
- **51-60** - Metamorph. Vivimancer turns into random animal (*GM's choice*). Duration: D10 Hours.
- **61-70** - Repulsion. Same as the Geomancy effect.
- **71-75** - Attraction. Same as the Geomancy effect.
- **76-80** - Paralyze. Vivimancer is unable to move, but can still breathe, see, hear and feel, for D10 minutes.
- **81-85** - Paralyze. As above but duration is D10 Hours.
- **86-90** - Phantom. The vivimancer and everything he is wearing becomes intangible for 2D10+4 hours. He can hear and see, and be seen, but will pass through any solid object and is unable to manipulate or touch solid objects.
- **91-95** - Stone. The Vivimancer is turned to stone for D10 days.
- **96-98** - Fireball. Does 6D6 damage as per lightning.
- **99** - Suspended Animation. The vivimancer is in stasis. He will not age, or die, but is unable to move and is unconscious for D6 months.
- **00** - Explosion. 10D10 Damage in a 100 foot radius around the vivimancer. As per lightning. This is not a spell as with the other results, but is instead a release of the raw power accumulated by the magician.



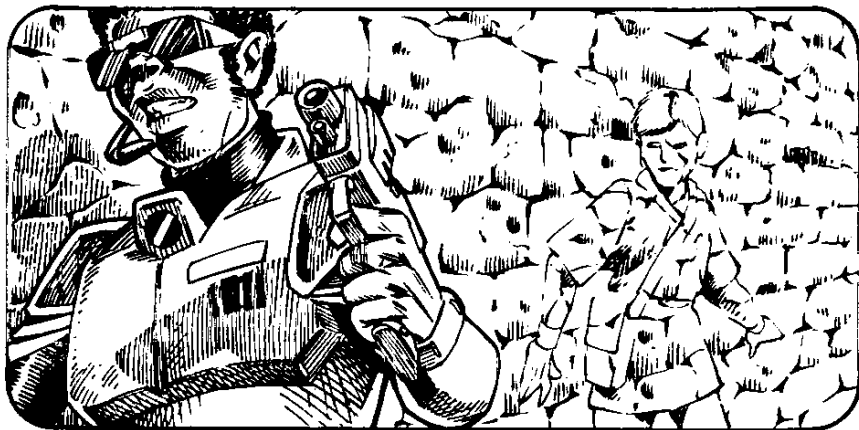
SPELLS

Spells are the actual magical skills for each school. They are the combination of spoken and mental commands that allow the magician to manipulate and direct the energies at his command. Since we are dealing here with a number of different cultures, the names of the various spells may not be consistent from culture to culture, but the results are, so we have given them their most descriptive names.

It is not possible to translate spells from one school to another, for instance to turn a vivimantic spell into a geomantic spell. For the same reason it is not possible for an enchanter whose basic school is geomantic to learn an enchantment spell that is vivimantic. A magician's body becomes attuned to the type of magic that he uses, and he can learn and use no other.

Unless otherwise indicated, spells' effects happen instantly upon completion of the spell. If a magician's mouth is covered and he cannot speak his spell it will not work. Since the vocal component of a spell is only a part (*though undoubtedly an important part*) of the spell, a person cannot learn a spell simply by overhearing it. To further safeguard against this most magicians mumble their spells.

Inscribed items and spell books work on the same principle, for though they hold the magic, it usually takes a special command word to activate them. In addition spell books may hold no more than D10 spells, and wands, staves, and amulets may hold only one (*with the exception of certain enchantment spells*), but this spell may be used and re-used up to a maximum number of times equal to the caster's level, and up to the original LOC per day. No one may carry no more than 10 inscribed items on his person at any given time. More than that, and the magical fields that they produce begin to conflict, causing him severe physical pain (*and D6 damage per round, per spell*). The skill levels of spells in spell books and magical items should be listed with the spell. The skill level of the spell in the book or item is the same as the skill of the enchanter when he inscribed the spell.



The following are the spell lists for the three different schools of magic:

Geomancy Vivimancy Enchantment*

Flash	Truth	Repair
Fog	Suggestion	Return
Light	Trance	Speed
Windrush	Psychometry	Strength
Paralyze	Dispel	Strike
Animal Ability	See Aura	Armor
Flame	Sleep	Seek
Commune	Levitate	Damage
Great Wind	Mind Block	
Anti-Tech	Transmute	
Attract	Combust	
Darkness	Flame Bolt	
Greater Heal	Absorb	
Track	Invisible	
Walkwater	Teleport	
Shield	Blind	
Silence	Paralyze	
Crumble	Evil Eye	
Cloudburst	Regeneration	
Walkwind	Greater Dispel	
Fire Ball	Float	
Chameleon	Amplify	
Amplify	Mind Wipe	
Call	Illusion	
Flora	Group Mindblock	
Encase	Image	
Dispel	Force Field	
Calm	Paralyze	
Hail	Greater Paralyze	
Simple Heal	Greater Regeneration	
Storm	Teleport Trail	
Ice Spray	Dream Walk	
Mimicry	Phantom	
Charm	Insert Memory	
Dig	Negate Poison	
Shards	Forcebolt	
Far Seeing	Suspended Animation	
Travel		
Petrify		
Earthquake		
Lightning		
Transmute		
Greater Paralyze		
Greater Dispel		

*In addition to the spells listed for enchantment, the enchanter also has access to the spell list of his basic magical school. Remember, spells must be learned, either from another magician, or from a lore book.

SPELL USE

In terms of the game, spells function exactly as skills, but remember that the focusing of magical energies is an inexact business, requiring more and more skill to focus it with control. For instance, it is far more difficult for a magician to use the Anti-tech Field, but somehow exclude his own weapons and equipment, or those of his companions.

It isn't the generation of the field that is difficult, but the control of the field once it is generated. Another example would be taking that same spell, but making the size of the area affected smaller, or something other than circular, or projecting the field a great distance.

Spells are modified by how successful a magician was on his dice roll. For example if the magician needs a 40 or less on his D100 roll to succeed, the lower the number under 40 that he rolls, the more control he gets over the spell results. This is determined by percentage.

To continue the example, if the magician rolls a 30 he would look on that part of the chart that is indicated for 75% of the roll needed (30 is 75% of 40) always rounding to the nearest whole number. This percent is called, 'Level of Control' (LOC). The exact nature of the result is left to the GM's discretion.

- **76-100%: LOC 1.** No specific control. The spell's effects are as stated.
- **51-75%: LOC 2.** Some specific control. Enough to keep the spell from directly affecting those whom the magician wishes to be unaffected or to choose a specific target.
- **26-50%: LOC 3.** Very specific control. Enough to change the shape and size of the area affected by the spell, or adjust the spell to have very specific results.
- **01-25%: LOC 4.** Total control. While the magician cannot make the spell do something that it was not intended to do, he can make it do anything, in any way that it was intended to do.

Spell listings include duration and bonus per level. Each magician starts with the spell at his **Base Skill Level** and adds the indicated percentage, continuing to do so every time he increases a level after gaining the spell.

Durations and sizes of the field of effect can be altered by the magician (unless otherwise indicated) either by his LOC or by using counter spells, for example a Dispel, which cancels the spell's effect, though it will not reverse effects that have already occurred.

Enlarging the area affected is possible if the spell is cast more than once. The area affected by the second spell is in addition to that already activated. This is true even if the spell is cast by another magician, as

long as the second magician is in close proximity to the first. In this way magicians can have cumulative results by combining their abilities.

For spells that have damaging effects it is possible to increase the damage in this same way. All spell effects are cumulative as long as they are cast within each spell's duration. For example, Windrush creates a 2D10 miles per hour wind in a 100 foot radius with a duration of D10 minutes. For the sake of argument, let's say that the first spell creates a 15 mph wind that will last 6 minutes. Two minutes later the magician casts Windrush again with the result a 10 mph wind that will last 10 minutes. Then for a period of 4 minutes (6-2) there will be a 25 mph wind with the affected area having a 200 foot radius. Then the second spell will continue for another 6 minutes at 10 mph and a 100 foot radius.

Designer's Note: Many games rely on the presence of magical beings. In this system magical beings do not exist. There are only people, human and otherwise, with the ability to tap into a source of power that lets them seem to ignore the laws of the physical universe. Any sentient being can use magic, (This includes self-aware computers). No animal or other non-sentient creature can use magic.

Every time a successful spell is cast against a sentient being, that being gets a chance to save himself from the effects of the spell. If he rolls a D100 under his **Resilience Statistic**, the spell, if its effects are non-physical (such as *Despair*), has no effect. If, on the other hand the spell has a physical effect (such as *Fireball*) damage is halved. Armor reacts normally, unless otherwise indicated by the spell. All magical attacks are resolved as missile fire, and all physical attacks strike automatically, unless otherwise indicated.

In addition, there are modifiers to spell use (in the same way as there are modifiers for skill use). When casting a spell consult the table below to find any appropriate modifiers then combine that modifier with the magician's chance of success. Any unmodified roll of 00 is a failure, any roll of 01 is a success, regardless of modifiers.

Modifier

Contrary Magic Present	-10
Magical Item Carried on the Magician's Person	+1 per item
Additional Time Taken with Spell	+5 per round
Components	+5 per item
Life Force Drain*	+1 per pt of Con

* Usable only by vivimancers

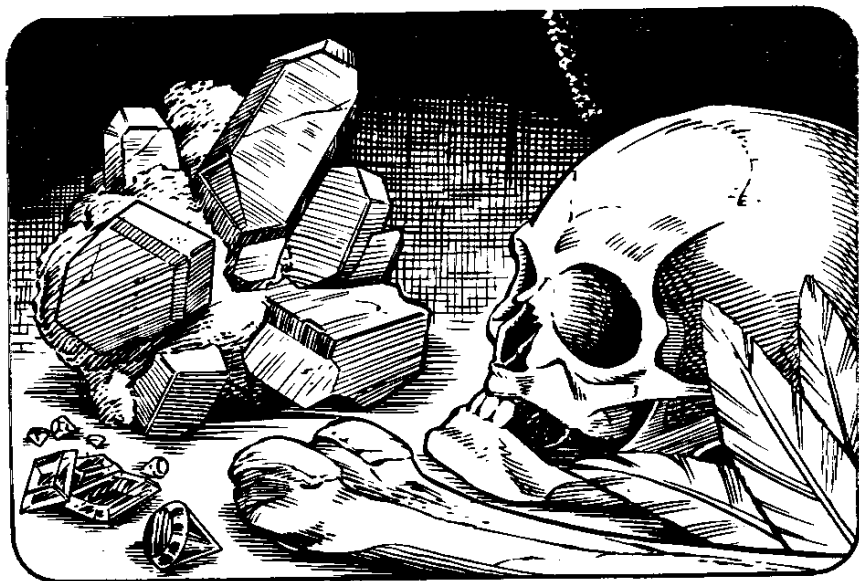
Contrary magic is any magic of a school other than the magician's own that is present, either in the form of another magician, a spell, or a magical item. The effect is within 100 yards time the level of the spell, or magician, radius (100 yds x Lvl).

Magical items carried by the magician can actually attune the magician to the magical energies that he is trying to manipulate (*up to the physical limit of ten*). Therefore, if the magician is carrying any magical items he will have a slightly greater chance of success. This would include spells and books, but be aware of the contrary magic rule.

Magicians may also choose to take additional rounds to cast their spells. This must be stated at the beginning of the spell casting and include the number of additional rounds to be taken. The magician is just as vulnerable as normal, but for a longer period.

Components are items of some significance carried by the magician. For geomancers these would include precious and semi-precious stones, crystals, and other "things of the earth". For vivimancers, components are any once living item, hair clippings, feathers, bones, etc. -anything that has not been violently removed from a living creature. Violence for the specific purpose of gaining components nullifies their effectiveness. The creature must have died naturally, for the components to be useful. Components disintegrate when used with a spell, and cannot be re-used. No more than five components may be carried on the magician's person at any given time, for much the same reason magical items are limited.

Life Force Drain involves the vivimancer drawing a part of his lifeforce (*or that of a familiar*) and putting it into the spell. While this can increase the effectiveness of the spell, it can also weaken or kill the magician with repeated use. There is a 2% cumulative chance each time this is done within a 30 day period, that the Con loss will become permanent. It is not recommended that vivimancers use their familiars as "little batteries", since the damage, or death, of the familiar will also affect the vivimancer.



SPELL DESCRIPTIONS

All spells, unless otherwise indicated, require one round to activate. During this time the magician cannot attack, dodge, or otherwise engage in combat. Physical attacks on him will not disrupt the spell casting as long as he can still speak. However, successful non-physical attacks, such as psionics or magic, will stop the spell from being activated.

Unless otherwise indicated, any spells (*such as metamorph*) that give the magician animal abilities are limited to animals native to the world where the spell originated.

GEOMANCY

Anti-tech Field: No one can be sure, due to the secretiveness of most aboriginal tribes, if this is a new use of magic. It would seem that it must be, since technology would have had to be present to create the need for this spell. Be that as it may, anti-tech, or a spell like it is universal to the aboriginal tribes. This spell creates a circular area 100 feet in diameter and disrupts, or destroys all items of a technological nature (*all machines and equipment operated by anything other than muscle power*). Duration: 1 Minute per LOC. +5% per level.

Flash: A brilliant flash of white light surrounding the geomancer. It has the same effect as a stun grenade, blinding all within a 50 foot radius. Duration: 1 second. +5% per level.

Fog: Heavy fog spreads outward from the geomancer, covering the landscape in a 1 square mile x LOC area. Visibility is D6x LOC in feet. Duration: 2D10+4 hours. +5% per level.

Light: A globe of light bright enough to illuminate a 2D10 foot radius. It generates no heat, only light, but is self sustaining and requires no concentration to maintain. Before the spell has run its course, it can be extinguished only with a Dispel. Duration: D6x10 minutes per LOC. +5% per level.

Windrush: Wind at 2D10 miles per hour within a 100 foot radius. Duration: D10 minutes per LOC. +5% per level.

Paralyze: Renders its victim completely paralyzed. If the victim makes his saving roll time spent paralyzed is halved. The difficulty is directing this spell at a single target. If at least LOC 2 is not achieved, it will affect everyone, except the magician, within a 100 foot radius. If LOC 3 is not achieved there is a 20% chance that it will also affect the magician. Duration: D10 minutes per LOC. +5% per level.

Animal Ability: Allows the magician to take one specific ability from any animal, or other creature, any physical Attribute or Statistic, or any characteristic, such as sense of smell, etc. Duration: D10 hours per LOC. +5% per level.

Flame: Fires a D10 inch spurt of flame from the magician's hand. Does 2D6 damage to any target with a 25% chance of igniting any combustible material. Duration: 1 round. +5% per level.

Commune: Allows the magician to commune with nature. He is able to draw off the natural energies surrounding him and heal his mind and body at an accelerated rate. Bod and Con are recovered at twice (x2) their normal rate, Resilience and Mental Strength are recovered at three times (x3) their normal rate. While communing, the magician is at rest and unaware of his surroundings for the duration of the spell, or until all Statistics and Attributes have returned to normal. Duration: D6 hours minus LOC. +5% per level.

Great Wind: Wind at 2D10 x5 miles per hour within a 250 foot radius. Duration: D10 minutes per LOC. +3% per level.

Darkness: A globe of darkness surrounding the magician at a distance of D10 x10 feet. From within lights will provide normal vision, but from without all that can be seen is an area of shadow that cannot be penetrated. Duration: D10 minutes per LOC. +5% per level.

Track: Allows the magician to track any being or creature to its present location simply by touching a single track. A mental image is formed in the mind of the magician, allowing him to see the target and its surroundings and follow the same route that the target took to that location. The spell is not precognitive, it will only allow the magician to see where the target is at the moment the magician activates the spell. It will not tell the magician where the target is going. Duration: 1 minute per LOC. +5% per level.

Walkwater: Allows the magician and anyone in direct contact with him to walk on water. Duration: D6x10 minutes per LOC. +5% per level.

Shield: Creates a solid, invisible shield around the magician at a distance of D10 feet in all directions. The shield is AV:20; Body:150 and has no agility modifier. It is solid, but gas permeable. Duration: D10 minutes per LOC. +3% per level.

Silence: Surrounds the magician with a D10 per LOC foot circle of silence. Inside the circle sound travels normally, but no sound escapes to the outside. Duration: 1 hour per LOC. +5% per level.

Crumble: Anything the magician touches after activating this spell will crumble to dust within seconds. Metal rusts, wood rots, etc... Will not work on living tissue. Up to D10 x LOC square feet of an object touched crumbles, along with any identical matter that it is in direct contact with the original article, up to an additional D10 x LOC. Duration: 1 round per LOC. +2% per level.

Cloudburst: Heavy rain in D10 per LOC foot area. Visibility and effects as per Fog. Duration: D10 per LOC minutes. +5% per level.

Walkwind: Allows the magician to walk on the wind, to fly, or glide using the wind (and only the wind) as propulsion. The magician can control the flight mentally, changing direction or altitude at will. His speed will be whatever speed the wind is traveling at and the spell will not function if there is no wind at all. Duration: D6x10 minutes per LOC. +3% per level.

Fireball: Allows the magician to create and direct a fireball of approximately 18 inches in diameter. Fireball does 2D6 per LOC damage to any target that it strikes and it ignores normal, non-magical armor. The range is 100 per LOC feet. +3% per level.

Chameleon: Allows the magician to blend into his surroundings. The magician does not become invisible, but does take on the coloring and texture of the surrounding area. Only a **Dispel** will allow the magician to be seen while he is standing still. If the magician moves, he can be perceived as a disturbance, like a heat ripple. Have anyone really looking make a roll under their Wisdom to see this ripple effect. Duration: 1 hour per LOC. +5% per level.

Call: Allows the magician to summon to him any animal, or any being. In an animal it becomes an irresistible force beckoning the creature to seek out the magician. In a sentient being it is a suggestion, a feeling that the being must travel in a certain direction. Higher levels of control will allow the magician to call specific animals or beings within his range, otherwise the call is a general one, such as, "Bears to me," which will call all the bears within the area to the magician. Range is D10 per LOC miles. Duration: 1 hour per LOC. +3% per level.

Amplify: Enables the magician to hear at three times (x3) his normal range. It will also allow him to hear sounds outside the range of his normal hearing, both ultrasonic and subsonic. Duration D10 per LOC minutes. +5% per level.

Encase: This spell is directed at a target. It allows the magician to encase that target in whatever solid elemental material is at hand, for example earth, ice, metal, etc. The target will be encased in D10 per LOC inches of this material and will remain so, until freed by either a **Dispel** or conventional means. Duration: Unlimited. +2% per level.

Flora: The magician becomes able to animate and stimulate the growth of all plant material within the range of the spell. Control of the plants is dependant on the LOC the magician achieves. For example commanding the plants to attack may well see the magician and his companions seized as well. Once the spell has run its course, the plants will return to normal, but in their last assumed position. So if someone is seized by a tree, that tree will continue to hold the individual until he is freed by conventional means. Duration: D10 minutes per LOC. +3% per level.

Dispel: This is the magician's all-purpose un-do. It will stop any of the spells of his own school, immediately, whether or not they have run

has been to before. Anyone or anything touching or being touched by, the magician at the instant of travel will travel with him. Those unaccustomed to this form of travel will arrive disoriented and take D10 rounds to recover. Only entire items and people can travel. Duration: Instantly. +2% per level.

Petrify: It allows the magician to turn anyone he touches to stone. The spell works only on organic tissue, and only by touch. Anyone touching the initial target at the instant of petrification will also be turned to stone. Duration: Permanent. +2 per level.

Greater Paralyze: As the spell **Paralyze**. Duration: D10 per LOC hours +3 per level.

Metamorph: The magician is able to assume the shape of any animal that he is familiar with by picturing the animal in his mind and activating the spell. The more control the magician gains over the spell, the more control he has over the specific aspects of the animal he becomes. For example, all bears are strong, but if the magician wants to become an incredibly strong bear, this will take more control over the magic. A result of LOC 1 might find the magician turned into an animal completely different from the one he was thinking of, or he might have only some of the aspects of the animal, like a bird with humanoid feet. Betas will tend to become their root animals, and will require LOC 3 to resist this. In animal form the magician has the animal's physical **Statistics** and **Attributes**, but keeps his own mental scores. He will not retain the ability to speak, and thus loses his spell casting ability. Duration: D10 hours per LOC. +3% per level.



Greater Dispel: Allows the magician to dispel the spells of a school other than his own. This always produces a grounding effect, even when the spell is successful. The grounding effect will strike the original spell caster if the spell is successful (*possibly informing him that his spell has been dispelled*), and the dispeller, if the spell is unsuccessful. The magician must achieve at least the LOC of the original spell for the Dispel to be successful. Duration: Unlimited. +2 per level.

Sense Magic: This spell allows the magician to sense the presence of magic. This can be in the form of a magical item, or another magician. If it is an item, the magician will be able to determine its function and command words if the magic is from his own school. If not, only the presence of magic and the magician's school can be detected. If it is a magician, only the magician's school and level (*plus or minus D6*) can be determined.



Vivimancy

Truth: It allows the magician to determine whether or not a person is telling the truth. It also allows the magician to see the truth of an illusion, if one is present, or a person's true form if **Metamorph** is being used. It will also reveal to the magician anyone using **Chameleon** or **Invisible**. In the case of using **Truth** against another spell, at least the LOC of the original spell must be achieved. Duration: D6 per LOC minutes. +3% per level.

Suggestion: This allows the magician to place a suggestion into another person's mind. Suggestions include, "*You're thirsty,*" or "*These are not the droids you're looking for.*" Duration: Unlimited. +5% per level.

Trance: This spell functions exactly as the geomantic spell **Commune**. See **Commune**.

Psychometry: The magician can touch an object or a person and read its past history. He will experience random glimpses of everything that the item has ever observed. Duration: D10 per LOC minutes. +5% per level.

Sleep: Places everyone within the sound of the magician's voice into a deep sleep. They will sleep soundly, but normally until they are disturbed somehow. +5% per level.

Levitate: The magician is able to lift any person or object that he can directly see (*and that is not anchored in some way*) and move it anywhere in his field of vision by mental command. The magician can lift up to D100 pounds per LOC. Duration: Until the magician puts it down. +5% per level.

Mind Block: Allows the magician to remove the memory of a recent or past occurrence from the mind of the target. At LOC 1 the magician can remove up to a day, at LOC 2 up to a week, at LOC 3 up to a month and at LOC 4 up to a year. Duration: Permanent. +5% per level.

Transmute: As the geomantic spell **Transmute**.

Combust: This spell operates exactly as the **Psionic** ability, **Pyrokinesis**, except that damage is 4D10 per LOC. Duration: 1 round per LOC. +3% per level.

Flame Bolt: The same as the geomantic spell **Flame**.

Invisible: Turns the magician or a target of his choosing invisible. Duration: 1 hour per LOC. +3% per level.

Teleport: The same as the geomantic spell **Travel**.

Blind: The magician is able to strike any being temporarily blind. Duration: D6 hours per LOC. +3% per level.

Paralyze: The same as the geomantic spell of the same name.

Greater Paralyze: The same as the geomantic spell of the same name.

Bind Familiar: Allows the vivimancer to bind himself to any living creature. While that creature lives the vivimancer gets +1 LOC and is able to see, hear and feel everything the familiar does at any distance, so long as the spell continues to operate. If the familiar is injured the vivimancer experiences 1/2 of that damage. If the familiar dies the familiar's **Constitution** is permanently subtracted from the magician's. A magician may have no more than 2 familiar at a time. Duration: Permanent. +5% per level.

Sense Magic: The same as the geomantic spell of the same name.

Evil Eye: A sort of bad luck spell. After the magician has cast this spell, the person that it was cast on is at -50% on any skill roll for the duration of the spell. Strange unlucky events will always prevent the person from succeeding at their task. Weapons will misfire, tools will break and it will all seem like co-incidence. The results can be fatal if the person is attempting a dangerous feat. Duration: D10 per LOC rounds. + 5% per level.

Regeneration: This allows the magician to regenerate **Body** and **Constitution** completely, no matter how much he has lost. This spell may only be performed once each day and only on the magician. At LOC 1 the magician regenerates to 25% of his full Constitution, at LOC 2 to 50%, at LOC 3 to 75% and at LOC 4 to full normal levels. It will not allow him to regenerate to a higher level than he has normally. Duration: Permanent. +3% per level.

Greater Regeneration: This allows the magician to regenerate even permanent Constitution loss. It can only be performed once each day and may be used on other people. It works according to LOC in the same way that **Regeneration** does. Duration: Permanent. +2% per level.

Float: Allows the magician to float, as if in zero-g. The magician will not be carried by the wind, but can propel himself by pushing against any solid object. At LOC 3 or more the magician can manipulate the zero-g field with enough skill to move himself, as though flying. Anyone touching him will experience the same effect and continue to experience it after releasing the magician for D10 seconds. Duration: D6x10 minutes per LOC. +5% per level.

Amplify: The same as the geomantic spell of the same name.

Mind Wipe: Allows the magician to empty another's mind of all its knowledge. The basic personality will not be altered, but the person is as a child, with no skills or abilities. Duration: Permanent. +2% per level.

Enchantment

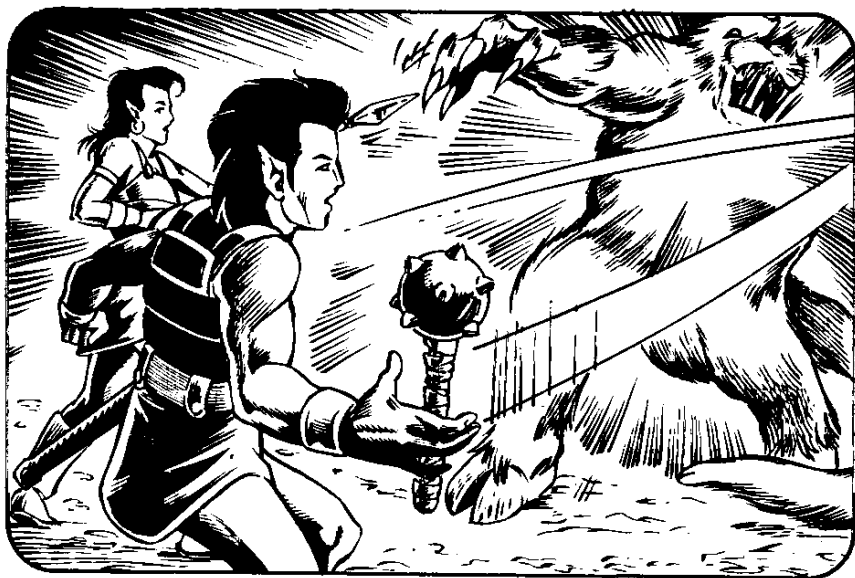
In addition to the spell listed below the enchanter gets to choose from one of the other two schools of magic, according to his basic school. Certain of the following spells can be used with other spells on the same item, even though the type of item may limit the use of spells inscribed on it. Any item with one of these spells inscribed on it needs a command word to activate, unless otherwise specified by the spell. Non-magicians as well as magicians can use a magical item, so long as they understand its function (*successful Wis roll*) and know the command word.

Repair: This spell can be combined with any other on the object. It makes the object self repairing. Only a Dispel will allow the object to be damaged or destroyed. Duration: Permanent. +5% per level.

Return: Makes the object return to the hand that threw it. It takes the object one round to return and it can be impeded by a solid object, though it will try to go around objects. It can also be caught by someone else. Like **Repair** it can be combined with other spells on the same object. Duration: Permanent. +5% per level.

Speed: This gives the object the ability to be used at higher speeds than other objects of this type. For example, a weapon would get extra attacks per round. Speed is increased by 1 per LOC. Duration: Permanent. +3% per level.

Strength: This gives the object the ability to increase the **Strength** of the user. **Strength** is increased at the rate of +5 per LOC. Duration: Permanent. +3% per level.



Magical Items

Certain types of magical items seem virtually universal, and those listed here fall into that broad category. Many of these are artifacts of considerable power, and all have cultural and in some cases religious significance. For this reason, Corp study of these items has been limited and certain details may, or may not be entirely accurate. It is also important to realize how rare it has been that any magical item has fallen into the hands of anyone outside one of these cultures. In fact, in some aboriginal cultures the simple possession of one of these items by anyone other than a priest or potentate, is an instant sentence of death.

Designer's Note: These are merely a representative sampling of magical items. There are also Spell Books, Lore Books, etc. It is suggested that GM's use their own imagination in creating these and other magical items. The various spells specific to the enchantment school can be combined with spells from the enchanter's basic school (geomancy or vivimancy) in an unlimited number of ways. Unless otherwise indicated all items are inscribed at 2D6 Level and at 1/2D6+1 LOC.

Power Gauntlets: These are heavy gloves made of any material from leather to metal plate. They are inscribed with the enchantment spells **Strike** and **Damage**.

Stealth Cloak: A well made cloak of wool or linen, with a silken lining. It is inscribed with the enchantment spell **Repair**, to keep it always in fine condition, and the geomantic spell **Silence**. It allows the wearer to move in complete silence.

Shield Ring: A silver metal band with tiny inset stones of shifting hue. This ring is inscribed with the enchantment spell **Armor** and the vivimantic spell **Force Field**.

Girdle of Strength: Usually a wide natural leather belt with a number of buckles and straps. It may also be tooled with various designs and sigils. The belt is inscribed with the enchantment spell **Strength**.

Ring of Absorption: A golden band inset with a single large, pear shaped stone. The stone is usually clear, but takes on a deep blue hue when the ring is used. It is inscribed with the vivimantic spell **Absorb**.

Potion of Healing: Generally stored in a ceramic vial about the size and shape of a test tube, with a rubber or cork stopper. This clear, thick liquid is inscribed with the geomantic spell **Heal**.

Potion of Greater Healing: As above, but with the geomantic spell **Greater Heal**.

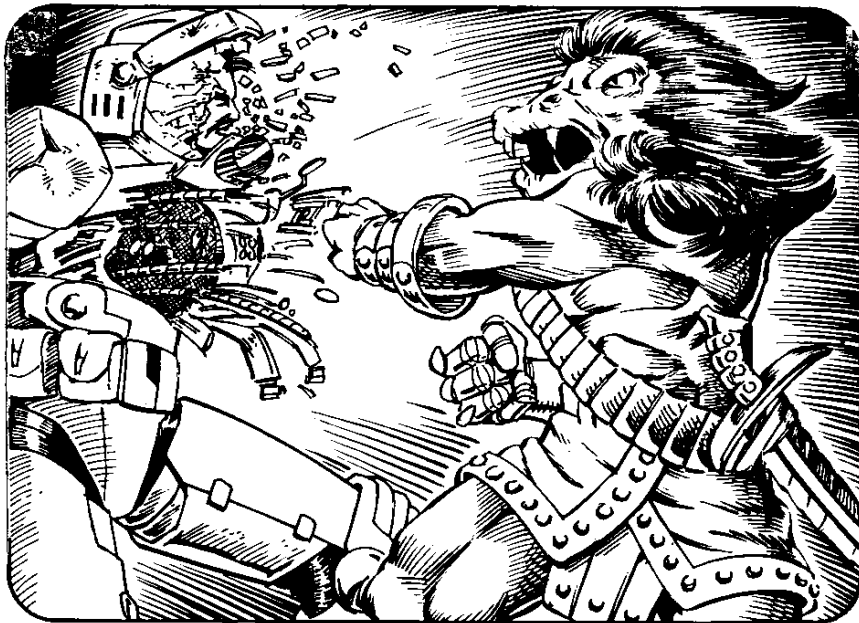
Potion of Invisibility: As above, but with the spell **Invisibility**.

Strike: This gives the item a modifier that is added to the user's **Base to Strike**. This spell can be used with another on the same item and needs no command words to activate. It is increase at the rate of +5 per LOC. Duration: Permanent. +3% per level.

Armor: This gives the object the ability to act like a full coat of armor for the user. This spell is always active while the item is in physical contact with the user. Armor value is as Plastic Plate for LOC 1, Metal Chain for LOC 2, Metal Plate for LOC 3, and Carbide for LOC 4. Duration: Permanent. +3% per level.

Seek: This spell is similar to the spell Return in that it allows the item to seek out its owner under its own power. The range is limited to the sound of the owner's voice, but nothing will stop the item from seeking out that person once the command word is spoken. The item will move through, over, under or around any obstacle with Speed 60. If anyone tries to hold it back they must successfully roll less than half their Strength every round that they try to hold the item. The item will not cease trying to move as long as the owner is alive. Duration: Permanent. +3% per level.

Damage: This spell can be used with other spells. It increases the physical damage that an item used as a weapon, though not another spell inscribed on that item, can do. Damage is 1D6 per LOC. This spell is always active and needs no command word.



Ring of Truth: This is a plain gold band with a tiny sigil inscribed. It allows the wearer to perceive reality as if a Truth spell had been cast, but the effects are constant while the ring is worn.

Sword of Destruction: This is a sword of excellent workmanship, but relatively plain design. It is inscribed with the enchantment spell Damage.

Dagger of Damage: As above, but the weapon is a long, leaf bladed dagger instead of a sword.

Bow of Speed: This is a wooden, recurved bow of exceptional workmanship. It is inscribed with the enchantment spell Speed.

Orb of Seeing: This is a six inch diameter crystal orb inscribed with the geomantic spell Far Seeing.

Amulet of Calling: An amulet carved with the image of a particular species of animal (such as a bear) that is inscribed with the geomantic spell Call, specific to the animal image.

Wand of Fireballs: A simple wooden wand inscribed with the spell Fireball.

Wand of Ice Spray: As above, but with the spell Ice Spray.

Amulet of Chameleon: An amulet set with a single large precious stone in the center, and surrounded by five smaller stones in a star pattern. This amulet is inscribed with the spell Chameleon.

Amulet of Animal Ability: Resembling an Amulet of Calling, this amulet gives the wearer the ability to call on a single ability of the animal represented by the image. It is inscribed with the geomantic spell Animal Ability.

Orb of Light: A two inch diameter crystal orb inscribed with the spell Light.

Hammer of Seeking: A heavy war hammer (*damage as a mace*), which can be thrown and made to return to the owner. It is inscribed with the spells Damage, and Seek.

Axe of Returning: A normal throwing axe, but inscribed with the spell Return.

Wand of Lightning: As a wand of Fireballs, but with the spell Lightning.

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1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

1. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

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Aborigines Glossary

- **Isorodi**
Guild of Ankylosian psionics. Color associated: gold & shaved head hair.
- **Rockson**
Guild of Ankylosian builders, masons & miners. Color associated: brown.
- **Telal**
Guild of Ankylosian teachers, scribes, musicians & storytellers. Color associated: purple.
- **G'vet**
Guild of Ankylosian vegetable farmers & fishers. Color associated: green.
- **Amskin**
Guild of Ankylosian tanners, woodworkers, trappers & cobblers. Color associated: orange.
- **Isarodi**
Ankylosian guidance counselor for children 6-10. Said to be descended from common ancestor.
- **Oyon**
Short for Oyunsyndic. Policy-making governing body led by a member of the Warrior Guild, and chosen from all syndics.
- **Nai**
'Cold weeds' which grow on the internal ice walls of Basalian domes.
- **M'teeth**
Coral used to produce light.
- **Teos**
Devices to raise & lower m'teeth in their water containers.
- **Zsagan**
Chrysalis found within the body cavity of a dead Aturgeon.
- **Nufenlen**
Subspecies of Ka'Anda having light spots on fur.
- **Kwebik**
Subspecies of Ka'Anda having light stripes on fur.
- **Pakk'shi**
Leader of Ka'Anda clan.

- **Illipal**
Clan member with the mark of a mason.
- **She'l'bi**
Teacher or lore-keeper of Ka'Anda clan.
- **C'lezteal**
A tattooer, necessary for any clan.
- **Mtej Kwao**
Plant highly prized by the lanari as food & medicine.
- **Jubon**
Mature Mtej Kwao.
- **Iemalef**
Third sex of Rel; carrier of a rel child. Called Iemalef after a child is placed in the pouch.
- **Netgue**
Secretions from the Iemalef, known to be euphoric & addictive.
- **Braitai**
"Future children", more likely to become Iemaler.
- **Lingwe**
Forcible cleaning of a Rel's respiratory system.



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MOSPEADA

We live amongst them
... but how little do
we know them.

They are the aboriginal
inhabitants of the Corp
colony worlds, the
original inhabitants.

Some have assimilated
to Corp society, in
other cases they wage
unending war with it.

Some say they have
special powers
**some call it
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